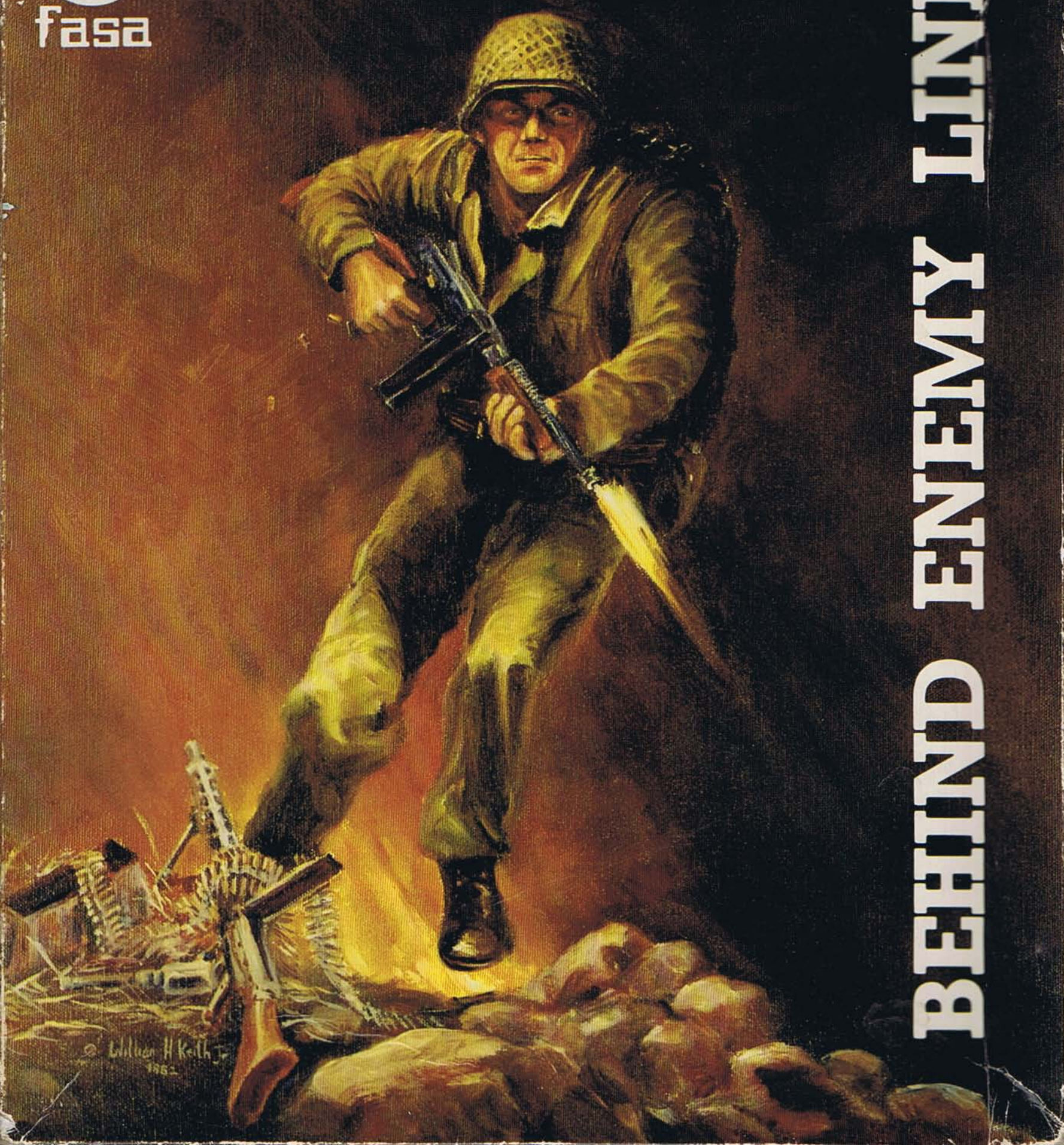


World War II Role-Playing Game



BEHIND ENEMY LINES



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fasa

BOOK 1

**Character Generation
and Basic Rules**



BEHIND ENEMY LINES



1884

BOOK 1

Character of the
and Rural Police



1884



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BOOK 1

Character Generation and Basic Rules



BEHIND ENEMY LINES

Behind Enemy Lines was conceived as a World War II role-playing game by FASA.

Developed by William H. Keith, Jr.

Jordan Weisman

Ross Babcock

Eric Turn

Steve Turn

Written by William H. Keith, Jr.

Edited by Ross Babcock

Lay out by Jordan Weisman

Copy Edited by Julie Billingsley

Research by Jordan Weisman

Stanley Lind, Jr.

Ross Babcock

Eric Turn

Steve Turn

Index by Sam Lewis

Shari Lewis

Art by William H. Keith, Jr. (all except as noted below)

Jim Clouse pages 10, 55, 56

Jerry O'Malley pages 24, 31, 36

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60680-6930

Behind Enemy Lines was play-tested by the following people:

David Beaton

Karen Vander Mey

Chris Fell

Julie Billingsley

Marty Billingsley

Mark Blumenthal

Eric Turn

Steve Turn

Carl Vogel

Dave Schultz

Chuck Maddox

Lee Clouse

Steve Hitzeman

Eric Hanson

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BEHIND ENEMY LINES

The chatter of machinegun fire and the crack of rifles sounded from just over the hill. Corporal Duboise continued his advance flat on his belly through mud and dead leaves, foot by painful foot as he worked his way through the underbrush toward the crest of the ridge. From there, if he'd read the lay of the land correctly, he should be looking right down into the Kraut machinegun nest that had his squad pinned.

There was a noise off to his right: a snapping of branches, and the harsher "snick-snick" of a machinepistol bolt being drawn. Dubois hurled himself to one side, bringing his Thompson to bear on the half-visible grey-on-grey shape above. His weapon bucked, spitting flash and teeth-rattling noise. Slugs from the German's MP 40 splintered tree bark at Duboise's shoulder, then stopped short in a silence that was louder than gunfire. Duboise ducked, rolled, and slithered further along the ridge, not knowing if he had hit the ambusher; unless you were sure, it was always better to pretend that the other guy was still out there. You lived longer that way.

Duboise reached the crest of the ridge, homing in on the intermittent yammer of the Kraut gun. Shapes moved behind camouflage and underbrush 30 yards below. He'd made it! His squad was still pinned further down the defile, but the enemy was not expecting an attack from the flank. Carefully, quietly, he slung his Thompson over his shoulder, pulled out a grenade, and pulled the pin.

The German machinegunners had seen him; one yelled and pointed as he raised up to throw. The machinegun has been hauled around now, and bullets were stitching up through the brush. Something dealt him a sledgehammer blow in his left shoulder, spinning him back and around; somehow he steadied himself, somehow he kept his grip on the grenade. Somehow, with the enemy gun yammering in his ears, he lined it up and hurled the grenade with all his strength.

He could not quit, not now . . . not when his buddies were counting on him. They were depending on him to lead them out from . . .

BEHIND ENEMY LINES

Behind Enemy Lines is a game of action and individual combat set against the backdrop of World War II. Unlike most games of this period, Behind Enemy Lines is a role-playing game, which allows the players to take on the characters of individual soldiers within an infantry squad. The players, rather than recreating the moves and counter-moves of entire regiments, divisions, or armies, will be seeing the war from the point of view of individual soldiers. Combat will involve them in skirmishes, patrols, ambushes and sniper attacks and the sudden fury of individual hand-to-hand combat, far more than in pitched battles.

Unlike other role-playing games, Behind Enemy Lines attempts to create real men in real situations. The "heroes" here are ordinary infantrymen in a typical squad with a mission to complete. Their reward is not treasure or fame,

but their actions and sacrifices are the stuff from which history is made.

In Behind Enemy Lines, a group of players usually numbering between 1 and 8 and a Game Master or Referee interact to create a squad-level action in World War II. The Game Master is responsible for setting up a mission, such as sending out a patrol to locate enemy positions. He creates the obstacles the mission must overcome, such as enemy snipers, patrols, pillboxes, minefields, or tanks. The simplest scenarios can focus on a single obstacle: one sniper, for example, who has pinned down the entire squad. These can present the players with the ideal introductory game, or with games ideal for those evenings when half the squad has had to go home early. On the other hand, ambitious Game Masters can create involved campaigns woven into historical actions, at Normandy or the Ardennes perhaps, with the squad playing through a succession of scenarios, and fighting many battles.

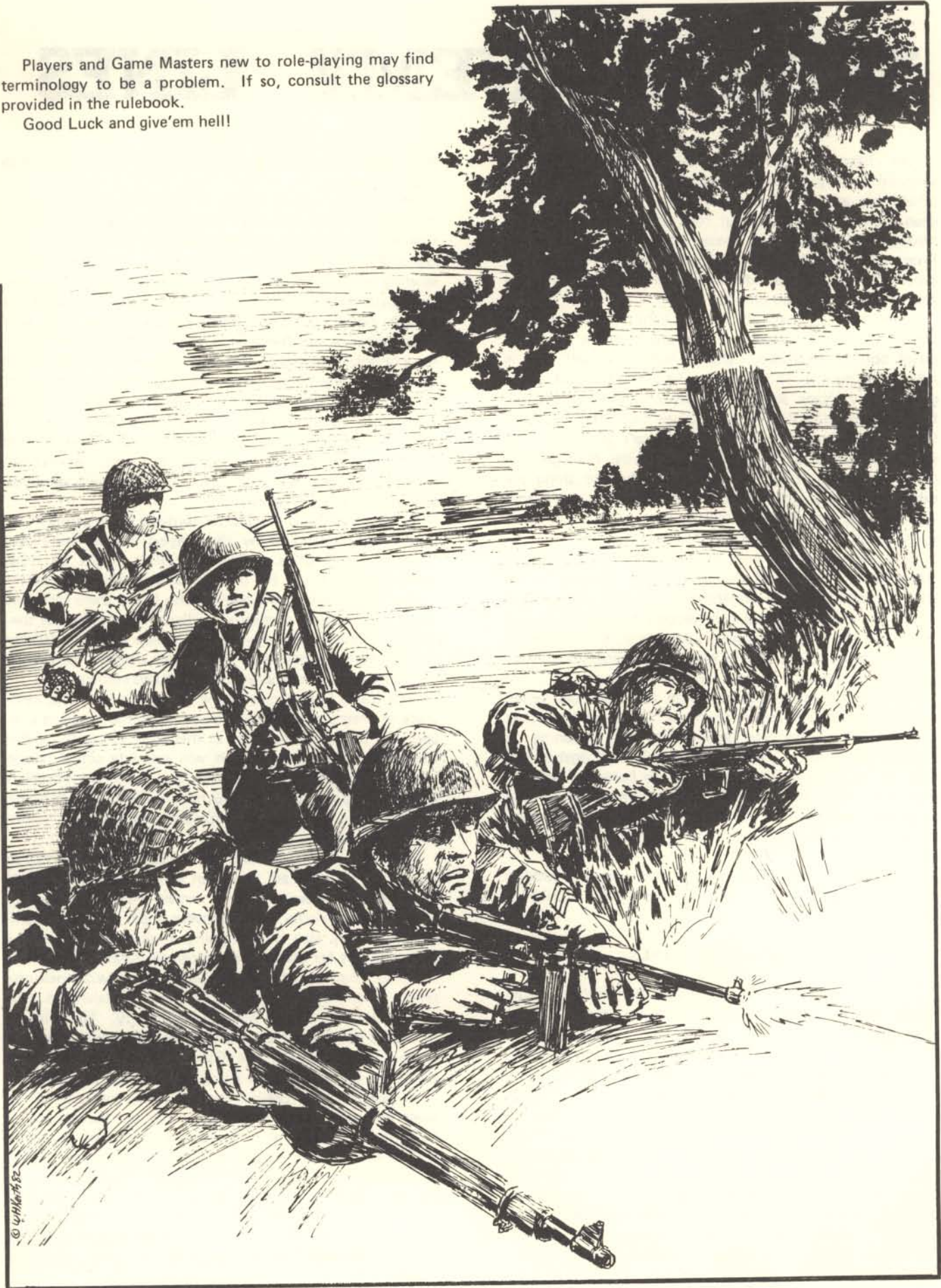
In all cases, the Game Master controls those actors in the drama not controlled by the players, called Non-Player Characters or NPC's. Friendly NPCs might be other squad-mates created by the Game Master to fill out the squad, allied troops, the officer who briefs them and gives them their orders, partisans, civilians, or anyone else they might encounter. Enemy NPCs include both the faceless hordes over yonder who are firing artillery, and single individuals met in desperate hand-to-hand combat.

The Game Master creates the weather conditions, keeps track of enemy and friendly forces on a large situation map, and uses the rules presented in this book to create random events and encounters which will simulate actual patrols and combat situations. He sets the goals, the obstacles, and the rewards, then uses the rules and his own creativity and initiative to lead the characters through the situation he has created.

Players in Behind Enemy Lines each assume the character or the role of an American soldier in World War II. These player characters have certain traits and abilities, called characteristics, which govern their actions to some extent. They also have training or skills which improve their chances for accomplishing certain tasks. The players use these characteristics and skills, together with their own creativity and initiative, to create a well-rounded and interesting character with a distinct personality. The rules for this game provide a framework for interaction between the player characters and the Game Master, the most vital factor in this interaction being the players' imaginations.

In order to play Behind Enemy Lines, the Game Master must know the rules thoroughly, and the players should at least be familiar with the broad outline of the game. Dice, paper, pencils and similar aids are necessary. Miniature figures such as soldiers, tanks and vehicles, cardboard counters, and the like may be helpful but are not essential in helping picture the relative positions of troops during combat. Gamers interested in miniatures combat may wish to adapt Behind Enemy Lines for use with miniature figures.

Players and Game Masters new to role-playing may find terminology to be a problem. If so, consult the glossary provided in the rulebook.
Good Luck and give'em hell!



Character Generation

The individual character is the heart of Behind Enemy Lines because it is his attributes, characteristics and skills, which make possible the activities and the interactions between the players and the Game Master which is what the game is all about.

Three types of characters may be encountered in Behind Enemy Lines. The player characters are those created and given life by the players themselves. They are the heroes of the game, the individuals around whom the action revolves. The players guide their player characters through the situations and events outlined by the Game Master, making decisions and taking action as though they themselves were on a WWII battlefield.

Friendly non-player characters are created and controlled by the Game Master. These are allied soldiers, partisans, civilians, and squad-mates who may be encountered during the course of the game. They serve a wide variety of purposes, giving the player characters information, directing the course of play, adding to the player characters' firepower and resources, or sometimes revealing ambushes or booby-traps without killing off favorite player characters.

Enemy non-player characters, also created and handled by the Game Master, are the opponents in Behind Enemy Lines, sometimes the distant and faceless source of incoming artillery fire, sometimes a deadly foe in hand-to-hand combat, but always dangerous.

CHARACTER CREATION

All characters are given the following physical characteristics:

| | |
|------------------|--|
| STRENGTH | 1D + 4 |
| ENDURANCE | 1D + 4 |
| WEAPONS HANDLING | 1D + 4 |
| AGILITY | 1D + 4 |
| STAMINA | $\frac{\text{STRENGTH} + \text{ENDURANCE}}{2}$ |

One die is rolled for each of the first four characteristics and 4 added to each result giving a value between 5 and 10. The values for Strength and Endurance are added together and divided by 2, rounding fractions up to the next whole number, for a Stamina value between 5 and 10.

Players may make these computations for their own characters. The Game Master determines these same characteristics for the NPC's he creates, both friendly and enemy.

In some circumstances an additional roll for alertness will be required. These rolls may be modified by various circumstances and will be discussed at greater length under the heading Surprise.

Sometimes information about a character's weight will be needed so all players should determine their own characters' weight. The Game Master will need to determine the weights of NPC's who might meet player characters in hand-to-hand combat or who will be carried or dragged by them. To determine a character's weight, roll 2D on the following table after rolling for his characteristics.

| die roll | weight range |
|----------|----------------------|
| 2 | less than 130 pounds |
| 3 | 130-140 pounds |
| 4 | 140-150 pounds |
| 5 | 150-160 pounds |
| 6 - 7 | 160-170 pounds |
| 8 - 9 | 170-180 pounds |
| 10 | 180-190 pounds |
| 11 | 190-200 pounds |
| 12 | 200+ pounds |

The roll is modified by +1 for every Strength point over 7, and by -1 for every Agility point over 7.

USING CHARACTER STATS

Character stats are the tools which shape each character in Behind Enemy Lines, and help both the players and the Game Master to determine what is possible and what is not, for each character in the game. The following paragraphs suggest ways in which stats can be used to allow the characters to act; the Game Master should always feel free to apply stats in other logical ways to resolve activities as needed.

STRENGTH: Specific situations created in prepared scenarios may call for the application of a number of Strength points to lift or move something (such as a vehicle stuck in mud). The Strength points of all characters acting together are added together in the attempt.

When characters attempt to pull themselves up while hanging by their arms, they make the attempt by rolling 2D against their Strength, and succeed in hoisting themselves up if the throw is less than or equal to their Strength stat. DMs for additional weight (+1 for every 10 pounds over that character's carrying ability) should be applied to the roll.

Strength is used to create modifiers to rolls for various activities such as hand-to-hand combat, climbing onto a tank, etc.

ENDURANCE: A loss of Endurance means that the character is tiring. Various activities (marching, combat, strenuous exertion) cause each character to lose Endurance points, which are regained by resting (1 point for each 30 minutes' rest).

Each 10 seconds a character runs he must throw 2D against his Endurance point total. If the throw exceeds that level, he loses 1 Endurance point.

Each character automatically loses 1 Endurance point after combat, as soon as contact with the enemy is broken.

Characters marching without rest will lose 1 Endurance point every hour they continue marching. If they take a 10-minute rest each hour they will lose 1 Endurance point every four hours.

Characters lose 1 Endurance point for every hour and for each 10 pounds they carry above the carrying capacity for that character's Strength. Characters lose 1 Endurance point by lifting weights in the range given for that character's lifting capacity. There is no loss for weights lifted of less than these amounts. Characters lose 1 Endurance point for every 10 pounds above their lifting ability they attempt to lift.

Characters lose 1 Endurance point for each minute (6 combat turns) they attempt to drag the weight listed as their drag ability. There is no loss for attempts to drag less than the given weight. He will lose 1 additional Endurance point for every 10 pounds above the listed weight he tries to drag. (The use of a board, stretcher, or some other device to reduce friction will divide the number of Endurance points lost by 2, fractions rounded up.)

When Endurance reaches 4, the character is getting very tired. His Weapons Handling and Agility stats are divided by 2, with fractions rounded up. When Endurance reaches 0, the character blacks out for 1D minutes.

WEAPONS HANDLING ABILITY: This stat might also be labeled "dexterity", but is applied primarily as a measure of how well he can handle a gun, how steady his hand, how smoothly he can squeeze the trigger, in short is he just a "naturally" good shot?

Weapons Handling is used to determine the character's Rifle Skill in boot camp, and in attempts to improve his rifle skill with training.

There is a DM of +1 for every 2 Weapons Handling points above 6 in attempts to hit a target with any firearm . . . i.e. DM+1 for a Weapons Handling stat of 8, DM+2 for a 10.

There is a DM of -1 for every 1 Weapons Handling point below 6 . . . i.e. DM-2 for 4, DM-3 for 3, and DM-4 for 2.

Note that Weapons Handling points are different from individual weapons skill levels. Skill levels apply to specific weapons categories such as rifles, submachine guns, or pistols, and are applied directly as modifiers to attempts to hit a target with that weapon (i.e. a rifle skill of 2 becomes a +2 in all attempts to hit a target with a rifle). Weapons Handling stats affect all attempts to hit a target with any weapon and are applied in addition to weapons skill modifiers.

AGILITY: Specific situations in combat or movement may call for the character to make a roll against his Agility level. Such situations might include attempts to move quietly, to slip over a wall or under wire without being heard or hung up by equipment, or to scramble up a wall or tree when the character is able to use his feet.

Agility can also be used to create modifiers in hand-to-hand combat, and to determine whether or not the character can duck or react in time to some sudden danger.

STAMINA: Is only used as a measure of the character's all-round well-being. If his Stamina reaches 0, he is dead.

All of the above characteristics can be affected by wounds, according to the rules given in the section for wounding and character's condition. Losses of one stat may well affect other stats in turn.

Each prepared adventure for Behind Enemy Lines will include a list of characters which can be used for those and other adventures. They are particularly useful if the Game Master needs "ready-made" characters for a chance meeting or unexpected skirmish. A list of ready-made characters, both fictional and historical, is included in this set which gives biographical details. Behind Enemy Lines players may enjoy using these characters as their own, or they may prefer to generate their own characters with original life histories, creating interesting, consistent, and well-rounded individuals for their adventures.

Each player should record his character's stats on a log sheet, and as that character's condition changes due to wounds or exhaustion, those stats should be changed. Notes can be made at the same time, reminding the player of limitations placed on his character because of those losses in his character's stats.

SKILLS

There are three types of skills used by characters in Behind Enemy Lines.

Background skills: Skills the character brings with him into the Army, such as a foreign language.

Basic Skills: These are gained by every infantryman in basic training, and include familiarization with a number of different weapons.

Acquired Skills: These are won by characters after their basic training, and (except for Combat Experience) are improvements on Basic Skills.

The skills presented in Behind Enemy Lines overlap within these three categories. In general, all characters will have the same levels of Basic Skills, but it is the difference in Background and Acquired Skills which will provide the diversity between individuals.

When determining a character's skills, they are chosen in order, beginning with Background Skills.

BACKGROUND SKILLS

Before rolling for individual skills, the player determines whether his character has an urban or a rural background by rolling 1D. In World War II, roughly half of all Americans (56%) were from urban backgrounds.

1D = 1 - 3 Character is from the city.

1D = 4 - 6 Character is from the country.

Players are encouraged to round out their characters at this point, creating short biographies, determining what city or part of the country they are from, their names and nicknames, etc.

Each player may try for any of the following skills by rolling 2D once for each skill. Note that whether he is from the city or the country will affect what skills he is likely to have. Each skill also has a number indicating how many levels it is possible to win in that skill, to suggest relative levels of proficiency.

BACKGROUND SKILLS

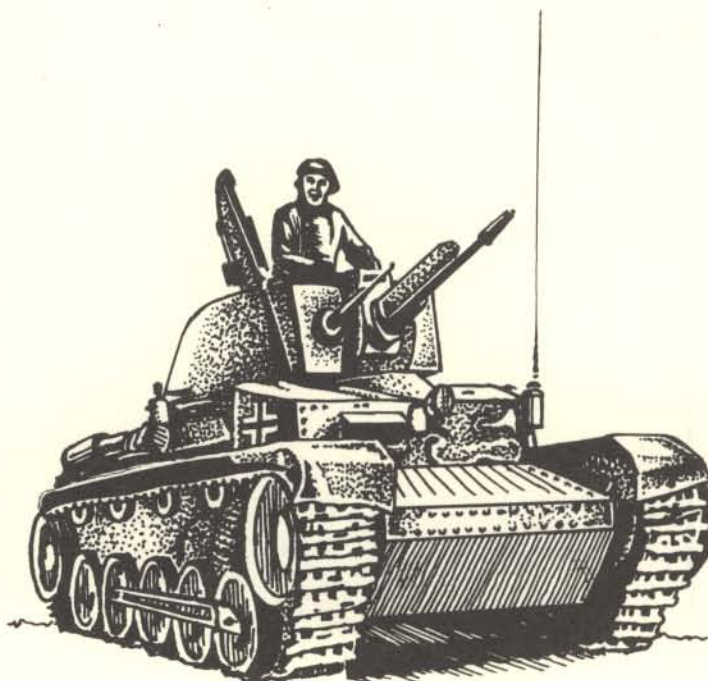
| Skill | Die Roll Required | | Maximum level | Description |
|----------|-------------------|-------|---------------|---|
| | Urban | Rural | | |
| Rifle | 12 | 7+ | 6 | Character has had experience with rifles, probably from hunting. Roll 2D to determine levels. 2-8 level 1 9 level 2 10 level 3 11 level 4 12 level 5 13 level 6 DM +1 for rural background. |
| Pistol | 11+ | +6 | 6 | Character has experience with pistols, probably with Colt revolvers. Level of experience is determined in the same way as for rifle skill. |
| Language | 11+ | 12 | 3 | The character speaks one of several languages: French, German, or Italian. Which language he speaks depends on whether he is from the city or country. Characters from the city may speak their choice of French or Italian. Individuals from the country may speak French or German, again their choice. Players with bilingual characters should remember that their characters are probably from ethnic backgrounds and they will want to reflect this in the names and histories of these characters. Language levels: Roll 1D 1 level 1; basics only 2-3 level 2; familiarity 4-6 level 3; fluency |
| Driving | 4+ | 5+ | 1 | Player can drive cars, trucks, and jeeps. |
| Swimming | 9+ | 7+ | 3 | Player can swim. Roll 1D for level. 1 level 1; beginner 2-5 level 2; fair 6 level 3; good |

BACKGROUND SKILLS

| Skill | Die Roll Required | | Maximum level | Description |
|--------------|-------------------|-------|---------------|--|
| | Urban | Rural | | |
| Hand-to-hand | 9+ | 10+ | 3 | Character has learned elements of hand-to-hand fighting through experience in boxing, fist fights, or barroom brawls. Roll 1D for level. 1-2 level 1; fair 3-5 level 2; good 6 level 3; excellent |
| Leadership | 9+ | 9+ | 1 | Indicates previous experience leading people as a manager, construction boss, etc. |
| Demolitions | - | 12 | 1 | Indicates previous experience handling high explosives as a construction engineer, miner, etc. |
| Orienteering | 12 | 9+ | 3 | Shows ability to read maps and find way through unknown terrain. Allows DM's against becoming lost. Roll 1D for level. 1-3 level 1 4-5 level 2 6 level 3 |
| First Aid | 11+ | 11+ | 3 | See description under Basic Skills |

The skills that each character has in various areas, different kinds of weapons, first aid, swimming and so forth are measured in skill levels. In all cases, a skill level of 1 indicates a basic familiarity with that weapon or subject. Thus, all infantrymen have handled bazookas, mortars, BARs, and the rest in Basic Training and can load and fire them when necessary. A level 1 in First Aid represents enough first aid skill that the character can attempt to stop serious bleeding. A level 1 in a language means that the character can ask for food or water in that language, no doubt with a hideous accent.

Acquired skills are listed with the maximum number of levels possible for each skill. These maximum levels represent the general best performance possible in those fields, with a weapon like the .50 caliber machinegun, it is simply not possible to develop accuracy and marksmanship to the same level as is possible with a rifle. Special exceptions may be made, but only by the Game Master and only infrequently. Game Masters who are conducting the same characters through a long campaign spanning many months may consider reducing skill levels in fields which the characters are not practicing each day. This would not apply to fair, good, and excellent categories like swimming or a language, but could be used to represent a loss of polish on rifle, pistol, or bayonet skills which must be exercised often to maintain a high proficiency. No specific rules are given for this, the Game Master may use his own discretion to keep individual characters from becoming multi-talented and skillful to the point of superhuman ability



BASIC SKILLS

All characters receive training in boot camp which gives them certain elementary skills. Each player character and friendly NPC will have 1 level of skill in each of the following. It is possible for a character to win more than one level in several of these categories.

| BASIC SKILLS | | | | | | | | |
|--------------|---------------|---|-----|---------|-----|---------|---|---------|
| Skill | Maximum Level | Description | | | | | | |
| Rifle | 6 | <p>Character has at least a basic familiarity with the M1 Garand rifle. The player may throw 2D against his weapons Skill to determine how expert he becomes. With each roll of his Weapons Skill or less, he gains one additional skill level for riflery, and is allowed to roll 2D once again to increase it one level more. However on each succeeding roll a 1 is added to the die roll. This is cumulative thus making it increasingly difficult to achieve the higher levels of proficiency.</p> <p>Civilian rifle skill is divided by 2, fractions rounded down, and added to the final number of levels acquired in Basic Training. Characters with Rifle skill levels of 4 or more are considered to be expert marksmen. Characters may not have skill levels greater than 6.</p> | | | | | | |
| First Aid | 3 | <p>Character knows how to stop bleeding, bandage wounds, and perform elementary field first aid. Skill level is used as a DM in treating wounds. May be added to civilian skill levels. For both civilian and military first aid training roll 1D.</p> <table border="0"> <tr> <td>1-3</td> <td>level 1</td> </tr> <tr> <td>4-5</td> <td>level 2</td> </tr> <tr> <td>6</td> <td>level 3</td> </tr> </table> | 1-3 | level 1 | 4-5 | level 2 | 6 | level 3 |
| 1-3 | level 1 | | | | | | | |
| 4-5 | level 2 | | | | | | | |
| 6 | level 3 | | | | | | | |
| Hand-to-hand | 3 | <p>If the character has civilian skill in hand-to-hand, that skill level will remain unchanged. If the character had no previous skill, roll 1D.</p> <table border="0"> <tr> <td>1-4</td> <td>level 1</td> </tr> <tr> <td>5</td> <td>level 2</td> </tr> <tr> <td>6</td> <td>level 3</td> </tr> </table> <p>Note that civilian skill levels are not added to those acquired in Basic Training. Characters who go on to join elite groups (Rangers or Paratroops) may be able to further increase their skill in hand-to-hand.</p> | 1-4 | level 1 | 5 | level 2 | 6 | level 3 |
| 1-4 | level 1 | | | | | | | |
| 5 | level 2 | | | | | | | |
| 6 | level 3 | | | | | | | |

Each character is given a basic familiarity (skill level 1) in each of the following weapons:

- Bayonet
- Grenade
- Rifle Grenade
- BAR
- Bazooka
- .30 calibre machine gun
- 60mm mortar
- Submachine gun

RANK AND ACQUIRED SKILL POINTS

Characters in Behind Enemy Lines begin play with a certain amount of Army experience. The following table is used to determine each character's rank.

ENLISTED RANK TABLE

| Die | Rank |
|-------|-------------------|
| 2-5 | Buck Private |
| 6-9 | Private 1st Class |
| 10-11 | Corporal |
| 12 | Sergeant |

One player character should be chosen at the beginning of play to be the group's leader. World War II infantry squad leaders were corporals or sergeants. Special patrols and missions were occasionally led by officers, usually 1st or 2nd lieutenants. If the die roll for each character on the Enlisted Rank Table does not result in a corporal or sergeant, one should be created anyway, after all this is the Army and somebody has to lead! By the same token the Game Master should not allow more than 1 sergeant or more than 2 corporals in one squad. This does not apply to special patrols which may draw experienced men from several squads and put them together regardless of rank.

Players with sergeants as their character may roll an additional 2D to see if his character is an officer. On a roll of 9-10 he will be a 2nd lieutenant. On a roll of 11 he will be a 1st lieutenant and on a 12 he will be a captain. All officers automatically have at least 1 level of skill in both the .45 caliber pistol and the M1 carbine. In addition he will have 1 level of leadership. These skills are free and need not be purchased with acquired skill points.

As with sergeants, the Game Master should feel free to dispense with die rolling and simply appoint one character to be an officer. Characters (either NPC's or player characters) may enter the Army directly through a college program. These characters receive the usual background and basic training skills, but no acquired skills (other than level 1 .45 pistol, level 1 M1 carbine, and level 1 leadership). They begin with the rank of 2nd lieutenant.

ARMY BACKGROUND AND ACQUIRED SKILL POINTS

The following table gives the players an idea of what their character has been through since basic training. Die rolls are made to generate each character's Acquired Skill Value, a number of points which are used to purchase acquired skills and reflect training and experience picked up in special schools and in the field.

| Rank | Roll | Experience | Combat Experience | Acquired Skill Points |
|-------------------|-------|---|---|-----------------------|
| Buck Private | 2-7 | Entering combat for 1st time | 0 | 0 |
| | 8-10 | Normandy | 1 for each 2 months after June + 1 | 2D |
| | 11+ | Italy and Normandy Character was busted in disciplinary action | 1 for each 2 months after June + 1D | 2D+4 |
| Private 1st Class | 2-8 | Normandy | 1 for each 2 months after June + 1 | 2D |
| | 9+ | Italy and Normandy | 1 for each 2 months after June + 1D | 2D+4 |
| Corporal | 2-7 | Normandy | 1 for each 2 months after June + 1 | 2D |
| | 8-10 | Italy and Normandy | 1 for each 2 months after June + 1D | 2D+4 |
| | 11+ | Sicily, Italy and Normandy | 1 for each 2 months after June + (1D + 4) | 2D+6 |
| Sergeant | 2-6 | Normandy | 1 for each 2 months after June + 2 | 2D |
| | 7-9 | Italy and Normandy | 1 for each 2 months after June + 1D | 2D+4 |
| | 10-11 | Sicily, Italy and Normandy | 1 for each 2 months after June + (1D + 4) | 2D+6 |
| | 12 | Career Sergeant with 4D years experience including Sicily, Italy and Normandy | 2 for each 2 months after June + 2D | 3D+6 |

This table can be used either to round out or to create player characters or U.S. NPC's as needed. It applies to troops serving in France in the summer or fall of 1944. Military backgrounds for characters serving in other war theaters and times will be provided in later Behind Enemy Lines supplements and adventures.

Players can earn acquired skill points during the course of play. These points can be spent during the interludes between missions and patrols. Each time a character uses his skills (participating in a fire fight, infiltrating and observing an enemy post, or any number of situations), he rolls 2D. On a roll of 10+ he gains 1 acquired skill point.

ACQUIRED SKILLS

Throughout a soldier's career, he will learn new skills and further develop old ones.

Players use the acquired skill value which was determined when the character's background was developed to 'purchase' acquired skill levels from the following list.

| | |
|----------------|--|
| First aid | 2 acquired skill points for each level, to a maximum of 6. Level 4 or more is considered to be a medic. |
| Bayonet | 4 points for each additional level, to a maximum of 6. |
| BAR | 6 points for each level, to a maximum of 3. |
| Bazooka | 9 points for each level, to a maximum of 3. |
| .30 cal. MG | 9 points for 1 level, to a maximum of 2. |
| .50 cal. MG | 9 points for 1 level, to a maximum of 1. |
| 60mm mortar | 9 points for each level, to a maximum of 3. |
| .45 cal Pistol | 3 points for each level to a maximum of 4. |
| Submachine Gun | 3 points for each level, to a maximum of 3. |
| Rifle | 3 points for each level, to a maximum of 4. 4 points for level 5. 6 points for level 6. Character must roll Weapons Handling or less for each attempt to raise rifle skill by 1. Points are still spent even with an unsuccessful try. |
| Orienteering | 3 points for each level, to a maximum of 6. |
| Hand-to-Hand | 4 points for each additional level, with a maximum of 3. |
| Leadership | 6 points for one level only. |
| Swimming | 6 points for each level, to a maximum of 3. |

All characters who turn out to be corporals or sergeants will have received 1 level of skill without cost in acquired skill points in the .45 caliber pistol, and 1 level without cost in leadership.

When each player has completed creating his character, he will have a well-rounded individual with a name, a history, a variety of skills and abilities, and certain physical characteristics. The players are encouraged to use their imaginations to create detailed and consistent personalities for their characters.

COMBAT EXPERIENCE: This is an additional acquired skill picked up in a different way. Combat experience for past campaigns is gained during the creation of the character's backgrounds.

Green troops never before in combat win their first level of combat experience the first time they come under fire. Additional levels of combat experience are won by all characters at the rate of one level for every five separate combats.

Combat Experience is used as a modifier in a variety of situations.

Skills are applied in Behind Enemy Lines as described throughout these rules, generally as modifiers for die rolls in combat and movement. Each player should record the skills for his character on the card or notebook page he is keeping for that character.

Character stats are also used in various aspects of movement and combat. In addition, strength is used to determine what weights the character can lift, carry, or drag. The following table gives what different strengths can do, and the cost in Endurance points.

| STRENGTH | CARRY | LIFT | DRAG |
|----------|-------|---------|---------|
| 5 | 20-30 | 50-75 | 100-125 |
| 6 | 30-40 | 75-100 | 125-150 |
| 7 | 40-50 | 100-125 | 150-175 |
| 8 | 50-60 | 125-150 | 175-200 |
| 9 | 60-70 | 150-175 | 200-225 |
| 10 | 70-80 | 175-200 | 225-250 |
| 11 | 80-90 | 200-225 | 250-275 |

Endurance points lost:

CARRYING: Listed weight is what can be carried as personal equipment without cost in Endurance points. A character will lose 1 Endurance point for every 10 pounds over this level each hour he carries it.

LIFTING: A character may lift the listed weight, expending 1 Endurance point as he does so. He expends 1 additional Endurance point for each additional 10 pounds he attempts to lift.

DRAGGING: He expends 1 Endurance point for each minute (6 combat rounds) he attempts to drag the listed weight. He will expend 1 additional Endurance point for every additional 10 pounds he attempts to drag. Characters may divide the number of Endurance points spent dragging dead weights by 2 (fractions rounded up) if something is used to reduce friction (a blanket, board, makeshift stretcher, etc.)

Wounding and Character's Condition

In combat, there is always the possibility of death or injury to the participants. In *Behind Enemy Lines*, the basic stat called STAMINA reflects the character's overall health and well-being. When a character's Stamina reaches 0, he is dead.

When a character is exposed to direct or random fire, or to the effects of an explosion, a fall, or some other dangerous situation, the Game Master (in the case of NPC's) or the player (for player characters) rolls 2 dice to determine the outcome. 2 dice are rolled for each wound the character received. The outcome of explosions, for instance, might be given as "1D-3 wounds". This means the character will suffer 1, 2, or 3, wounds, depending on the roll of the dice. In such situations, unless otherwise stated, less than 1 is considered to be 1. A separate 2D roll is made for each of these wounds; the effects of several wounds are cumulative, with the injuries suffered by one wound applied to the reduced stats of a character after he has already suffered a wound.

The Wound Severity Table is used to determine how badly injured a man is by each wound.

WOUND SEVERITY TABLE

This table is used, sometimes with positive or negative DMs, for all wounds received except for those suffered by characters hit while behind hard cover.

| die | result |
|-------|--|
| 2-3 | The character has been killed instantly. |
| 4-6 | Severe wound |
| 6-10 | Moderate wound |
| 11-12 | Light wound or scratch |

The following descriptions are consulted for wounds results.

LIGHT WOUND OR SCRATCH: Roll 1D. On a roll of 1-2, the character suffers a light wound in his leg, and loses 1 level of Agility. On a roll of 3, he suffers a light wound in an arm, and loses 1 level of Weapons Handling ability. On a 4-6, the wound is a Scratch, with no effects at all on the character.

MODERATE WOUND: The character immediately loses 1D-3 Stamina points (less than 1 = 1). He must throw 2D against his Endurance level, and is knocked unconscious or passes out if the throw is higher than his Endurance. After the throw against his Endurance, his Endurance is reduced by the same amount as his Stamina loss. Roll 1D. On a roll of 1-5, the wound will be in his legs or lower body, and he will lose ½ of his Agility. (Round fractions up i.e. ½ of an Agility of 9 is 5.) If the roll is 4-6, the wound is in his arm or upper body, and he loses ½ of his Weapons Handling ability, with fractions rounded up. (Note that rolls of 4 or 5 result in losses of both Agility and Weapons Handling ability.)

Finally the character loses as many Strength points as he Agility or Weapons Handling. If he lost both Agility and Weapons Handling, he loses a number of Strength points equal to an average of the other two, with fractions rounded up.

SEVERE WOUND: The character loses 2D Stamina points. He must throw 2D against his Endurance level. If the result is more than his current level, he becomes unconscious.

After the throw against his Endurance, he loses as many Endurance points as he lost Stamina points. His Agility, Weapons Handling, and Strength levels are all reduced to 0.

Characters who suffer moderate or severe wounds may bleed. Unless otherwise directed by a particular weapon result (such as a blow from a club) a character who receives a moderate wound must roll 2D. If he suffers a severe wound, he must roll 2D with a -2 DM.

BLEEDING: On a result of 2 or 3, the character's Stamina and Endurance levels will each be reduced by 1 level every 30 seconds (3 combat rounds). If the result is 4-7, he will lose 1 level each minute (6 combat rounds). On a roll of 8+ he is not bleeding enough to immediately endanger his life.

The loss of Stamina points is applied against the character's Stamina after it has been reduced by the effects of the wound.

Characters with bleeding must roll 2D-2 against their current Endurance. (Note that this level will be different with each roll.) When the die roll exceeds the current Endurance level, the character becomes unconscious.

Any character with basic first aid skill (the training he received in boot camp) can attempt to stop bleeding, by throwing 2D for a 9+. One roll can be made for each 30 seconds that this character attempts to control the bleeding and does nothing else. A DM of +1 is made for each level of first aid skill above 1 the character has. A DM of -2 is made if the bleeding is serious, that is if the 2D roll made to determine whether or not he was bleeding was a 2 or a 3.

Note that it is possible for a character with only a moderate wound to bleed to death if he is unattended. Characters may attempt to stop their own bleeding if they are conscious and if their wounds are moderate. If they have a serious wound, they are incapacitated and cannot attempt to control their own bleeding.

Characters with moderate wounds may continue to engage in combat as long as they remain conscious and as long as their Stamina remains at 3 or better. If their Stamina is reduced below 3 (due to bleeding or additional light or moderate wounds), their agility and weapons Handling skill will be reduced to 0, and they will be incapacitated as though they had a serious wound.

MOVING CASUALTIES

One of the first considerations in treating battlefield casualties is to get them out of the line of fire before they are hit again. Unconscious or severely wounded characters can be carried by other characters, using the rules for lifting and carrying or dragging. A litter can be improvised from a blanket, canvas, or a board, and make dragging an injured man much easier. (See Dragging) Characters dragged without a litter of some sort, or lifted by 1 or 2 men, will suffer the loss of 2 additional Stamina points. He will not suffer additional injury if he is carried by at least 2 men on a litter.

SIMPLIFIED WOUND TABLE

The preceding rules are primarily for use with player characters, to determine in some detail the extent and severity of their wounds. In many cases, the wounded man will be an NPC of little import to the game itself, and stopping for each wound in every minor NPC will slow the flow of the game considerably.

In any case where a detailed analysis of the character's wounds is not necessary, the following Wound Severity Table may be used instead.

| SIMPLIFIED WOUND SEVERITY TABLE | |
|---------------------------------|----------------------------------|
| die | result |
| 2-4 | Character is killed. |
| 5-7 | Character is severely wounded. |
| 8-12 | Character is moderately wounded. |

The following descriptions are consulted for simplified wound results.

SEVERE WOUND: Character is completely incapacitated.

Without close examination, there will be no way for other characters to discover whether or not he is alive.

MODERATE WOUND: Character may move no faster than a slow walk, and will have a -2 DM applied to any attempt to hit any target with any weapon.

Note that if it becomes necessary, for example, an NPC wounded in battle is later encountered by the player characters, the Game Master can create more detailed wounds for individual NPC's.

Bleeding is not considered in this streamlined table; the greater chance of death factors the risks of severe bleeding into a single roll.

RECOVERY FROM WOUNDS

Characters with serious wounds will be 'sent home' that is, their recovery time will be so long that they are effectively out of the war. Characters with moderate wounds roll 2D. On a 9+ these characters also will be sent back to the states or will have been retained in rear line hospitals too long to return to the front.

Characters with moderate wounds and a roll of 8- will return to their old unit in 1D+2 weeks.

All characters with light wounds will be treated at the front. They will stand light, non-combat duties for 1D-2 weeks, then return to their unit. Characters with a scratch result are treated at the front and returned to combat immediately.

All characters who return to the front do so at their original levels of strength, Endurance, Weapons Handling skill, Agility, and Stamina; they have fully recovered.

All wounded characters will receive the Purple Heart decoration. In addition they may earn additional points toward one of several medals for valor (see DECORATIONS).

ENDURANCE

Certain activities such as extended marching, engaging in combat, or other strenuous exertion may cause characters to lose Endurance points. The Game Master will inform players when their characters have lost Endurance points, and the players keep track of these losses and the consequent effects on the individual.

When Endurance falls below 4, the character's Agility and Weapons Handling skill are divided by 2, with fractions rounded up.

When Endurance reaches 0, the character has fainted, and will remain unconscious for 1D minutes.

Certain types of activities (swimming, or carrying heavy loads), and certain types of attack (strangulation) cause extreme Endurance loss in a short period of time. Other losses are gradual, cumulative attritions that wear down a soldier's abilities.

Endurance (unlike stamina) can be regained by resting. One Endurance point can be regained for each 30 minute rest while in movement mode. In some cases as in long marches, short periods of rest (10 minutes each hour) negate the over-all fatiguing effects of the march to a certain extent, and allow the troops to march longer before suffering a loss of Endurance.

There is an automatic loss of 3 Endurance points immediately after any combat. The effects are not felt until contact with the enemy is broken.

Game Modes

Behind Enemy Lines is directed by the Game Master in one of two modes.

MOVEMENT MODE/COMBAT MODE

Movement Mode is used when the squad is not in combat including time spent moving overland, resting, resupplying, preparing defended positions, surveying enemy positions, and other activities not requiring moment by-moment direction.

Time passes for the characters in movement mode at the rate of 30 minutes per turn. The Game Master uses the large situation map included in prepared situations to keep track of the party's movements from turn to turn while he records the passage of time.

Combat Mode is used as soon as the player characters come under fire or open fire on the enemy. One combat mode turn represents 10 seconds, though of course more time than this may actually be spent by the players as they describe their activities which may include running, walking, crawling, laying down random fire or direct fire, or indeed, almost anything the player can describe as he makes his character interact with other player characters and with friendly and hostile NPCs.

Combat Mode begins when the Game Master determines that contact with the enemy has been established, or in certain special circumstances (such as a prepared ambush, or an attempt to stalk an enemy sentry) when contact is ABOUT to be established. Combat mode ends when the Game Master determines that contact with the enemy has been broken.

The Game Master is responsible for recording the passage of game time, for announcing the passage of hours, the onset of darkness, changes in the weather, and similar time related events. (see DAY-NIGHT and WEATHER)

The Situation Map: For each prepared situation in Behind Enemy Lines there is an 8½ x 17 inch Situation Map divided into ½ inch squares each of which represents 1000 yards. Broad terrain features, roads, rail lines, large hills, rivers, and towns are indicated along with a key to terrain symbols and movement costs.

The Situation Map serves several purposes. First, it can be used by the Game Master under the guise of briefing the players at the beginning of a patrol. He gives them their mission using the map to show them their objectives and the locations of known enemy forces.

Also, the Game Master prepares his own copy ahead of time, which has marked on it the actual locations of enemy forces, hidden pillboxes or machine gun nests, tank forces, and similar obstacles the squad might encounter during their patrol. This copy will be a rough outline only, showing approximate positions of troops in relation to certain towns, woods, hills, etc. and need not reproduce the ½ inch grid.

The exact locations of enemy camps or depots, HQs, and such precise targets are recorded secretly by the Game Master using the Situation Map's border co-ordinate system. Thus, the Game Master knows exactly the location and size of enemy forces while the players have only a vague and perhaps incorrect idea of what is actually going on. After all, one of the main purposes of combat patrols is to find out where the enemy is and what he is doing.

Finally, the Situation Map is used in following the squad's progress during movement modes. In some situations the players will be able to trace their progress on the map. In other situations, when the squad is lost, or after a parachute drop into strange territory, only the Game Master will use the map, describing what the party sees as they blunder along.



MOVEMENT RATES

| Terrain | Rate |
|---|---|
| Flat, open terrain | 3000 yards/30 minutes |
| Roads | 3000 yards/30 minutes without cost 4000 yards/30 minutes at 1 Endurance point/ man/hour |
| Rough terrain, light woods, tall grass | 2000 yards/30 minutes costs 1 Endurance point/ man/hour |
| Very rough terrain, thick woods, mud | 1000 yards/30 minutes costs 1 Endurance point/ man/30 minutes |
| Hills | indicated by hachure lines each representing a change in altitude of 100 feet. 1 hachure line can be crossed in one ½ inch square without cost in time or Endurance (though soldiers will notice the hill, even in the dark). 2 hachure lines within 1 square will deduct 1000 yards from the character's move- ment rate in that terrain, and cost 1 Endurance point per man as soon as they cross them. 3 hachure lines within 1 square deduct 2000 yards from movement rate, and cost 2 Endurance points per man. |
| Steep slopes | Climbed at the rate of 1000 yards in 30 minutes, cost 2 Endurance points. |
| Cliffs | Normally impassable, except for Rangers and other suit- ably equipped elite units. |

All terrain effects are cumulative. Costs in movement and in Endurance points are added together if several terrain types are encountered in the same ½ inch square.

GENERAL MOVEMENT RULES

Units may move along hachure marks, treating the terrain as rough. Movement and endurance costs are not encountered until the players state that they are crossing the hachure lines uphill. Units may cross hachure lines downhill, treating the terrain as rough.

The penalties for moving along or down a hill are cumulative, and are added to the terrain penalties for other terrain types which are encountered in the same square.

Roads negate terrain costs for woods and all rough terrain but do not negate the effects of hills. The movement rate along a hillside or moving downhill is the same as for roads: 3000 yards per 30 minute turn without additional costs in Endurance points. Some situations will specify that the roads have turned to mud. Movement rates on mud roads are as for mud, not roads.

Cumulative effects of terrain may well reduce a squad's movement rate to BELOW 1 square per 30 minute turn. In this case, characters will advance on the Situation Map at the rate of one square every other 30 minute turn, every third turn, or whatever. The Game Master will keep track of the accumulated effects of terrain on movement and endurance.

The squad may cross rivers at bridges or fords, on boats or rafts, or they may swim across. Bridges and sometimes fords will be marked on the Situation Map. Road movement rates apply to bridges also.

Unmarked fords may be discovered by spending 1 30 minute movement turn beside the river, with at least two men searching for a ford. A ford will be discovered in that square on a 2D roll of 9+. There may be die modifications to that roll, depending on whether the river is large or small, information on which will be given on the Situation Map key. Once a ford has been located in this way, the Game Master should record its position on his copy of the Situation Map, so the players can use it again later in the game.

Units may move along rail lines or rail beds at the rate of 3000 yards per 30 minute turn without Endurance costs.

Different types of weather will affect movement rates. These effects are detailed in the rules on weather. (see WEATHER)

VEHICLE MOVEMENT

Vehicles described in Behind Enemy Lines equipment sections will almost always have movement rates, both on and off the road, which will allow them to move almost anywhere on the map within a turn or two. For example, the US Sherman tank has a top speed of 30 mph which enables it to cover 25 Situation Map squares in a 30 minute turn.

Within the scope of this game, however, tanks and other vehicles will always be moving in relationship to the infantry: either supporting and being supported by the infantry or attacking it, so high rates of speed need not be scaled out on the map.

If the player characters are being transported by truck or some other vehicle, the Game Master will determine how far they move, and along what path, before they stop or are stopped. Normal movement rates are applied.

AREA MAPS

These are printed on the reverse side of the large Situation Map, each representing one 1000 yard square, divided by ½ inch lines into 100 yard areas. They are presented as detail maps for certain places on the large map where combat might occur: important towns, bridges, hills, and so forth. Refer to page 66 for different types of maps.

Needless to say, it is not possible to provide a small Area Map for every one of the 1000 yard areas on the large map, nor would this be desirable. Only the most strategic spots are mapped. The Game Master should feel free to make additional maps to the same scale when necessary, improvising and inventing if need be.

Small Area Maps are particularly useful for the Game Master who wants to keep track of allied or enemy forces in the area before, during, and after a firefight.

They are not primarily designed to track movement, since in a 30 minute turn, all but the worst combinations of terrain can be crossed. They do allow certain situations to be graphically presented to the players, possibly indicating a certain hill where they are setting up an Observation Post, or detailing a street in a village they are investigating. Enemy units firing from ranges of less than 1000 yards can be located, and plans made to advance upon them. The Game Master may wish to prepare his own copy of one of these maps as well, marking on it exact locations of enemy troop concentrations, artillery, HQs, minefields, and other obstacles.

Hachure lines give 25 yard elevation changes, and terrain markings help establish cover and sighting during combat.

OTHER MOVEMENT MODE ACTIVITIES

Players may use each 30 minute movement mode turn to improve defensive positions.

Available cover may be improved by 1 level (no cover becomes soft cover, soft cover becomes hard) for every hour the troops work at it. Foxholes may be dug in 1 hour, for an expenditure of 1 Endurance point each 30 minutes.

Observation Posts may be manned, fords sought out, buildings investigated, and any other activities not actually involving enemy contact may be carried out. Generally, sighting an enemy or being fired upon will interrupt the current activity and end the movement mode.

MARCHES

Even on flat, smooth terrain, troops lose Endurance over periods of time.

If the characters march without rest, they will lose 1 Endurance point for each hour they march and in addition will experience Endurance losses from terrain or the loads they are carrying.

If they take a 10 minute rest every hour, they will lose 1 Endurance point every four hours, in addition to all other losses from loads, terrain, or combat. Additional rest will gain back lost Endurance points at the rate of 1 point for every 30 minutes of rest per hour during a march, which is figured into the overall time spent marching.

MOVEMENT - COMBAT MODE

In combat mode, one turn is only 10 seconds of game time; the type of terrain will tremendously affect the ability of a character to move. Characters may choose to do one of the following when they wish to change their position:

- Slow crawl
- Crawl
- Slow walk
- Walk
- Slow run (or trot)
- Run

The Game Master should prepare a small map of the immediate battlefield before combat actually begins, and use the small-scale Area Maps to locate hills, important terrain features and terrain types, buildings, roads, and other features which might affect the course of combat. These can be as exact or as sketchy as desired. Distances will be expressed in this part of the game in generalities: a description by the referee might tell the players that "as you look over the lip of the shellhole, you see a clump of trees off to your right, about 200 yards away. About 300 yards straight ahead, you see a two-story house, with German soldiers in the front yard."

Cardboard counters representing individual soldiers are provided in Behind Enemy Lines to help the Game Master and players visualize combat situations. If the Game Master's Battlefield Map is 10" square, the scale will be 10 yards to the inch and one counter will cover 5 yards. While not exactly to scale, the figures on the counters can represent either player characters or NPCs; these counters can help the players keep track of who is where and, more importantly can allow both players and Game Master to keep track of ever shifting and changing ranges as both enemy and friendly troops move. Hex or square grid systems are not necessary for movement; approximate movements can be made by using a ruler after the player or Game Master announces the intentions of a particular piece. A map will be in scale with the figures if it is drawn at 8 yards to the inch, 12.5 inches square.

Players and Game Masters should remember that Behind Enemy Lines is not a board game. The emphasis of play should be on the players' interactions with one another and on the Game Master's descriptions of events and not on the map and counters which are range and position markers only.

With a little effort, these rules can be expanded by veteran board gamers to create squad-level actions. Those who enjoy miniatures combat may prefer to create miniature landscapes, using metal or plastic vehicles and figures to simulate Behind Enemy Lines.

The Battlefield Map need not be in great detail but should include indications of cover (walls, trees, rocks, buildings) and unusual terrain (tall grass, sand, thick brush) which might affect movement. Movement rates through various types of terrain and vegetation are presented on page 20. An advantage of making the map on the spot is that changes in the terrain, a hole in the side of a building or a crater in a road, can be drawn in as they occur.

COMBAT TURNS AND TURN PHASES

One combat turn is 10 seconds long. Anyone who has been in combat will tell you that 10 seconds can be a very long time indeed.

At the beginning of each combat turn, the Game Master describes the situation as it is seen by the player characters. Each player character describes what he intends to do during the turn. His intent may be to move in one of several different ways (running, walking, crawling, etc.), to lay down random fire, to fire at a specific target, to reload, to prepare and throw a grenade, or whatever.

Each combat turn is divided into two combat turn phases of 5 seconds each which allows a more realistic simulation of rapidly occurring events. A character who sets out to do something at the beginning of the turn now has a chance to change his mind in mid-stream, to meet a new threat or take advantage of a new opportunity.

Counter markers on the battlefield map are moved after each 5 second phase to reflect changing positions. If two opposing characters seem to be moving into a situation (say, a race for a single weapon between them) where simultaneity is important, each phase can be further broken down into 1 second long subphases. Movement rates for phases and subphases can be easily calculated from the information given on page 20 for movement through various types of terrain.

By breaking down each turn into phases, the order of events can be more easily determined. If two characters are exchanging shots with one another, it can be more easily ascertained which of several shots from one character hit the other, and whether or not that hit came in time to stop the second character from hitting the first!

Most activities can be expressed in terms of seconds which can be translated into phases. Most semi-automatic rifles fire one round each second (five in one phase) and take 3 to 5 seconds to reload (about 1 phase). Arming a hand grenade takes 1 phase of 5 seconds to take it out, locate the target, pull the pin, and prepare to throw. Grenades explode about 5 seconds after being released, so a character who has decided to arm and throw a grenade in one turn would use the first phase to arm it and the second phase to throw it; the explosion would occur at the end of the second phase, allowing the grenade's target to complete all of its planned tasks before the explosion (including interrupting whatever it was doing in an attempt to escape or return the grenade!). If the grenade thrower were hit by fire during the first phase, the Game Master would determine (by logic if possible, by fiat if necessary) whether the grenade was already armed if it was dropped and similar details on the order of events.

Generally it will only be necessary for the Game Master to approximate whether a given activity is taking place in the first or second half of a turn. Finer detail complicates the flow of the game needlessly and robs the players of the feel of making their own decisions as situations develop.

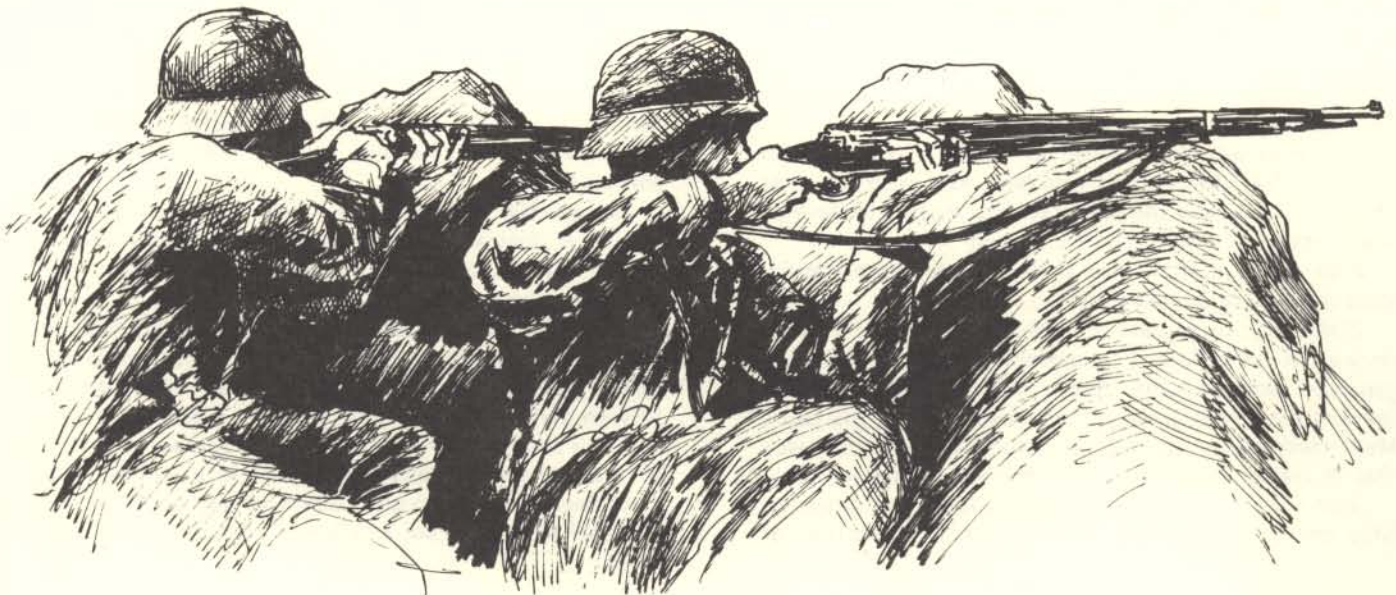
When a player announces that he is moving, the following chart may be used to estimate the distance that can be crossed in 10 seconds by different types of movement in different types of terrain. Remember that these are to be treated as approximations only.



| COMBAT MODE MOVEMENT TABLE | | |
|---------------------------------|---|------------------------|
| Type of movement | Terrain | Distance in 10 seconds |
| Running | Road, open, light woods | 40 yards |
| | Sand | 30 yards |
| | Other Terrain | not allowed |
| Slow Run (Trot, Jog) | Road, open Light woods, sand, tall grass, crops, plowed field | 20 yards |
| | Snow, mud, rubble | 10 yards |
| | Other terrain | not allowed |
| Walk | Road, open, light woods, sand, tall grass, crops, plowed field | 10 yards |
| | Dense woods, mud, rubble snow, less than 3' water | 5 yards |
| Slow Walk (Cautious Advance) | Road, open, light woods, sand, tall grass, crops plowed field | 5 yards |
| | Dense woods, mud, rubble snow, less than 3' water, thick underbrush | 3 yards |
| Crawl | Road, open, light woods, | 10 yards |
| | sand, tall grass, crops, plowed field | 5 yards |
| | Dense woods, mud, rubble, snow, thick underbrush | 3 yards |
| Slow Crawl (Creeping) | Road, open, light woods, | 5 yards |
| | sand, tall grass, crops, plowed field | 3 yards |
| | Dense woods, mud, rubble snow, thick underbrush | 2 yards |

ADDITIONAL COMBAT MODE MOVEMENTS

| Type of movement | Terrain | Distance in 10 seconds |
|------------------|---|---|
| Wading | Water 3-5' deep | 2 yards |
| Swimming | Water over 3' deep | 10 yards (Player character must be able to swim) |
| Evading | Road, open, light woods (Player is running, but in a zig-zag path to avoid enemy direct fire.) | 5 yards |
| Diving, Rolling | Any Terrain (Another form of evading enemy fire. Character dives for cover, always ending up prone.) | up to 2 yards |
| Climbing Stairs | Stairs | 1 flight of stairs |
| Climbing Ladders | Ladders | 3 yards up |
| Climbing slopes | Hillsides: up to 45° slope in open terrain, up to 75° in light woods. | 3 yards 2 yards |
| | Other Terrain | not allowed (Special forces such as Rangers may climb vertical slopes using special equipment) |



When performing any of the following activities, each character must throw 2D against his current Endurance point total. If he throws a number higher than his Endurance he immediately loses 1 Endurance point.

| ENDURANCE LOSSES IN COMBAT MODE MOVEMENT | | |
|--|-------------------------|---------------------------------------|
| Type of movement | Terrain | DMs on throw against Endurance |
| Running | Road, open, light woods | 0 |
| | Sand | +2 |
| Evading | | +1 |
| Slow Run | Snow, mud, rubble | |
| Swimming | Water over 3' deep | level 1 swimmers: 0 DM |
| | | level 2 swimmers: -2 DM |
| | | level 3 swimmers: -4 DM |
| | | and +1 for each additional 5 minutes. |

OBSTACLES

Characters in Behind Enemy Lines will frequently face obstacles in their path of movement during Combat Mode. Listing every possibility would take volumes, but a few examples presented here can give the Game Master guidelines for simulating other obstacles, and for determining how the players get around them.

WALLS: Walls less than 5 feet high present no real obstacle; the players simply roll or clamber over them, an action which will take about 5 seconds to complete. Walls between 5 and 7 feet high can be climbed by one man; he must roll 2D for his Strength or less; there is a +1 DM for every 10 pounds over an initial 20 pounds of weight he is carrying. (For example, if he is carrying 40 pounds of ammo and gear in his pack, his attempt to climb a 7 foot wall would have a -2 DM applied to it, for 20 pounds over an initial "free" 20 pounds.) The character must have both arms free for the attempt.

Two men working together can climb a wall between 7 and 12 feet tall. In this case both men must roll their Strength or less, and the same DMs are applied to the man who is actually trying to go over the top.

Walls higher than 12 feet are best scaled with ladders, stairs or by going around the thing.

RUBBLE: Large piles of rubble may impede a man's progress if he is forced to move through it. Rubble is generally equated with thick mud or underbrush for Combat Movement purposes, but in some cases, the Game Master may announce that rubble has fallen in such a way that it creates a wall or barrier across the soldier's path.

Such barriers, which may consist of fallen logs or beams, large chunks of masonry, building stone, or concrete, or

large mounds of loose stones or brick, may be scaled by rolling against Strength or Agility. In cases where the barrier consists entirely of loose stone, the throw should be made against the character's Agility. In any case, there will be a -1 DM for each 10 pounds the man is carrying above an initial free load of 20 pounds, and he must have both arms free (i.e. his rifle or other equipment slung or in his pack) during the attempt.

SHELLHOLES/CRATERS: These will be of various sizes, generally determined by the Game Master and portrayed as circular depressions on Battlefield Maps. The inner slopes are generally around 45%; thus, as given in the rules section for terrain effects on movement, a 3 yard long crater-wall slope can be negotiated in 10 seconds.

In addition, craters more than 4 yards across act as foxholes, and provide hard cover for men crouched inside. This hard cover is applied to attempts to hit the man only if he is crouched against the side of the crater from which the fire is coming, and only if the attacker is more than 10 yards away. Otherwise, he gains only the benefit of soft cover.

No specific rules are given here for creating craters; in general, they will be about half as deep as they are wide. Craters will generally be as wide as the Primary Blast zone for an explosion.

BARBED WIRE: Barbed wire may be encountered in several different forms, including rolls of concertina wire, fences of various sizes either constructed of barbed wire or with barbed wire along the top, and networks of 2 to 6 foot tall stakes with wire criss-crossing between them over a three-dimensional area, instead of in a vertical fence.

Barbed wire may be cut, using wire cutters. It will take 1D combat turns to cut a hole in a barbed wire fence that

a man can crawl through. Three dimensional patterns of wire take 1D turns for each yard cleared wide enough for a man's passage.

Ordinary barbed wire fences may be climbed by rolling against a character's Agility; if he fails this throw, he is hung up on the wire, and must throw his Agility (2D rolled each game turn) to get free.

Concertina wire and wired stake obstacles can be crossed by the rather unattractive expedient of having one man throw himself across the wire, and allowing others to pass over his body. The human bridge must roll his Agility or less to escape, with a DM of +2. Again, one attempt may be made each 10 seconds. When possible, other bridges should be used such as sandbags, logs, lengths of pipe, or other debris available on the battlefield.

Characters may attempt to pass under staked wire or wire fences by crawling on their backs at a speed of 1 yard in 10 seconds. It will take 20 seconds to get under a wire fence to allow for the 2 yard length of a man's body. Wire stake obstacles require 20 seconds to get under the wire, 10 seconds for each yard covered by wire, and 20 seconds more to get out from under the last strand. Once each 10 seconds, the man should roll against his Agility to keep from getting hung up in the wire. If his roll exceeds his Agility, he must stop to free himself, which is accomplished by rolling his Agility or less, with one roll made each combat turn.

If a character throws himself into barbed wire, he will automatically suffer 1D light wounds. If he becomes entangled in wire in any other circumstance, he will suffer 1 light wound on a 2D roll of 9+.

Wire may be cleared by hand grenades, satchel charges, or pole charges. The area cleared will be the same as the Primary Blast zone of any explosion; pole charges clear a space 4 yards wide along their entire length.

DITCHES: Antitank ditches, chasms, trenches, deep and steep-sided streams, and similar obstacles may be bridged or jumped. A man may dive across any ditch up to 2 yards wide. A ditch up to 3 yards wide may be dived across if the man leaping it can roll his Agility or less to keep from falling at the far side, then roll his Strength or less to pull himself up the ditch's side. There is a +1 DM for each 10 pounds over an initial 20 pounds of equipment he may be carrying with him. He must have both arms free to accomplish this jump.

Wider ditches must be treated as walls; the characters climb into the ditch, cross it, and climb out the other side.

Ditches may of course, be bridged by trees, logs, piles of debris, vehicles, or similar inspirations of the moment.



Sighting

In Behind Enemy Lines, the player characters' relationships to each other and to NPC's, both friendly and hostile, are stated in terms of straight line distance or range.

During daylight, in clear weather, a character will definitely see a man at any distance up to 100 yards, assuming that the man is upright, and that the line of sight is not blocked by terrain, buildings, or other obstacles.

At ranges of more than 100 yards, the Game Master rolls two dice, and uses the following tables to determine whether or not the man has been sighted.

SIGHTING TABLES

Weather conditions which reduce vision to less than 100 yards do not permit the sighting of any structure at greater ranges. These DMs can be applied, however, to the table for sighting at ranges of less than 100 yards. Vehicle and building lights can be seen in the dark at ranges of up to 1000 yards.

Special conditions may create additional DMs, which are given in individual scenarios. Clouds of dust raised by vehicles in the desert, for example, will greatly increase the chances of those vehicles being spotted at great distances. The Game Master should feel free to introduce his own variables and DMs, as the situation warrants.

Camouflage may be used to decrease the chances of being spotted. If the target is camouflaged, apply a -5 DM to the total. This will NOT apply to moving men or vehicles, men or vehicles standing on a hill or ridge, or vehicles or structures at ranges of less than 100 yards. It DOES apply to men at all ranges over 40 yards in daylight, over 20 yards in twilight, and at all ranges in the dark.

The sighting tables are used by following the procedure below:

1. Cross index the type of target with the range to find the basic sighting number.
 - A. If the target is at a lower elevation, range is shifted one row higher (the target is seen as if at a closer range).
 - B. If binoculars are used during the sighting attempt range is shifted 2 rows higher (the target is seen as if at a closer range).
 - C. Adjust the sighting number due to general light conditions (dawn/dusk, moonlight).
 - D. Adjust the sighting number for target camouflage.
 - E. Adjust the sighting number for target firing actions.
2. The sighting number is further modified by what the target is doing and what type of terrain it is in. Cross indexing table II yields 2 numbers. The first is the modification used under normal conditions. The second is used when the target is at a lower elevation. The resulting figure is added to the sighting number for a final number needed on 2D to sight the target under the current conditions.

Under certain visibility conditions Table III is used instead of Table I. Note that the maximum sighting range under these conditions is 100 yards.



SIGHTING TABLE I

| | Man | Group of Men | Car | Truck/Tank | Single Story | Multi-Story | |
|-------------|-----|--------------|-----|------------|--------------|-------------|---|
| Less than 2 | -12 | -16 | -16 | -20 | -22 | -24 | Elevation – Shift 1 Row Lower Binoculars – Shift 2 Rows Lower +3 Dawn/Dusk +5 Night with full moon. +5 for camouflage |
| 3 – 5 | -10 | -14 | -14 | -18 | -20 | -22 | |
| 6 – 9 | -8 | -12 | -12 | -16 | -18 | -20 | |
| 10 – 19 | -6 | -10 | -10 | -14 | -16 | -18 | |
| 20 – 29 | -4 | -8 | -8 | -12 | -14 | -16 | |
| 30 – 39 | -3 | -7 | -7 | -11 | -13 | -15 | |
| 40 – 49 | -2 | -6 | -6 | -10 | -12 | -14 | |
| 50 – 59 | -1 | -5 | -5 | -9 | -11 | -13 | |
| 60 – 69 | 0 | -4 | -4 | -8 | -10 | -12 | |
| 70 – 79 | +1 | -3 | -3 | -7 | -9 | -11 | |
| 80 – 89 | +2 | -2 | -2 | -6 | -8 | -10 | If sighting target has fired this turn: DAY NIGHT –3 Rifle –5 Rifle –5 Automatic –7 Automatic –6 Bazooka –10 Bazooka –7 Fire from cannon on tank cannon on tank or other vehicle or other vehicle –8 Flamethrower –15 Flamethrower |
| 90 – 99 | +3 | -1 | -1 | -5 | -7 | -9 | |
| 100 – 199 | +4 | 0 | 0 | -4 | -6 | -8 | |
| 200 – 299 | +5 | +1 | +1 | -3 | -5 | -7 | |
| 300 – 399 | +6 | +2 | +2 | -2 | -4 | -6 | |
| 400 – 499 | +7 | +3 | +3 | -1 | -3 | -5 | |
| 500 – 599 | +8 | +4 | +4 | 0 | -2 | -4 | |
| 600 – 699 | +9 | +5 | +5 | +1 | -1 | -3 | |
| 700 – 799 | +10 | +6 | +6 | +2 | 0 | -2 | |
| 800 – 899 | +11 | +7 | +7 | +3 | +1 | -1 | |
| 900 – 1000 | +12 | +8 | +8 | +4 | +2 | 0 | |

SIGHTING TABLE II

| | Standing | Walking | Running | Crawling | Sitting | Prone | Vehicle Still | Vehicle Moving |
|-----------------|----------|---------|---------|----------|---------|-------|---------------|----------------|
| OPEN | 0/-1 | 0/-1 | -1/-2 | 3/1 | 2/1 | 4/2 | 0/-1 | -3/-5 |
| ROUGH | 3/1 | 3/1 | 2/0 | 6/4 | 5/3 | 7/5 | 1/-1 | -1/-3 |
| VEG—KNEE HIGH | 2/0 | 2/0 | 1/-1 | 5/3 | 4/2 | 6/4 | 1/-1 | 0/-2 |
| VEG—WAIST HIGH | 6/2 | 6/2 | 5/1 | 9/5 | 8/4 | 10/6 | 4/0 | 1/-3 |
| Dense VEG. | 7/4 | 7/4 | 6/3 | 10/7 | 9/6 | 11/8 | 6/3 | 3/0 |
| LIGHT WOODS | 6/8 | 6/8 | 5/7 | 9/11 | 8/10 | 8/10 | 5/6 | 3/4 |
| INSIDE BUILDING | 10/NA | 10/NA | 9/NA | 13/NA | 12/NA | 14/NA | 8/NA | NA |
| Thick Woods | 6 | 6 | 5 | 9 | 8 | 10 | 5 | 3 |
| Jungle | 7 | 7 | 6 | 10 | 9 | 11 | 6 | 4 |

SIGHTING TABLE III

| USE THIS TABLE IN THE FOLLOWING CIRCUMSTANCES : | Yards | Man | Group of Men | Car | Truck/Tank | Single-Story | Multi-Story |
|---|----------|-----|--------------|-----|------------|--------------|-------------|
| 0 – 1 | | 2 | -2 | -2 | -6 | -8 | -10 |
| 1 – 4 | | 3 | -1 | -1 | -5 | -6 | -9 |
| Moonless Night | 5 – 9 | 4 | 0 | 0 | -4 | -5 | -8 |
| Heavy Rain or Snow | 10 – 19 | 5 | 1 | 1 | -3 | -4 | -7 |
| Fog or Smoke | 20 – 39 | 6 | 2 | 2 | -2 | -3 | -6 |
| Thick Woods/Jungle | 40 – 79 | 7 | 3 | 3 | -1 | -2 | -5 |
| | 80 – 100 | 8 | 4 | 4 | 0 | -1 | -4 |

FLARES

Flares may be fired by player characters or friendly NPC's in an attempt to illuminate enemy positions or movement. By the same token, enemy NPCs may launch flares if they suspect that U.S. troops are in the area.

Flares illuminate a 100 yard-on-a-side area (i.e. an entire small-area map). During dark, moonless conditions the area is illuminated as if it were a moonlit night for 1D + 3 combat turns (40 - 90 seconds). If the flare is set off during moonlit conditions, the -5 DM for sighting is reduced to -3, again for 1D + 3 combat turns.

In either case, characters who continue to move while illuminated by a flare always have an additional +2 DM made on attempts to sight them. Player characters who are moving when the Game Master announces "Flare!" should immediately indicate that they have frozen in place to avoid this sighting DM.

Flares as signals: A variety of colored signal flares can be carried along to communicate with other friendly forces. Common uses include the signalling of the successful completion of a vital mission requiring confirmation before another mission, landing, or attack can begin, also as a visual password so that a returning patrol will not be fired upon by its own side.

Signal flares can be seen by day or night at ranges of 1000 yards or more.

Both illumination and signal flares may be launched by mortars, by Very pistol, or by rifles adapted to launch rifle grenades.

Enemy flares may be called for in specific scenarios, or the Game Master may introduce them at his discretion to complicate things for the players. Enemy forces will be expected to launch flares at varying intervals during the night if they have any reason to suspect that American patrols are in the area.

Friendly flares may be called for in a certain scenario, or else the players may arrange to have them launched in advance from their own lines. Characters may carry flares and launchers along with them on a mission, but the number of flares must be specified before the mission starts and records kept of who is carrying them. (Several missions in WW II were threatened when "Mission Completed" signals were not set off because the signal flares of the proper color had been lost!) This rule applies to both illumination and signal flares.

SMOKE

Some situations or event tables, actions of the players or even the caprice of the Game Master, may call for smoke. Smoke may be deliberately used by one side or the other for concealment, i.e. using smoke grenades, or it may be the result of a burning vehicle or flammable material.

When something begins burning, smoke creates a solid wall moving downwind at the rate of 10 yards per combat turn. For the purposes of Behind Enemy Lines, wind speed is considered to be constant, always something between a light and moderate breeze. Wind direction may be rolled on one die.

- 1 East
- 2 Southeast
- 3 Southwest
- 4 West
- 5 Northwest
- 6 Northeast

Smoke blocks all sighting attempts through it and random but not direct fire may still be directed into or through it. The cloud will be high enough to block sighting attempts over it from ground level. Characters who are at elevations of 10 yards or more (a hill or a third story of a building) may sight a target over the smoke if the smoke is closer to them than to the target.

When a smoke cloud is created, the Game Master secretly rolls 2D to ascertain the number of minutes the smoke cloud will last after which time it will dissipate.

The wind will not change direction during the course of one combat mode though the players should not know this.

Artificial smoke for screening movements can be created by special grenades or rifle grenades which are designated as smoke grenades and must be listed as such at the beginning of a mission.

Characters caught within a smoke cloud will lose 1 Endurance point each 3 combat turns until they get out of the smoke or until they are unconscious. Smoke clouds are 10 yards thick.

Smoke grenades fired into rooms or fire within a building will fill the rooms with smoke which will not dissipate in the course of the combat phase. Characters within that room suffer from the effects of smoke as above, losing 1 Endurance point each 3 combat turns (30 seconds). (See: Fire and Burning Buildings.)

LIMITED FIELD OF VIEW: There will be times when vision will be restricted. The Game Master must determine logically, from the situation, whether or not sighting is possible.

Characters observing through windows have their field of view restricted as follows:

Characters who announce that they are leaning out though the window can see anything not blocked by the house itself, that is, everything on that side of the building within 180° measured from the window.

If the character is within 1 yard of a window his field of view includes everything within an angle of 90° extended straight out in front of him. Everything outside of this 90° angle is blocked by the walls of the building.

If the character is within 1 to 5 yards of a window he can see everything through the window within a 45° field of view extended straight out from the window (rather than the character).

If the character is more than 5 yards from the window, he can see only in a straight line extended out from a line between the character and the window. Naturally enough these fields of view apply to fields of fire as well.

Night Movement and Combat

Many Behind Enemy Lines missions will take place at night, obviously enough, since troops can take advantage of the dark when sneaking up on enemy positions. Patrols will often be sent out at night, either to return at dawn or to hole up someplace in enemy territory for a day or two and then return after dark.

Some general notes on movement and combat in the dark follow:

It takes about 5 minutes for a man's eyes to become accustomed to the dark. Characters who are dazzled by vehicle lights, spotlights, explosions, or by looking up into the light of flares will have a DM -5 added to their attempts at sighting for this period. If there is a question about whether or not a man would look into a light, roll 2D; he will be dazzled on a 9+, with -DMs allowed for combat experience.

Details of terrain and surrounding objects are never clear at night so only large shapes and objects should be described by the Game Master. Close inspection is required, for example, to identify a pillbox or a hole in the ground in the dark. A character who runs or jogs through light woods, rubble, or rough or rocky terrain at night should throw against his Agility once each 10 second turn during which he is running. If he throws a number greater than his Agility, he will trip and fall, suffering 1 wound (DM + 3 on the wound severity table). A character who runs or jogs through flat fields, tall grass, sand, or other relatively even terrain in the dark throws against his Agility with a DM of -2. If he trips and falls, he will be injured on a 2D roll of 10+, suffering a slight wound. In this way, characters will learn that it is not wise to run through the woods at night.

Characters may attempt to fire at the muzzle flashes of enemy gunfire. Range and weapons modifiers are handled normally. There is an additional DM or -5 on the roll to hit the target. Muzzle flashes may be sighted at ranges of up to 500 yards in clear terrain and weather. DMs for shifts in the various types of weather, the presence of smoke, or in the surroundings of woods are applied to attempts to see muzzle flashes. Vehicle headlights, lights in building windows, and fires may be sighted at ranges of 1000 yards or more but are also subject to DMs for sighting in woods or bad weather.

Sound carries well at night. Frequently characters will first be aware of trucks, tanks, an enemy encampment or an enemy patrol by the sounds they make. How well sound carries at night can be freakishly variable depending on weather, temperature, terrain, and background noise. A simple way to determine range for noisy objects such as tanks, trains, or trucks at night is to roll 2D. The result, times 100, gives the range in yards at which the object becomes audible.

The Game Master must remember that enemy NPC's

are going to be as blind in the dark as player characters. There are numerous accounts of allied and German units marching along side by side, or passing each other within a few feet of one another in the dark, particularly during paratroop drops. The Game Master is encouraged occasionally to allow enemy patrols or sentries to blunder into the Americans' position and how the player characters handle this situation is a good test of their combat prowess.

Sentries at night will be posted at various distances from whatever they are guarding. Many scenarios will give exact figures, but Game Masters who create sentries and need to figure an exact distance from an enemy post depot, bivouac, or whatever, can do so by rolling 1D x 10. The result is the number of yards from the perimeter of the post being patrolled by the sentry. If the post or depot is well behind the enemy line, sentries may not be encountered until the perimeter of the depot, or they may be within the depot itself. The Game Master should remain flexible and incorporate complications (such as sentries) to create excitement but not insurmountable difficulties for the players.

Player characters should remember that their attempt to return through their own lines may be met by gunfire from their own unit. Passwords and the use of signal flares should be arranged before the patrol sets off on its mission.

With no special efforts made on either side for concealment, under normal circumstances it would be expected that when one group of characters can see another group, the second group sees the first as well. In combat, however, things are rarely that easy. One side can often get the jump on the other by using the rules for surprise.

Surprise

Surprise is won when one group of characters can locate and sight a hostile party without themselves being sighted in the process. A surprise attack can be launched if the attacked party comes into range (whether of artillery, small arms, or hand-to-hand) without being alerted to the attackers' presence.

At any given time, a character will be in one of two states: 'normal' or 'alert'.

Alert characters know that combat is imminent, that someone is approaching their position, or that something is wrong. Characters who have the enemy in sight are alert. (One hopes!)

Normal characters are assigned a numerical value from 1 to 6 indicating their level of awareness. A 6 indicates that the character is watchful but not yet alerted to the enemy's presence. The characters assigned lower numbers are correspondingly less aware: a 1 means that the character is sleeping. Any NPC's level of alertness is determined by rolling 1D. A body of NPC's moving as a group, or together in camp or standing sentry will, in most cases, all share the same level of awareness. The roll for alertness may be modified depending on the quality of the troops and the circumstances.

| TROOP ALERTNESS MODIFIERS | |
|--|----|
| Situation | DM |
| NPC's marching along road | +1 |
| NPC's searching, investigating noise, etc. | +3 |
| NPC's are elite troops | +2 |
| NPC's are 1st rate troops | +1 |
| Combat within the last hour | +2 |
| Endurance levels are 4 or less | -1 |

Obviously, troops in motion will have an alertness number of at least 2. The Game Master should feel free to modify results to fit the situation he is trying to create.

Attempts to sneak up on enemy forces without being seen are made by rolling 1D and modified by several variables. In cases where the characters are laying an ambush, or are in a set position with the enemy approaching but not yet sighted, 1D is rolled for the entire group, and the following modifiers applied.

| PLAYER CHARACTER MODIFIERS FOR ALERTNESS | |
|---|----|
| Situation | DM |
| Characters watching for enemy, alerted by noise, etc. | +3 |
| Characters on hill | +2 |

When player character and hostile forces are approaching each other but do not have a clear line of sight (for example, at night, or in woods, where visibility has been reduced), each side rolls 1D against its own alertness number. After the Game Master has determined that they could sight one another. (see Sighting) If the roll is less than the alertness level, the enemy is sighted. If neither side sights the other, another roll is made each combat round until one side does sight the other. It is possible for two parties to blunder into each other in the dark for example.

Both enemy NPC's and player character soldiers who are not alert may not notice a target even though it is within sighting range. To sight the target, the player (or, for NPC's, the Game Master) must roll 1D. The target will be sighted on a roll of LESS than the character's alertness number.

When player characters have a clear line of sight to the enemy, but are themselves concealed, or if the enemy is concealed, but has a clear line of sight to the player characters, the normal rules and DMs for sighting are applied. The 2D roll for sighting will indicate that whatever is being sighted can be seen if the person doing the sighting is alert. Sighting is automatic for soldiers who are alert when the roll for sighting indicates that the target is within view.

Sighting is automatic by players if the target is within sighting range and a player character announces that he is looking in the target's direction.

When one side is sneaking up on another, the side being approached must roll 1D against its alertness number once each minute (6 combat rounds). If the roll is less than the alertness number, that character or group of characters is considered to be alert, i.e. they saw something move, heard a twig snap, or saw a reflective gleam in the dark. If the two groups are within sighting range when this happens, the furtively sneaking soldiers are spotted. If they are not in sighting range (for example in dense woods or at night), the group being stalked is considered to be fully alert and aware that 'somebody is out there'. Their actions will be determined by the Game Master if they are NPC's, and by the players if they are player characters.

Attempts by one force to sneak up on another have a DM of +2 against this roll if the attack occurs in daylight.

Die rolls for awareness levels may be used in other, special situations as well. A character disguised as a civilian or as an enemy soldier might have to face an enemy sentry or officer whose alertness level may be modified by the player's knowledge of foreign languages, or whether or not the enemy is looking out for suspicious people.

Rolls for surprise may be used during an approach on an enemy position, when the enemy is already alerted, but

engaged with a different character. Thus, an American infantry man might try to sneak close enough to a German MG nest to destroy it, while it is firing at the rest of his squad. In this type of situation, a -2 DM is made if the approach is made in daylight, and an additional -1 DM if the approach is from either side rather than from the enemy's rear. The Game Master will be keeping track of other enemy NPC's in the area who may be covering the MG.

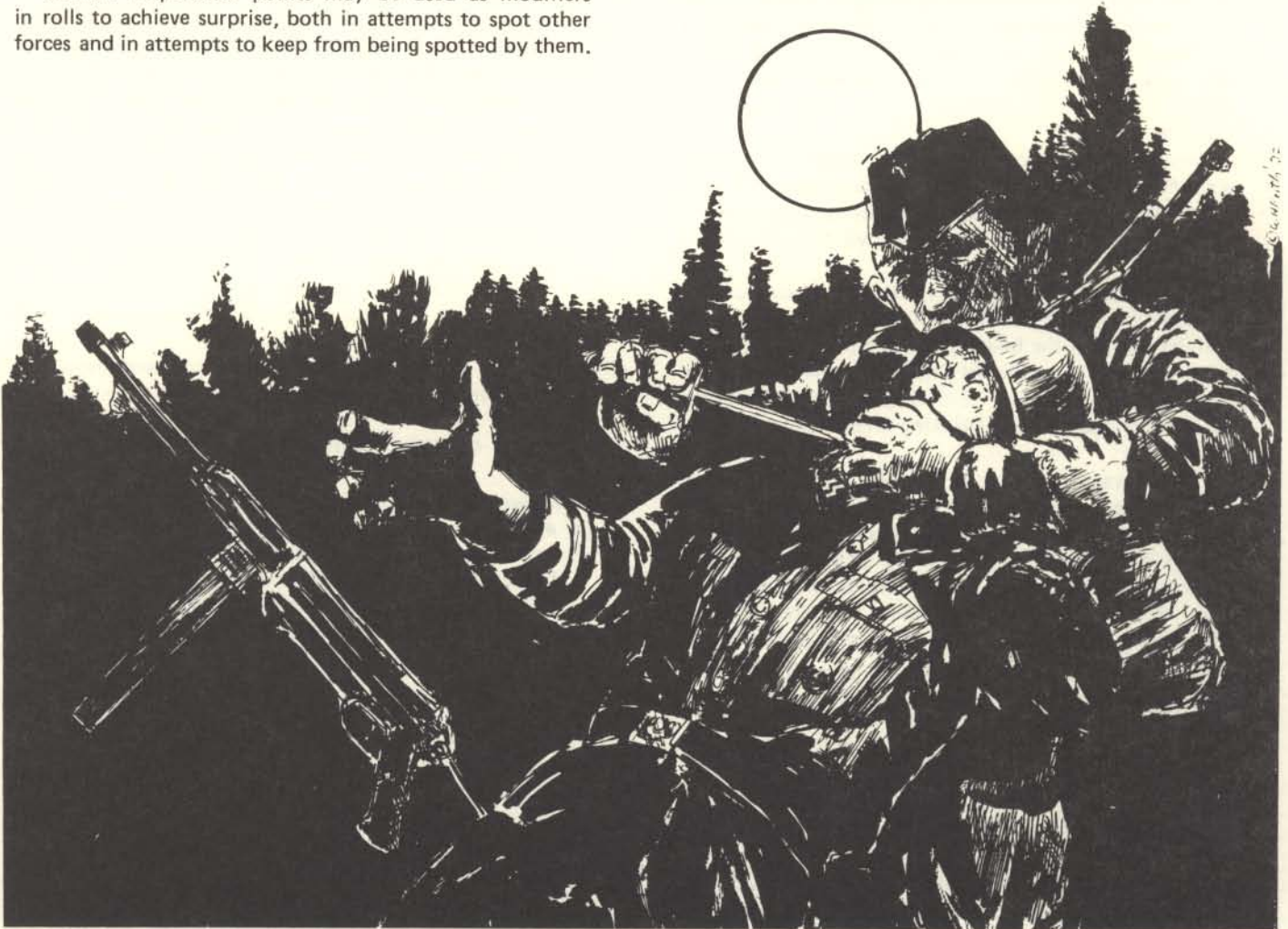
In attempts to sneak up on enemy positions, each player must roll 2D one time during the approach. The roll is made against his agility, and is modified by -1 for each level of Combat Experience. On a modified roll of greater than the character's agility, he makes enough noise during the approach to attract the attention of the enemy. The enemy will investigate (send 1 or more men, send up a flare or sound the alarm, at the Game Masters' discretion) on a 1D roll of 4-6. On a roll of 3 or less, the enemy decides to do nothing.

Having heard something, whether they investigate or not, the enemy's watchfulness number will increase by 1D (maximum 6). The Game Master secretly rolls 1D every minute after the NPC's have heard something. Their watchfulness will remain at the current level until the die throw equals or exceeds the alertness level, after which it drops to the old level.

Combat Experience points may be used as modifiers in rolls to achieve surprise, both in attempts to spot other forces and in attempts to keep from being spotted by them.

EXAMPLE: A character is sneaking up on a German sentry on a moonless night. He is wearing camouflage and approaches the enemy at a walk. The sentry has an awareness level of 3 and is standing in open terrain 20 yards from the nearest cover. The Game Master check for the player character's sighting of the sentry from cover. He needs a roll of 6+, and gets it. This means that the player character sees the sentry. The sentry would need a roll of 13+ on 2D to see the player character standing in dense vegetation, so no roll is made against his awareness.

At a slow walk, the player character advances 5 yards into the open, it can be assumed that he does so when the sentry is facing the other way. At this point the sentry could sight the player character but a 1D roll against his awareness gives a 4. The player character is not spotted. The player character advances 5 yards more in the next 10 seconds. Another 1D throw is made against the sentry's awareness and this continues until the roll is equal to or less than his awareness or until the player character attacks the sentry. At one time during the approach (Game Master's decision as to when) the player character would have to roll 2D against his Agility, with negative DMs for combat experience before the sentry's awareness roll. A roll higher than his Agility means that he has made a noise and the sentry's awareness will immediately increase by 1D points (maximum 6). If his awareness becomes 6, the player character will be seen in that combat turn.



Weather

Weather may have a tremendous affect both on movement and on sighting. In Behind Enemy Lines, the general type of weather is determined first. Minor changes in weather day to day, or hour to hour, take place within the framework of each general weather type. For game purposes, this general weather type is called climate.

Climate: Behind Enemy Lines will be played with one of four prevailing climates: temperate, hot, wet, or cold. Generally, the specific climate will be determined by the time of year and the location of the particular campaign or scenario. A game set during the Normandy campaign would occur in temperate weather; Italy during the winter of 1944 would be wet, while winter during the Ardennes battle would be cold. The weather may fluctuate from time to time within each climate type.

TEMPERATE: Temperature will range from 60° to 85° F. and is relatively unimportant. At the beginning of each day, at 0000 hours (midnight), the Game Master will roll 2D. It will rain that day on a roll of 11+ and the rain will last the number of hours of a second roll. The Game Master decides exactly when during the day it will begin raining; he announces when the rain has begun and when it has ended. Sighting is reduced to 800 yards and if it rains for more than 2 hours, there may be a problem with mud.

Sometimes the rain may be hard enough to be called a storm. When it rains, the Game Master rolls 2D; on a roll of 9+, rain is very heavy. Visibility is reduced to 100 yards or less and all movement will be reduced to a slow walk.

HOT: Temperature will be above 85° F and heat not rain or mud will be a problem. Characters marching or fighting between the hours of 1000 and 1600 (10am to 4pm) will lose 1 additional Endurance point each hour in the sun, unless they rest in the shade for 15 minutes each hour. Drinking water may be a problem.

WET: Temperature will range from 35° to 60° F and it will rain every day. Roll 3D-2 for the number of hours it will rain (when it is not actively raining, there may be a slight drizzle, mist, or water dripping from trees). The Game Master decides when it will rain; he may divide the total number of rain-filled hours and scatter them throughout the day. Sighting is reduced to 800 yards.

Mud will be a problem in wet climates. The characters will also have problems with some of their equipment and with keeping dry.

COLD: Temperature will fall below 35° which won't affect soldiers who are properly dressed with overcoats, gloves, etc. down to above 20° F. Soldiers will lose 1 endurance point for every hour they are outside without a source of heat and protection from the wind. A soldier exposed to temperatures below 20° F should also roll 2D every hour, with a +1 DM for every hour he

has been continually exposed to the extreme cold. On a roll of 11+, he will suffer 1 moderate wound due to frostbite.

With temperatures between 20° and 35°, it may snow. As with rain, the Game Master determines at 0000 whether or not it will snow that day and if it is called for, he rolls 2D to determine how many hours it will snow and 2D again to determine if it will snow hard.

| | |
|--|--------------------|
| 1st roll | 2nd roll |
| 2-10 no snow | 2D = hours of snow |
| 11+ snow | |
| 3rd roll | |
| 2-9 light-moderate snow, visibility 300 yards | |
| 10+ heavy snow, visibility less than 100 yards | |

Once again, the Game Master determines when during the day snow will occur. Light snow may be interspersed with heavy snow at the Game Master's discretion, to create interesting and realistic impressions.

Temperature: At the start of the scenario, the Game Master rolls 1D. The average temperature will be below 20° on a roll of 1-2, and above 20° on a roll of 3-6. At the beginning of each day (0000), he will roll 2D to determine whether the temperature will change (drop below or rise above 20°) and it will do so on a roll of 9+. Note that it will not snow when the temperature is below 20°, at least not in significant amounts.

Snow will slow travel. Tracks may be noted in snow fields and provide useful information to a patrol. By the same token, enemy patrols may follow the tracks left by the player characters. Two or more hours of light snow, or one hour of heavy snow, will obliterate these tracks.

EFFECTS OF WEATHER ON BEHIND ENEMY LINES

Radios exposed to Heavy rain (storms) will malfunction on a 2D roll of 8+. Radios protected by tarpaulins or protective coverings will not be damaged.

Weapons exposed to Heavy rain (storms) or dropped in mud may jam when fired. The Game Master rolls 2D for each weapon noting those with a roll of 8+. Those weapons will not fire unless first cleaned - an operation which takes 1 hour.

The effects of snow and mud on movement are listed in the section on movement. The distances given are further halved for deep mud or deep snow in which running or slow running is not allowed. Deep mud occurs in temperate climates after 3 hours of heavy rain and in wet climates after 3 hours of steady rain.

Deep snow occurs in cold climates after 36 hours of light snow, or after 2 hours of heavy snow. Game Masters may wish to announce arbitrarily how much snow is already on

the ground at the beginning of a scenario. Light snow adds 2" to this snow every 2 hours for as long as the light snow continues. Deep snow is considered to be anything more than 6 inches deep.

In extended periods of cold weather, the Game Master may wish to introduce a thaw to prevent snow from piling up to ridiculous depths more common to Siberia or Chicago than the Ardennes.

SUNRISE AND SUNSET

Game Masters who wish to determine precisely the periods of daylight and darkness for their players can use this chart giving the sunrise and sunset times for the fifteenth of each month. The times are calculated for 5° E, 50° N (on the French-Belgian border) and are close enough to allow an approximation for any part of Northern France. Approximate times for other days of the month can be guessed at from these figures.

TWILIGHT occurs for about 45 minutes before sunrise and about 45 minutes after sunset.

| Date | Sunrise | Sunset |
|---------|---------|--------|
| 15 Jan | 08:30 | 17:00 |
| 15 Feb | 07:50 | 18:00 |
| 15 Mar | 06:55 | 18:44 |
| 15 Apr | 05:48 | 19:33 |
| 15 May | 04:35 | 20:18 |
| 15 June | 04:30 | 20:51 |
| 15 Jul | 04:47 | 20:44 |
| 15 Aug | 05:28 | 19:59 |
| 15 Sep | 06:15 | 18:54 |
| 15 Oct | 07:01 | 17:50 |
| 15 Nov | 07:52 | 16:57 |
| 15 Dec | 07:41 | 16:38 |

FULL MOON

Some raids at night will be helped or hindered by a full or nearly full moon. The following list gives the dates of full moons from January, 1944 through June, 1945. Bright, moonlit nights will occur (weather permitting) for two or three nights before the full moon and for two or three nights after. The moon will rise 20 minutes earlier each additional night before full moon and set 20 minutes more before sunrise. The moon will rise 20 minutes later each evening after the full moon and set 20 minutes later after sunrise the next morning. The full moon rises at sunset and sets at sunrise.

Nights of Full Moons

10 Jan 1944
 9 Feb 1944
 10 Mar 1944
 8 Apr 1944
 8 May 1944
 6 Jun 1944
 6 Jul 1944
 4 Aug 1944
 2 Sep 1944
 31 Oct 1944
 30 Nov 1944
 29 Dec 1944
 28 Jan 1945
 27 Feb 1945
 28 Mar 1945
 27 Apr 1945
 27 May 1945
 25 Jun 1945



Combat

Each combat mode turn represents 10 seconds of time. The players interact with each other and with the Game Master, directing their characters through situations presented by the Game Master in order to simulate combat conditions.

Movement in the combat mode has already been discussed. This section will deal with other aspects of play including concealment, cover, and fire.

CONCEALMENT AND COVER

In military terms, Concealment is anything which hides a soldier or, as presented in Behind Enemy Lines, interferes with sighting. Cover is anything which protects the soldier from fire, trees, rocks, foxholes, or whatever. The principals of concealment have already been discussed on page 24. Characters who attempt to conceal themselves will modify enemy attempts to sight them, using the table given in that section.

In Behind Enemy Lines, Cover modifies the die rolls made on direct fire hit tables. There are several kinds of cover, with different effects on fire.

HARD COVER: Anything which cannot be penetrated by direct fire. It is assumed that characters sighted behind hard cover have been glimpsed through an opening, a door, window, around the side of a boulder, through a niche in a wall, or whatever. All that has been sighted is the head and shoulders. While it is much more difficult to hit a character behind hard cover, hits are more dangerous since most wounds will occur in the head or upper body.

SOFT COVER: Partial cover found by hugging the ground, huddling next to a wall or within a doorway, or hiding within or behind something that will not block direct fire, such as shrubbery, tall grass, or foliage. Soft cover does not protect as much of the body as does hard cover.

EVASION: Characters who are running (either a full run or a slow run or trot) may announce that they are Evading while doing so. This gives them some small protection from direct fire, though not as much as soft cover. It does not protect them from random fire.

ENCLOSED COVER: A special case which describes characters completely protected from direct fire: inside buildings and away from doors and windows, or ducked down within a foxhole or behind rocks. By definition, characters within enclosed cover cannot be hit by direct fire. They may be hit by random fire (under certain circumstances) or by artillery fire or explosions which penetrate their cover. (See: Random Fire, Explosions and Explosives.)

Die modifications for cover vary with the distance between the firer and target, they apply to all small arms. The ranges given for cover modifications on direct fire have nothing to do with the ranges of specific weapons but are calculated instead on how easy it is to see and hit the target with any weapon.

COVER MODIFICATIONS ON DIRECT FIRE

| Cover | -5 yards | 6-20 yards | 21-80 yards | 80+ yards |
|------------|----------|------------|-------------|-----------|
| Evasion | -1 | -4 | -2 | -1 |
| Soft cover | 0 | -2 | -3 | -5 |
| Hard cover | -1 | -6 | -8 | -12 |

These modifications are applied to the die roll for any player character or NPC in any attempt to hit a target with direct fire. They represent the difficulties in hitting a target partially concealed by rocks, trees, walls, or vegetation.

Soldiers behind hard cover use a different hit table than other characters. Since only their head and shoulders are exposed, a greater proportion of wounds will be head wounds, with a greater chance of death.

HARD COVER WOUND SEVERITY TABLE

| Die | Result |
|-------|-------------------------------|
| 2-6 | Character is killed instantly |
| 7-9 | Severe wound |
| 10-11 | Moderate wound |
| 12 | Light wound |

Concealment can also be treated as a form of cover, since the target may be only briefly and partly glimpsed. On the roll for being sighted characters who have received die modifications due to smoke, terrain, vegetation, darkness, or other factors, will receive an additional DM-1 for modifications to direct fire for every individual concealment factor used. This additional cover modification may not be applied to targets at point blank range.

Sometimes the enemy's position will be known, but he has not yet been sighted. This is the case when the Game Master announces that the players can see the enemy's muzzle flash as he fires or that they hear the enemy advancing through thick brush. Player characters may open fire at the enemy, but fire is resolved using the rules for Random Fire.

DIRECT FIRE

Direct fire is fire aimed at a specific target and the procedure is as follows:

1. A character states that he is firing at a specific target character.
2. The Game Master announces the range (point blank, close, medium, long, or extreme) for the firer's weapon, based on individual weapons data.
3. The Direct Fire chart is then used to find the final number required for a hit. The chart is broken into a number of sections, each dealing with an aspect of firing. All applicable modifications are added to the original number found from the range.
4. The attacker then rolls 2D and if the roll is equal to or higher than the modified number found in step 3, the target is hit.
5. If the target has been hit, 2D are rolled on the Wound Severity table. If the target was hit while under hard cover, 2D are rolled on the hard cover Wound Severity table.

There will, of course, be judgement calls by the Game Master when determining cover. A man firing around the corner of a building may be taking advantage of hard cover, but an enemy NPC across the street may have a clear shot at him, while another enemy NPC down the street may have a partially obstructed shot which could be classified as soft cover. The use of counters on battlefield sketch maps may help clarify the situation, but the Game Master's call is official and final.

| | |
|---|-------|
| Close Range..... | 8 |
| Medium Range..... | 10 |
| Long Range..... | 12 |
| Extreme Range..... | 14 |
| Firing 1 burst..... | 0 |
| Firing 3 bursts..... | -1 |
| Firing 5 bursts..... | -2 |
| Skill with weapon..... | -? |
| -1 for each 2 Weapons Handling points above 6..... | -1 |
| -1 for careful aim (at least 5 sec.)..... | -1 |
| -2 for automatic fire..... | -2 |
| -2 for sniper scope..... | -2 |
| +3 If walking..... | +3 |
| +5 If running..... | +5 |
| +6 If in a moving vehicle..... | +6 |
| +1 per level of Weapons Handling below 6..... | |
| If concealed, add +1 for each concealment factor..... | +? |
| Hard/Soft cover/Evasion..... | +? |
| Number needed to hit..... | ----- |

AUTOMATIC FIRE

Certain weapons listed in the weapons section of Behind Enemy Lines are given with the description "AUTO". These are automatic weapons: machine guns and sub-machine guns.

In Behind Enemy Lines, all automatic weapons are considered to be firing in bursts of nine shots. When an automatic weapon is fired continuously, its fire is treated as a succession of nine round bursts which lasts as long as the attacker fires the weapon or until the ammunition runs out.

When a character is hit by automatic weapons fire, the following tables are consulted to determine how many times he has been hit. 1D is rolled for each burst fired at that character. The total number of hits are recorded, and separate rolls for type and severity of wounds are made for each one. This roll is made only after a roll for direct fire gives a hit result.

| Range | 1D roll | Number of Hits from each burst |
|-------------|---------|--------------------------------|
| Point Blank | 1 | 3 |
| | 2-3 | 4 |
| | 4-6 | 5 |
| Close | 1-2 | 1 |
| | 3-5 | 2 |
| | 6 | 3 |
| Medium | 1-5 | 1 |
| | 6 | 2 |
| Long | 1-6 | 1 |

Machine gun fire at extreme range is handled differently (see random fire).

For continuous fire, the firing character either announces that he is firing a given number of bursts as continuous fire or tells the group that he is firing the rest of his clip or belt of ammo. The number of rounds in that weapon's clip is divided by 9. Fractional bursts are ignored and treated as misses. For example, a German MP40 fires from a magazine of 32 rounds. This weapon can fire 3 bursts of 9 rounds each before being reloaded and the leftover rounds are lost. Continuous fire need not expend all remaining ammo; the attacker simply states how many bursts (or rounds) he is firing at that time.

Player characters must keep track of how many rounds they have expended and when they run out of ammo. The Game Master keeps track of this for the NPC's.

Spraying Automatic Fire; One advantage of automatic fire is that continuous fire can be directed at several targets in the same combat turn. Die rolls to hit with continuous fire are given a DM of +2. In addition, targets hit at close range use the die rolls for medium range to calculate the number of hits for each burst. Targets at medium range are assumed to be hit by one bullet out of each burst and no die roll is needed.

Example: An American player character armed with a Thompson submachine gun opens fire on three German NPC's at a range of 25 yards. The American announces

that he is going to use continuous fire and attack all three enemy characters. The Game Master, using a small penciled diagram, lays out the positions of the enemy soldiers and shows that there is an interval of about 2 yards between each of them.

The Thompson has a 30 round magazine which is currently full. The American announces he is opening fire, designating his first, second, and third targets in succession. The enemy is at close range for a Thompson and no other modifiers for cover or concealment apply. The American player has no modifiers for expertise with his weapon.

The American soldier can fire 3 bursts (30/9 with the remainder lost). He designates one burst to each enemy NPC. The roll needed to hit the target is 8+. He has a +2 DM for his use of automatic fire.

His rolls are 7, 5, and 10. He has hit the first and third enemy soldiers and rolls again for each of them to determine how many hits they have suffered, using the table for medium range, since he is using continuous fire. His rolls are 6 and 2. The first enemy NPC has been hit 2 times, the other once. Rolls to determine the severity of their wounds are now made.

If the attacker trains his fire back and forth at several targets, the Game Master can supply vivid descriptions of machine gun bullets stitching across the ground, kicking up fountains of dust and splintering bark from trees as they seek after men scrambling for cover.

Troops who are surprised by machinegun fire will dive for cover as soon as the gun opens up. This is mandatory for first rate troops; elite troops may dive for cover or not, at their choice. Troops who are diving for cover are treated as evading fire and are given a DM of -1, -2, or -4, depending on how far away they are.

Penetrating Fire: Each 9 round burst penetrates beyond the initial target to the range limit of the initial range (i.e. medium range for a M1919 .30 caliber machine gun is from 81 to 250 yards, so penetration beyond a target at 85 yards will extend to 250 yards). Penetration will not occur from close range to medium range or from medium range to long range. Each 9 round burst may hit up to 2 other targets behind the initial target. These secondary targets must be within 1 yard of the left or right of the primary target. The penetration modifier is +2, this is in addition to any other applicable modifiers.

All automatic weapons can use penetrating fire without any special preparations except for the BAR. The BAR may only use penetrating fire when tripod (or bipod) mounted with the user prone or if the user has a Strength of 9 or greater.

JAMMING: It was a frustrating fact of life that sometimes, in the middle of a firefight, weapons jammed. Jamming can be simulated in Behind Enemy Lines whenever a roll "to hit" results in a 2. This applies only to "snake eyes" on 2D, not to results which become 2 after various DMs are applied. If the dice turn up two ones the Game Master announces that the firing weapon has jammed.

Jammed weapons must be cleared. Each turn the player attempts to clear his weapon, he rolls 2D trying for a result of 9+. His roll may be modified by his Weapons skill for that weapon. The weapon will automatically be cleared on the third combat turn after the jam occurred.

RANDOM FIRE

Random fire is a second broad category of fire combat. While Direct Fire represents fire at one target or, for automatic fire, several grouped targets, random fire is not aimed. Player characters can lay down random fire to cover actions of other characters on their side in an attempt to suppress enemy fire, and generally to harass the enemy when his exact position is not known. Random fire may be experienced by player characters when the enemy is firing into their area in an attempt to pin them or suppress their fire. Random fire works the same whether directed either at player characters or at NPC's.

There are four categories of random fire:

LIGHT RANDOM FIRE: This represents occasional stray bullets. Any character not using soft or hard cover for two consecutive combat turns (20 seconds) will risk being hit by light random fire. Every second turn the character is not under cover, roll 2D. The character will be hit on an 11 or 12.

MODERATE FIRE: Represents fairly steady firing, and occasional ricochets. A roll of 2D is made each turn for each character undergoing moderate fire. He will be hit by 1 round on a roll of 11 or 12. Soft cover gives a DM of -1. Hard cover cannot be penetrated.

HEAVY FIRE: Represents steady firing, usually from prepared positions, directed at the general area of the target characters. All characters roll 2D each turn and are hit on a roll of 9+. Soft cover gives a DM of -1; hard cover gives a DM of -3.

VERY HEAVY FIRE: The air is full of lead and characters not under cover will be hit on a roll of 2D of 5+. If the roll is 8+, he will be hit by 2 rounds. If the roll is 10+, he will be hit by 3 rounds. Separate wound rolls are made for each hit. Characters under soft cover will be hit on a roll of 2D of 8+ by 1 round. Characters under hard cover will be hit by one round on a roll of 10+.

RANDOM MACHINEGUN FIRE: Encountered when characters are in an area swept by at least one machine gun and the attackers do not have a clear line of sight to the defenders due to smoke, darkness, vegetation, etc. The roll for random machinegun fire is made for all characters for each turn that at least one machinegun is firing, in addition to other types of random or direct fire they may be experiencing. Characters will be hit by 1D-3 rounds (less than 1 = 1) on a 2D roll of 8+. Characters under soft cover have a DM of -1. Characters under hard cover have a DM of -3.

If it is determined that at least one of the firing machineguns is within 50 yards of the characters under attack, the target will be hit by 1D-2 rounds on a roll of 6+; the same modifiers for cover are allowed.

During any single combat turn the appropriate rolls are made for random fire, in addition to rolls for direct fire. Rolls for random fire are made after all other fire has been resolved.

How severe the random fire depends on two factors: how many men are firing, and how rapidly they are expending ammunition. The following chart to be used by the Game Master determines how heavy random fire will be

under certain variables. The players use this table when directing random fire at enemy positions.

| RANDOM FIRE | | | | | | |
|----------------------|--------------------------------|--------------------|--------------------|--------------------|--------------------|-------------------|
| Number of men firing | Rate at which ammo is expended | | | | | |
| | 1 clip/minute or less | 1 clip per 5 turns | 1 clip per 4 turns | 1 clip per 3 turns | 1 clip per 2 turns | 1 clip per 1 turn |
| 1-3 | light | light | light | light | moderate | moderate |
| 4-8 | light | light | moderate | moderate | moderate | heavy |
| 9-14 | light | moderate | moderate | moderate | heavy | heavy |
| 15-30 | moderate | moderate | heavy | heavy | heavy | very heavy |
| 31-60 | moderate | heavy | heavy | heavy | very heavy | very heavy |
| 60+ | heavy | heavy | very heavy | very heavy | very heavy | very heavy |

If more than half the men firing are armed with automatic weapons, treat the number of men firing as the next higher category, i.e. "9-14" becomes (for random fire purposes) "15-30". If the firing troops are second rate, (See: Troop Quality), the number of men firing is treated as the next lower category, i.e. "9-14" becomes "4-8".

"Number of men firing" refers only to the number of characters actually stated to be laying down random fire in a given combat turn; it does not refer to other troops who may be acting under the cover of random fire provided by others. Characters announce at the beginning of a combat turn that they are laying down random fire; they may do so while moving.

The players keep records of ammunition they expend while engaged in random fire, based on the figures given for various levels in the random fire table. Enemy NPC's with logical sources of supply (i.e. a nearby camp or depot, or access to supplies through roads) can lay down random fire for extended periods of time, and the amount of ammunition expended is not important. Where enemy NPC's are operating independently (such as with a patrol, or having been cut off by American forces), their supplies of ammunition may be limited and the Game Master must record their ammo expenditures.

Characters who fire while running (at either a full run or jogging) do so using the appropriate random fire table.

Random fire is also used whenever fire is directed at a target completely hidden from the firer. A separate roll is made for each person firing, and all pertinent DMs for cover still apply. If automatic weapons are used, one roll is made for each burst. The following table shows which random fire tables are to be consulted.

| RANDOM FIRE DIRECTED AT HIDDEN CHARACTERS | |
|--|---|
| Target character is: | Apply random fire for: |
| In thicket, dense brush, tall grass or vegetation. Behind a wooden fence, a wooden door less than 3" thick, shuttered windows, or any other cover which would not stop bullets at close or medium range. | Heavy random fire. Target hit on 9+. |
| Behind thick wooden doors, or firer is firing through a floor, ceiling, or wooden wall, or any cover which might stop bullets at all but close or point blank range. | Moderate random fire. Target hit on 11+. |

SUPPRESSING FIRE

Characters who lay down heavier random fire than the enemy will begin to suppress enemy random fire even if no enemy troops are hit. For every 1D combat turn in which one side is able to sustain random fire at least one level higher than the opposing side, the opponent's level of random fire will be reduced by 1. This represents more and more enemy troops ducking down under cover and not firing. The 1D roll is made by the Game Master and not revealed to the players though he does announce the lessening of enemy fire.

When enemy fire is reduced a level, then friendly fire may be slackened as well but must continue at least 1 level higher than the enemy's in order to continue to suppress it.

Changes in the source of random fire on either side or the arrival of reinforcements may change the situation, of course. Even if one side has been completely suppressed (i.e. they are not firing back at all) reinforcements may reverse the situation, and even troops whose fire has been suppressed may resume firing.

Players whose characters were engaged in random fire but have had their fire suppressed by the enemy, may attempt direct fire though they will be exposed to enemy random and direct fire when they attempt to sight the enemy. NPC's on either side whose random fire has been suppressed may attempt direct fire if targets present themselves and may attempt to move to new positions or engage in other activities at the discretion of the Game Master. In combat where large numbers of enemy troops are involved, most (for the sake of the Game Master) will remain under cover as long as their fire is suppressed.

If one side manages to lay down random fire two or more levels above that of their opponents, the opponents still lose only one level of random fire each combat turn.

The intensity of random fire will vary depending on how large an area is being covered by fire. In general random fire is applied in one of two ways, either coming from an entire front or from one or several single positions.

Random fire from an entire front can only be laid down by a large body of men, generally a platoon or more. In situations like this the squad has little business advancing against such a position in the first place.

Random fire from several positions is the usual way it is encountered. The Game Master determines what territory is being swept by random fire by imagining a 45° angle at each firing position, random fire will affect everything within that 45° at the full strength listed on the Random Fire Table.

A second angle of 90° can be imagined at the firing position. Everything within this 90° not covered by the 45° angle will be affected by random fire at one level lower than listed on the Random Fire Table. For example, if the firing position is laying down heavy random fire, the results for heavy fire are applied to targets directly ahead of the position within an angle of 45°. Targets which lie outside of this 45° angle but which are still within a 90° angle of the firing position will receive only moderate random fire.

Random machinegun fire is applied against all targets within 90° in front of the machinegun's position.

Some targets, particularly pillboxes, have apertures for gunfire which greatly restrict both vision and the angle of fire. This angle is always assumed to be 45° unless otherwise stated in the description for that structure. The forward hull machinegun on tanks is always considered to have a 45° traversal, that is, it fires at targets within a 45° angle extended straight out in front of the vehicle. (Co-axial guns fire only in the direction that the turret is pointed.)

Guns laying down random fire in one direction may change direction but their field of fire will never increase. Several people in one position laying down random fire together may split their fire between several widely-spaced targets, but the Game Master must determine how many weapons are being fired in each of several directions and figure each level of random fire separately. This applies to player characters and friendly NPC's as well as enemy NPC's. Random fire used to suppress divided sources of random fire suppresses all sources of random fire in that area whether they happen to be returning fire at the people attempting to suppress their fire or not.

Sometimes the players will find themselves under fire from hidden positions. They know about where the fire is coming from because they can see muzzle flashes, smoke, or movement, but the cover of the enemy prevents them from actually sighting individual enemy soldiers.

Players may declare they are firing at the enemy position by aiming at muzzle flashes or suspected movement. This fire is resolved as random fire but since it is being concentrated on a relatively small area, one column higher than normal is used on the Random Fire Table. For example, 1 to 3 men firing at the rate of one or more clips per turn at the muzzle flash of an enemy weapon create heavy random fire (instead of moderate as would otherwise be the case).

This raising of the level of random fire applies to attempts to suppress enemy fire.



Artillery Fire

From time to time, characters in Behind Enemy Lines will be exposed to artillery fire. Different scenario descriptions may direct the Game Master to position German or American artillery in certain areas on the Situation Map.

Once the Germans can logically be assumed to have spotted the American team, either because they have engaged them in battle, or because the Game Master has placed German observers or artillery spotters in the area, they may fire on the U.S. troops.

Although a wide variety of guns of different calibers and explosive powers were available to both sides during WW II, for the purposes of Behind Enemy Lines, all artillery of more than 75mm caliber is treated in the same way. Although not strictly accurate, the results are aimed more at determining which characters are wounded or killed during a barrage, rather than comparing the abilities of specific weapons.

Artillery fire can be either direct or random.

DIRECT ARTILLERY FIRE: Direct artillery fire is aimed at targets within 1000 yards of the gun and is included here primarily to allow players to face the infamous German 88mm antitank gun and the 75mm and 88mm guns of various tanks.

In order to make a direct fire attack on a target, the range is determined and 2D are rolled for each shot.

| DIRECT ARTILLERY FIRE TABLE -TO HIT- | | |
|--|----------------|-----------------|
| Range | Target | Die roll to hit |
| 50-200 yards | Troop position | 9+ |
| | Vehicle | 7+ |
| | Building | 5+ |
| 200-800 yards | Troop position | 11+ |
| | Vehicle | 9+ |
| | Building | 7+ |
| 800-1000 yards | Troop position | 11+ |
| | Vehicle | 10+ |
| | Building | 10+ |
| <p>Target definitions:</p> <p>Troop position: Any assembly of soldiers, weapons pits, mortar or MG emplacements, etc.</p> <p>Vehicle: Armored or unarmored vehicles, artillery battery, small sheds.</p> | | |

Building: Any building larger than a small shed or with more than 1 room, pillboxes, fortifications, bridges, or trains.

When it is determined that a direct-fire artillery round has hit its target, casualties are determined as follows.

An area is designated as the "target area": 20 yards across in open ground, the interior spaces of a target vehicle, a single fairly large room in a building, or in general, anything within 10 yards of the line-of-sight from the landing point of the artillery round as declared by the Game Master.

All characters within this target area must roll 10+ on 2D to avoid 1D-3 wounds. In addition, characters between 10 and 20 yards from the blast must throw 7+ to avoid 1 wound. The seriousness and type of all wounds are determined using the Wound Severity Table as usual.

Characters in rooms adjacent to a room hit by an artillery round are considered to be in the secondary 10-20 yard danger zone around the blast. Interior walls, however, give a DM of +3. Characters within 20 yards of a vehicle which is hit by an artillery round or explodes are considered to be 10-20 yards from an explosion.

The Game Master determines arbitrarily or randomly the exact spot where the shell explodes. ("The round hit that tree over there and splintered it".) To pick a random spot for the shell to land, the name of each player character and NPC is written on a slip of paper. The characters found to be within the target area (determined by checking their positions on the Battlefield Map) put their names into the container and one is drawn.

The character chosen is considered to be in the immediate vicinity of the exploding round. All range measurements for affected characters (within 10 yards, or between 10 and 20 yards from the blast) are measured from his location and the character will definitely suffer 1D-3 wounds; all others roll 2D and emerge unscathed on a 10+.

The Game Master should use direct artillery fire sparingly; it will be encountered only in certain situations, such as when the team is attacking a pill box with an 88mm gun emplacement, or when they are attacked by tanks. Nearly all incoming artillery fire, from whatever range, is considered to be random artillery fire.

RANDOM ARTILLERY FIRE: Random artillery fire is handled in much the same way as random fire for small arms. During an artillery barrage, every character who is not under enclosed cover must roll 2D periodically (depending upon the heaviness of fire) to determine whether or not he has been hit.

Characters under enclosed cover are usually safe from random small arms fire which is not necessarily the case

with random artillery fire. A roll is made for the structure or vehicle providing the cover; if the cover is hit then there is a chance that the characters will be wounded or killed.

Random Artillery fire will be one of four categories:

LIGHT RANDOM FIRE: Represents occasional stray rounds, with about one explosion going off each combat round or every other combat round. Each character not under hard or enclosed cover rolls 2D every other combat round (once each 20 seconds). He will be hit and receive 1D wounds on a roll of 11+.

MODERATE FIRE: Fairly steady fire, with two or three explosions every combat round. All characters not under enclosed cover roll 2D each combat round. On a roll of 10+ they are hit and receive 1D wounds.

HEAVY FIRE: Steady firing with an explosion every second or so. All characters not under enclosed cover roll 2D every combat round. On a roll of 8+ they are hit and receive 1D wounds.

VERY HEAVY FIRE: Represents an intensive barrage usually in advance of a major offensive. Several explosions are going off at any given second. All characters roll 2D each combat round, unless they are in enclosed cover. They are hit and suffer 1D wounds on a roll of 6+.

EFFECTS OF RANDOM FIRE ON CHARACTERS UNDER ENCLOSED COVER: Buildings, vehicles, and deep holes can be hit during random artillery fire. The following table is consulted for each possible target, with a 2D roll made each combat round in which the shelling continues.

EFFECTS OF RANDOM FIRE ON CHARACTERS UNDER ENCLOSED COVER

| Target | Random Fire | Die | Effect on Characters |
|---------------------------------|-------------|----------------------------------|---|
| Foxhole, trench, boulders, etc. | Light | 2-10 | No effect |
| | | 11+ | All characters stunned |
| | Moderate | 2-9 | No effect |
| | | 10-11 | All characters stunned |
| 12 | | All characters receive 1D wounds | |
| Heavy | 2-8 | No effect | |
| | 9-10 | Stunned | |
| | 11+ | 1D wounds | |
| Very Heavy | 2-4 | No effect | |
| | 5-8 | Stunned | |
| | 9+ | 1D wounds | |
| Vehicle | Light | 2-11 | No effect |
| | | 12 | Vehicle hit, characters roll separately |
| | Moderate | 2-10 | No effect |
| | | 11+ | Hit |
| Heavy | 2-9 | No effect | |
| | 10+ | Hit | |
| Very Heavy | 2-6 | No effect | |
| | 7+ | Hit | |

| Target | Random Fire | Die | Effect on Characters |
|------------|-------------|-----------|----------------------|
| Building | Light | 2-10 | No effect |
| | | 11+ | Hit |
| | Moderate | 2-9 | No effect |
| | | 10+ | Hit |
| Heavy | 2-8 | No effect | |
| | 9+ | Hit | |
| Very Heavy | 2-4 | No effect | |
| | 5+ | Hit | |

Results of hits on characters under enclosed cover: Characters under enclosed cover in holes, down behind rocks, and in similar hiding places receive stun results or 1D wounds, as listed on this table.

A hit on an unarmored or lightly armored vehicle (such as a half-track) destroys the vehicle. All characters inside that vehicle must roll 2D and they will receive 1D wounds on a roll of 9 or less.

A hit on an armored vehicle such as a tank, is handled as follows: All artillery rounds regardless of the gun or the caliber of the shell are considered to have Armor Penetration Values far greater than any tank's armor can handle. (An 88mm gun would have an APV of about 18!) The armor is assumed to be pierced; for German tanks smaller than the Panther, the tank is automatically destroyed.

For Panthers and Tigers, however, use the table for determining the type of damage incurred when the armor is pierced. The Game Master determines the facing of the tank and rolls a die to pinpoint where the round would have hit (turret, hull side, etc.). Tank crewmen roll 2D when their tank is destroyed. They escape on a 10+, and suffer 1D-3 wounds on a 9 or less.

A hit on a building is handled as follows. The chances for characters to be hit inside a building depends, of course on the size and strength of the building, which can range from a one-room storage shed to a castle.

Every time a building is created in Behind Enemy Lines (whether created by the Game Master, or presented as part of a scenario), it is assigned a Structure Number which is analagous to the Armor Number for tanks, an estimate of its relative strength and size. The following list gives several building Structure Numbers and others can be extrapolated from these examples.

| BUILDING STRUCTURE NUMBER | |
|-------------------------------------|------------------|
| Building | Structure Number |
| shack, tool shed | 1 |
| small village house, 1 story | 10 |
| Two story house, wood frame | 20 |
| Two story house, stone construction | 40 |
| Three story building | 50 |
| Large villa, more than 20 rooms | 50 |
| Bunker, pillbox | 200 |
| European castle (small) | 1000 |

All artillery of 75mm caliber or greater is assigned a Bombardment Value which serves two purposes. First, it is used to determine whether or not characters hiding in a building are hit when the building is hit. Second, it provides a way for the Game Master to picture the gradual destruction of a large building when it comes under artillery fire.

DETERMINING CASUALTIES IN BUILDINGS: The Bombardment Value is subtracted from the building Structure Number. 1D is rolled on the appropriate column in the table below. If results of this subtraction fall between 2 columns, use the one on the right (i.e. 32 is rated on the +40 column).

| BUILDING CASUALTY TABLE | | | | | | |
|-------------------------|----|---|-----|-----|-----|-----|
| Die | -5 | 0 | 10+ | 20+ | 30+ | 40+ |
| 1 | * | * | * | * | * | - |
| 2 | * | * | * | * | - | - |
| 3 | * | * | * | - | - | - |
| 4 | * | * | - | - | - | - |
| 5 | * | * | - | - | - | - |
| 6 | * | - | - | - | - | - |

* = One or more characters in the building have been hit by the round which hit the place. The Game Master may designate one room as the impact point (judged by the position of the artillery relative to the house) or he may draw one name randomly from those in the house at the time. That character, and all other characters in the same room, receive 1D wounds.

Each time a round hits a building, the Bombardment Value is subtracted from the building's Structure Number. For example, a 75mm round hits a two-story, wood frame house. The Bombardment Value of a 75 is 5, the Structure number 20. First, the Bombardment Value is subtracted from the Structure Number, and the result (5) is used on the Building Casualties Table. 1D is rolled on the +20 column. The result is 3; no one was injured.

The new building Structure Number is 15. The next 75 round which hits will have a casualty die roll made on the +10 column (15-5=10), and the building's Structure Number will subsequently be reduced to 10.

In this way, the characters hiding in a building will receive less and less benefit from the structure, and they will be presented with a vivid picture of the place being shot to pieces around them.

Some structures, such as large castles or villas, or buildings with reinforced basements, may have several Structure Numbers, each applied to a different area.

The following table lists common American and German artillery calibers and gives Bombardment Values for each.

| Weapon | Bombardment Value |
|--------|-------------------|
| U.S. | |
| 76mm | 5 |
| 90mm | 8 |
| 105mm | 10 |
| 155mm | 15 |
| German | |
| 75mm | 5 |
| 88mm | 8 |
| 105mm | 10 |
| 150mm | 15 |
| 170mm | 20 |

Each time a building is hit, 2D are rolled and on a roll of 12, a fire will break out in the room which was hit. There is a DM of +6 if flammable materials, incendiaries, or ammunitions are stored in the same area..

The location of the fire which measures 1 yard across, is plotted in a map of the building. Every 2D minutes, the size of the fire doubles. A new roll for the number of minutes until the next doubling is made each time the fire spreads. Fires are blocked by stone walls but will burn through wooden walls in the time it takes the fire to double in size. (The wall is considered to be on fire after the doubling period, but the fire has not yet begun to spread into the new room.)

Attempts may be made to fight fires. Those smaller than 2 yards across may be extinguished on a roll of 8+ by one man using blankets, water buckets, or shovelfulls of dirt. One roll is made every minute and there is a DM of +1 for each man helping the fire fighter.

Fires more than 2 yards across may be reduced in size by 2 yards (that is, a fire 12 yards across becomes 10 yards across) with each roll of 8+. Again, one roll is made each minute, and there is a DM of +1 for each person helping.

The dimensions of a fire are followed on a map. The "diameter" of a fire which has been squeezed into an oblong shape by interior or exterior walls is considered to be the length of its longest axis.

Characters cut off by advancing flames may attempt to leap through them. They can cross each yard of flames without injury on a die roll of 12. On an 11 or less, they suffer 1 wound. They must roll for each yard individually and of course the effects of wounds suffered during their passage are cumulative.

A DM of +5 allows for heavy blankets or other material with which characters can cover themselves during passage,

and a DM of +7 is allowed if they can soak the material with water first. The Game Master will determine whether or not water or blankets are available during the course of the scenario.

The building will be filled with smoke 1D minutes after a fire begins. (see: Smoke)

ARTILLERY BARRAGES: Some scenarios or encounter table results may call for the characters to experience an artillery barrage which may be light, moderate, heavy, or very heavy random fire, and they will last for 3D minutes.

RANDOM FIRE TABLE: This table is used to determine the heaviness of random fire. At the beginning of a given scenario, the Game Master will have determined what types of guns are located where, and at the start of a bombardment he will know which guns are firing from which locations. The number of guns firing and the frequency of their firing determines the type of random fire is encountered.

| RANDOM ARTILLERY FIRE TABLE | | | |
|-----------------------------|--------------|------------|------------|
| Number of guns firing | Rate of fire | | |
| | 1/20 sec. | 1/10 sec. | 1/5 sec. |
| 1-2 | light | light | moderate |
| 3-5 | light | moderate | heavy |
| 6-10 | moderate | heavy | heavy |
| 10+ | heavy | very heavy | very heavy |

RANGE: For simplicity, artillery in Behind Enemy Lines may be assigned general ranges. U.S. artillery has a range of between 9000 and 13000 yards (9 to 13 squares on the Situation map) and German artillery has a range of between 7000 and 22000 yards. Game Masters who prefer greater accuracy may specify specific ranges for specific types of weapons; the figures above are averages for different weapons, for their usual minimum and maximum firing ranges.

STUN EFFECTS: All characters within 20 yards of an artillery explosion must immediately throw 2D against their stamina. If the roll exceeds their stamina, they are stunned for 3D combat turns (see: Stun Effects). There is a DM of +2 on the roll against stamina if the character is in a room or vehicle when the blast goes off. (Because of the effects of concussion.)

Mortar Fire

Mortar fire is handled somewhat differently than artillery fire. These rules apply both to the mortar fire directed against the player characters and to that which the player characters themselves direct against the enemy. Squad-level units often carry small mortars with them in combat.

U.S. mortars are 60mm, with a range of 100 to 2000 yards. German mortars are 52mm or 81mm, with a range of 65 to 3200 yards.

Incoming mortar fire, whether directed at American NPC's and player characters or at German NPC's, is resolved using the following tables.

| Mortar | minimum range | Close range | Medium range | Long range |
|------------------|---------------|-------------|--------------|------------|
| U.S. M2, 60mm | 50 yards | 250 yards | 1000 yards | 2000 yards |
| German | | | | |
| SG 34, 81mm | 100 yards | 300 yards | 800 yards | 1600 yards |
| G 42, 80mm | 100 yards | 300 yards | 1000 yards | 2500 yards |
| LG 36, 50mm | 60 yards | 100 yards | 250 yards | 500 yards |

Mortar fire is considered to come in barrages, like artillery fire. Since characters may be firing mortars in the game, information is provided for the Game Master on how many rounds are available for a mortar and how many rounds can be fired in a 10 second combat turn. Mortars at fixed camps, for all intents and purposes will have access to unlimited ammunition, but a squad carrying a mortar on a patrol will have a finite number of rounds.

When a unit comes under mortar fire, each character in the unit rolls 2D once each 10 seconds at the beginning of the turn. One can be hit on a roll of 9+.

The following modifiers are applied to the 2D roll.

| MORTAR FIRE DMs | |
|--|----|
| Character was standing up, walking, or running | +3 |
| DM for each additional mortar firing | +1 |
| DM for Close range | +1 |
| DM for Long range | -1 |
| Character is under Hard Cover | -2 |

Characters who are hit use the Wound Severity Table to determine the nature and severity of their wounds.

To simulate the time required to find the mortar range, the Game Master rolls 1D before the attack begins. The result becomes a -DM to hit on the first round. The second round will be a -DM of one less than the first number, and so on for each round until the DM is 0. For example the 1D roll is 3. The first round is a -3, the second -2, the third -1, the fourth will have no DM for finding the range. In

some cases, mortars will already be sighted in on a particular target or area, and this process need not be followed.

If fragmentation rounds are used, there is a -2 DM on the Wound Severity Table. If smoke rounds are used, a cloud of smoke will spread downwind from the blast. (see: Smoke.)

The above information assumes that the mortar is being fired at its full rate of fire. If it is fired only once during a 10-second turn, the Game Master rolls 2D. On a roll of 10+, one character will be hit. That character is chosen in the same random way as for artillery fire, preferably the name drawn from a container. Any other characters within 10 yards of that one character will be hit on a 2D roll of 8+. All characters within 10 yards must throw 2D against their Endurance; they will be stunned 3D turns if the throw exceeds their Endurance.

If the target is a vehicle, it will be hit on a roll of 10+ with a DM of -1 if it is moving. The DMs for range and additional mortars firing are used as applicable. When a vehicle is hit, roll 2D.

| MORTAR FIRE DAMAGE TO VEHICLES | |
|---|---|
| Die | Damage |
| 2-7 | Vehicle destroyed |
| 8-9 | Vehicle disabled. Crew escapes |
| 10+ | Vehicle appears somewhat damaged, but is still functional |
| There is an automatic DM of +2 if the vehicle is armored. | |

Grenades

Hand grenades are small explosive devices which may be thrown at the enemy, they have a time delay of about 4.5 seconds, weigh approximately 1 pound, and contain about 12 ounces of explosive.

There are several types of grenades with different blast effects. The most common are:

OFFENSIVE HAND GRENADE: These depend on blast alone for their effect. They have a Primary Blast radius of 2 yards, and a Secondary Blast radius of between 2 and 6 yards. Characters caught in the Primary Blast radius (that is, a grenade goes off within 2 yards of them) will suffer 1D-3 wounds (at least 1). Characters in the Secondary Blast radius will receive 1 wound on a roll of 4+ on 2D.

DEFENSIVE HAND GRENADE: Also known as the Fragmentation Grenade for obvious reasons. These have a Primary Blast radius of 10 yards, in which they cause 1D wounds. Their Secondary Blast radius extends from 10 to 30 yards where characters will receive 1D-3 wounds on a roll of 4+. (In actual combat, fragmentation grenades have been known to cause casualties as far as 200 yards away. They are meant to be used only when the thrower can drop down behind hard cover, or if the grenade is being thrown into hard cover such as a foxhole, trench, or building interior.)

THROWING A GRENADE: Hand grenades may be thrown up to a maximum of 50 yards, depending on the Strength of the thrower. Any character may throw a grenade 5 yards for each Strength point he has. When determining the accuracy of a throw, the range is broken down into close range, medium range, or long range. 2D are rolled against the Grenade Throw Table to determine whether or not the grenade lands on target.



| GRENADE THROW TABLE | | | |
|---------------------|--------------------|----------------------|------------------|
| Die | Close (1-15 yards) | Medium (16-30 yards) | Long (30+ yards) |
| 2 | dud | dud | dud |
| 3 | hit | hit | hit |
| 4 | hit | hit | hit |
| 5 | hit | hit | scatter |
| 6 | hit | hit | ↓ |
| 7 | hit | scatter | |
| 8 | hit | ↓ | |
| 9 | scatter | | |
| 10 | ↓ | | |
| 11 | | | |
| 12 | | | |

A roll of 2 represents the (roughly) 2% chance that a grenade will not go off. In this case, it will not matter whether it hits its target or not.

If a grenade scatters, the following table is consulted to find out where it finally lands.

| GRENADE SCATTER TABLE | |
|-----------------------|--|
| Die | Direction (from thrower's point of view) |
| 1-2 | near side of target - 2D yards |
| 3 | to the left of target - 2D yards |
| 4 | to the right of target - 2D yards |
| 5-6 | beyond target - 2D yards |

The Game Master should logically reconcile such problems as where the grenade goes if its scatter direction is blocked by a wall.

Grenades may be thrown at small targets such as windows, but the range may not be more than 20 yards. Whatever the range, the column for long range is used. A special exception is given for grenades thrown at small targets at ranges of less than 2 yards, point blank range. Such throws are automatically successful since they represent a soldier coming up to a wall directly next to a window or door and tossing the grenade directly inside. The character must still roll 2D to see if the grenade is a dud (2D = 2).

Grenades may be thrown at very small targets such as the aperture of a pillbox or the hatch of a tank only from point blank range, less than 2 yards.

Grenades may be thrown at targets above the thrower such as rooftops or on hills. The roll for accuracy is moved up one column for these throws, for example, a throw at a gun position on a hill above the thrower at a range of 20 yards has the roll made on the "over 30 yard" column of the Grenade Throw Table. Targets at elevations of more than 5 yards are considered to be above the thrower. He may not throw grenades at targets at elevations more than 15 yards above him. **THROWING THEM BACK:** Player characters may attempt to pick up live grenades and throw them back at the enemy or at least out of the area. Grenades have a time delay of 4.5 seconds. If a character announces that he is going to try to pick up a grenade, the Game Master rolls 1D-2 secretly (less than 1 = 1). This gives the number of seconds remaining before the grenade goes off.

Characters may attempt to pick up and throw incoming grenades by rolling 2D against their Agility. There is a +1 DM for each second less than 4 remaining before the grenade explodes, and an additional +1 DM for each yard's distance from the grenade the character happens to be. (The exact point where a grenade lands will usually be determined by the situation and the Game Master). With these DMs added to the character's roll, he will succeed in throwing the grenade out of the area if he rolls his Agility or less. If only one second remained before the explosion the grenade will explode in midair, if it is an offensive grenade, the character will be in the Secondary Blast radius when it goes off and rolls should be made for other characters within 5 yards of where it would have exploded. If it was a defensive grenade, the thrower will be caught in the Primary Blast radius.

Grenades which are successfully thrown away explode as other grenades, but cannot be thrown more than 15 yards. They may not be thrown at a small target (window or door), but they may be dropped into a window, door, or a very small aperture if the character happens to be within 2 yards of it.

Some characters of heroic stamp may choose to throw themselves on top of a grenade to save their comrades. This may be done automatically, without rolling against Agility. 2D are rolled. If the result is 2, the grenade is a dud, and nothing happens beyond demonstrations of the character's relief. On a roll of 3-9, the character will be killed instantly. If the result is 10 or 11, he receives 1D wounds. On a 12 he receives 1D-3 wounds (less than 1 = 1). On all wounds suffered, there will be a -2DM on each roll on the Wound Severity Table.

COVER FROM GRENADE BLASTS: Characters who are behind hard cover are not affected by grenade blasts unless their head and shoulders are exposed for firing or sighting. If they are so exposed, they may roll 2D against their Agility, a roll of their Agility or less means they saw the grenade, and were able to duck down under cover before it went off. Otherwise, they must roll for blast effects, and use the Wound Table for characters wounded while behind hard cover.

Any piece of equipment, weapon, or other gear within 2 yards of an offensive grenade explosion will be irreparably damaged. Any piece of gear within 5 yards of a fragmentation grenade explosion will be ruined.

The target a grenade thrower is aiming at when he rolls on the Grenade Throw table is a general area about 2 yards square which he indicated to the Game Master before he throws. The exact position of scattering grenades is determined by the Game Master and the logic of the situation.

Grenades thrown into open vehicles (trucks, jeeps, cars) will destroy them. Grenades may be thrown into covered vehicles (truck backs with canvas tops, truck cabs with roofs but no doors) by using the rules for throwing at a small target. Grenades dropped into a tank hatch may destroy the tank. (See: Antitank Weapons)

Grenade blast and fragmentation effects will not penetrate Armor Values of 1 or more. Grenades (offensive or defensive) which are dropped into foxholes or trenches have their blast effects limited to the Primary Blast radius of that grenade type. Grenades dropped into building interiors have their blast effects increased. The explosion of an offensive grenade inside a room will cause 1D wounds within the Primary Blast radius and 1D-3 wounds in the Secondary Blast radius. The explosion of a defensive grenade causes 1D wounds throughout the room, with a DM of -2 on the Wound Severity Table to characters within 10 yards of the blast. Characters inside a building in another room, but in line with the blast through an open door will also be affected.

Grenades will penetrate Armor Values of 0, i.e. thin wooden doors or interior walls. (See: Explosions and Demolitions)

CARRYING GRENADES: Player characters may carry as many grenades as they desire depending on the type of mission they are embarking on. Unless they are lugging them around in their pack, however, they generally will have room for no more than 5 or 6 grenades attached to their belts or harnesses. The exact number of grenades

carried by each player character and NPC should be specified before the start of a mission, so that each character's total may be reduced as he uses them up.

Germans carried their famous stick or "potato masher" grenades which are similar in their effects to offensive grenades. Because of their bulk, most German characters encountered will have only 1 or at the most 2 grenades, usually tucked into their belts. Random throws can be used to determine how many grenades a given NPC is actually carrying (1D = 1 or 2 - no grenades, 3 or 4 = 1 grenade and a 5 or 6 = 2 grenades).

The supply of grenades for either side at prepared positions will be unlimited so far as play of Behind Enemy Lines is concerned.

The Germans also had the equivalent of fragmentation grenades, these are handled by the Game Master in the same way as fragmentation grenades are used by the players.

RIFLE GRENADES

Rifle grenades are treated the same way as hand-thrown grenades but have greater ranges and more explosive power. They may be launched by any rifle semi-automatic or bolt-action with a special muzzle attachment. A grenade launching muzzle attachment may be attached to a rifle in one combat turn of 10 seconds. A rifle grenade may be mounted on a rifle equipped with the muzzle attachment in 1 combat turn phase of 5 seconds.

The range for rifle grenades is half the range of the rifle used to launch them. Close, medium, and long ranges for each type of rifle are divided in half to give close, medium, and long ranges for rifle grenades. Rifle grenades may not be launched at point blank or at extreme range.

Example: Rifle grenade ranges for an M1 Garand are 25 yards for close, 75 yards for medium, 175 yards for long.

Rifle grenades hit their targets on the following rolls for each of the three possible ranges. On a roll of 2, the grenade is a dud and will not explode. Rifle Grenades explode on impact and may not be thrown back.

RIFLE GRENADE HIT TABLE

| Die | Close | Medium | Long |
|-----|---------|---------|---------|
| 2 | dud | dud | dud |
| 3 | hit | hit | hit |
| 4 | hit | hit | hit |
| 5 | hit | hit | hit |
| 6 | hit | hit | scatter |
| 7 | hit | hit | scatter |
| 8 | hit | hit | scatter |
| 9 | hit | scatter | scatter |
| 10+ | scatter | scatter | scatter |

Scattering rifle grenades will travel 2D yards in a direction indicated by the grenade scatter table.

Small targets such as windows or open doors have a +3 DM at medium range, a +5 DM for long range. (Rolls of 2 are not modified; the grenade was a dud.) Modifications for weapons skill, if any, may be applied as -DMs on attempts to hit a window, door, or similar target of

similar size. Narrow apertures such as the opening for a gun in a pillbox may be hit only at close range, and with an automatic DM of +7. DMs for weapons skill may be applied as -DMs.

RIFLE GRENADE BLAST EFFECTS: Rifle grenades have a blast radius of 15 yards. Characters within 5 yards of the impact point suffer 1D-1 wounds automatically and must apply a -2DM when rolling on the wound severity table. Characters between 5 and 15 yards from the blast will suffer 1 wound on a roll of 10 or less. All characters within the blast radius must roll 2D against their Endurance to see if they are stunned.

Rifle Grenades may be fired against tanks and other vehicles and can pierce armor with an armor value of up to 5.

Characters behind hard cover do not have the opportunity to duck, as they can to avoid hand grenades. However, if they are on the other side of their cover from the exploding grenade, they receive a DM of +4 on the roll to see if they are hit at ranges of 5 to 15 yards. They will still suffer 1D-1 wounds if the explosion is within 5 yards of their position.

In open country, where a precise target is not designated for rifle grenades (i.e. door, window, vehicle, etc.), the Game Master chooses a spot as the impact point for NPC launched projectiles. The player characters indicate the exact spot they are shooting at and the grenade, if it is on target, will more or less land on that spot. Game Masters are welcome to interfere with the results in any way that adds to the excitement and the logical progression of the game.

The range values for targets at elevations above that of the firer are still moved up one column, i.e. short becomes medium and medium becomes long. There is no shift for long range with target elevation.

Rifle grenades, like other special and expendable weapons, must be enumerated before the start of a mission, and records kept on who is carrying them and how many have been expended. This is also true of the muzzle adaptors for launching rifle grenades.

Illumination and signal flares may be launched from rifles adapted for launching rifle grenades. (See: Sighting, Flares).

Rifle grenades which explode inside a room or pillbox affect everybody within that room with 1D-1 wounds.

Equipment within 5 yards of a rifle grenade blast, i.e. radios, small arms, mortars or machine guns are rendered useless and cannot be repaired. Equipment within 2 yards of an ordinary hand grenade is also rendered useless.

The standard American antitank rifle grenade was the M9A1. It can be fired from an M1 Garand rifle when the rifle is fitted with an M7 launcher. It can be fired from an M1 carbine fitted with an M8 launcher.

M9A1 antitank rifle grenade

weight: 1.3 pounds

Armor Penetration Value: 6

Launcher Weight: roughly one-half pound

As with other weapons, the players should determine who is carrying which type of launchers and who is carrying how many grenades before the start of a mission. It takes 10 seconds (1 full combat turn) to attach or detach a grenade launcher.

Antitank rifle grenades were also employed against pillboxes, enemy machinegun nests, buildings, and lightly armored or unarmored vehicles.

STUN EFFECTS

Characters who are close to the effects of artillery explosions, mortar fire, or grenade blasts may be stunned. This is different from unconsciousness, which may result from other wounds.

All characters in the Primary Blast Zone of any explosion are automatically stunned. All characters in an enclosed room or vehicle with any explosion are automatically stunned. Characters in the Secondary Blast Zone of an explosion will be stunned on a roll of 7+.

Stunned characters fall prone immediately. For 3D combat turns (30 seconds to 3 minutes) they cannot move, fire, or perform other actions. The Game Master may determine that a character will derive some form of cover from the terrain he happens to fall into. Other characters may drag or carry a stunned man just as they would a wounded man, without the additional die roll of additional wounds.

The 3D roll is kept secret by the Game Master who announces when the character is no longer stunned. The character may then continue as before, with no changes in his Stamina or other stats.

There is an automatic DM of +12 to the roll for the length of time a character is stunned if the explosion which stuns him takes place in an enclosed room or vehicle.



Weapons

All combat revolves around the infantryman and his weapon. These weapons listed are commonly available to players in Behind Enemy Lines. From time to time, other weapons may be introduced in special scenarios or in additional weapons listings, but most U.S. player characters and NPC's will be armed with weapons listed here under the heading "United States". Most German NPC's will carry weapons from the German list.

The ranges, close, medium, long, and extreme are given in yards and will be different for each weapon, reflecting basic differences among various types of guns. A fifth range of point blank is the same for all weapons regardless of type and represents a distance of 2 yards or less.

Some weapons are more deadly at various ranges than others, so cause more damage. The parenthetical values given after each range number is a -DM applied to the 2D roll on the Wound Severity Table. For example, if a character gets a hit on an enemy NPC with a U.S. .45 caliber pistol, the roll for the severity of the wound will be modified by -2.

Encounter tables give the mix of weapons for soldiers, both friendly and enemy, that the players may encounter during the course of a scenario. Game Masters may, of course, pick particular weapons from this list for special situations or problems. U.S. soldiers going out on patrol frequently choose their own weapons. Individual soldiers often "specialized" in certain weapons, so that one man in a squad nearly always carried a BAR, but all had been exposed to nearly all available weapons during basic training. Anyone could pick up a fallen comrade's weapon, for example, and keep it firing.

The rate of fire is given for each weapon. Basically, bolt-action rifles (i.e. the US M1903 Springfield) can fire four rounds in one ten-second combat turn. When a turn is divided into turn phases of 5 seconds, the rate of fire is divided by two.

Semi-automatic rifles (the US M1 Garand) can fire one shot a second. Up to five rounds can be fired during one turn phase.

Fully automatic weapons fire is handled slightly differently. They are considered to fire rounds in bursts of nine so continuous automatic fire is treated as a string of nine-round bursts. The high rate of fire for most automatic weapons means that most will expend an entire clip or belt in less than 10 seconds if fired continuously, so no rate of fire is given. Characters firing isolated bursts from an automatic weapon, at different targets or at the same target, may fire one burst each second.

The number of rounds in each clip, magazine, or belt is listed for each weapon so that the Game Master and players can determine when a particular weapon has run out of ammunition. Each player should record how many rounds he has fired and when it is time for him to reload. The Game Master keeps track of this for NPC's.

Load time is the same for all weapons, about 2 to 3 seconds. Thus in one combat turn phase of five seconds, a player can reload his weapon and fire one round from a bolt-action rifle and two or three from a semi-automatic. Players should announce at the beginning of a phase their intention to reload and whether it will take place at the beginning or end of that phase.

If necessary, when two characters are firing at one another, the Game Master should break each five second phase down into five one-second subphases. Playing out the combat turn second by second allows accurate determinations of who hit whom during an exchange of fire. This is important in cases where character A may have a chance to hit and disable character B before B has a chance to fire at and disable A. Two characters will hit each other only if both fire during the same second and if the results of both attempts are hits. If a character plans to fire five rounds during a turn but is hit while firing perhaps the third round, he cannot continue firing. All characters hit by gunfire or explosions fall prone as soon as they are hit, without completing whatever they were doing at the time.

| | |
|------------------------|---------------------|
| PISTOLS | |
| M1911 | 2 pounds 7.5 ounces |
| Mauser C96 | 2 pounds 12 ounces |
| Luger P08 | 1 pound 15 ounces |
| Walther P38 | 2 pounds 2 ounces |
| | |
| CARBINES | |
| M1 | 5 pounds 7 ounces |
| 98K | 8 pounds 9 ounces |
| MK43 | 11 pounds 4 ounces |
| | |
| RIFLES | |
| M1903 | 8 pounds 11 ounces |
| M1 | 8 pounds 11 ounces |
| GEW 98 | 9 pounds |
| GEW 41 | 11 pounds |
| GEW 43 | 9 pounds 9 ounces |
| | |
| SUBMACHINE GUNS | |
| Thompson | 10 pounds 9 ounces |
| M3 | 8 pounds 3 ounces |
| MP28 | 8 pounds 12 ounces |
| MP34 | 8 pounds 15 ounces |
| MP40 | 8 pounds 12 ounces |
| | |
| MACHINE GUNS | |
| .30 caliber | 31 pounds |
| .50 caliber | 84 pounds |
| MG34 | 26 pounds 11 ounces |
| MG42 | 25 pounds 8 ounces |
| M08 | 58 pounds 5 ounces |
| | |
| BAR | 16 pounds |

| Weapon | WEAPONS | | | | | Rate of Fire | Rounds |
|--|--------------------|---------|---------------|-------------|----------------|---------------|---------------------------------------|
| | Close Hit on 2D | 8+ | medium 10+ | long 12+ | extreme 14+ | | |
| PISTOLS | | | | | | | |
| Pistols M1911 .45 | | 15(-2) | 35 | 50 | 100 | 1/sec | 7 round clip |
| CARBINES | | | | | | | |
| M1 | | 25 (-1) | 75 | 150 | 250 | 1/sec | 15, 30 round magazine |
| RIFLES | | | | | | | |
| Springfield M1903 | | 75(-1) | 250 | 450 | 750 | 1/2 sec | 5 round clip |
| Garand M1 | | 50 (-1) | 150 | 350 | 650 | 1/sec | 8 round clip |
| BAR | | 75 (-1) | 250 | 500 | 750 | 1/sec Auto | 20 round magazine |
| SUBMACHINE GUNS | | | | | | | |
| Thompson M1 | | 25 (-2) | 75 | 150 | 200 | Auto | 20, 30 round magazine |
| Greasegun M3 | | 20(-2) | 50 | 100 | 150 | Auto | 30 round magazine |
| MACHINEGUNS | | | | | | | |
| M1919 .30 caliber | | 80(-2) | 250(-1) | 550 | 750 | Auto | 250 round belt |
| M2 .50 caliber | | 100(-3) | 350(-2) | 750 | 1000 | Auto | 110 round magazine or belt |
| GERMAN WEAPONS | | | | | | | |
| PISTOLS | | | | | | | |
| Mauser C96 | | 20(-2) | 35(-1) | 70 | 120 | 1/sec | 10, 20 round clip |
| (as carbine) | | 35(-1) | 70 | 130 | 200 | 1/sec | 10,20 round clip |
| Luger P08 | | 15 | 40 | 65 | 120 | 1/sec | 8 round clip |
| Walther P38 | | 15 | 30 | 75 | 120 | 1/sec | 8 round clip |
| CARBINES | | | | | | | |
| KAR 98K | | 60(-1) | 200 | 400 | 650 | 1/2 sec | 5 round magazine |
| MK 43 | | 40(-1) | 120 | 250 | 400 | 1/sec | 10 round magazine |
| RIFLES | | | | | | | |
| Mauser GEW 98 | | 75(-2) | 220(-2) | 450 | 750 | 1/2 sec | 5 round clip |
| GEW 43 | | 40(-2) | 150 | 300 | 600 | 1/sec | 10 round clip |
| SUBMACHINE GUNS | | | | | | | |
| MP 28 | | 20 | 50 | 100 | 170 | Auto | 20, 32, 50 round magazine |
| MP 34 | | 20 | 60 | 110 | 180 | Auto | 24,32 round magazine |
| MP 38/40 | | 20 | 50 | 100 | 170 | Auto | 32 round magazine |
| MP40, MP41 | | 20 | 60 | 100 | 160 | Auto | 32 round magazine |
| MACHINE GUNS | | | | | | | |
| MG34 | | 75(-2) | 200 | 420 | 700 | Auto | 50 round belt 75 round saddle drum |
| MG42 | | 75 | 220 | 450 | 750 | Auto | 50 round belt |
| Maxim O8 Spandau | | 90(-4) | 300(-1) | 600 | 900 | Auto | 250 round belt |
| (Note: O8 Generally restricted to reserves and fortifications because of its lack of mobility) | | | | | | | |

Flame Throwers

Flamethrowers were rarely used by U.S. forces in the European theater, although they were available. They required a high degree of training to operate and suffered frequent breakdowns and malfunctions, trained personnel were dispersed and assigned other tasks between flame-throwing assignments, and so there were more malfunctions when the equipment was used by poorly trained men giving the devices a bad name. (In the Pacific, where they were used frequently, they were employed with great success.) Stats on the most common American flamethrower are provided here.

To use a flamethrower, a Behind Enemy Lines character must have 1 level of skill in using flamethrowers. This is an acquired skill which costs 15 acquired skill points.

The flamethrower weighs 40 pounds and its bulk prohibits the wearer from carrying any weapons other than pistols or knives.

Flamethrowers may be fired once each combat phase (5 seconds) or twice in a combat turn.

Flamethrowers hit their target on the die rolls given for each range. The flame is considered to have a blast radius of 3 yards (6 yards across). Weapons and equipment in that blast area are destroyed. Characters receive 1D wounds, with a -2 DM applied to each roll on the Wound Severity Table. Rolls are still made for bleeding, though in this case the victim's worsening condition is due to the severe shock and trauma of bad burns, and cannot be helped by any first aid available in the field.

A flamethrower carrier who is hit must roll 2D before his roll for wounds. On a 9+ his tank is hit and will explode killing the flamethrower operator and subjecting nearby characters to the effects of a rifle grenade explosion.

| American Flamethrower, Mark I | | | | |
|-------------------------------|----------|--------|------|-----------------|
| | Close | Medium | Long | Number of shots |
| roll to hit | 5+ | 7+ | 9+ | |
| Range | 10 yards | 15 | 20 | 10 |

Flamethrower rounds may not be directed at targets less than 5 yards away (for fairly obvious reasons) unless the target is a window or narrow pillbox aperture. In these cases a hit is automatic at ranges of less than 5 yards.

A die roll of 2D should be made before each flamethrower shot. On a roll of 12 the device has malfunctioned, a trained operator will be able to repair the malfunction by rolling 8+ on 2D. He may make one roll every combat round he is not engaged in some other activity.

Flame attacks against tanks will cause the tank to catch fire on a roll of 9+, one roll is made for each shot.

GERMAN FLAMETHROWERS: German forces used flamethrowers extensively during their attacks on Poland and France in the early years of the war, but by 1944 they were used very seldomly. Stats for a German flamethrower are provided here primarily because many German engineer

units had several on hand. Americans cannot use captured German flamethrowers. All of the rules applying to American flame weapons also apply to German equipment. The stats are slightly different, and are given below.

| German Flamethrower, Flammenwerfer M1914 | | | | |
|--|----------|--------|------|-----------------|
| | Close | Medium | Long | Number of shots |
| roll to hit | 5+ | 8+ | 10+ | |
| Range | 15 yards | 30 | 40 | 5 |

The Game Master is cautioned that flamethrowers are problematical weapons in Behind Enemy Lines, terrible in their effects on both user and victim. Historically they were used so infrequently on the Western Front that they should rarely if ever, appear in an episode of Behind Enemy Line.

They should be encountered rarely and their use should present obvious disadvantages as well as advantages to the users. The equipment's bulk and weight and the danger to the carrier are just a few.

Hand to Hand Combat

Hand to Hand combat includes any fighting not involving gunfire between characters. Weapons may include bare hands, sticks, stones, clubbed rifles, knives, bayonets, and anything else that the players' ingenuity and viciousness can devise. Hand to hand combat always takes place at point blank range, that is within 2 yards.

Strength, Agility, and Stamina are the stats used in determining the outcome of hand to hand combat. It should be remembered that characters will not know, save in the most general ways, the abilities or stats of an enemy in advance. The Game Master is responsible for creating stats for enemy NPC's and for matching them against the stats of player characters during combat.

Combat is simulated by using the character's Strength for either defense or attack, the choice made by the player for player characters, and by the Game Master for NPC's, before the start of each phase of a combat turn (5 second period). The player announces his choice first, then the Game Master.

The following chart gives modifiers for die rolls during hand to hand combat. For each roll, all applicable modifiers are added together, then added to the result of a 2D roll.

| | |
|---|------|
| per attacker/defender Strength difference | +/-1 |
| per 20 pound weight difference | +/-1 |
| per Hand-to-Hand skill difference | +/-1 |
| if defender is down | -1 |
| if attacker is down | +1 |
| per defender's lost Stamina points | -1 |
| per attacker's lost Stamina point | +1 |
| per attacker/defender Agility difference | +/-1 |
| defender defending only | +3 |

Applicable DMs are totaled for each attacking character at the beginning of each hand to hand combat turn phase. Note that the attacker's weapon will make a difference in the type of wound.

The defending character will be knocked down if the results come up as stunned or unconscious and this will affect the results of the next combat phase. To get up, a character who has been knocked down must defend for 1 phase and roll his agility level or less. If he fails this throw, he remains on the ground and must try again next phase. Characters may be knocked down without being stunned.

A result of being stunned is the inability of a character to attack for 1D combat rounds (10 seconds each). He may defend, but only with ½ of his strength (fractions rounded down). A stunned character may not fire a weapon or attempt to change weapons or stand up. He may only defend against further attacks with ½ his strength which will return to normal (if he survives) after 1D combat rounds.

An unconscious result means that the character is unable to attack or defend for 2D minutes.

Serious, moderate, and light wounds are handled in the same way as gunshot wounds, with the same losses of stamina, agility weapons handling skill and the same possibility of bleeding.

Hand to hand attack and defense have been broken down into 4 general weapons classes: bare hands, club, knife, and bayonet.

Club includes clubbed rifle, pieces of pipe, heavy branches, entrenching tools, and the like. Pistol butts, rocks, and other weapons handled like clubs but without the same reach are rolled on the club column but with a DM of +3.

Knife includes any blade weapon held in the hand including ordinary knives and bayonets not attached to a rifle. Bayonet applies only to bayonets fixed in place on rifles.

The following table assumes that the attack is on a surprised or unconscious soldier who will not actively defend himself.

| Die | Hands | Club | Knife | Bayonet |
|-----|-----------|-----------|-----------|-----------|
| 2 | killed | killed | killed | killed |
| 3 | uncon | killed | killed | killed |
| 4 | uncon | uncon | killed | killed |
| 5 | uncon | uncon | severe | killed |
| 6 | stun | uncon | severe | severe |
| 7 | stun | uncon | moderate | severe |
| 8 | knocked | uncon | moderate | moderate |
| 9 | knocked | knocked | light | light |
| 10 | no effect | no effect | no effect | no effect |

uncon - unconscious
severe - severe wound
moderate - moderate wound
light - light wound
knocked - knocked down
all results are applied to defender.

Of course, not every hand to hand attack can be carried off without the defender defending himself. When the attacker cannot win surprise over the defender, the players and Game Master consult the following table, cross indexing the weapon category of the attacker with the weapon category of the defender. The result is a DM which is applied to each die roll on the hand to hand combat table.

| HAND TO HAND DMs FOR ATTACK AND DEFENSE | | | | |
|---|-------|------|-------|---------|
| Defender is: | Hands | Club | Knife | Bayonet |
| defending with hands | 0 | -1 | -1 | -3 |
| defending with club | +5 | 0 | +1 | -2 |
| defending with knife | +2 | -1 | 0 | -2 |
| defending with bayonet | +7 | +4 | +3 | 0 |
| attacking with hands | 0 | -2 | -3 | -5 |
| attacking with club | +1 | -1 | +1 | -1 |
| attacking with knife | +1 | +1 | 0 | -2 |
| attacking with bayonet | +7 | +3 | +4 | 0 |

Note that the table above shows values for a defender who defends by attacking. Defender and attacker as used here, only indicates who may be receiving damage during the current phase. If both characters choose to attack, then in each phase both characters may attack and defend. The player character's attack is handled first with the enemy defending, then the player character defends as the enemy attacks. The terms attacker and defender sort out the hand to hand modifiers.

Hand to hand combat is handled as follows:

The Game Master announces whether the enemy NPC is attacking or defending.

If the player character is attacking, he adds all applicable DMs for the different weapons categories and from the hand to hand modifier table. The final DM is applied to his roll of 2D on the hand to hand combat table.

If the player character is defending, the above procedure is followed for the enemy NPC's attack, and the results are applied against the player character.

If both characters are attacking, the player character attacks first, then the enemy NPC, with two sets of attack results applied simultaneously. It is possible for two characters to kill, stun, or knock each other out.

If both characters choose to defend, there is (remarkably) no attack and no dice are thrown for an attack. The two are considered to be circling each other warily.

After combat results have been applied to both characters, 5 seconds have passed. Play proceeds to the next combat turn phase.

EXAMPLE: A US infantryman, with a strength of 8, Agility 9, Stamina 7, weight 170 pounds, attacks a German soldier with Strength 9, Endurance 9, Agility 6, Stamina 9, Weight 190 pounds. The American has a knife. The German is not surprised and is using his rifle as a club.

In the first 5 second phase, the American announces that he is attacking, while the German chooses to defend. For the first part of the phase, the American (the player character) is the attacker. The German (defender) outweighs the American by 20 pounds (DM+1). The American (attacker) is using a knife against a club (DM+1). The American player throws 2D and gets a 7, adding the DM+2 gives a 9. Since the attacker is attacking with a knife, this gives a result of "light wound".

Since the German player was defending only, no die roll is made against the American player. The first 5 seconds are over. The Game Master rolls 1D for the German's light wound (scratch) and gets a 2. The German lost 1 Agility level, presumably from a wound in one leg.

During the second 5 second phase, both characters choose to attack. The American is the attacker for the first part of the phase. The following DMs are applied:

The German (defender) outweighs the American by 20 pounds (DM+1). The American (attacker) is using a knife against a club (DM+1).

The American player throws 2D and gets a 6, adding the DM+2 gives an 8. The attacker is attacking with a knife, so the result against the German player is a moderate wound.

Before the effects of the wound are applied, however, the results of the German player attacking the American must be resolved. Now the German is the attacker, and the American the defender.

The following DMs are applied:

The German (attacker) outweighs the American by 20 pounds (DM-1). The German (attacker) has 1 strength point more than the American (DM-1). The American (defender) now has an advantage of 4 Agility points (DM+4). The German is attacking with a club against a knife. The defender is attacking, rather than defending (DM+1). The total DM is $(-1)+(-1)+(4)+(1) = +3$.

The German rolls a 5 on 2D. The plus 3 modification gives a result of 8. Since the attacker is using a club, the American is stunned.

The Game Master checks the German's moderate wound. He has lost 1D-3 Stamina points; the referee rolls 2, so the German has lost 1 level of Stamina. His Endurance level is 9; the Game Master throws 2D against his Endurance and gets a 6, so the German has not lost consciousness. The Game Master rolls 1D more and gets a 4. The German has lost $\frac{1}{2}$ of his remaining agility points (5 divided by 2, with fractions rounded down = 2) and $\frac{1}{2}$ of his weapons handling skill, which is not important in this example. Finally, the Game Master rolls for possible bleeding. The result is 6; the German character is bleeding enough to lose 1 Stamina point every minute and, if not treated, may bleed to death in 8 minutes.

The American will remain stunned for the next 1D combat rounds. Both sets of combat results during this phase are considered to have happened at the same time. The German struck the American a glancing blow with his

rifle just as the GI managed a critical wound with his knife. The entire combat took 10 seconds.

At any time during hand to hand combat, one or the other of the involved characters may attempt to change weapons. A character fighting with bare hands may pick up an entrenching tool to use as a club, or he may draw a knife. Someone using a knife may want to try to unslung his rifle either to use its bayonet or to try to shoot his opponent.

In order to make any change of weapons, the man making the attempt must throw 2D against his agility. If he fails this throw, he may not attack or defend for 1 combat turn phase.

If he makes the agility throw, the first phase of combat with the new weapon must be spent in defense except if his change of weapon was in order to allow him to try to shoot his opponent. He may fire at his opponent as soon as he successfully draws or picks up his weapon.

A character who has been engaged in hand to hand combat with a bayonet may at any time fire his weapon at his opponent assuming, of course, that his weapon is loaded. He may fire whether he is considered to be attacking or defending. If his shot hits his opponent, his opponent may not attack during that phase; the opponent is considered to have been shot before reaching the firer.

When one character manages to win surprise over another (See: Surprise), that character may make one attack on the surprised character, without the attacked character attacking or defending. The attacker may add DMs in his favor and subtract them from his die roll on the hand to hand table; the attacked player does not get the benefit of positive DMs for defense. A surprise attack occurs only when the attacking player has crept unnoticed to within 2 yards of his enemy.

Characters engaged in hand to hand combat must throw 2D against their Endurance once each minute. If the throw is higher than their current Endurance level, they lose one Endurance level and thus are one Endurance level lower if they are still fighting in the next minute. When Endurance reaches 0, the character becomes unconscious.

A special type of hand to hand attack is called the stranglehold which may be attempted by either combatant. A character wishing to try to win a stranglehold first announces that he is attacking. After his opponent has announced what he is doing, he announces that he is trying for a stranglehold. He succeeds on a roll of 8+, with modifications for hand to hand skill, weight, and Agility allowed (for both the attacker and defender). An attacker attempting a stranglehold must attack with his bare hands. (Exceptions: he has surprise or a garrote, see below.) Strangle holds may not be attempted against characters armed with clubs, knives, or bayonets. (Exception: he has surprise, or a garrote.)

Once a stranglehold is gained, the defender will lose 1D-3 Endurance points each combat round phase the hold is maintained, the victim loses 1D Stamina points each phase until his Stamina reaches 0, and he is dead.

The attacked character can break a stranglehold by rolling 9 or less on the bare hands attack column, with a basic DM of +6. Other modifiers for weight, hand to hand skill, strength, and agility are made as for other hand to hand attacks. If the result is "knocked down", the strangle

hold is broken, but there is no other effect against the attacker. A result of stunned, unconscious, or killed is applied as usual.

A stranglehold attack may be attempted with a garrote, but only if the victim is surprised (attacked from behind), or if the attack is launched after the victim has been knocked down and the attacker has jumped on top of him. Attacks with a garrote are rolled in the same way as other stranglehold attacks. Characters attacked with a garrote lose 2D Endurance points each combat round phase until their Endurance reaches 0 (unconscious). They then lose 2D Stamina points each phase until their Stamina reaches 0 (death).

Attempts to break an attack by garrote are made in the same way as attempts to break a normal stranglehold attack. If the attack was made from behind (surprise) there is an additional DM of +1 on the attempt to break the hold.

A strangle hold attack may be attempted using a rifle, but only in a surprise attack from behind. The attack is made as other strangleholds, but the attacker must throw 10+ to win the hold in the first place, rather than 8+. The attacked character loses Endurance and Stamina points as if he were attacked by hand, rather than by garrote.

In any stranglehold attack, the Game Master should only tell the attacking player that his opponent has gone limp, not that he is unconscious or dead. Excess lost Endurance points become lost Stamina points (i.e. a character with an Endurance of 2, Stamina 5, who loses 4 Endurance points during one phase as he is being strangled becomes, in the next phase, unconscious with Endurance 0, Stamina 3.) The attacker will not know whether or not he has killed his opponent immediately. The Game Master will inform him after the attacker releases his victim. Remember that characters (player characters attacked by NPC's in this way, or NPC's, at the discretion of the Game Master who is handling them) may feign unconsciousness, in an attempt to break a strangle hold.

A character caught in a stranglehold may not cry out or give alarm until he breaks free. If he is holding a loaded weapon (not slung across his shoulder) and he does not drop it when he is attacked (roll 6+), he may fire warning shots if he is not knocked unconscious in that phase.

Note: Any character attacked by hand to hand combat who is not killed, stunned, or knocked out during the first combat turn phase may yell, fire warning shots (if armed and his weapon unslung) and in general make enough racket to sound the alarm.

Knife attacks made with a hand to hand skill level of 2 or higher which achieve surprise on an enemy character automatically result in the enemy character's death. No alarm will be sounded.

Tanks

Section I TANK HUNTING

THE ADVANTAGES ARE WITH THE HUNTER. The big game sometimes hunted . . . are tanks. Like any other kind of big game hunting, such as elephant hunting or lion hunting, the advantages are with the hunter; he almost always is the winner; but there is enough danger to keep the hunter on his toes. With courage and determination [he] can use his weapons to hunt down and destroy 80,000 pounds of fighting steel.

Basic Field Manual, Engineer Soldier's Handbook
FM21-105, Chapter 7, Section 1.

Sooner or later, the players in Behind Enemy Lines will find themselves facing one or more tanks. Friendly tanks provide hard and soft cover and are sources of machine gun and cannon fire against the enemy. Enemy tanks are something else again.

TANK MOVEMENT: While capable of very high speeds in relation to the scales at which combat in Behind Enemy Lines takes place, tanks rarely operate without close infantry support. This means that tanks are generally restricted to the speed of a walking or trotting man.

Tanks may cross rivers only at fords and on bridges. Tanks moving through mud will become bogged down with a result of 11+ on a 2D roll made each combat turn the vehicle is moving through muddy ground. (Panther tanks, DM+1, Tiger Tanks DM+3).

TANK FIRE: Shells from tank cannon have the same effect as artillery fire. The following table is used to determine hits by tank cannon fire at various ranges.

| TANK ARTILLERY FIRE TABLE -TO HIT- | | |
|--|--|-----|
| Range | | |
| 50-200 yards | Troop position | 9+ |
| | Vehicle | 7+ |
| | Building | 5+ |
| 200-800 yards | Troop position | 11+ |
| | Vehicle | 9+ |
| | Building | 7+ |
| 800-1000 yards | Troop position | 11+ |
| | Vehicle | 10+ |
| | Building | 10+ |
| Target Definitions: | Troop position: any assembly of troops, weapons, pits, mortar or machinegun emplacements | |
| | Vehicle: Armored or unarmored vehicles, artillery batters. Also small sheds. | |
| | Building: Any building larger than a shed, pillboxes, fortifications and trains. | |
| There is an automatic DM of -2 if the tank is in motion when it fires. | | |

There is an automatic DM of -2 if the tank is in motion when it fires.

When shellfire from a tank hits its target which may be a vehicle, a building with characters inside, or simply the immediate area where soldiers have taken cover, damage and casualties are determined as follows.

2D are rolled for each round which hits its target. All characters within a space designated by the Game Master as the target area must roll 2D. Target Area is defined as an area 20 yards across in open ground, the interior spaces of a single vehicle, a single fairly large room in an ordinary building, or in general, everything within a straight line-of-sight 10 yards from where the round has gone off according to the Game Master.

Characters within the target area must throw 10+ to avoid 1D-3 wounds. In addition, all characters between 10 and 20 yards from the blast must roll 2D and throw a 7+ to avoid 1 wound. The severity of all wounds is determined using the Wound Severity Table, as usual. This secondary blast zone, between 10 and 20 yards from the blast, also applies to characters in adjacent rooms of a building when one room is hit with a DM of +3 for interior walls and to characters standing within 20 yards of a vehicle that is hit.

Determining exactly where the round has gone off may be a problem for players who (after the third wave of tank attacks) think that the Game Master has it in for them. A simple solution is to keep a container handy, along with slips of paper with each character's (player characters and NPC's) name on it. If it has been determined that a shell has landed on target, draw a name from among those characters in the target area. The lucky chosen character is closest to the shell impact; he will definitely suffer 1D-3 wounds, and all range determinations to figure out who is within 10 yards of the blast are made from him at the center. Obviously, this method can be used only if the players are using counters or miniatures to mark their positions on a battlefield map or terrain table. The process can be simplified, if exact positions are unknown, by rolling 2D for a hit (1D-3 wounds) on a 9 or less.

Tank turrets take 1 complete combat round (10 seconds) to traverse 180° (half way around). They take 5 seconds (1 combat round phase) to turn 90° or 3 seconds to turn 45°. Using these figures, the Game Master can approximate in a dramatic way the passing of the seconds while the characters wait anxiously, watching an enemy tank's turret swing around, bringing its gun to bear on them.

The characteristics of various tanks are listed in the tank tables. Most tanks carry machineguns, mounted either co-axially in the turret or in the forward hull and facing forward. Hull-mounted MGs can traverse approximately

45%. Co-axial guns fire in the direction the turret is facing. In both cases, fire effects are the same as for other machine guns. Characters who are within 5 yards of a tank may state that they are dropping flat to stay under the trajectory of bullets fired from those guns which cannot be depressed enough to hit them.

TANK TABLES

The following tables deal with German armor vehicle by vehicle.

When an attempt is made to destroy a German tank using an antitank weapon, the die roll for that attempt will tell the attacker where on the tank the round hits and whether or not his round penetrated the enemy armor.

The Armor Number is a figure given for each of 6 general areas on any tank: hull front, sides, and rear, and turret front, sides, and rear. This Armor Number of the area on the tank which has been hit by an antitank round is compared to the weapon's Armor Penetration Value to determine whether or not the armor has been breached. (See: Antitank Weapons.)

Ground Clearance is given for situations in which enterprising infantrymen try to avoid being run over by diving between the treads of an oncoming tank and letting the machine pass over them. When this happens, use the following table.

| Body Weight | Body Thickness |
|---|--------------------|
| less than 160 pounds | less than 9 inches |
| 160 to 180 pounds | 10 inches |
| 180 to 200 pounds | 12 inches |
| 200+ pounds | 14 inches |
| Backpack Adds 12 inches to thickness | |

If the character is thicker than the tank's ground clearance, he will suffer 1D wounds. Game Masters might allow characters to find a slight hollow in soft or rubble-strewn ground.

Tanks up through the PZKW IV are destroyed when their armor is pierced, and a 2D roll is made for the crewmen who each need a 10+ to avoid 1D-3 wounds. Men inside a tank which has been pierced by an antitank round always have a DM of -2 made on each roll on the Wound Severity Table.

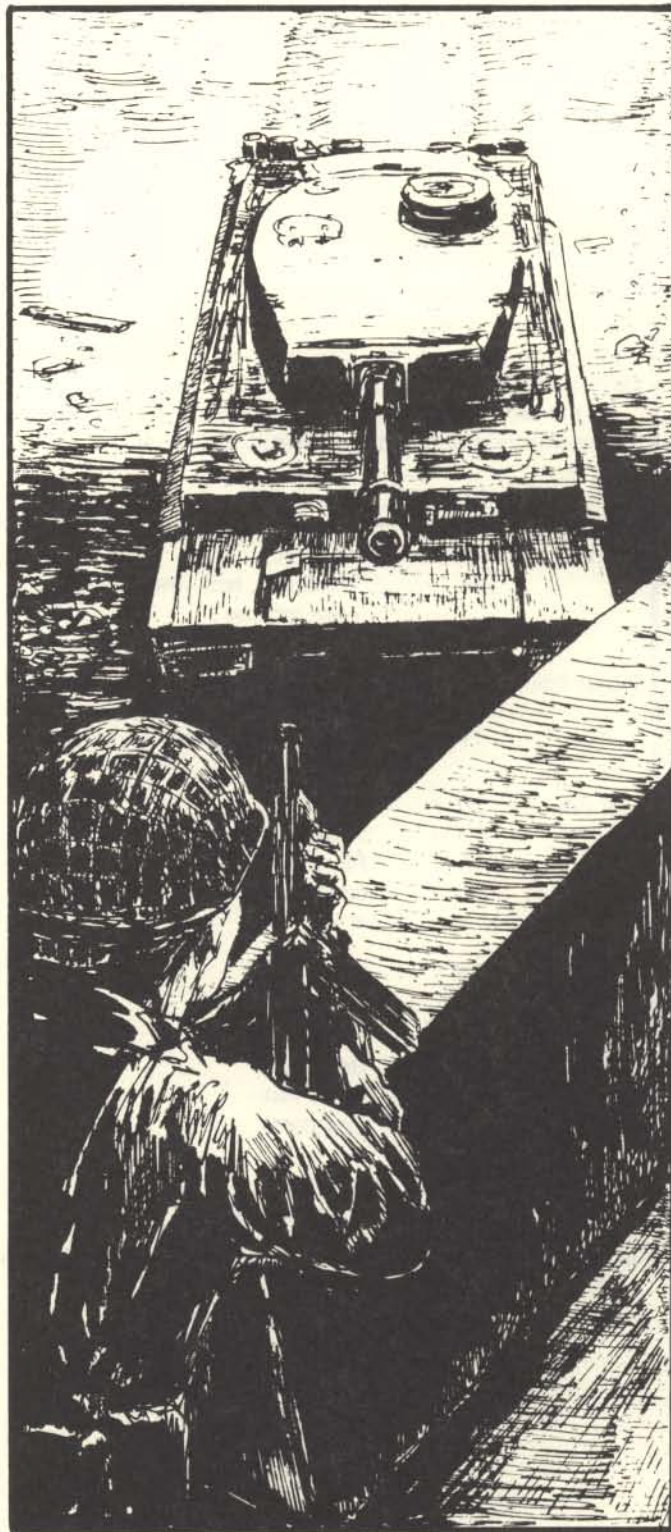
Each tank has a table which is used if a round hits a tank but does not pierce the armor. This gives damage results (sometimes) to treads or to the turret.

The Panther and Tiger tanks have an additional table which is to be consulted if a round pierces their armor. In some cases, the tank is destroyed, in others, some or all of the crew may escape.

Tanks which catch fire will explode when a 2D roll made at the beginning of each combat round gives a result of 10+. Each crewman needs 1D combat rounds to get out of the vehicle; if the crew fails to get out before the tank explodes they are killed.

Tanks may carry troops riding on the hull. If the tank is hit by armor piercing rounds, these troops are attacked as though they were in the secondary blast zone of an artillery round (i.e. throw 7+ to avoid 1 wound).

Armor value numbers may be applied to other structures through which the player characters may want to blow holes, through, such as buildings, walls, and pillboxes. (See: Demolitions and Explosives.)



PZKW II LYNX

The Lynx was an obsolete light tank encountered primarily in Mobile Division Recon Battalions of Panzer and SS Panzer Divisions and in Panzergrenadier Divisions.

ARMAMENT: 1 20mm cannon
1 MG34 co-axial in turret

CREW: 3

ARMOR VALUE: Hull front - 3
Turret front - 3
Hull sides - 2
Turret sides - 2
Hull rear - 1
Turret rear - 2

GROUND CLEARANCE: 13 inches

If the tank's armor is pierced by antitank rounds or shell fire the tank is destroyed. Die roll should be made for crewmen as described for artillery hits. (2D are rolled for each to escape 1D-3 wounds on a 10+.)

If the tank is hit but the armor is not pierced the following table is used to determine additional damage.

| Hit location | Die roll | Damage |
|--------------|----------|--|
| Hull front | 2-7 | No effect |
| | 8+ | Tread lost, tank immobilized, crew escapes |
| Turret front | 2-8 | No effect |
| | 9-10 | Turret jammed, cannot turn |
| | 11+ | turret gun and MG destroyed |
| Hull side | 2-7 | No effect |
| | 8-11 | Tread lost |
| | 12 | Fire starts. 2D are rolled each combat round, tank will blow up on 10+ |
| Turret side | 2-9 | No effect |
| | 10+ | Turret jammed |
| Hull rear | 2-6 | No effect |
| | 7-9 | Tread lost |
| | 10+ | Fire starts |
| Turret rear | 2-8 | No effect |
| | 9+ | Turret jammed |

PZKW III

ARMAMENT: 1 50mm cannon
1 MG34 co-axial in turret
1 MG34 in hull

CREW: 5

ARMOR VALUE: Hull Front - 5
Turret front - 6
Hull sides - 3
Turret sides - 1
Hull rear - 1
Turret rear - 3

GROUND CLEARANCE: 15 inches

If the tank's armor is pierced by antitank rounds or shell fire the tank is destroyed. Die rolls are made for each crewman as described for artillery hits. (2D are rolled for each man to escape 1D-3 wounds on 10+.)

If the tank is hit but the armor is not pierced, the following table is used to determine additional damage.

| Hit location | Die Roll | Damage |
|--------------|----------|--|
| Hull front | 2-7 | No effect |
| | 8+ | Tread lost, tank immobilized, crew escapes |
| Turret front | 2-9 | No effect |
| | 10+ | Turret jammed, cannot turn |
| Hull side | 2-8 | No effect |
| | 9-11 | Tread lost |
| | 12 | Fire begins, tank blows up on 10+ on 2D rolled each combat round |
| Turret side | 2-9 | No effect |
| | 10+ | Turret jammed |
| Hull rear | 2-7 | No effect |
| | 8-10 | Tread lost |
| | 11+ | Fire starts |
| Turret rear | 2-9 | No effect |
| | 10+ | Turret jammed |

PZKW IV

This was the standard German battle tank until the development of the Panther.

ARMAMENT: 75mm cannon
1 MG34 co-axial in turret
1 MG34 in hull

CREW: 5

ARMOR VALUE: Hull front - 6
Turret front - 4
Hull side - 3
Turret side - 3
Hull rear - 2
Turret rear - 3

GROUND CLEARANCE: 15 inches

If the tank's armor is pierced by antitank rounds or shell fire the tank is destroyed. Die rolls are made for each crew man as described for artillery hits. (2D are rolled for each man to escape 1D-3 wounds on 10+.)

If the tank is hit but the armor is not pierced the following table is used to determine additional damage.

| Hit location | Die roll | Damage |
|--------------|----------|--|
| Hull front | 2-8 | No effect |
| | 9+ | Tread lost, tank immobilized, crew escapes |
| Turret front | 2-7 | No effect |
| | 8-9 | co-axial MG and gun disabled |
| | 10+ | turret jammed, cannot turn |
| Hull side | 2-8 | No effect |
| | 9-11 | Tread lost |
| | 12 | Fire starts, roll 2D each combat turn, tank blows up on 10+. |
| Turret side | 2-10 | No effect |
| | 11+ | turret jammed |
| Hull rear | 2-8 | No effect |
| | 9-10 | Tread lost |
| | 11+ | Fire starts |
| Turret rear | 2-10 | No effect |
| | 11+ | Turret jammed |

PZKW V PANTHER

This was the most successful of the German tanks, combining high speed, maneuverability, dangerous armament, and good armor protection.

ARMAMENT: 1 75 mm cannon
 1 MG34 co-axial in turret
 1 MG34 in hull. Early models were not fitted with machineguns, but had a slit through which small arms could be fired

CREW: 5

ARMOR VALUE: Hull front - 8
 Turret front - 11
 Hull side - 5
 Turret side - 5
 Hull rear - 4
 Turret rear - 5

GROUND CLEARANCE: 19.5 inches

If the tank's armor is pierced by antitank rounds or shell fire the Game Master roll 2D and consults the following table:

| Tank is hit | Die roll | Result |
|----------------------|----------|--|
| Hull front | 2-5 | 1D-3 (less than 1 = 1) men escape from turret. |
| | 6+ | Tank destroyed, roll 2D for each crewman. |
| Turret front | 2-8 | 1 or 2 men (dirver and gunner) escape from hull, others roll 2D for artillery hits. |
| | 9+ | Tank destroyed, roll 2D for each crewman. |
| Hull side | 2-4 | Fire starts, roll 2D each combat turn for tank to be destroyed by explosion on 10+. Crew attempts to bail out immediately (1D-2 combat turns). |
| | 5+ | Tank destroyed, roll 2D for each crewman. |
| Turret side and rear | 2-4 | Ammunition explosion destroys tank. Crew killed. |
| | 5-7 | 1 or 2 men escape from hull, roll 2D for others. |
| | 8+ | Tank destroyed, roll 2D for entire crew. |
| Hull rear | 2-4 | Engine knocked out, Crew unharmed. |
| | 5-7 | Fire starts, roll 2D each combat turn with tank exploding on 10+. |
| | 8+ | Tank destroyed, roll 2D for each crewman. |

If the tank's armor is not pierced by antitank or shell fire, the following table is used to determine other damage:

| Tank is hit | Die roll | Result |
|----------------------|----------|-----------------|
| Hull front | 2-5 | Tread lost |
| | 6+ | No effect |
| Turret front | 2-3 | Cannon disabled |
| | 4+ | No effect |
| Hull side | 2-4 | Tread lost |
| | 5+ | No effect |
| Turret side and rear | 2-12 | No effect |
| Hull rear | 2-5 | Tread lost |
| | 6+ | No effect |

PZKW VIa TIGER I

This tank, first encountered by the Western Allies in Tunisia in 1943 was notable primarily for the introduction of extremely thick armor and for its 88mm gun, originally an anti-aircraft gun mounted in a turret. Its main drawback was its need for highly skilled driving and maintenance. Insufficiently trained crews and mechanics (of whom there were more and more as the war wore on) led to frequent breakdowns and mechanical troubles. Once they were moving, they were hard to stop.

ARMAMENT: 1 88mm cannon
1 MG34 co-axial in turret
1 MG34 in hull

CREW: 5

ARMOR VALUE: Hull front - 10
Turret front - 10
Hull side - 6
Turret side - 8
Hull rear - 8

Turret rear - 8

GROUND CLEARANCE: 17 inches

If the tank's armor is pierced by anti-tank rounds or shell fire, the Game Master rolls 2D on the following table:

| Tank is hit | Die roll | Result |
|----------------------|----------|--|
| Hull front | 2-6 | 3 men escape through turret hatch. Roll 2D for other 2. |
| | 7+ | Tank destroyed, roll 2D for each crewman. |
| Turret front | 2-9 | 2 crewmen escape from hull. Roll 2D for other 3. Turret destroyed. |
| | 10+ | Tank destroyed, roll 2D for each crewman. |
| Hull side | 2-3 | Fire starts, roll 2D each combat turn, tank explodes on 10+. |
| | 4+ | Tank destroyed, roll 2D for each crewman. |
| Turret side and rear | 2-6 | Turret destroyed, 2 men escape from hull, roll 2D for others. |
| | 7+ | Tank destroyed, roll 2D for each crewman. |
| Hull rear | 2-5 | Engine knocked out, crewmen unharmed, turret undamaged. |
| | 6-8 | Fire starts, roll 2D each combat round with tank exploding on 10+. |
| | 9+ | Tank destroyed, roll 2D for each crewman. |

If the tank's armor is not pierced by anti-tank or shell fire, the following table is used to determine other damage.

| Tank is hit | Die roll | Result |
|----------------------|----------|---------------|
| Hull front | 2-4 | Tread lost |
| | 5+ | No effect |
| Turret front | 2 | Turret jammed |
| | 3+ | No effect |
| Hull sides | 2-3 | Tread lost |
| | 4+ | No effect |
| Turret side and rear | 2-12 | No effect |
| Hull rear | 2-3 | Tread lost |
| | 4+ | No effect |

PZKW VIb KINGTIGER

Although unsuited for rapid maneuver this tank, built along the lines of the Panther with sloping armor, with armor as thick as or thicker than the Tiger I, the Kingtiger was one of the best tanks around, particularly when used in defensive operations or for breaking through strong defensive lines. Its biggest disadvantage was that it was virtually blind when buttoned up. Though the front was almost invulnerable, the flanks were less well protected and could be penetrated by most Allied antitank weapons at combat ranges.

ARMAMENT: 1 88mm cannon
1 MG34 co-axial in turret
1 MG34 in hull

CREW: 5

ARMOR VALUE: Hull front - 11
Turret front - 11
Hull side - 7
Turret side - 5
Hull rear - 4
Turret rear - 5

GROUND CLEARANCE: 19.5 inches

If the tank's armor is pierced by antitank rounds or shell fire, the Game Master rolls 2D on the following table:

| Tank is hit | Die roll | Result |
|----------------------|----------|--|
| Hull front | 2-3 | No effect |
| | 4-7 | 3 men escape through turret hatch, roll 2D for other 2. |
| | 8+ | Tank destroyed, roll 2D for each crewman. |
| Turret front | 2-9 | 2 crewmen escape from hull, roll 2D for other 3, turret destroyed. |
| | 10+ | Tank destroyed, roll 2D for each crewman. |
| Hull side | 2-3 | No effect |
| | 4-9 | 3 men escape from turret. Roll 2D for the 2 men in the hull. |
| | 10+ | Fire starts, roll 2D each combat round for tank explosion on 10+. |
| Turret side and rear | 2-7 | 2 men escape from hull, turret destroyed, roll 2D for other 3 men. |
| | 8+ | Tank Destroyed. |
| Hull rear | 2-3 | Engine disabled, Crew and turret unharmed. |
| | 4-7 | Fire starts, roll 2D each round for tank to explode on 10+. |
| | 8+ | Tank destroyed, roll 2D for each crewman. |

If the tank's armor is not pierced by antitank or shell fire use this table:

| Tank is hit | Die roll | Result |
|-------------|------------|------------|
| Hull front | 2-3 | Tread lost |
| | 4+ | No effect |
| Turret | 2-12 | No effect |
| | Hull sides | 2-3 |
| Hull rear | 4+ | No effect |
| | 2-3 | Tread lost |
| | 4+ | No effect |

M4A1 SHERMAN

49,234 Sherman medium tanks were built by the U.S. during World War II, a number equaled by no other design except for the Soviet T-34. It fought in every theater and was used (sometimes in variant forms) by all of the Allies.

ARMAMENT: 75mm cannon
 1 co-axial .30 caliber machinegun
 1 .30 caliber machinegun in hull

CREW: 5

ARMOR VALUE: Hull front: 9
 Turret front: 10
 Hull side: 5
 Turret side: 5
 Hull rear: 2
 Turret rear: 5

TOP SPEED: 40 mph
 RANGE: 125 miles

If the Sherman's armor is pierced by antitank rounds or shell fire, the tank is destroyed. Die rolls are made for each crewman as described for artillery hits.

If the tank is hit, but the armor is not pierced, the following table is used to determine additional damage.

| hit location | die roll | damage |
|--------------|----------|---|
| Hull front | 2-8 | No effect |
| | 9+ | Tread lost, tank immobilized, crew escapes. |
| Turret front | 2-7 | No Effect |
| | 8-10 | Co-axial MG and cannon disabled. |
| | 11+ | Turret jammed. |
| Hull side | 2-7 | No effect |
| | 8-9 | Tread lost |
| | 10+ | Fire starts. Roll 2D for tank to blow up on 8+. |
| Turret side | 2-10 | No effect |
| | 11+ | Turret jammed |
| Hull rear | 2-6 | No effect |
| | 7-8 | Tread lost |
| | 9+ | Fire starts. Tank blows up on 2D roll of 8+. |
| Turret rear | 2-10 | No effect |
| | 11+ | Turret jammed |

M10 TANK DESTROYER

This was one of the most successful of the Sherman conversions. Shots from its 3 inch gun could pierce 4 inches of armor at 1000 yards. (Armor Penetration Value = 10)

ARMAMENT: 76mm cannon
 1 .50 caliber machinegun on mount or open turret
 1 .50 caliber machinegun in hull

TOP SPEED: 45 mph
 RANGE: 130 miles

The M10 TD had a revolving turret with an open top. Any hit on the turret will subject the 3 men in the turret to 1D-3 wounds on a roll (made separately for each) of 5+. Men riding in the turret may use the turret sides as hard cover and may duck down inside for complete cover from small arms and MG fire.

If the armor is pierced, the tank is destroyed. If it is hit and the armor is not pierced the following table is used.

| Hit Location | Die Roll | Damage |
|--------------|----------|--|
| Hull front | 2-8 | No effect |
| | 9+ | Tread lost, tank immobilized, crew escapes |
| Turret front | 2-6 | No effect |
| | 7-8 | Co-axial MG and cannon disabled. |
| | 9+ | Turret jammed |
| Hull side | 2-7 | No effect |
| | 8-9 | Tread lost |
| | 10+ | Fire starts. Tank blows up on 2D roll of 9+. |
| Turret side | 2-10 | No effect |
| | 11+ | Turret jammed |
| Hull rear | 2-6 | No effect |
| | 7-8 | Tread lost |
| | 9+ | Fire starts. Tank blows up on 2D roll of 9+. |
| Turret rear | 2-10 | No effect |
| | 11+ | Turret jammed |

Since the top of the turret is open, the three men in the turret can be attacked and the cannon and the mounted MG knocked out by grenade attacks or infantry assaults.

TDs routinely had 5 .30 caliber M1 carbines carried aboard as sidearms for the crew.

Anti Tank Weapons

A variety of weapons can be used to attack tanks. and several of the most common are listed here, along with the tables for hitting tanks and other likely targets, such as buildings, fortifications, and pillboxes.

Weapons which can pierce tank armor are given a number called the Armor Piercing Value, each level corresponding roughly to the ability to penetrate 10mm of armor. US bazookas fire a shaped charge capable of penetrating up to 76mm of armor; these weapons have an APV of 7.

Like other weapons, antitank weapons are given close, medium, and long range values which determine the likelihood of hitting a target. Because of the nature of anti-tank warfare, they are not given point blank or extreme range figures. All sighting restrictions and modifiers are used, of course, to determine when a tank (or other target) has been spotted and at what range. The weapon is fired and a die is rolled to determine whether or not the target has been hit; if the target is a tank, an additional single die is rolled to decide whether the hit was on the turret or the hull.

The Tank Data Tables for specific tanks assign Armor Values for the parts of the tank hit. The Armor Value is subtracted from the antitank weapon's Armor Piercing Value, on the penetration table below. For example, a US bazooka round hits a Mark V Panther in the side of the hull (Armor Value 5). The difference is +2, so 1D is rolled on the Armor Penetration Table, on the +2 column. The Panther's armor will be penetrated on a roll of 1-4. Subsequent damage and additional details on the attack are given in the Tank Data Table for the Panther.

Bazookas and other antitank weapons are treated like other infantry weapons. They are drawn at the start of a mission or patrol at which time their weight is recorded and added to the burden carried by the bazooka man; a fixed number of rounds is drawn by the party at the start of the mission, and the Game Master must keep track of how many rounds are still left after each combat or after the man carrying some of the bazooka ammunition is lost.

Several German antitank weapons are listed. Some Germans encountered during the course of a battle may be carrying these weapons; in addition, US troops may capture enemy antitank weapons. US troops may fire German antitank weapons if they have at least 2 skill levels for the US bazooka, if they have at least 2D minutes to examine the weapon and learn how it works, and if a DM of -2 is applied to each attempt to hit a target. When a weapon is captured, the number of rounds captured with it are specified; only German ammunition can be used in German weapons, naturally enough.

Several other weapons useful against tanks are described as well.

This table determines whether a round fired at a tank from any weapon hits it in the hull or turret. In many cases, the position of the tank and the direction in which it is moving in relation to the attackers will be important (e.g. it is difficult to hit a tank in the rear when it is bearing straight down upon you). If the situation is being mapped out, using counters, sketched battlefield maps, or miniatures on a terrain table, this determination is relatively easy. If the Game Master is describing the encounter without such visual aids, it is up to the Game Master to make a logical determination of what part of the tank is visible to the players. He must also determine which way the turret is facing when it is hit; it will not necessarily be facing the same direction as the tank.

| Tank is | Die | Tank is hit |
|--|-----|----------------------|
| Approaching head-on | 1-4 | Hull Front |
| | 5-6 | Turret |
| Passing broadside-on | 1-5 | Hull Side |
| | 6 | Turret |
| Moving directly away | 1-4 | Hull Rear |
| | 5-6 | Turret |
| At an approximate 45% angle, approaching or going away | 1-3 | Hull Side |
| | 4-5 | Hull Front (or Rear) |
| | 6 | Turret |

An exact determination of the angle of the tank to the attacker is not necessary, an approximation can be made based roughly on how much of the side of the vehicle is visible compared to the amount of the front. Once it has been determined that the tank is at a 45% angle, there is an automatic 1 column shift to the left on the Armor Penetration Table to account for the increase in the slope of the armor. For example, a roll on the column for +1 penetration on 1D = 1-4 becomes a roll on the column for 0 (penetration on 1D = 1-3).

| ARMOR PENETRATION TABLE | | | | | | | |
|-------------------------|------------|----|---|----|----|----|------------|
| Die | -2 or less | -1 | 0 | +1 | +2 | +3 | +4 or more |
| 1 | - | * | * | * | * | * | * |
| 2 | - | - | * | * | * | * | * |
| 3 | - | - | * | * | * | * | * |
| 4 | - | - | - | * | * | * | * |
| 5 | - | - | - | - | - | * | * |
| 6 | - | - | - | - | - | - | * |

+/- values are found by subtracting Armor Number from Armor Penetration Value
 - = round does not penetrate armor
 * = round penetrates armor

This table is used only for weapons specifically indicated as firing armor piercing (AP) ammunition. Mortar fire and other types of rounds which may destroy tanks without using AP ammo use individual tables developed for each weapon.

US Bazooka

The first successful 1 man anti tank weapon, consists of a tube which rests over the firer's shoulder and launches a small, rocket-propelled missile with a hollow-charge warhead. It is cheap, reliable, accurate in good hands, and effective.

Weight: 12 pounds 4 ounces

Ammo Weight: 5 pounds (approximate)

| BAZOOKA HIT TABLE | | | Crew 2 |
|----------------------|-----------------|------------------|------------------------|
| Close range | Medium range | Long range | Load Time |
| 30 yards 6+ | 100 yards 8+ | 200 yards 10+ | 5 seconds Hit on 2D |

ARMOR PENETRATION VALUE: 7

Weapons skill levels for bazookas can be applied as + modifiers on attempts to hit targets. The weapon can be loaded and fired during one combat round. One man can load and fire if he takes an entire turn to load and then fires during the next turn.

The bazooka may be fired at other targets besides tanks and will destroy any unarmored or lightly armored vehicle it hits on a roll of 4+. A bazooka round may penetrate stone or wood walls (such as the side of a house). Maximum penetrations is 2 times APV in inches for stone (14") and 3 times APV in inches for wood (21").

The effect on people in the room behind that wall is the same as a rifle grenade explosion, figured from the point where the projectile struck the wall, on the inside of that wall.

Bazookas may be fired at machinegun nests and similar unarmored targets. The hit table is used as given above, with a -1 DM to hit (to take into account the smaller size of the target).

The bazooka has a considerable back-blast. Characters directly behind a bazooka when it is fired will receive 1D wounds if they are within 2 yards and 1 wound on a 2D roll of 8+ if they are between 2 and 5 yards behind it. Apply a DM of +3 on the Wound Severity Table.

Bazookas were not particularly heavy for their size, but their great length (over 5 feet) made them awkward to carry. Players may sling bazookas over their shoulders while carrying them but the following restrictions are applied:

They may not run. A slow run or trot is permitted. There is a DM of +4 on every roll against a character's Agility in any attempt to climb or to move quietly while he is carrying a bazooka.

It takes a full 10 second round to unsling a bazooka and hoist it up into proper firing position. If the firer is also loading, it will take an additional 10 second turn to load it.

The Game Master should always remember that the character carrying a bazooka is carrying a metal tube almost as long as he is tall and impose other restrictions in appropriate situations (attempts to perform acrobatics or to apply the character's full Strength to some task) as he sees fit. Generally, characters carrying bazookas should be required to put them down if they are going to try to do anything other than load, fire, or carry the thing.

Panzerfaust (German)

Although sometimes derided as a primitive and desperate emergency device to counter armor in the last years of the war, the Panzerfaust is a remarkably efficient and dangerous antitank weapon. It is a single-shot weapon, a hollow tube with a gunpowder charge built in, which propels a 4 pound antitank grenade at the target. It is discarded after firing; a reusable model entered production in January of 1945, but few reached the front lines before the end of the war.

Weight: 10 pounds (with warhead)

| PANZERFAUST HIT TABLE | | | | Crew 1 |
|--------------------------|-------------|----------------|------------|-----------------|
| | Close range | Medium range | Long range | |
| Panzerfaust 30 | 5 yards | 30 yards | 40 yards | |
| Panzerfaust 60 | 10 yards | 60 yards | 70 yards | |
| Hit on 2D | 6+ | 8+ | 10+ | |
| | | | | Available after |
| | | Panzerfaust 30 | | October 1943 |
| | | Panzerfaust 60 | | August 1944 |

ARMOR PENETRATION VALUE: 14

This weapon may be fired by US soldiers if they have at least a level 2 in Bazooka handling skill, if they have 2D minutes to examine the weapon, and if they apply a -2 DM to hit a target.

The Panzerfaust may be fired at buildings or other targets with a +2 DM to hit buildings, a -1 DM to hit machinegun nests or other small targets. The projectile will penetrate up to 2 times APV in inches of stone (28") and up to 3 times APV in inches of wood (42"), and the location of the blast point where the projectile hit is used to determine casualties.

Panzerfausts have a slight back-blast effect. Characters directly behind a Panzerfaust when it is fired will receive 1 wound on a 2D roll of 8- if they are within 2 yards of the weapon. Apply a DM of +3 on the Wound Severity table.

Panzerschreck (German)

The Panzerschreck was developed by Germany after its capture of a number of US made bazookas from the Russians. Nicknamed Ofenrohr by its users (Stovepipe) it is a highly effective antitank weapon superior to the US bazooka. (In fact, after Panzerschrecks were captured by the Americans, some features were copied in subsequent antitank weapon designs!).

Weight: 20 pounds 4 ounces

Ammo Weight: 7 pounds 4 ounces

| PANZERSCHRECK HIT TABLE | | | | Crew 2 |
|----------------------------|--------------|------------|---------------|--------|
| Close range | Medium range | Long range | Load Time | |
| 50 yards | 110 yards | 250 yards | 1 combat turn | |
| 5+ | 7+ | 11+ | Hit on 2D | |

ARMOR PENETRATION NUMBER: 10

Like the Panzerfaust and Bazooka, this weapon can be fired at targets other than armor. There is a -1 DM on attempts to hit small targets (men, MG nest) and a +2 DM on attempts to hit targets considerably larger than tanks (buildings).

The warhead will penetrate up to 2 times APV inches of stone (20") and up to 3 times APV inches of wood (30"). The blast results are considered to be the same as those for a rifle grenade, figured from the point of impact (inside the wall, if that was the target.)

Panzerschrecks have a considerable backblast. characters directly behind a Stovepipe when it is fired will receive 1D wounds if they are within 2 yards and 1 wound on a 2D roll of 8- if they are between 2 and 5 yards behind it. Apply a DM of +3 on the Wound Severity Table.

US ANTITANK GUNS

Though they are not generally dragged along on patrols, data on several light antitank guns are provided here for those Game Masters who may wish to have the players discover and use these weapons - perhaps during a Bastogne-type scenario when the Americans find themselves surrounded, cut off by a German attack.

Though provided with armor-piercing ammunition, they may also be used against unarmored vehicles and infantry. Each round is treated as Aimed Artillery Fire. Unarmored vehicles are destroyed when hit; soldiers within 10 yards of the impact receive 1D wounds on a roll of 7+; within 10-20 yards, they receive 1 wound on a roll of 9+. The usual procedure of choosing an impact point, or drawing one character's name from a container at random, is used when necessary as for other types of artillery. All usual rules for sighting apply.

| Weapon | Close | Medium | Long | APV | Dud Shell | Rate of Fire |
|-----------|------------|------------|-------------|-----|-----------|--------------|
| 57mm | 1000 yards | 5000 yards | 10000 yards | 7 | 2 | 3 |
| 3 inch M5 | 1000 yards | 8000 yards | 16000 yards | 10 | 2-3 | 2 |

Each time the gun is fired, the Game Master should roll 2D to determine whether or not the shell explodes. A roll of the "dud shell" number on the table means that the shell does not explode.

These weapons require at least 2 men to fire them. For the purposes of Behind Enemy Lines, they generally are not moved in Movement Mode, though they may be wheeled or maneuvered short distances during combat mode. The rate of fire shows the number of rounds that may be loaded and fired in 1 combat round (10 seconds).

GERMAN ANTITANK GUNS

During World War II, the Germans developed a bewildering array of antitank weapons and anti-aircraft guns that could be used as antitank weapons. These could be mounted on trucks, half-tracks, armored cars, and on various tank chassis for armored protection and maneuverability. The Armor Penetration Value of light antitank weapons is given. These shells will pierce 2 times APV in inches of stone or 3 times the APV inches of wood. The effects of the blast are considered to be the same as for other artillery. Characters within 10 yards of the impact point receive 1 wound on a roll of 7+; characters between 10 and 20 yards receive 1 wound on a roll of 9+. Use the usual procedure for determining where the impact point is, as determined by the Game Master, or measured from the position of 1 randomly chosen character. All usual rules for sighting apply.

| Weapon | APV |
|--------------|--|
| 28mm sPzB 41 | 4 |
| 37mm PAK 36 | 5 |
| 50mm PAK 38 | 7 (less than 500 yards) 6 (more than 500 yards) |
| 76mm PAK 40 | 12 (less than 500 yards) 11 (more than 500 yards) |

These three weapons will hit their target (direct fire) on a roll of 5+ at ranges of less than 500 yards; they will hit on a 7+ at ranges greater than 500 yards. Each can fire twice in 1 10-second round. Each can be used in random fire at ranges up to 3000 yards. For the purposes of Behind Enemy Lines, direct fire occurs only at ranges of less than 1000 yards.

GERMAN FLAK WAGONS

Anti-aircraft guns are frequently used in antitank or anti-infantry roles including 20mm, 30mm, and 37mm guns, often mounted in dual or quad combinations. They can be trailer-towed, platform mounted, or carried on tank chassis, truck beds, and mounted in or on halftracks or armored cars. Collectively, these weapons are called "Flak guns", and their carriers "Flakwagons".

For the purposes of Behind Enemy Lines, all flakwagon fire is lumped together in terms of the amount of damage they inflict.

Flak guns may engage in direct fire on any target within 1000 yards. They fire as automatic weapons in "bursts" which last 1 combat phase (5 seconds); 2D are rolled for each phase during which the gun is firing. The following table is used to determine hits.

| DIRECT FIRE FROM FLAK GUNS | | |
|----------------------------|---------------------|---------------------|
| Range | Less than 500 yards | More than 500 yards |
| Hit on 2D | 6+ | 8+ |

At ranges of more than 1000 yards, flakwagon fire is considered to be random artillery fire. The following table is used:

| INDIRECT FIRE FROM FLAK GUNS | | |
|------------------------------|-----------|---|
| Target | Hit on 2D | DMs for additional guns firing |
| Men without cover | 9+ | +2 for quad mount +1 each additional gun |
| Vehicle or building | 7+ | +3 for quad mount +2 for each additional gun |
| Men under soft cover | 10+ | +2 for quad mount +1 for each additional gun |
| Men under hard cover | 12 | +2 for quad mount +1 for each additional gun |

"Each additional gun" here refers to separate mounts of single or dual guns. Additional quad mounts add a DM of +2 each.

Men who are hit by flak receive 1D wounds; a precise impact point is not determined, as with other artillery, since a large number of rounds are being fired and the general target area being fired at (up to 50 yards across at ranges greater than 1000 yards, up to 25 yards across at ranges of less than 1000 yards), and all soldiers within this area must roll 2D to avoid being wounded. The general area being fired at may be moved by its own length (25 yards at less than 1000 yards and 50 yards at over 1000 yards) each combat phase (5 seconds).

Random fire may be used at targets at less than 1000 yards. The above categories are used; there is an automatic DM of +1 at ranges of 500-1000 yards, DM+3 at ranges of less than 500 yards. In addition, the DMs for quads and additional guns firing are all doubled.

Game Masters should remember that flak guns mounted on vehicles will not be able to depress far enough to hit characters who are less than about 5 yards from the vehicle.

FLAK GUN RANGES AND PENETRATION

| Weapon | Maximum range | APV |
|--------|---------------|-----|
| 20mm | 2500 yards | 1 |
| 30mm | 6000 yards | 2 |
| 37mm | 7000 yards | 2 |

OTHER ANTITANK WEAPONS

STICKY HAND GRENADES: Magnetic grenades are treated

in every way like normal hand grenades. When thrown from close range or applied directly to the hull of a tank or vehicle, they cling to the hull. Toward the end of the war, many German tanks were coated with anti-magnetic Zimmerite, which gave the armor a ridged appearance and defeated magnetic grenades. **ARMOR PENETRATING VALUE: 6**

MOLOTOV COCKTAILS: Popular with the Resistance and with anyone who had to face tanks with makeshift weapons. They are made by mixing gasoline with sawdust in a bottle with a rag stopper. The rag is ignited and the bottle hurled against the tank.

Molotov cocktails are thrown as other grenades to a maximum range of 25 yards. The tank will be set afire on a roll of 11+, with a DM of +1 for each additional bottle thrown. Scatter results will cause fires where they land.

Molotov cocktails do not pierce armor, but if a fire starts, the Game Master will roll 2D each combat turn; the tank will explode into flame on a roll of 10+. Each crewman required 1D combat rounds to get out of the tank.

HAND GRENADES: These will destroy a tank if they can be dropped inside a tank. Tanks are normally buttoned up only during combat; a tank which can be mounted without alerting its crew or other enemy troops in the area will have its hatches open. (Normally sighting and surprise rules apply). Tanks encountered during combat will be buttoned up; the turret hatch can be opened on a 2D roll of 10+. One attempt may be made each combat round, and players should remember that tanks are nearly always accompanied by infantry to discourage such displays of bravado.

Tanks may be mounted by throwing 2D against the character's strength; a result equal to or less than that character's Strength means that he is able to pull himself up onto the tank. There is a DM of -2 if the tank is stationary.

SATCHEL CHARGES: Canvas bags containing 120 ½ pound blocks of TNT, with a 3½ second fuse. Though not an armor-piercing weapon, so much high explosive could be devastating to a tank so the satchel charges are assumed to have an armor piercing value of 5.

If the charge is detonated under a tank, use that tank's rear hull armor number. If the charge is dropped on top of the turret, use the turret side armor number. If the charge is dropped on the deck of the tank, use the hull side armor number.

When the satchel charge goes off, the usual routine for determining antitank fire is followed, with the Armor Number subtracted from the APV and a die rolled on the appropriate column of the armor penetration table. If the armor is penetrated, 2D are thrown against the appropriate table for each tank type (Tank Data Tables). If the armor is not penetrated, use the following table.

| DAMAGE TABLE FOR SACHEL CHARGES | | |
|---------------------------------|-----|----------------------------|
| Charge detonates | Die | Damage |
| On top of turret | 2-5 | Crew Stunned for 3D rounds |
| | 6+ | No effect |
| On deck of tank | 2-4 | Turret jammed |
| | 5+ | No effect |
| Under tank | 2-9 | Tread lost |
| | 10+ | No effect |

DM of +1 for Panther tanks
DM of +2 for Tiger and Kingtiger tanks

ANTITANK MINES: These were occasionally carried by tank-hunting parties, particularly engineers and are considered to have an armor piercing value of 5. Use the armor value for the rear hull of a tank for rolling 2D on antitank weapons tables. If the armor is not pierced, roll 2D; a tread will be blown off in a result of 5+.

ARTILLERY: Use direct fire tables. If the tank is hit, it is destroyed on a roll of 6+. On a roll of 5-, one tread is lost.

POLE CHARGES: Metal poles carrying 60 ½ pound blocks of TNT, with a 3½ second fuse. These may be thrown under a tank or jammed into the treads. Roll 2D; the tank will lose a tread on a roll of 6+. In addition, the charge is considered to have an APV of 3, from which is subtracted the hull rear armor number for that particular tank. The usual procedure for antitank attacks is followed.



Event Tables

The heart of Behind Enemy Lines is the Event table. Each prepared scenario will include several event tables created especially for that situation; a number of tables for different circumstances and terrain types are included in Behind Enemy Lines, Book II. Game Masters are encouraged to make their own tables in order to create new situations with which to plague the players with new problems and offer some variety. ("Say, didn't we meet this same French peasant last week?")

Before play of Behind Enemy Lines begins, the Game Master is responsible for placing German troops, positions and HQs. A list of German forces present within the region covered by the Situation Map may accompany prepared scenarios, or the Game Master may be called upon to make up his own. Game Masters attempting to recreate historical situations may have access to German orders of battle for a particular time and place, introducing units which actually took part in that particular action.

All German positions which may affect the course of Behind Enemy Lines are marked on the Game Master's copy of the Situation Map. Artillery positions are located and identified by caliber and type. German command posts or HQs are located on the map, frequently in specific buildings in either towns or countryside. Finally, a list of troops with their unit types and qualities is drawn up, and if there are any heavy concentrations of troops from one particular unit located in a town, bivouac area, or fortified area, that information is entered on the map.

Book II of Behind Enemy Lines contains a large number of tables for specific situations. When the players, in the course of the game, blunder into an area on the Situation Map which the Game Master knows (from his own copy) to contain troops or dangers unknown to the players, the Game Master may choose to roll from that particular table for an event. When the players enter certain types of terrain on the Situation Map, such as a river or dense forest, the Game Master may roll on Event Tables for that type of terrain.

If the player characters are wandering through an area in which several things could happen, (for example, the Game Master knows that armor is in the area, and it happens to be within a town) the Game Master may roll on the table below. Roll 1D for the horizontal die line, and a second 1D for the vertical. Cross index the results to determine what if any event table should be consulted.

EVENT DETERMINATION TABLE

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|
| 1 | - | T | - | G | - | E | - | E |
| 2 | T | - | G | - | T | G | E | E |
| 3 | - | G | - | T | - | E | - | E |
| 4 | G | - | T | - | G | - | E | E |
| 5 | - | T | - | G | - | E | - | E |
| 6 | E | G | E | - | E | - | E | E |
| 7 | - | E | - | E | - | E | E | E |
| 8 | E | E | E | E | E | E | E | E |

Event Results

- = no event

T = Terrain Table Event

G = General Table Event

E = Enemy Table Event

When the characters are within an area determined by the Game Master to have a heavy concentration of enemy troops each 1D roll is given a DM+2.

The Game Master should check for an event at the beginning of each hour, or as soon as the players enter a new area (1000 yard wide square) on the Situation Map.

If the Game Master is drawing from only 1 table (the players are in light woods, and there are no German troop concentrations about), an event will occur on a 2D roll of 7+.

If the players are in an area where several tables could be used, the Event Determinations Table is used to pick one of three tables: Terrain, General and Enemy Forces. **TERRAIN EVENT TABLE:** is concerned with terrain types and include woods, villages, rivers, and similar event tables.

GENERAL EVENT TABLES: for specific terrain types (woods, general) and include tables for finding equipment, meeting civilians, and being hurt.

ENEMY TABLES: include tables for encountering large bodies of troops, fortifications, tanks, and supply convoys.

The Event Determination Table is a guide only. Game Masters will often want to pick a specific table at a specific time, to help the game along. Furthermore, they are not restricted to the use of die rolls. If a particular encounter is just what the plot of the game needs at the moment, he is free to draw that encounter description from a table and use it, pretending to roll the die as he does so that the illusion of random events is preserved!

Game Masters are encouraged to use these tables as models for creating their own. Each table has three columns, the first die roll number to determine the likelihood of a listed event. The second column, entitled "Event" describes what the player characters first see, hear, blunder into, or what shoots at them. The third column, "tactical notes," gives details about that event known only to the Game Master, such as the weapons types and ammunition supplies for each man in a German patrol, or a description of what an encountered civilian might know about enemy forces in the area.

Remember that events will not occur every hour, and a die roll should be made (except in special cases, when the Game Master requires an event at a particular time) each hour to determine whether or not anything happens. The Game Master may exert as much or as little control over events as he desires; some Game Masters allow the situation to develop randomly, and random encounters become the subjects of entire missions and battles. Others allow things to be random (unless the event does not suit them when it's rolled up) only until the players arrive where the Game Master wants them, and he can pelt them with carefully prepared and interrelated events of his own creation.

Some event tables are consulted only once to establish the situation in a particular building or place. Others may be consulted time after time. Detailed encounters such as meeting with a particular group of civilians, should be ignored, or another event rolled for, if that event has occurred before. Also, the descriptions of various events may be changed by the Game Master to fit the situation. An enemy patrol may be made stronger or weaker, its troop quality increased or decreased, or its motives for being there ignored or tied deliberately into the player character's mission. In short, the Event Tables in Behind Enemy Lines are a tool to allow the Game Master to create his own situations; the more creative and consistent these events are, the more exciting and smooth-running the game will be.

As in all role-playing games, a key word in Behind Enemy Lines is balance. The players must not be allowed to accomplish their mission too easily, but at the same time, the Game Master must not kill off the player characters during the first encounter.

TERRAIN ENCOUNTERS

The general type of terrain in a given 1000 yard square is indicated on the Situation Map for prepared scenarios. The Game Master may provide his own Situation Maps and suggest terrain of his own. Only broad terrain categories can be indicated on this scale: rivers, hills of at least 100 foot altitude, fair-sized villages, and so on.

More detailed terrain can be shown on the 100 x 100 yard small scale maps. Here, elevations of 10 feet, foot paths, plowed fields, and individual buildings can be shown. Some of these will be given for important areas in prepared scenarios, but the Game Master must be ready to sketch out simple small-scale maps whenever they are required during the course of a mission all too frequently in some out-of-the-way spot where neither players nor Game Master had planned to fight. This detailed terrain can largely be extrapolated from information given on the Situation Map; the borders of large terrain features like hills or woods are first drawn in, followed by as much detail - consistent with the large features - as is desired.

When the Game Master is describing a combat situation to the players, however, he must provide for terrain features that cannot possibly be shown even on the small-scale map . . . features such as a lone boulder at the edge of a field, a clump of three trees on the crest of a hill, or a stone wall with a broken gate. These details can be important, particularly when a character has just been fired on and is desperately looking for cover!

In general, the Game Master is responsible for creating the surrounding scenery as the scenario proceeds. If a battlefield sketch map is used, with counters or miniatures representing character markers, considerable detail can be created from the beginning of the game and drawn directly onto the map. The Game Master should take care to add only those details he can logically assume the player characters to have seen. In a dark night in the woods, they may be able to see trees a few yards ahead, but they almost certainly will miss the antitank ditch! (Or rather, they will not miss it, which is the problem.) Sighting rules may be used if desired, but usually a good guess backed by logic, experience, and common sense will work as well or better.

Some general applications follow:

If a sketch map is not used, 2D can be thrown to give a distance in yards to the nearest piece of cover. This is particularly valuable if the characters have been fired upon without warning.

Even the flattest, plainest field will have some irregularities and depressions in it. Soldiers can always take advantage of soft cover by hugging the ground.

Terrain features and details shown on prepared scenario maps can always be extended and augmented.

There are two ways of revealing potentially important terrain features to player characters. One may be assumed to be walking along without taking any particular note of trees, rocks, or whatever in the area. If so, when fired upon, he may ask the Game Master, "Where is the nearest cover?" The Game Master can then make up the cover on the spot, replying, "There is a low stone wall parallel to the road 2 yards to your right." This suggests a character's momentary indecision and rapid search for cover.

The second way assumes the character to be moving very slowly and cautiously. He may ask the Game Master for a description of the terrain every few yards. While time-consuming, this gives the impression of a careful soldier always alert for possible ambush. Individual Game Masters and players should adopt the method best suited for their way of playing.

Game Masters are reminded that terrain features in areas near human dwellings are likely to include man-made artifacts. Examples might include an old barrel, a pile of bricks, a farmyard toolshed, an overturned wheelbarrow, or an abandoned automobile. If the area is near the front or has been fought over recently, artifacts that become important to the characters might include such things as a burnt out tank, an empty foxhole, three empty oil drums, or a 2½ ton truck stuck in a ditch at the side of a road. While features such as these will be included in various prepared encounter tables, Game Masters will find that scattering these occasionally across the player's paths will aid tremendously to the sense of realism and "being there" so vital to the enjoyment of Behind Enemy Lines.

Maps and Mapmaking

Each mission and incident in Behind Enemy Lines comes with one or more maps in various scales which the Game Master uses to help the players picture the situations they find themselves in. Behind Enemy Lines is not a board game, the action is played out through dialogue between the players and the Game Master, but the various maps are invaluable in allowing both the players and the Game Master to keep track of where different characters are in relation to one another, their range from enemy characters the type of cover they are using, and the overall tactical situation.

Maps are presented for each published mission or incident. Game Master are invited to create their own maps for each scale for their own scenarios by drawing on published maps for material.

Maps are always drawn in one of 4 scales. Each type is listed below:

SITUATION MAP: This is a large map showing the locations of a number of villages, rivers, hills, forests and other large terrain features. It is divided into $\frac{1}{2}$ inch squares, each of which represents an area 1000 yards on a side. The entire map covers a piece of geography called a region. Each 1000 yard by 1000 yard square is called an area.

AREA MAP: This is a detailed look at one of the squares from the Situation Map. It is divided into $\frac{1}{2}$ inch squares, each of which represents an area of 100 yards by 100 yards. Area Maps give details of a part of a village, river crossings and bridges, fortified positions, and any other terrain of fortification features which fit into an area approximately the size of a football field.

BATTLEFIELD MAP: This is a detailed look at one of the $\frac{1}{2}$ inch squares on an Area Map. It is divided into $\frac{1}{2}$ inch squares, each of which represents an area 5 yards by 5 yards square. On this scale, individual trees, boulders, ditches, buildings, and even vehicles can be represented. These are the maps which are used to play out skirmishes, battles, and incidents using the counters included in Behind Enemy Lines. Terrain keys describe the different types of cover available in each 5 yard square area so that DMs for sighting and for direct fire in different terrain types can be easily determined. Typical squad-level maneuvers, attempts to flank an enemy position, or to locate snipers or machinegun nests hidden in the woods, can be played out.

SPECIAL BATTLEFIELD MAP: This is a special case of the Battlefield Map described above. It is smaller than ordinary Battlefield Maps and is not ordinarily divided into squares. The scale of these maps is $\frac{1}{2}$ inch equals 2 yards and they are commonly used to map out the interiors of buildings, pillboxes, vehicles, emplacements and fortifications. The smaller scale allows for more precise placement of troops inside a house, for example, and is particularly useful in cases where hand-to-hand combat or attempts to

sneak up on an un-alerted sentry might occur. Range is determined on these maps by using a ruler or a strip of cardboard marked off in $\frac{1}{2}$ inch divisions.

Each map is designed to mesh smoothly with the next level above or below it. The Situation Map is used for Movement Mode and for presenting the situation to the player characters at the beginning of a mission. Detailed Area Maps of every area is not possible but areas in which important activity is likely to occur are included. If something happens in an unmapped area, the Game Master can easily and quickly draw up a map for that area by elaborating upon the details and topography given for that area on the Situation Map.

Ranges between maps of one scale and another can be combined by pinpointing the characters' positions on the higher-level map. For example, characters in a building (scale $\frac{1}{2}$ inch equals 2 yards) may be firing out of a north window. That house and the location of that window can be found on the Battlefield Map ($\frac{1}{2}$ inch equals 5 yards) or even on the Area Map ($\frac{1}{2}$ inch equals 100 yards), and correct range determined.

GIGANTIC MAPS AND MINIATURES: Players and Game Masters may make Battlefield Maps of either scale as big as they wish, limited only by the amount of paper available. Behind Enemy Lines play groups with access to a sand table can create enormous areas to fight over, all at a scale of $\frac{1}{2}$ inch equals 2 yards. At this scale 15mm figures and vehicles will be very nearly the proper size to fit in with the terrain in a 1 to 1 relationship. HO or OO scale figures will serve nicely too and the wide range of model buildings, vehicles, an figures in these scales can be incorporated into battlefield landscapes of great detail. It is a simple matter to modify the rules given in Behind Enemy Lines to allow all combat mode movement and activity to be handled with miniatures in this kind of layout. Maps of building interiors can be set up off to the side, particularly in cases where the player characters are outside the building and have no way of knowing how many enemy NPC's are inside.

SQUAREGRIDS AND MOVEMENT: All maps down to a scale of $\frac{1}{2}$ inch equals 5 yards are printed with a square grid. This makes measurement of ranges and movement simpler and on Situation and Area Maps, makes identification of specific points easier for the Game Master (in positioning enemy NPC units) and for the players (when they want to call in artillery fire or simply estimate ranges). Ordinarily, the grids can allow the players to move and position the counters representing their characters just as though these were pieces in a board game.

However, the players may at any time not use the square grid on the Battlefield Map. This will be necessary in cases where their characters are crawling through dense underbrush, wading, or engaged in other movement which would cover distances of less than 5 yards in a period of 10 seconds. In these cases counters can be moved a fraction of a square at a time or a simple distance (i.e. a $\frac{1}{4}$ of an inch). In this way slow, cautious movements such as sneaking up on a sentry can be simulated. The counters

can also be positioned at any time to clearly show them taking advantage of rocks, walls, or other cover regardless of where the square grid falls. Remember, the grid on Behind Enemy Lines' Battlefield Maps is to simplify measurements of distance and movement, not to position counters. In any case where a dispute arises the Game Master will make the final decision based on the logic of the situation, weather, and other current circumstances.

HIDDEN POSITIONS: There will be frequent times when enemy characters will be hidden from the player characters but their positions will be important. Such cases include times when the player characters are rushing a house or pillbox with enemy NPC's inside or an exchange of fire with a well-camouflaged machinegun nest.

The Game Master should arrange counters representing enemy NPCs on Special Battlefield Maps off to the side, somewhere where the players cannot see them. In the case of an enemy-occupied house, the locations of NPC's on each floor can be marked. Random player character fire can easily be applied only against those enemy NPC's who might be exposed to it at that moment, and should the player characters suddenly rush in for hand-to-hand combat, the enemy character positions are known exactly.

The interior layouts of buildings and the positions of enemy characters in those buildings should only be revealed to the players when they enter and are in a position to see the interior. In the case of multiple story buildings, only one floor at a time should be revealed. When one floor of a building is revealed to the players it is best if all enemy NPC counters not immediately visible to the player characters as they enter (i.e. hiding in a back room or behind the door) are removed before the players see the layout. The enemy NPC counter positions can be noted by the Game Master who can then realistically surprise the players as their characters rush from room to room, examining each in turn.

Light Woods

Heavy Woods

Rough

Town

Road

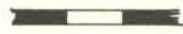
River

Fence

Barbeb Wire



Window



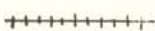
Door



Stairs



Railroad



Troop Quality

The training, equipment, and esprit de corps of any unit will greatly affect its performance in combat. In Behind Enemy Lines, there are four levels of troop quality, listed below.

ELITE: All specially trained troops, such as commandos and paratroops. German elite troops include SS Panzer and Panzer Grenadier units.

1st RATE: All regular US infantry and German Wehrmacht. All front line troops who have been regularly engaged in combat.

2nd RATE: US units composed of cooks, AA batalions, and other rear area troops thrown together in an emergency. German units originally intended to be rear area or occupation units, such as militia units.

3rd RATE: German units composed of troop levies from occupied countries, including Russians, Poles, Czechs, Italians, Lithuanians and others.

EFFECTS OF TROOP QUALITY

In general, elite troops are unconcerned about morale effects, and while they may surrender or retreat (at the option of the player for elite player characters, and of the Game Master for NPC's) they are not forced to do so by die rolls on the morale table.

3rd rate troops generally are stationed with reliable 1st rate or elite soldiers watching them. They often fight valiantly but would surrender at the first opportunity. These troops will always retreat when attacked if no higher quality troops are nearby. If fired upon, they will surrender. In some cases, they are chained to their guns to prevent retreat.

1st and 2nd rate troops are subject to the rules governing retreat and surrender in the section on morale.

MORALE

How soldiers feel about the course of the battle also affects their performance. Soldiers begin each combat with a set morale level, depending on their troop quality level.

| | | |
|----------|------|--------------------------------------|
| Elite | 7-12 | (roll 1D to determine exact value) |
| 1st rate | 5-10 | (roll 1D to determine exact value) |
| 2nd rate | 4-9 | (roll 1D to determine exact value) |
| 3rd rate | 1-5 | (roll 1D-1 to determine exact value) |

Each unit of soldiers has its own morale rating for that entire unit. Each unit retains its troop quality designation even if morale losses reduce that unit's morale value to the equivalent value of troops of poorer quality.

MORALE TABLE - MORALE DMs

| Event | DM |
|---|----|
| ¼ of remaining friendly soldiers have been killed or captured since last check on morale. | -2 |
| Prominent objective or strategic point in battle has fallen to enemy. | -1 |
| Prominent objective or strategic point in battle has been captured. | +1 |
| Unit's leader has been killed or captured. | -2 |
| Unit has already suffered defeat in this campaign (suffered casualties and been forced to retreat without attaining objective). | -1 |
| Unit is under fire from prepared position, including at least 1 machinegun. | -1 |
| Unit is running out of ammunition (less than 2 clips or magazines left per man). | -1 |
| Unit is being attacked by units in its rear (with or without attacks from front). | -2 |
| Each point of leadership applied by a player character or NPC towards rallying troops. | +1 |
| Elite | +4 |
| 1st Rate | 0 |
| 2nd Rate | -1 |
| 3rd Rate | -4 |

Each 10 minutes the Game Master takes the appropriate DMs and adds them to each unit's base morale level. He rolls 2D against this number. If the roll is greater than the adjusted morale level for that 10 minute period, an additional -1 DM must be added to the next morale check. Separate determinations for morale are made for each distinct group of men including troops under separate commanders and units separated from one another by more than 50 yards.

EFFECTS OF MORALE

When the morale level of a unit reaches 3, it is considered to be wavering and will not attack if ordered to do so. It will defend normally, but if attacked, must roll 1D. On a roll of 1-2, the unit will retreat if it is possible to do so.

This retreat can be stopped by high-quality troops or by officers who order them to stay put.

When the morale level reaches 1, the troops will automatically retreat or surrender, unless prevented from doing so by high-quality troops or officers. Retreating troops with morale levels of 1 will surrender immediately if they are confronted by enemy forces of any size. Retreating soldiers of morale level 1 may throw away their guns and equipment. Roll 1D = 1-2 for this to happen.

Officers or NCOs may always intervene in a retreat, and attempt to rally the troops. Rallies may be attempted by rolling 2D with +1 DMs for each level of combat experience and for each level of Leadership. The troops will rally on a roll of 9+.

Remember that troops may deliberately retreat or surrender long before the morale level reaches 1, but this is the option of the players or Game Master. They are forced to do so when morale falls to 1, unless they are elite units.

Elite units are never forced to retreat or surrender, though they may choose to do so.



Interrogation and Rumors

Enemy NPC's who are captured during the course of a game are given individual morale values by rolling 2D + the standard DMs for troop quality (+4 for elite, -4 for third rate). This value is not known to the players. Each question put to a prisoner is accompanied by a roll of 2D; the Game Master will truthfully answer the question if this roll is greater than the prisoner's morale value. If the roll is less than or equal to the prisoner's morale value, the Game Master may refuse to answer or may answer with lies; the players will not know either the prisoner's morale value or the 2D roll.

If several prisoners are interrogated separately, there is a DM of +1 for the rolls questioning each additional prisoner. This reflects the questioner's ability to piece together inconsistencies and bits of truth from the prisoners' stories.

Additional +1 DMs are made for each level of the prisoner's combat experience matched by the questioner, and for each level of the prisoner's language spoken by the questioner, and for other factors determined by the Game Master which might apply to that particular situation, such as fear, fatigue, or willingness to be bribed on the part of the prisoner. In addition, a +2 DM is made for each continuous hour of interrogation.

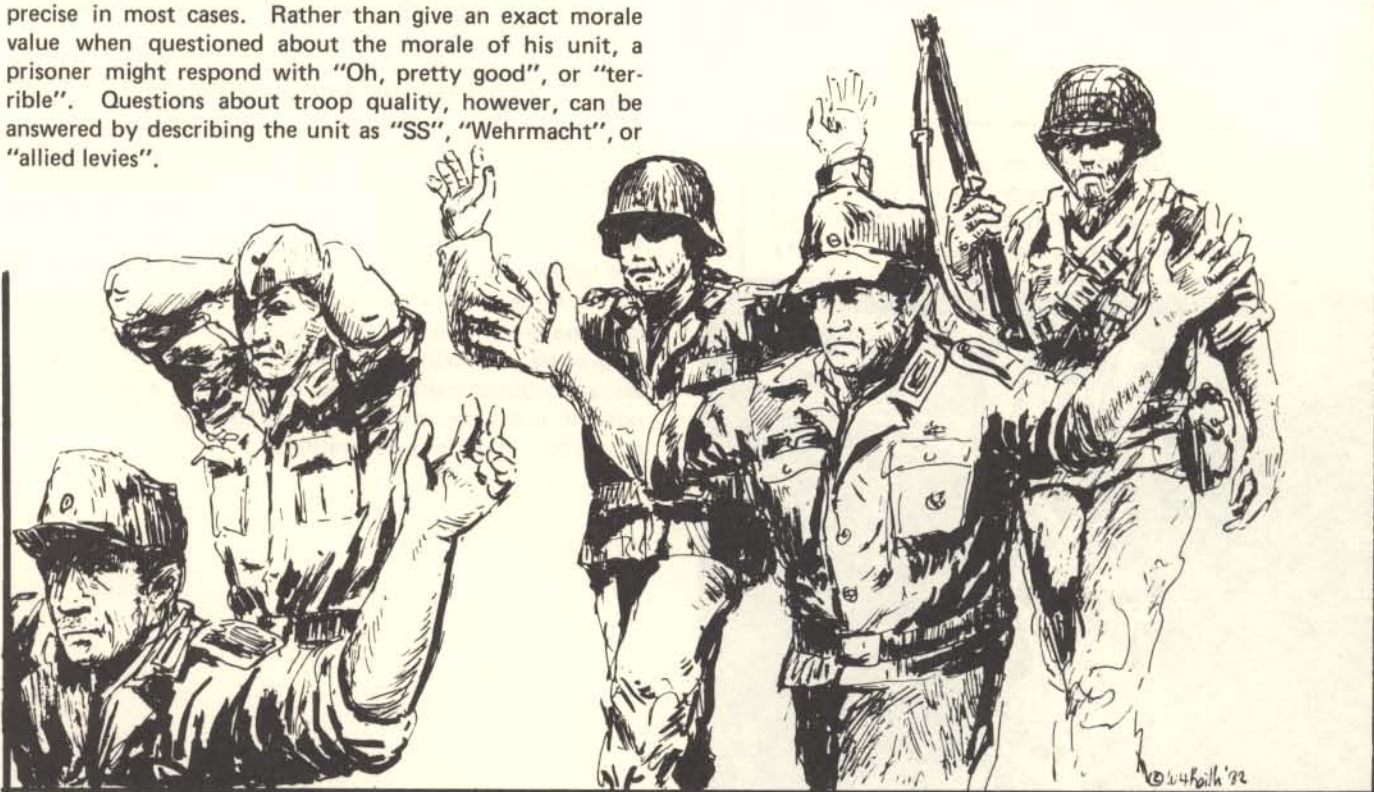
Interrogation is best carried on back at the player characters' HQ, of course, but some questions which can be put to a prisoner in the field might include local enemy positions or troop concentrations, the quality of local units, the morale of local units, whether or not there are sentries posted at an enemy position, and similar questions of immediate tactical importance.

Answers to the interrogator's questions need not be precise in most cases. Rather than give an exact morale value when questioned about the morale of his unit, a prisoner might respond with "Oh, pretty good", or "terrible". Questions about troop quality, however, can be answered by describing the unit as "SS", "Wehrmacht", or "allied levies".

Interrogation advances the course of play, and reveals to the players bits of information they may need to puzzle out a problem, and informs them of their tactical situation. In addition, a particular game may revolve around the player characters' winning some vital piece of intelligence, such as the morale and quality of troops in a certain area, and the interrogation of prisoners may be an essential step in "winning" the game.

While the interrogators will never know for sure whether or not a prisoner is telling them the truth, the Game Master may, at his discretion, give them hints in the form of impressions about their prisoner's behavior. He may seem evasive, shifty, or hostile, or he may seem genuinely frightened or eager to please his captors. Such impressions are not to be trusted, of course, but they will help fill in gaps and will let the interrogators make educated guesses about the quality of their prisoner's answers.

RUMORS are essentially interrogations of civilians or friendly NPC's. The Game Master secretly rolls 2D before any questions are made; he then secretly rolls 2D against this number with each question. Factual information is given if the roll is greater than the first 2D value. + DMs are made, as in interrogation, for each level of familiarity with the language (if applicable), each level of combat experience, and each previous questioning of a different civilian or NPC. Some prepared scenarios will list specific rumors, both true and false, which the Game Master can use to enliven play.



Medals and Decorations

Seven medals were awarded to US servicemen during World War II for heroism; five of these may be won by player characters in Behind Enemy Lines as an indication of their valor against the enemy. (The Air Medal, for obvious reasons, is beyond the scope of this game. The Soldier's Medal was awarded for heroism not in action against an enemy and so is not included in Behind Enemy Lines.)

The Game Master is responsible for awarding medals. He is cautioned that these should be special and infrequent rewards for genuine acts of heroism during the course of play.

If desired, the following chart may help the Game Master award medals. Other heroic acts not listed here might win a medal and several acts performed in the same battle may have their points added together.

| Act | Points |
|---|--------|
| Character throws self on live grenade | 12 |
| Character single-handedly destroys enemy fortification, strongpoint, tank, etc. | 8 |
| Character rallies retreating troops in face of enemy fire. | 6 |
| Character rescues wounded buddy in face of enemy fire. | 6 |
| Character engages in hand-to-hand combat with enemy. | 3 |
| Character lays down covering fire for the rest of his unit as it retreats. | 3 |

The Game Master takes the number of points listed for a given heroic act and adds them to a 2D die roll. This number is further modified by the following factors:

| | |
|---|----|
| Character was wounded when act was performed | +6 |
| Character was seen performing act by an officer | +4 |
| Character was seen performing act by a NCO | +2 |
| Character was killed while performing act | +7 |

The following medals were awarded for heroism in combat during World War II. The point value listed beside the medal is used by the Game Master for awarding medals in Behind Enemy Lines.

| | |
|-----------------------------|-----|
| Medal of Honor | 18+ |
| Distinguished Service Cross | 15+ |
| Legion of Merit | 12+ |
| Silver Star | 10+ |
| Bronze Star | 8+ |

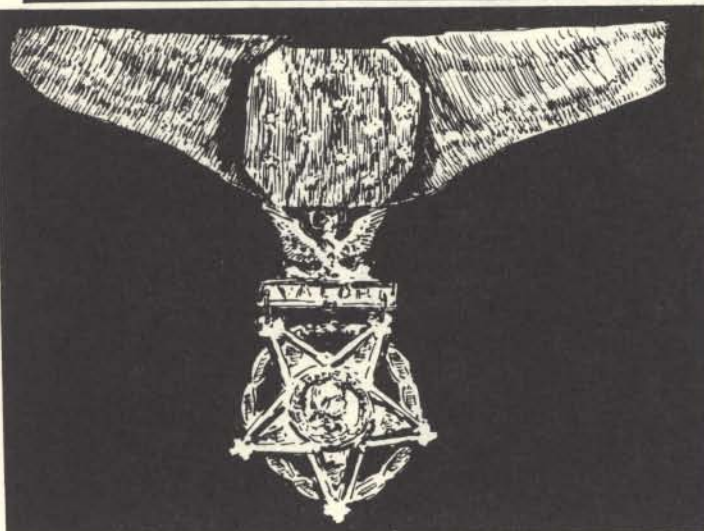
After determining the character's point value towards a medal (points for act or acts + 2D + modifications for various factors), the Game Master may roll 2D for the highest award for which the character is eligible. A character, for example, with a point value of 16 could roll for a Distinguished Service Cross or any lesser medal, but not for the Medal of Honor, which requires 18 points. Each roll for a medal may be modified by 1 for each point the character has above the number needed for that medal. For example, a character with 17 points gets a +2 DM on his roll for a Distinguished Service Cross.

The character wins the award on a roll of 11+. If he fails his roll for an award, another roll is made for the next highest medal, until he has won a medal or until no medals are left to be rolled for.

Every medal except the Medal of Honor may be won several times for different acts. Medal of Honor winners will be rotated home to meet the President and sell War Bonds and are thus effectively retired from the game.

An additional medal, the Purple Heart, is awarded to a character each time he is wounded.

Combat decorations serve no practical purpose in the game of Behind Enemy Lines but are an effective reward for playing the game well, like treasure hordes in certain other role-playing games, and help shape and detail a character's personality and history. The Game Master is reminded to hand them out sparingly and not to feel bound to tally points for medals for every heroic deed in the course of a game. In actual combat, the vast majority of heroic acts went unnoticed and unsung save, perhaps, by those few whose lives were saved by one man's gallantry. In practice, the tallying of points and rolling of dice represents the bureaucratic process begun when a heroic act is noticed, and a commanding officer turns in a report and a recommendation for a decoration.



Communication

Radio equipment is described in greater detail in the equipment section of these rules. There are two basic types of radio gear available: the radio telephone, which consists of a hand set phone connected to a backpack transmitter with a whip antennae, and the walkie-talkie, a hand-held unit with a six-foot collapsible antennae. Radio telephones have a maximum range of 20,000 yards. Walkie-talkies have a maximum range of 4000 yards.

Two radio frequencies were used by US forces during World War II, one for artillery, and one for tanks and infantry. In Behind Enemy Lines, radios can be used to spot for and call in artillery fire, to coordinate activities between the squad and other squads or larger units, and to report information back to friendly lines from an OP or scouting force.

DIFFICULTIES: Radio telephone communications at ranges of greater than 10,000 yards and walkie-talkie communications at ranges of more than 2000 yards may be subject to interference. A 2D roll of 6+ is required to establish contact by radio, with a -1DM for every 5000 yards above 10,000 yards for the radio telephone, and a -1 DM for every 500 yards above 2000 yards for the walkie-talkie. This roll must be made each time an attempt is made to establish communication with another unit. When an attempt fails, another attempt may be made, of course. One roll is made to establish contact each minute, if continuous attempts are being made. The Game Master should not interpret the cause of failure to establish communication; that failure could be due to broken equipment, but the player characters will not know for sure.

Radio gear which is immersed in water will malfunction. It cannot be repaired in the field but must be returned to friendly lines. Radios which are dropped, kicked, or subjected to other rough treatment will malfunction on a 2D roll of 9+. This roll should be made automatically if the man carrying the gear is wounded or killed. Malfunctioning radios cannot be repaired in the field.

In some circumstances, enemy units equipped with radio detection gear will be able to home on continuing broadcasts. At the Game Master's discretion, transmissions from one spot will be pinpointed in 2D hours. The result may be a visit from an enemy patrol or incoming artillery fire.

All US squad team members knew how to use radio telephones and walkie-talkies; one man is generally designated the radio man and positioned near the squad's commanding officer, but if he is killed or disabled, any other man can take his place.

The Game Master should use radios to help direct the adventure. In some cases, a mission will depend on them, as when the squad is given the task of reporting enemy positions or movements or calling in artillery fire or air strikes from a forward OP. In other cases, information needed by the players can be passed on to them by the Game Master in the form of radioed instructions or information from HQ. Squads of player characters who rely too much on their radios for direction in the course of a game should find a stray bullet hole through their set at an inconvenient time.

VOICE COMMUNICATIONS

The Game Master is responsible for keeping track of where different player characters are positioned within a squad at all times. The set of cardboard counters included in Behind Enemy Lines is intended for this purpose. When the squad is together, there are no problems of communication of course, but should the squad split up, the Game Master should restrict communication according to the following rules.

Normal conversational speech can be heard and understood at distances of up to 20 yards if there is no other noise at all, particularly at night.

Conversational speech can be understood at up to 10 yards with light background noise and at up to 2 yards during combat.

A whisper can be heard and understood at distances of up to 10 yards at night or in complete silence.

A whisper can be understood at 2 yards with light background noise and if spoken directly into the listener's ear in combat.

A shout will carry 100 yards at night, in silence.

A shout will carry 50 yards against light background noise and up to 20 yards during combat.

If enemy forces are within range, they too naturally, will hear voice communication and be alerted to the player character's presence, if they haven't been already. In addition, any given enemy NPC will have a working knowledge of English on a roll of 11+ (9+ for officers) and be able to understand what is said.

US soldiers are trained in certain hand signals which can communicate information silently as long as the signaling individual is within line-of-sight and has been spotted. The following information can be transmitted by hand signals, with the players simply stating that this is the signal they are giving.

- Forward
- Halt
- Get down/take cover
- Double time/hurry up
- Change direction to the right or left
- Assemble
- Enemy in sight
- Commence firing
- Cease firing

Other simple hand signals can be arranged among the player characters ahead of time for special situations.

Player characters who are separated from the rest of the group should not be allowed to discuss anything with the other player characters, they cannot be warned, and cannot communicate information until they rejoin or are able otherwise to communicate with their comrades.

Mines

Mines are explosive charges hidden (generally) underground, designed to be set off when hostile troops step on their trigger or break a trip wire. In *Behind Enemy Lines* mines may be placed in various areas described in the Game Master's notes of a scenario or may be the result of a roll on an encounter table. Mine fields may be discovered when characters notice exposed mines, or possibly a warning sign ("Achtung! Minen!"). They may also be discovered when a character (hopefully an NPC) steps on one.

Characters who trigger a mine will suffer 1D-2 wounds. Moderate wounds automatically affect agility rather than weapons skill, to reflect the likelihood of leg wounds. Other characters within 10 yards of a mine explosion will be hit, suffering 1 wound on a roll of 9+.

When characters enter a minefield, each should roll 2D each 10 seconds of movement through the field. He will step on a mine on a roll of 12. If each member of the squad is following exactly in the footsteps of the man ahead, only the lead man need roll for stepping on a mine.

A character who is wounded as a result of a mine explosion may fall on another mine to suffer 1D-2 additional wounds on a second roll of 12. Characters who attempt to run through a minefield roll 2D twice each 10 seconds they are running and will trigger a mine on a roll of 12.

Characters may move through a minefield at a slow crawl, probing the ground ahead of them with a knife or bayonet. They will discover a mine on a roll of 2D (made once each 10 seconds) on a roll of 12. When a mine is discovered, roll 2D a second time to determine whether or not the character set it off while probing for it. The mine will explode if this second roll is 11+.

The player characters will have no idea, of course, how extensive is the minefield. The Game Master alone knows how wide the field is, and will keep track of the character's progress through it. Mines may be encountered on or alongside roads, in recently plowed fields, on forest paths, or concealed under brush or crops.

In World War II mines were generally cleared by engineer units. Within the scope of *Behind Enemy Lines*, mines which are uncovered are usually marked but left untouched.

Vehicles passing through minefields will detonate a mine on a roll of 9+, one 2D roll made each 10 seconds. Unarmored vehicles will be disabled automatically; each person riding in or on an unarmored vehicle must roll 2D and will receive 1D-4 wounds on a roll of 9+. The vehicle will catch fire on a roll of 11+ and if this occurs, the vehicle will explode in 1D-2 10 second turns (the exact length of time is known only to the Game Master) and characters have that long to get out of the burning vehicle before suffering 1D wounds from the explosion.

The treads of armored vehicles will be disabled by a mine blast on a roll of 9+. Personnel riding on top of an armored vehicle each roll 2D and suffer 1 wound on a roll of 10+. There is no danger of fire or additional explosions.



Gear

US infantrymen on patrol in World War II carried the following:

- 3 K rations
- 40 rounds/rifleman
- 120 rounds/BAR
- 10 clips/SMG
- 3 grenades
- full canteen
- bayonet

In addition, the following equipment was brought along on patrol:

- 1 pair field glasses
- wire cutters
- a watch
- 2 compasses - 1 with patrol leader, 1 with assistant patrol leader
- 2 sets of maps 1 with leader, 1 with assistant leader
- message pad, flashlight, whistle, pistol - all with leader

The exact mix of weapons and equipment could vary a great deal depending on the nature of the patrol or mission, of course. Infantrymen going out on patrol often drew their own choice of weapon, and most men carried as much additional ammunition and as many extra grenades as they could.

When an infantryman carried a pack on long marches, deployments, and maneuvers, it included the following:

- mess kit
- canteen
- gas mask
- entrenching tool
- extra clothes
- bedroll
- rain poncho or overcoat, depending on the season

Total weight: 40-60 pounds

In Behind Enemy Lines, the group should carefully list all of the equipment, weapons, and ammunition they plan to take along on their mission. Each player should record what gear he personally is carrying and an estimate of its weight based on the weights given for weapons and equipment in these rules. The Game Master should keep track of equipment that is discarded, hidden (cached), or left with killed or wounded characters who were carrying it. In this way, when a certain piece of equipment is needed, it can easily be ascertained whether or not the group still has that equipment, where it is, and what they will have to do to get it.

The total weight of all of a soldier's gear counts against the load he is permitted to carry, given on page 13, and any excess will cause him to lose Endurance on a march or in combat.

The Game Master controls what special or extra gear is available to the player characters before a mission. While they have a fairly free choice in the types of weapons they can carry, the Game Master may wish to impose a limit on the amount of ammo they carry. This last is especially true

for those who want to carry non-US weapons. German weapons, especially their MP 38/40 SMGs, were popular with some men on patrol, but ammunition was hard to come by and supplies were strictly limited.

Special equipment, extra weapons, and extra ammo should be divided up among the characters before their mission. Some weapons, such as mortars, heavy machine-guns, etc. are designed to be broken down into several loads, each carried by one man. Information is provided under the listings for weapons elsewhere in these rules. In addition, ammunition for special weapons such as HMGs, mortars, or bazookas, were carried by one or more men other than the individuals carrying the weapons.

Player characters determine for themselves whether or not they are going to discard any of their equipment. The Game Master determines if and when NPC's discard equipment. This will happen only in special circumstances based on the situation and common sense (when the character is fleeing or is in immediate danger of being captured). The Game Master should note where characters or NPC's discard equipment, just in case other characters have the opportunity to pick it up later. This applies both to special equipment (special weapons, explosives, radios, etc.) and to a character's regular equipment (unexpended ammo, rifles, grenades, etc.). A character with the opportunity may at any time attempt to retrieve the weapons, ammo, or whatever of a wounded or dead comrade.

CALCULATING EQUIPMENT WEIGHTS

Even the strongest character in Behind Enemy Lines is going to find that he has his limits when it comes to carrying equipment. In general the players will have a chance to choose what equipment their characters are carrying before the start of play and at this time, extra equipment and ammunition can be distributed among a number of characters.

Weights are given for each weapon. These can be rounded off to the nearest pound and precise determinations of weight are not necessary. Since both the stats and the weights are approximations, Game Masters should discourage attempts to load characters up to precise weights.

Some pieces of equipment (mortars, for example) can be broken down into several pieces with each piece carried by a different man.

Knives, maps, flashlights, compasses, K-rations and the like are of negligible weight and are simply lumped in with whatever else the character may be carrying. Ridiculous situations can be circumvented by pointing out the bulk or awkwardness of the load and arriving at a logical and reasonable compromise.

Ammunition weights are calculated according to the following table:

| | |
|---|-----------------------------------|
| Clips for bolt-action or semi-automatic rifles or pistols | 1 pound for each 20 |
| Magazines for submachine guns | 1 pound for each 10 |
| Magazines for BARs | 1 pound for each 5 |
| Belts for machineguns | 10 pounds for each 250 round belt |
| Rifle Grenades | 2 pounds each |
| Hand grenades | 1 pound each |
| Bazooka rounds | 5 pounds each |
| 60mm mortar | 42 pounds |
| mortar round | 3 pounds |

These figures are approximations only and are adjusted to take into account the size and awkwardness in carrying ammunition. (For example, the actual weight of US bazooka rounds was about 3.5 pounds but they are listed as 5 pounds each because of their length and the difficulties in storing a number of them in a pack or equipment harness.)

The Game Master is always permitted to make changes in weight figures to reflect special circumstances. For example, a man trying to carry a number of bazooka rounds without a pack or box to hold them might have the weight of each round increased to 10 or even 20 pounds to reflect the problems he will have holding them. Rolls may be made against his Agility as well to see whether or not he drops them.

| | |
|-------------|---------------------|
| PISTOLS | |
| M1911 | 2 pounds 7.5 ounces |
| Mauser C96 | 2 pounds 12 ounces |
| Luger P08 | 1 pound 15 ounces |
| Walther P38 | 2 pounds 2 ounces |

| | |
|----------|--------------------|
| CARBINES | |
| M1 | 5 pounds 7 ounces |
| 98K | 8 pounds 9 ounces |
| MK43 | 11 pounds 4 ounces |

| | |
|--------|--------------------|
| RIFLES | |
| M1903 | 8 pounds 11 ounces |
| M1 | 8 pounds 11 ounces |
| GEW 98 | 9 pounds |
| GEW 41 | 11 pounds |
| GEW 43 | 9 pounds 9 ounces |

| | |
|-----------------|--------------------|
| SUBMACHINE GUNS | |
| Thompson | 10 pounds 9 ounces |
| M3 | 8 pounds 3 ounces |
| MP28 | 8 pounds 12 ounces |
| MP34 | 8 pounds 15 ounces |
| MP40 | 8 pounds 12 ounces |

| | |
|--------------|---------------------|
| MACHINE GUNS | |
| .30 caliber | 31 pounds |
| .50 caliber | 84 pounds |
| MG34 | 26 pounds 11 ounces |
| MG42 | 25 pounds 8 ounces |
| M08 | 58 pounds 5 ounces |

| | |
|-----|-----------|
| BAR | 16 pounds |
|-----|-----------|

Explosions and Explosives

From time to time the players in Behind Enemy Lines will find themselves facing explosions, sometimes as they try to inflict damage on enemy structures or forces and frequently as the recipients of incoming enemy fire. Certain basic rules apply to all explosions. Some weapons will include with their descriptions modifications to these rules.

In Behind Enemy Lines, all explosions affect men and equipment at two ranges called the Primary Blast Zone and the Secondary Blast Zone. These zones are circular areas. Ranges from the explosion's center may be described in relation to the Primary or Secondary Blast Radius. The Blast Zones will be twice as wide as the Blast Radius.

Specific Blast Radii are given for a variety of weapons. If the Blast Radii are not given a general set may be applied: The Primary Blast Radius of an explosion will be 10 yards. The Secondary Blast Radius will be between 11 and 20 yards.

This is less than the effective blast zone for most large caliber shells, but in the interests of simplicity, to streamline record keeping, and to make the game a bit less lethal and a bit more enjoyable, the effects of large shells have been scaled down a bit. Game Masters who favor precision and accuracy in their combat results tables should have little difficulty expanding these rules to give larger, more detailed, and more deadly blast effect zones for various weapons.

Any character within the Primary Blast Radius from an explosion, unless otherwise stated for that type of explosion, rolls 2D. He will receive 1D-3 wounds on a roll of 4+. Hard and soft cover DMs may be used as negative modifiers, but not evasion. There will be a -2DM on the Wound Severity Table for wounds suffered at this range.

Any character within the Secondary Blast Radius will receive 1 wound on a roll of 7+. Again hard or soft cover may modify the roll in the character's favor. There is no DM to rolls on the Wound Severity Table.

All characters within the Primary Blast Zone are automatically stunned, whether they are injured or not. (See Stun) Characters in the Secondary Zone are stunned on a 2D roll of 7+.

PENETRATION: The blast effects of explosions do not pass through walls, obstructions, or other barriers unless the explosion penetrates that cover. Penetration is determined as follows. Walls and other obstacles are given a number called the Armor Value, whether the wall is actually armored or not. This number is the same as the Armor Value given to tanks and armored vehicles.

Explosives are measured in units of explosive. For example, 1 stick of dynamite is 1 unit. Basically 1 unit of explosive has a 50/50 chance of penetrating 1 Armor Value point. When an explosive charge is set to try to penetrate armor, a wall, or some other obstacle, the number of explosive units are compared to the Armor Value, the difference is looked up in the appropriate column of the Penetration Table below, and 1D rolled to determine the result.

EXPLOSION PENETRATION TABLE

Subtract Armor Value Number from the Number of units of Explosive.
Use the appropriate column and roll 1D.

| Die | -20 | -10 | -8 | -5 | -4 | -3 | -2 | -1 | 0 | +1 | +2 | +3 | +4 | +5 | +10 |
|-----|-----|-----|----|----|----|----|----|----|---|----|----|----|----|----|-----|
| 1 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| 2 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| 3 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| 4 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| 5 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |
| 6 | * | * | * | * | * | * | * | * | * | * | * | * | * | * | * |

* indicates that the armor has been breached

Characters are protected from an explosion if that wall is not breached by the blast, so long as they are not exposed to the blast through a window, door, or other opening. These rules may be applied to any type of cover, including walls, trees, boulders, vehicles, and the sides of fowholes.

All cover will be one of three materials: wood, stone, and armor. All of these materials can be assigned an armor value. The penetration effects of an explosion will vary with the material.

ARMOR: The Armor Value for true armor is 1 for every $\frac{1}{4}$ inch of metal. The explosion must be against the armor to penetrate it. If the blast penetrates armor, the resulting hole will be $\frac{1}{4}$ of the explosion's blast radius.

Note that certain weapons are listed as armor piercing. Their effects are handled in a similar way, as listed in the section for antitank weapons.

STONE: The Armor Value for stone (concrete, brick walls, boulders, etc.) is 1 for each inch. Stone walls may be penetrated by explosions at a distance, but there is a -1 adjustment made on the column used on the Penetration Table for each additional yard's distance. If the stone is penetrated the resulting hole will be equal in size to the blast's Primary Blast Zone minus 1 yard for every additional yard's distance from the stone that the explosion took place.

WOOD: The Armor Value for wood (trees, doors, walls, barricades) is 1 for every 3 inches of thickness. It may be penetrated by an explosion at some distance with the same modifications as described for stone. The resulting hole will be equal in size to the Secondary Blast Zone of the explosion minus 2 yards for every additional yard's distance from the explosion itself.

Barriers which are too thin to be given an Armor Value of 1 have an Armor Value of 0. This applies to ordinary wooden doors (less than 3 inches thick), and to lightly armored vehicles such as half tracks and armored cars. These will always be breached by a single unit of explosive.

When a wall or other barrier has been penetrated, characters sheltered by that wall will be exposed to blast effects from the explosion as if the wall had not been in the way at all on a 2D roll of 7+. A separate roll is made for each individual. The Game Master may decide that characters directly behind the wall from the explosion will automatically suffer the blast effects of that explosion.

Characters using a wall for hard cover (their head and shoulders are exposed) are subject to the results of the explosion just as they would be to hostile fire. 2D are rolled against the Wound Table for characters under hard cover whether their cover is breached by the explosion or not. If the wall is breached they will suffer the full effects of the explosion.

In the process of interaction between the players and the Game Master (vital for smooth-running and exciting role-playing) individual characters may be able to take cover. For example, the Game Master might describe what a character looking out a window sees: an enemy tank swinging its gun to aim directly at the character's position. That character might announce that he is jumping back from the window and hitting the floor just as the tank fires,

he would be considered to be under cover when the shell explodes.

Equipment lists for Behind Enemy Lines give the statistics for various explosive weapons, including the primary and secondary radii for the blast and special, individual effects which may be important during play.

DEMOLITIONS

A variety of explosives are available to players in Behind Enemy Lines, particularly for special missions involving the destruction of enemy structures or fortifications. A character must have at least 1 level of Demolitions experience to place and set off explosive charges.

The following equipment may be used in demolitions work:

CAPS: Classified as either electric or non-electric, depending on whether they are set off by electricity or a fuse. Caps are placed in explosive charges in order to set them off. They are considered to be 1/5th of a stick of dynamite in terms of their destructive force and will explode on a roll of 7+ if dropped, hit, or exposed to fire.

FIRING WIRE: Connects the cap to the exploder and comes in reels of 500 foot lengths. It is possible to connect several reels to allow the firer to detonate explosive charges at a safe distance.

EXPLODERS: Provide electric current to detonate electric caps. 10-cap exploders set off up to 10 caps by quickly twisting a handle. 30-cap exploders detonate up to 30 caps by slowly pulling up a plunger, then ramming it down as hard as possible.

TIME FUSE: Sets off non-electric caps. One end is attached to the cap, the other end lit with a match or a mechanical fuse lighter. It burns at the rate of 2 feet per minute.

A variety of explosives are available to the player characters in Behind Enemy Lines. The most common ones are listed below; others may be described in Behind Enemy Lines equipment listings or introduced by knowledgeable Game Masters.

DYNAMITE: The basic unit is a stick 8 inches long, weighing $\frac{1}{2}$ pound.

Primary blast radius: 2 yards.

Secondary blast radius: 3 yards

Each additional stick increases the primary radius by $1\frac{1}{2}$ yards and the secondary radius by 2 yards.

Notes: Dynamite is usually safe to handle but will explode on a roll of 7+, made each 10 second turn it is exposed to fire or struck by a metal instrument. If frozen, it is extremely dangerous and will explode on a roll of 5+, made each turn it is dropped, jarred, or mishandled. A single stick may be cut in half, the resulting blast half as large as that from a full stick. Blasting caps are considered to be 1/5th of a single stick, with a primary blast radius of 6", a secondary radius of 1'.

TNT: A basic unit is a ½ pound block.

Primary blast radius: 2 yards

Secondary blast radius: 3 yards

Each additional block increases the primary radius by 1.5 yards and the secondary radius by 2 yards.

Notes: TNT is equal in strength, pound for pound, to straight dynamite but is much safer to handle and will not be exploded by shocks or blows. It will not explode even when exposed to fire (unless very large quantities are burned at the same time). It can only be detonated by a special issue blasting cap.

PLASTIC EXPLOSIVES: A basic unit is a ½ pound block.

Primary blast radius: 3 yards

Secondary blast radius: 4 yards.

Each additional ½ pound increases the primary blast radius by 2 yards, the secondary blast radius by 3 yards.

Notes: Plastics are exploded in the same way as TNT. They are completely stable and will not explode when exposed to flame. Plastic explosives were first introduced in 1942; in WWII they would have been available only in small quantities for very special missions and applications.

NITROGLYCERINE: A basic unit is one container holding four ounces, each four ounces is equivalent in blast strength to ½ pound of dynamite.

NOTES: Nitro is extremely unstable and will explode on a 2D roll of 7+, made every time the container is dropped, bumped, or roughly handled, and each 10 seconds of exposure to fire. It will automatically explode if its container is punctured.

BANGALORE TORPEDO: A special type of explosive device used to clear gaps in barbed wire. It consists of one or more 5 foot lengths of pipe filled with the equivalent of 20 sticks of dynamite exploded by either an electric or a non-electric cap in the trailing section. Since the explosion takes place over a long line, the actual blast effects are considered to be only as great as 2 sticks of dynamite (primary blast radius of 3.5 yards, secondary blast radius of 5 yards). Bangalore torpedoes will destroy all wire obstacles for the length of the device, creating a gap 4 yards wide.

Bangalore torpedoes weigh 15 pounds for each 5 foot section. They may be dropped into enemy fortifications, where the blast is considered to be that of 10 pounds of dynamite per section.

POLE CHARGES: 60 ½ pound blocks of TNT inside hollow pipe sections, detonated by either an electric or non-electric fuse. It is primarily used to clear barbed wire, but can be used against tanks or thrown inside fortifications. Pole charges come in 5 foot sections which can be joined together to make single poles 10, 15, or 20 feet long.

Specific structures (bridges, buildings, fortifications, etc.) are given a number called the Demolition Value, which is used to determine the destruction of those structures' when attacked by men using various explosives. The process is the same as for determining penetration of walls

or armor; 2D are rolled, and the structure is destroyed if the demolition value or higher is rolled.

This roll is modified by the amount of explosives used and by the demolitions experience of the men placing the charges.

A DM of +1 is made for each unit of explosives used.

A DM of +1 is made for each level of demolitions experience used. The abilities of a number of men may be combined.

DEMOLITIONS EXPERIENCE is a special skill acquired by certain individuals (engineers, some paratroops and rangers) and is discussed in the rules sections applying to those troops.

Preparation to destroy a structure takes 1 minute for each demolition value point. A DM of -1 is made for each 5 minutes less than the time actually available. **EXAMPLE:** A bridge has a demolition value of 30. 3 men, each with demolition skill levels of 2, plant 20 sticks of dynamite in an attempt to blow up the bridge. The job should take 30 minutes, but an approaching German patrol forces them to finish up and run for cover after only 20 minutes.

To set off a charge, a die roll must first be made to insure that the set charges go off. 2D are rolled, and the explosion will go off on a roll of 9+. A DM of +1 is made for each level of demolitions experience used in placing the charges. A DM of -1 is made for every 5 minutes less than the required amount of time that is actually spent in placing the charges.

A 2D roll to set off the charge results in a 7. A DM of -2 is made because the party was hurried by 10 minutes in their preparations, but a DM of +6 is made for the attacker's demolition skill. The final roll is 11, 2 more than the 9 needed for the charge to go off.

2D are now rolled to determine the effects of the blast, resulting in an 8.

20 (for 20 sticks of dynamite) + 6 (the men's skill level total) + 8 (the die roll) gives a total attack value of 34. A DM of -2 is made because they did not take the full 30 minutes to work on the bridge, for a final total of 32. 32 is more than 30, and the bridge is successfully destroyed.

Paratroops

Paratroops of the 82nd and 101st Airborne Divisions were elite US units which fought in many actions from Sicily to Germany. Though they frequently fought alongside other units, their remarkable feature was their ability to land behind enemy lines to capture strong points, disrupt enemy communications, cut supply and reinforcement routes, and generally prepare the way for advances by more conventional units.

In Behind Enemy Lines, paratroops are created in the same way as other characters. After completing basic training, characters with strengths of 7 or higher, and Endurance of 7 or higher, may elect to join the paratroops.

Paratroop training will increase a character's Strength, Endurance, Agility, and Weapons Handling skill each by 1, to a maximum of 10.

Paratroop training will give each character one additional level in each of the acquired skills listed on page 13. If a character does not already have a given skill, he receives one level in that skill. If he already has one or more skill levels that level is increased by one, up to the maximum possible number.

Some paratroops will receive experience in demolitions. Roll 2D to determine Demolitions Experience.

9-10 level 1

11 level 2

12 level 3

Characters must have at least level 1 demolitions experience in order to prepare and set off explosive charges.

All paratroops receive Jump Experience; roll 2D to determine the number of jumps each man has made. He receives 1 jump experience point for every 3 jumps he has made (fractions rounded down). Players can keep track of the number of combat jumps and increase their jump experience levels accordingly. Both combat and training jumps apply.

The maximum number of jump experience points possible is 6. Jump experience points are applied to a character's die rolls during landings and in special circumstances during jumps.

PARACHUTE DROPS

In most cases, the Game Master will go over a coming jump mission with the players, as though presenting a pre-mission briefing to the troops. The large maps (1 square = 1000 yards to a side) provided with various prepared adventures or created especially for the mission by the Game Master are used to plot drop zones and plan the mission. A single 1000 yard square is chosen as the drop zone.

If the mission consists of only a small group of men or player characters and a few NPC's (i.e. a squad-sized attack group), they will hit their planned drop zone on a 2D roll of 10 or less. On a roll of 11, they will land on one of the adjacent squares determined in any random method by the Game Master. On a 12, they will land in any square

2 squares from the drop zone, again the exact square randomly determined by the Game Master.

If the drop is a part of a much larger airborne attack there is a much greater chance that carefully laid plans will go astray. The characters will land in the target drop zone square on a 2D roll of 6 or less. On a roll of 7 or 8, they will land one square away; on a 9 they will land 2 squares away; on a 10 they will land 3 squares away; on an 11 they will land 4 squares away; and on a 12 they will land 5 squares away.

In all cases, the exact square they land in is decided upon and known by the Game Master alone. He may use any random method he wishes to determine the direction in which the players under or overshoot their drop zone and may, if he wishes, introduce such variables as wind and the direction the aircraft are travelling.

Each 1000 x 1000 yard square is further divided into a 10 x 10 grid, with each square 100 yards across: the Behind Enemy Lines Area maps. The Game Master should prepare one of these for the actual 100 yard wide square the parachutists land in, including symbols for individual buildings, fields, bodies of water, roads, hills, and other important features. To determine more or less randomly where individual parachutists land within a 100 yard square, each row and column is given a number, running consecutively from 2 through 11. Two 2D throws will pinpoint an exact 100 yard square and suggest the type of terrain the paratrooper may descend into. 12's are ignored, and the Game Master should remember that due to the laws of probability most landing sites will be toward the center of the 1000 yard square.

Generally the Game Master will have all of the parachutists come down fairly close to one another or else play begins after they have already assembled. This allows the players to begin interacting with each other and the Game Master at once, rather than one at a time or separately. In most cases, play will begin when the parachutists touch down.

Nasty Game Masters may choose to begin play as they leave the aircraft or while they are hanging from their chutes on the way down. Special event tables may be used to create additional dangers, such as water or other ground hazards, trees, buildings, or even enemy soldiers firing at paratroops as they come down. In all of these cases, Jump Experience may be used as a favorable modifier in die rolls to avoid landing obstacles, to cut free from tangled shrouds, or to return fire while still airborne. If the players are role playing their descent, they can be shown a sketch of the terrain toward which they are falling and can attempt to change their actual landing square by maneuvering their chute. They may attempt once to change their landing square by 1 in any direction by rolling 9+ on 2D, with a +1 DM for each level of jump experience they possess.

Players who, in a random determination of landing squares, land apart from other players, must not communicate with their comrades until they have rejoined them,

under the rules presented for sighting and for voice communications.

In no case should the Game Master tell any of the players exactly where they have landed, even if they hit their original drop zone. Players characters should attempt to figure out where they are for themselves, using compasses, maps, and the Game Master's descriptions of the terrain in which they find themselves. Game Masters are reminded that things never look quite as expected after studying them on a map, and descriptions of terrain and man-made features should be suitably hazy.

Equipment dropped in bundles with the parachutists will be found on a roll of 10- if the drop takes place in the original target zone. A DM of +1 is made for every square (1000 yards) from the original drop zone the actual landing was made. Of course, the players do not know the actual die rolls or numbers involved, only that the bundle with their mortar ammo and radio is missing.

In parachute drops involving large numbers of men (such as Normandy or Market Garden) equipment will be recovered using event tables. Given events will include the finding of parachute bundles and will detail the contents.

The Game Master should list the contents of each bundle before an air drop and identify the individual bundles, so that lost bundles result in the specific loss of certain pieces of gear or supplies.

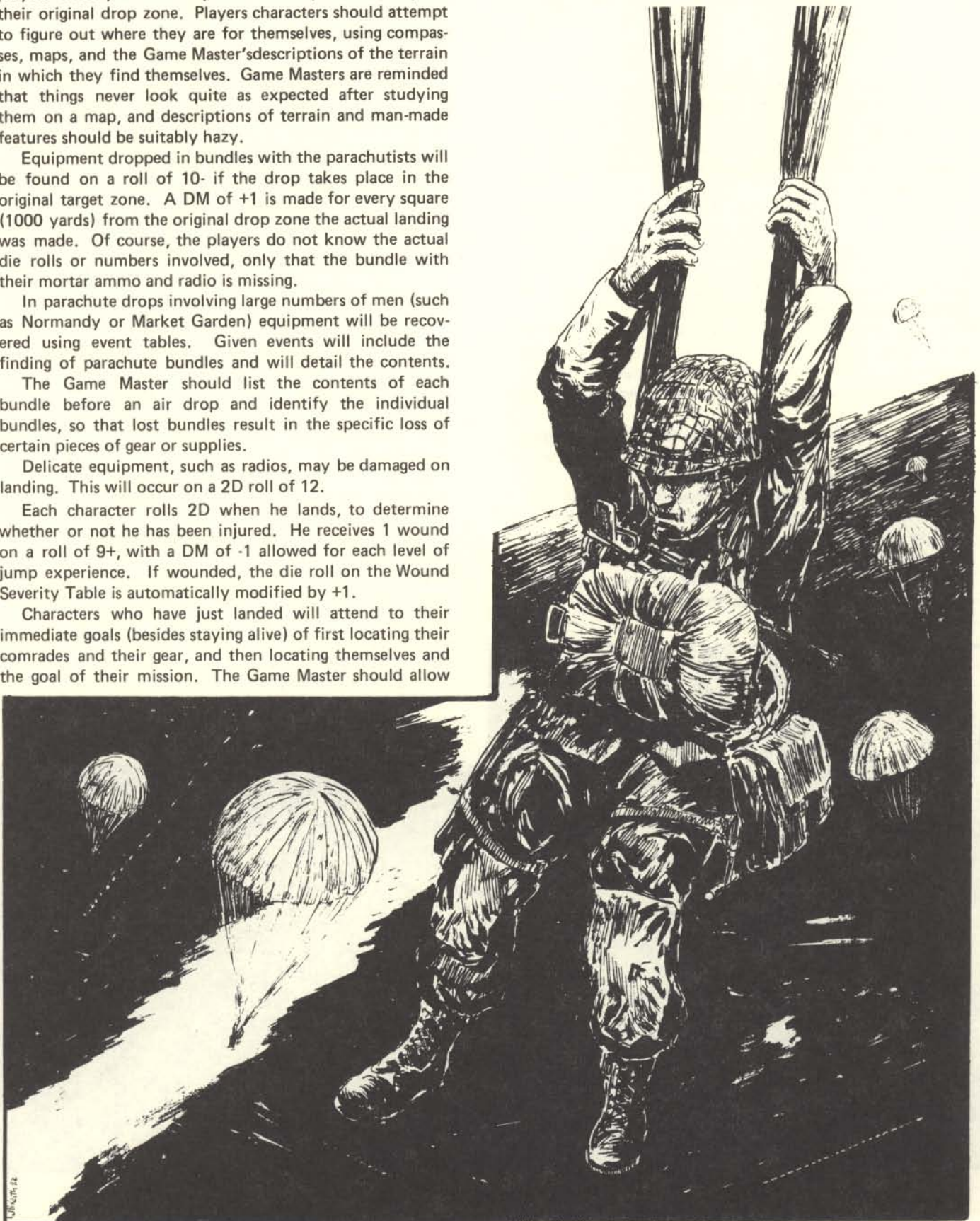
Delicate equipment, such as radios, may be damaged on landing. This will occur on a 2D roll of 12.

Each character rolls 2D when he lands, to determine whether or not he has been injured. He receives 1 wound on a roll of 9+, with a DM of -1 allowed for each level of jump experience. If wounded, the die roll on the Wound Severity Table is automatically modified by +1.

Characters who have just landed will attend to their immediate goals (besides staying alive) of first locating their comrades and their gear, and then locating themselves and the goal of their mission. The Game Master should allow

positive DMs for orienteering and Combat Experience in attempts on the part of the players to spot important landmarks and find out exactly where they are.

Paratroops are considered to be elite troops.



Rangers

The Rangers were organized early in WW II as the American counterparts of the British Commandoes. Ranger units were designed to operate as small, tough, fast moving hard hitting combat groups which could operate for extended periods behind enemy lines on long-range reconnaissance and combat patrols.

The 1st, 3rd, and 4th Ranger Battalions fought in North Africa, Sicily, and Italy. The 2nd and 5th Ranger Battalions fought in France and Germany, including the attack on the Pointe du Hoc batteries at Normandy and in the Heurtgen Forest. The 6th Ranger battalion fought in the Pacific particularly in the Phillipines.

In Behind Enemy Lines, Ranger characters are created in the same way as other characters. After completing basic training, players with characters of Strengths of 8 or higher and Endurance of 8 or higher may elect to join the Rangers.

Ranger training will increase each character's Strength, Endurance, Agility, and Weapon's Handling by 1 each, with a maximum of 11 for each stat.

Ranger training will give each character one additional level in each of the acquired skills listed on page 13 except in leadership. If the character does not have a given skill, he receives 1 level in that skill. If he has one or more levels already, he receives one additional level, up to the maximum possible number. (No more).

Rangers were famous for their ability to make long, quick marches. When determining road movement during the game's movement mode, Rangers may travel 4000 yards (4 squares) in 30 minutes along roads without Endurance costs. They may move 4000 yards in flat, open terrain in 30 minutes, or 5000 yards along roads, by paying a cost of one Endurance point per man per hour.

Some Rangers will receive experience in demolitions. Roll 2D to determine Demolitions Experience.

9-10 level 1

11 level 2

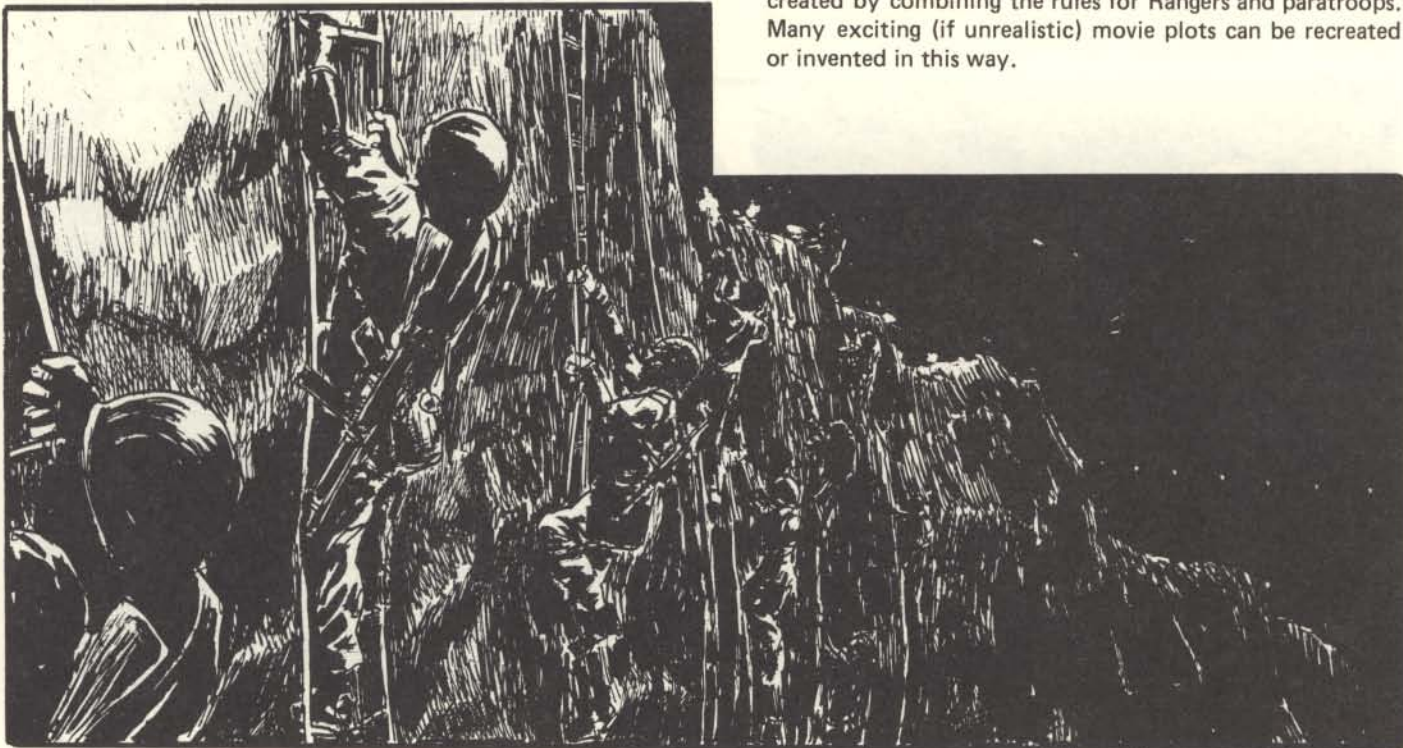
12 level 3

Characters must have at least skill level 1 Demolitions experience in order to prepare and set off explosive charges.

Rangers also receive training in climbing, allowing them to scale sheer cliffs. Cliffs may be climbed at the rate of 200 feet in 10 minutes, providing the climbers are equipped with lines, grapples, scaling ladders, or other mountain climbing gear.

In all other respects, Rangers are treated as other US characters. Ranger troop quality is considered to be elite.

Some scenarios, either prepared or created by the Game Master, will involve a small, highly trained commando team which parachutes deep into enemy territory to accomplish some vital mission of sabotage, espionage or reconnaissance. Characters for such missions may be created by combining the rules for Rangers and paratroops. Many exciting (if unrealistic) movie plots can be recreated or invented in this way.



Surviving BEHIND ENEMY LINES

Behind Enemy Lines attempts to simulate situations familiar to every combat infantryman. However, few of the players of Behind Enemy Lines will have the benefit of actual combat experience. The following notes are included to help the players maneuver their characters through combat situations without seeing them get killed off in the first few moments of battle.

1. Take full advantage of available cover. Always move from one place of concealment to another. Always spot the next place of concealment before moving, do not move and then look for cover.
2. Do not run, especially at night, unless absolutely necessary.
3. Use camouflage whenever possible. Remain in the shade when possible.
4. Observe from a prone position. Do not observe from a position which will reveal the character's outline, such as the top of a hill, over an unbroken wall or around the side of a tree.
5. Observe your surroundings continually, be alert. At night, move with stealth and stop and listen carefully at frequent intervals. In game terms this means telling the Game Master that you are looking (or listening) for anything unusual. You will have a greater chance of detecting the enemy or avoiding an ambush if you are observant.
6. Patrols should move at night and lie low during the day. If movement by day is necessary, move through woods or other terrain which will provide cover from enemy observation.
7. When possible, avoid artificial structures, buildings, bridges and the like. They may be under enemy observation or covered by fire. Rivers should not be crossed by bridges which will almost certainly be watched, though the river may be forded under the bridge with the player characters taking advantage of the cover provided by the bridge itself.
8. Patrol march formations vary with the situation, but one thing to remember is not to bunch up. The usual arrangement for individuals in a squad level formation on patrol, has the group spread out across as much as 100 yards in a rough diamond shape. Spacing between squad members should be no less than 5 to 20 yards and the lead man in the unit (designated as the point man or scout) should precede the main body by enough distance (usually 30 to 50 yards) to allow plenty of warning in case of an ambush. Distances between squad members will close up in rough or wooded terrain to prevent elements of the squad from getting lost or picked off.
9. Avoid moving along roads, paths, or animal trails as the risk of ambush is great. When crossing a road, wide trail, or clearing in the woods, the patrol should halt while one or more scouts move quickly across and check the far side.
10. Avoid moving along a ravine or defile. Patrols should move along the heights on either side of a ravine, flankers should be posted on the heights on both sides.

The following rules apply to men under fire.

1. If ambushed do not freeze, but keep moving either to reach effective cover or to attack the enemy. The unit will take casualties whether it sits still or moves, but by moving it has a chance of winning clear of the ambush.
2. Individuals who pick up weapons more effective than their own from fallen comrades or enemies should remember to get a supply of ammunition for it as well. They should sling their own weapon and carry it with them rather than discarding it. (In game terms both of these activities must be announced to the Game Master or he will assume you forgot to do them.)
3. Watch for muzzle flashes or movement from enemy positions when the enemy is under cover. Aim and fire at these even when the enemy is hidden.
4. Do not bunch up. Artillery fire, mortar fire, grenade explosions, and random fire can affect all of the men in one general area 20 or 30 or more yards across.
5. Do not needlessly expose yourself to fire. Take advantage of all available cover.
6. When possible take careful aim when firing, particularly when firing rifles. (In game terms this means you have a better chance of hitting your target, but you must tell the Game Master what you are doing.) If you do not have time to aim, fire a number of shots. (This also improves your chances of hitting a target.)
7. Tanks are nearly always supported by infantry. Do not forget about them while you are going after the tank.
8. All tanks have much heavier armor up front than on the sides and rear. If possible wait for a flank or rear shot at a tank with your bazooka or other antitank weapon. But be sure to remember the supporting infantry.
9. Pillboxes and other fortifications can be destroyed with patience and high explosives. Use covering fire to allow several individuals to get close enough to use grenades, satchel charges, or bazooka fire. Remember that enemy soldiers may be in the area and not inside the pillbox. Watch out for them.

Surviving BEHIND ENEMY LINES as a Game Master

Game Masters in Behind Enemy Lines face a real challenge. You will find the Basic Rules of this game filled to overflowing with a bewildering array of equipment, statistics, combat and event tables, and information. Where do you begin?

The most important point to remember is that it is you, the Game Master, not the rule book, who are creating the adventure for the players. The Basic Rules provide guidelines and information which allow you to make decisions and create situations which will allow the players to interact with each other and with you. This is the essence of role-playing games and if you can keep things happening quickly and smoothly, if you can get the players involved with their characters and each other, everyone, the players and the Game Master, will have a good time.

Never hesitate to create encounters on the spot. Are the players holed up in a house searching for souvenirs or German uniforms and you want to hurry them up? Do not worry about Event Tables, just roll a couple of dice and calmly inform them that they hear a clanking, rumbling noise approaching down the road outside and watch how that speeds things up. Did they walk blindly into a trap that any raw recruit should have anticipated? Are they as a result, in immediate danger of seeing the game end 5 minutes after it began? Drop a few clues for them first ("You just heard someone sneeze behind those bushes"). If they still don't catch on, adjust the die rolls to fit the scene you are trying to create. The scene does not need to be dictated by the dice. And if the players still get wiped out, well, maybe the U.S. Army is better off without this particular squad.

Familiarize yourself with the rules, mostly so you know what subjects are covered, so that when a particular question comes up you can say to yourself "I think there is something in here on that in chapter . . ." It is a good idea to play out several Incidents before taking on a full length Mission. An encounter between a U.S. infantry squad and a couple of snipers or a machinegun nest can let you and the players get the feel of the basic combat rules: sighting, direct and random fire, and combat movement, without getting bogged down by all the optional extras like tanks, paratroops, or high explosives.

When you are the Game Master for a Behind Enemy Lines scenario, you are in effect writing the plot for a World War II movie or novel. Page after page of Event Tables and Mission and Incident descriptions will present you with a variety of scenarios, but they are even more useful as a source of ideas for your own tables and situations. Other ideas may come from war movie reruns or your favorite WW II novels. The key to exciting and fast paced Behind Enemy Lines adventures is to learn how to present the players with enemy forces strong enough to challenge them and to strain their resources and abilities, but not so strong as to overwhelm them or give them no chance of survival. This balance must be learned through the course of several scenarios. The strengths of enemy units can be relatively small during the first encounters of a scenario (a couple of sentries or a 5 man patrol), and

can be built up to the scenario's climax when the players themselves should be in doubt about the combat's outcome.

It is important to keep things moving along quickly in a scenario, do not let the players spend too much time making plans or discussing what equipment to take. Sometimes you may want to place a time limit, say, 20 minutes, on time for player discussion. The players should be encouraged to make their own plans and to take care in choosing their equipment and weapons, but planning discussions can get out of hand and take all night. When the players get into endless discussions during the scenario, impatient Game Masters can speed things up by letting the players know that as they discuss the situation, time is lapsing in the scenario and that the German tank they are arguing about has closed the range to 50 yards.

At the same time, let the players get involved in the scenario and encourage them to make their own plans and decisions. Your role as Game Master is to create the situation, not to solve their problems for them. The players will take a deeper interest in the game and everyone will have more fun if the players have the satisfaction of inventing and implementing their own strategies.

Other tricks which ease the load of Behind Enemy Lines Game Masters include the following:

Allow the players to handle friendly NPC's as well as their own characters where possible. They need not play the NPC's in as much detail as their own characters and this will allow the Game Master to pay more attention to the enemy troops.

If enough people are playing, get someone to act as assistant Game Master. Having two people looking up tables and making die rolls is particularly good in scenarios involving many NPC's or games including many players.

Do not hesitate to take shortcuts in working out ranges and 'to hit' numbers. Even when both firer and target are moving between rounds, the numbers for direct and random fire will not change that much. Play will go smoother and with more excitement if several shots are rolled off quickly rather than having the Game Master take the time to figure out each shot's chance of hitting separately.

Do not worry about exact distances moved, especially when using counters on a map. It is never important exactly how many yards a man has run and after all this is a role-playing game, not a board game. Use the words 'around' and 'about' a lot when giving ranges.

Use enemy activity, rumors from civilians, artillery barrages, and anything else you can think of to keep the players moving in the direction you want them to go. If they insist on visiting a village which has nothing to do with the scenario you are playing and you have not had the time to map it out, roll 2D, pretend to consult an Event Table, then let them know they can see 20 German tanks in the town . . . or anything else that will steer them back onto the Mission's course.

Unless absolutely necessary, do not bother rolling up wounds for characters as soon as they are hit or else allow the player to figure out his character's damage for himself. Do not interrupt the excitement of an all out charge for the rest of the players everytime someone's character is hit. The lack of immediate activity on the part of wounded characters can be explained by shock. Especially don't bother with wound results for NPC's unless their condition is important to the game. Use the Simplified Wounding Table on page 15 of the Basic Rules instead. This table can also be applied to player characters if all agree to it before play starts. Play will be speeded up considerably at the cost of having more characters killed outright and none scratched or wounded slightly.

The players of Behind Enemy Lines will only rarely have any kind of actual combat experience. It is perfectly allowable for the Game Master to take the squad leader aside for a moment and remind him that he ought to be thinking about mines or the possibility of an enemy ambush in the defile ahead. Information which would have been available to the average infantry man, through training, briefing, or general knowledge can always be passed on to the players. The players should be allowed to read Appendix I: Surviving Behind Enemy Lines, for a simple list of do's and don'ts for combat infantrymen.

The rules on carrying equipment are meant to prevent superhuman feats such as one man carrying a heavy machinegun, 1000 rounds of ammunition, and a weeks worth of K-rations. The listed weights for various pieces of equipment are guidelines only. Exceptions to the rules may be made by the Game Master at any time. Round pounds and ounces off the the next highest pound and do not let the players examine their characters' Strength stats to determine exactly how much weight that character can carry. A few pounds over or under make no difference.

The morale rules are included as guides, whether an enemy soldier runs, surrenders, or fights to the death should depend on the Game Master's idea of what is needed for the scenario more than on the rules.

One last note: swap the job of Game Master around when you can. It's fun to see the war from the fox-holes once in a while and gives you a new and better perspective of the game.



An Introduction To Role Playing Games

Role Playing is at one time among the newest and oldest forms of human entertainment. In their modern form they have only become popular in the last few years as commercial spin-offs from a revolutionary psychological tool of the Sixties. Narrative story-telling, however, has been with us for as long as there have been human languages.

A role playing game is a way of telling a story, making it up as you go along. It is also a co-operative effort since the story is usually the product of several people acting together. One person, called the referee or game master, and on occasion less flattering names, leads the game. He creates the background of the story and the problems the story's characters have to overcome. The players become the characters, making the decisions and attempting the feats required of them by the situation of the moment. This interplay between the players and the Game Master and among the players themselves is what role playing is all about.

There are dozens of role playing games on the market today, offering escape into the wild and diverse worlds of fantasy, science fiction, adventure, and history. Behind Enemy Lines fills a long standing gap in this list by allowing players to act out the parts of World War II combat infantrymen. Depending on their tastes, their recreations can be of historical campaigns and situations or they can rewrite and live the parts of characters in movies, novels, and television series. (Be sure to catch FASA's Behind Enemy Lines adventure release *The Guns of Navarone*.)

The characters created by the players in a role playing game are described by numbers which represent their various strengths and abilities. These abilities vary from game system to game system, but essentially they create boundaries within which the character can act. The rules of the game convert these boundaries into a description of what he can do: how high he can jump, how successful he may be in combat, how fast he can run, and so on. They also provide a measure of the character's well-being, just like in Hollywood a particular character can be wounded or killed only to appear again in another movie later on. (One character named "Sarge" in the squad created by one of FASA's playtest teams has fought his way across Europe several times over, has received dozens of Purple Hearts and quite a few posthumous decorations and keeps coming back for more.)

The characters handled by the players are, reasonably enough, player characters. Non-player characters are the bit-part players in the same drama, minor characters, enemy soldiers, spear-carriers and assorted extras created and operated by the game master to complicate (and sometimes clarify) the story. These extras are frequently the opponents of the player characters in combat or in confrontations. They too are described by numbers suggesting their abilities and it is by comparing the abilities of two characters that combat between them can be arranged. Dice (in Behind Enemy Lines, ordinary six-sided dice are used) provide random numbers when an element of chance is involved. Will the sentry see the heroes? Will Sarge's rifle shot pick off the enemy at 500 yards? Die rolls modified

by factors such as the character's skill, range, sighting conditions and what the combatants are doing at the time, give results which advance the narration of the story. The sentry did see them, but he was grabbed and silenced before he could sound the alarm. Sarge missed, but he might have time for another shot before his target dives for cover.

Behind Enemy Lines offers a wealth of information to game masters who want to recreate the war in Europe for the players. Data on tanks, weapons, pillboxes, factors which affect movement at night or combat, and almost anything else they may need to know is presented so that they, with a bit of practice, can involve their players in a narrative simulation that can pit them against an enemy fortress, a Gestapo headquarters, or an enemy held bridge. The players might find themselves seeking help from the French Maquis, parachuting far behind enemy lines, storming a machinegun nest, or holding off an all-out attack by the SS. One of the great things about role playing is that after you have experienced all that mud, blood, noise, and terror, after you have matched wits with a German squad leader and saved your own squad from an enemy ambush, after all that, the only casualties are your characters. Your imagination will have been severely stretched, you will have learned something about co-operation and dealing with other people and your mind may never be quite the same again, but it sure beats the heck out of staring at the TV night after night.

We, the designers and publishers of Behind Enemy Lines would like to join in welcoming you to one of the most challenging and popular forms of recreation in the world today: role playing. We hope you enjoy this simulation of World War II combat patrols and action; so long as you do not become too attached to your character, we think you will like it.

Good luck! Give'em Hell!

GLOSSARY

- ROLE-PLAYING GAME:** Abbreviated RPG. A game directed by a referee or game master with players who assume the personalities, or roles, of characters who interact with the game master and each other to act out a game situation in story form.
- CHARACTER:** One of the personalities in a role-playing game. Characters may be the heroes of the story, their actions directed by a player (player character), or they may be minor personalities or adversaries (non-player characters) whose actions are controlled by the game master. Interaction between the players through their characters is the heart of all role playing games.
- GAME MASTER:** The person who leads the players into a world or situation populated by characters, dangers and events all made up by the game master himself.
- DIE:** Singular of dice. Behind Enemy Lines uses standard six-sided dice to resolve combat and to create random chance events and probabilities.
- D:** Abbreviation for Die. Role playing game systems use a kind of shorthand to describe how die rolls are to be manipulated. 2D means roll 2 dice. 2D-3 means to throw 2 dice and then subtract 3 from the result. Unless otherwise specified by special rules, a result of less than 1 automatically becomes 1.
- If the rules state that a 7+ is needed for some event to happen on 2D, that means 2 dice are thrown and the event will take place if the result is 7 or greater. By the same token 4- means four or less.
- To throw 2D against a character's Strength (or Agility, or any other stat) means that that number or less must be rolled on 2 dice for the character to succeed at whatever he is trying. Obviously, the higher the stat, the more likely he is to accomplish the task.
- STAT:** Abbreviation for statistic. In Behind Enemy Lines each character's capabilities and his current health and well-being are represented by five stats: Strength, Agility, Endurance, Weapons Handling, and Stamina. Characters will generally begin play with each stat a number between 5 and 11. A Strength of 5 suggests someone just able to pass the physical to get into the Army, while a 10 represents someone able to carry an 80 pound pack of lift 200 pounds without immediately tiring (i.e. losing points from his Endurance stat). Stats are generated for each character when the character is created and may change through the course of the game as that character becomes tired or gets wounded.
- NPC:** Abbreviation for non-player character. In Behind Enemy Lines these include friendly troops other than the principal player characters who may be played by either the game master or by the players in addition to their own characters, all enemy troops, which are handled by the game master alone and various characters who may enter the game from time to time, including civilians, Resistance fighters, and the officer who assigns the mission to the characters at the beginning of play.

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Quite a lot of research went into the writing and design of Behind Enemy Lines. In many cases technical accuracy had to make way for playability. Our goal was always to be as accurate as possible in the design of a system which would recreate World War II patrol actions, but always the system had to be playable (and, incidentally survivable from the characters' point of view).

The following bibliography includes the major sources of material in Behind Enemy Lines. All of the listed books are recommended for people interested in learning more about this century's most bloody and most crucial clash of arms (so far). The designer would also like to extend his appreciation to the research done by Stan Lind during the early stages of this project and to Jordan Weisman and Ross Babcock of FASA for their research contributions later on.

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SPRINGFIELD M1903

The U.S. Army insists that this is the finest bolt-action military rifle ever made. Many soldiers, particularly foreign troops, disagree. Its design stems back to the Spanish-American war when it was discovered that Mauser rifles of the period were superior to the Krag-Jorgensens then issued to U.S. troops. Modifications in the basic Mauser design resulted in the Rifle .30M1903, which, because of the place of manufacture, has always been called the Springfield. There were a number of variants through the years, including the M1903A4 which was fitted with mounting blocks for a telescopic sight and was frequently used as a sniping weapon. The Springfield was largely replaced (especially after 1943) by the M1.

Caliber: .30 in (7.62mm)

Weight: 8 pounds

Feed: 5 round integral box

Effective Range: 500-600 yards



M1 GARAND

This was the standard issue semi-automatic rifle for the U.S. Army and Marines in World War II and in fact was the only self-loading rifle to be standard issue for any army in the world at the time. It was extremely rugged, resistant to malfunctions, and popular among the troops. Most U.S. troops carried the M1 in 1941, the rapid expansion of the Army in 1942 meant that there were not enough to go around and they were supplemented by the old Springfield, but by 1943, production had caught up and there were generally enough to go around. Its major disadvantage was that only a full clip could be inserted and half empty clips could not be topped off with spare rounds. The clip was ejected after the last round was fired.

Caliber: .30 in (7.62mm)

Weight: 9 pounds 8 ounces

Feed: 8 round clip in integral box

Effective Range: 200-300 yards



M3 "GREASEGUN" SUBMACHINE GUN

The M3 was developed when it became obvious that the production of the Thompson submachinegun could not keep pace with the demand. It was a sturdy, cheap, and simple weapon that never received the recognition it deserved, probably because of its crude appearance and lack of finish. Its nicknames included "greasegun" and "cake decorator", but in spite of its homely look it was easy to operate and quiet effective in the field. The first issues entered combat in the summer of 1943. They were frequently carried by airborne troops during the drops in Normandy, Holland, and Germany.

Caliber: .45 in (11.4mm)

Weight: 8 pounds 3 ounces

Feed: 30 round box magazine

Rate of Fire: 400 rounds per minute

Effective Range: 50-100 yards



THOMPSON SUBMACHINE GUN

The Thompson submachine gun became something of a legend during the war. It was absolutely reliable, highly accurate, rugged, and resistant to harsh conditions. The biggest criticism against it was its weight. A second criticism was the relatively high cost of production. Despite this, over 1,750,000 guns were produced during the war together with spare parts for a quarter-million more. It saw extensive use in every theater of the war and was preferred by soldiers of every Allied army over every other submachine gun.

Caliber: .45 in

Weight: 10 pounds 7 ounces

Feed: 20 or 30 round box magazine

Rate of Fire: 700 round per minute

Effective Range: 75-100 yards



M1 CARBINE

The service record of this sturdy and practical weapon is impressive to say the least. 6,000,000 of them were produced by the end of World War II at which time production stopped. Many thousands are still in service throughout the world today. The M1 carbine was developed originally for troops in the rear lines who needed a weapon of greater range and effectiveness than a .45 pistol, but who did not need something as heavy or powerful as a rifle. In fact, it was carried not only by support troops but in practically every section of the U.S. Army. It first saw service in North Africa in 1942 and was used in nearly every battle in World War II thereafter. It was carried by Merrill's Marauders in Burma, by the 82nd Airborne in Bastogne, by the Marines storming Iwo Jima and Okinawa, and was in fact, nearly as widespread as the M1 Garand.

Caliber: .30 in(7.62mm)

Weight: 5 pounds 7 ounces

Feed: 15 or 30 round box magazine

Effective Range: 200-300 yards



BAR

The Browning Automatic Rifle (BAR) was designed and first saw action in World War I and was designated as the squad automatic for U.S. forces throughout World War II when most combat squads or patrols included at least one BAR man. Although the BAR was well designed and well suited to mass production, it was not as successful as the designer hoped. It was too heavy to be handled like a rifle, bolt vibration made accurate aimed fire almost impossible, its magazine was too small, and it was too light and too unsteady on its bipod to be a decent light machine gun. Other problems included its tendency to overheat (the barrel could not be changed), and the difficulty incurred while loading the weapon while in the prone position. In spite of all this, the BAR saw firstline service for over 50 years and can be found in reserve service throughout the world today.

Caliber: .30 in (7.62mm)

Weight: 16 pounds

Feed: 20 round box magazine

Rate of Fire: 550 rounds per minute

Effective range: 300-500 yards



.45 CALIBER M1911A1

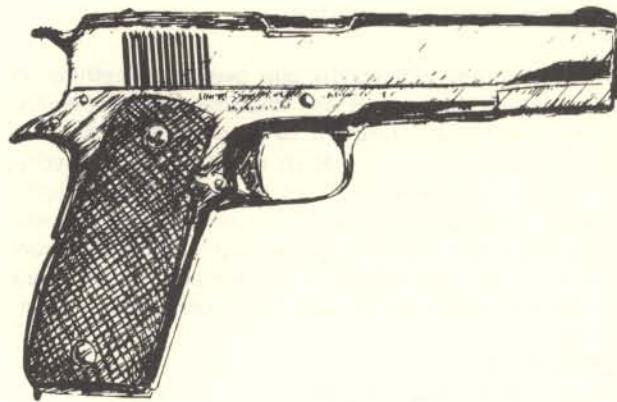
This is one of the most widely used of all pistols in military service, as well as one of the most successful and powerful. Designed to provide sorely needed "stopping power" in a pistol, it has been used all over the world, but it is difficult to fire accurately and requires a good deal of training to use it effectively.

Caliber: .45 in (11.43mm)

Weight: 2.44 pounds

Feed: 7 round magazine

Effective range: 50 yards



VEHICLES

DUKW: Popularly called the "Duck", this was the amphibian version of the Army's 2½ ton truck. On land it used traditional 6-wheeled drive, in water the drive to the wheels was disconnected and a screw propeller was brought into use. DUKWs could transport up to 25 fully armed troops or 5000 pounds of cargo. They saw action in every theater of the war where they were used to ferry supplies from ships to shore and direct to front-lines depots, and were invaluable in Northwest Europe for crossing rivers and flooded ground. They carried a crew of 2, had a top speed of 45 mph on land and 6 mph in water, and a range of 220 miles on land and 50 miles in the water.

Armor Value: 1 (all sides)

Jeep: The universal military runabout for every Allied Army in the War. It was used both as a utility vehicle behind the lines and as a combat vehicle, it was armed and used by the Long Range Desert Group and other specialized combat units, was carried by gliders, dropped by parachutes, and was used extensively in scouting, combat and command roles throughout the war. In 1943 an amphibious jeep, a scaled down version of the DUKW, was developed. (One of these was driven across the Atlantic Ocean after the war.) Jeeps mounting Vickers and Browning machineguns were famous for their roles in deep-penetration raids in Africa and Europe. They carried a crew of 2, had a top speed of 65, and a range of 300 miles.

Armor value: 1 (all sides)

M-32 6x6 truck: One of several basic Army trucks which kept the front supplied and helped speed the Allied advance across Western Europe. It carried a load of 2½ tons and had a maximum speed of 45 mph. 40 gallon fuel tanks gave it a range of 220 miles. Normally unarmed, a .50 caliber machine gun was occasionally mounted over the cab.

Armor Value: 1 (all sided)

4x4 Weapons Carrier: A light truck falling somewhere between a jeep and the 2½ ton truck in size and payload. A 30 gallon fuel tank gave it a range of 240 miles with a top speed of 55 mph. It carried loads up to 1500 pounds.

Armor Value: 1 (all sides)

ARMORED CARS

M8 Greyhound: 6-wheeled vehicle with an open-topped hand-traversed turret bearing a 37mm cannon and a co-axial .30 caliber machinegun. It entered service in 1943 and saw extensive use in Italy and Northwest Europe. It carried a crew of 4, had a top speed of 56 mph, a range of 350 miles, and was remarkably fast, maneuverable, and quiet.

Armor Value: 1 (all sides)

White M3A1 Scout Car: 4-wheeled armored car used as a reconnaissance vehicle and personnel carrier. It carried 8 troops, had a top speed of 56 mph, and a range of 230 miles.

Armor Value: 1 (all sides)

BOATS AND RAFTS

M1 Assault Boat: 200 pound, flat-bottomed plywood skiff. It can be carried easily by 4 men and carries 9 infantrymen, their equipment, and a crew of 2.

M2 Assault Boat: 420 pound, flat-bottomed, blunt-nosed scow. It can be carried by 8 men and carries up to 12 infantrymen plus a crew of 3.

Infantry Support Raft: The M2 Assault Boat was designed especially so that six (the usual number), eight or ten boats could be joined together in three, four, or five floats of boats tied stern to stern, with plywood planking and railings attached on top. A six-boat raft will carry a 2½ ton truck. It is propelled by a 22 horsepower motor or hauled along by ropes like a ferry.

Pneumatic Recon Boat: Rubber boat inflated with a hand pump or small compressor. It carries up to 6 men.

KAR 98K

The 7.92 Karabiner 98K was developed to implement lessons learned by Germany in World War I. It was shorter than the GEW 98 and easier to handle. Thousands were produced in Germany and other European countries between 1935 and 1945. An almost identical rifle was the Model Chiang Kai-shek or "Generalissimo" which was used throughout the Far East.

Caliber: 7.92mm
Weight: 8.6 pounds
Feed: 5 round integral magazine
Effective range: 300-400 yards



GEW 98

This is the bolt-action Mauser rifle which preceded the KAR 98 series. By 1939 most Wehrmacht units had exchanged their GEW 98s for the lighter KAR 98s, but many were still being produced under various names in Poland and Yugoslavia and these were captured and found their way into German service.

Caliber: 7.92mm
Weight: 9.26 pounds
Feed: 5 round integral magazine
Effective range: 400-500 yards



GEW 43

This German semi-automatic rifle was designed after Russian Tokarevs fell into German hands in 1941. It replaced the clumsier and complex GEW 41 (which was used in large numbers on the Russian Front, but not elsewhere). Both this rifle and the slightly shorter KAR 43 which was based on the GEW 43 design were produced in large numbers between 1943 and 1945.

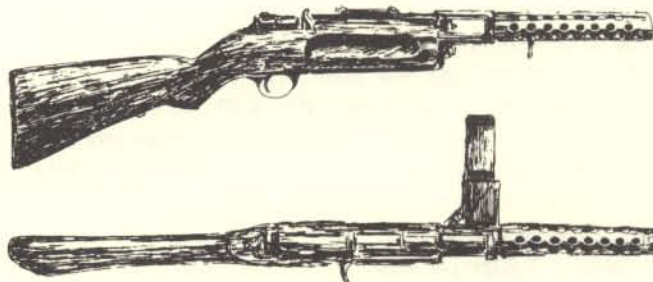
Caliber: 7.92mm
Weight: 9.56 pounds
Feed: 10 round magazine or 2 5 round clips
Effective range: 300-400 yards



MP 28

This modification of the earlier MP 18 produced in enormous numbers after 1928 and sold to South American countries, Japan, China, and Belgium. It saw extensive use in the Spanish Civil War and in several German service arms. Many were added to the German war arsenal after Belgium was overrun.

Caliber: 9mm
Weight: 8.8 pounds
Feed: 20, 32, or 50 round magazine
Rate of fire: 500 rpm
Effective range: 50-100 yards



MP 38, MP 38/40, MP 40

These are probably the most famous sub-machine guns of all time. For some unknown reason, they became known to Allied troops as "Schmeissers", although gun designer Hugo Schmeisser had nothing to do with their design. They were enormously popular as war trophies and captured weapons occasionally were used by U.S. infantrymen, though captured ammo was usually in short supply. The Russians used captured MP 38s and MP 40s to equip front-line units.

The MP 38 was originally designed for use by airborne and mobile troops. The MP 38/40 was a redesign instituted after battle experience in Poland. The MP 40 was designed to allow faster and cheaper mass-production throughout the war.

Caliber: 9mm
Weight: MP 38 - 9 pounds MP 40 - 8.87 pounds
Feed: 32 round magazine
Rate of Fire: 500 rpm
Effective range: 50-100 yards



MP 34, MP 35

This weapon was first produced in Denmark; later, the MP 34 was produced in Germany primarily for export, while the MP 35 was produced for the Waffen SS. The main difference between the two were the location of the MP 35's magazine to the right of the barrel and in the 35's ability to fire single shots when the trigger was partially pulled. Perhaps 2000 MP 34s were produced for various foreign countries and for the German police. 40,000 MP 35s were delivered to the SS.

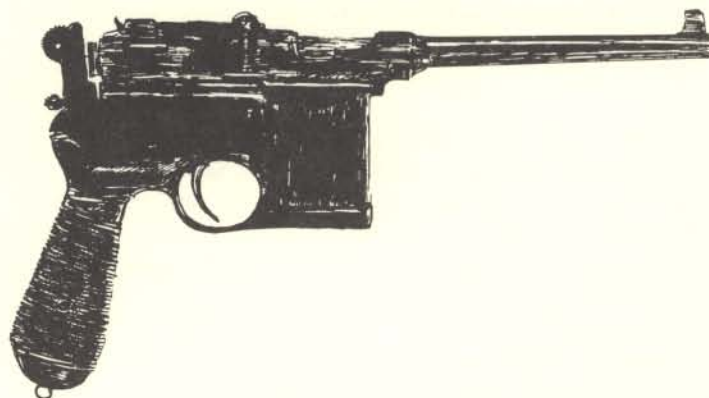
Caliber: 9mm
Weight: 8.9 pounds
Feed: 32 round magazine
Rate of Fire: 650 rpm
Effective range: 60-100 yards



MAUSER C96 PISTOL

This design was obsolete by 1939 but it remained in service all over the world, both because of the range and weight of its bullets and because the gun's appearance had made it something of a legend. They fired either a 9mm or a 7.63mm bullet and the main type in German service during World War II could use either a 10, 20, or 40 round magazine. The weapon's wooden holster could be attached as a stock, turning the C96 into a carbine with slightly better effective range. The C96 was especially favored by German police and SS units.

Caliber: 7.63mm or 9mm
Weight: 2.93 pounds (3.93 as carbine)
Feed: 10, 20, or 40 round magazine
Effective range: 70 yards (120 as carbine)



LUGER 08

The 9mm Pistole 08 was one of the most famous pistols ever produced and to this day remains a symbol of German military officers. Although popular it was susceptible to jams when dirt worked its way into the toggle mechanism and it was expensive and difficult to produce. It handled well, however. It was one of the most prized of all war trophies.

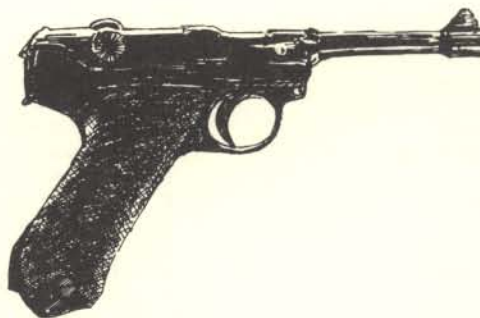
Small numbers were fitted with silencers and used by the Allied SOE as assassination weapons.

Caliber: 9mm

Weight: 1.93 pounds

Feed: 8 round magazine

Effective range: 60-70 yards



WALTHER P38

This pistol was introduced in 1938 as a replacement for the P08. This replacement was never complete, but it was a reliable and popular weapon. Its production for the German Army was resumed in 1976.

Caliber: 9mm

Weight: 2.1 pounds

Feed: 8 round magazine

Effective range: 70-80 yards



VEHICLES

Eight-Wheeled Armored Car (Sd. Kfz.231): These vehicles served with several German service arms in a variety of roles. Variants included radio vehicles, a turretless 75mm gun platform, and a turreted car bearing a 50mm gun. The basic model carried a 20mm gun with a co-axial MG 34 in a small revolving turret. It had a top speed of 50 mph and a range of 170 miles on roads, 20 mph and 100 miles off-road.

Armament: 1 20mm cannon
1 co-axial MG34

Crew: 4

Armor values: Hull front - 2
All others - 1

Ground Clearance: 12 inches

If the vehicle's armor is pierced by antitank or shell fire, it is destroyed. Hand grenades thrown underneath the body will disable the vehicle (prevent further movement) on a 2D roll of 6+ and destroy the vehicle on a 9+.

Volkswagon: "The Peoples Car" was in fact a military vehicle which never got into the hands of the German People until after the war. It was the German equivalent of the Jeep; more comfortable than the American vehicle, but inferior in every other way. A variety of models were produced, including one amphibious version, the Schimmwagen, which had a propeller and shaft folded over the back of the vehicle which could be lowered and engaged for river crossings.

The maximum range varied with the vehicle model but the top speed was about 50 mph.

Armor Value: 1 (all sides)

Armored Half-Track: A wide variety of half track vehicles were used by the Germans during the war. They had a crew of 3 men, and a top speed of about 40 mph. Half track APCs could carry up to 15 men and their equipment. Many mounted light cannons or flak guns as listed below:

Armament: 20mm flak cannon - single of quad mount
37mm anti-tank gun
20mm auto cannon and MG34 in open turret
1 large mounted flamethrower (range 100 yards)
1 or 2 MG34s on APCs, ammo and supply carriers.

Armor Value: 1 (all sides)

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fasa

BOOK 2

Event Tables



BEHIND ENEMY LINES



fasa

BOOK 2

Event Tables



BEHIND ENEMY LINES

Behind Enemy Lines was conceived as a World War II role-playing game by FASA.

Developed by William H. Keith, Jr.

Jordan Weisman

Ross Babcock

Eric Turn

Steve Turn

Written by William H. Keith Jr.

Edited by Ross Babcock

Lay out by Jordan Weisman

Research by Jordan Weisman

Stanley Lind, Jr.

Ross Babcock

Eric Turn

Steve Turn

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Behind Enemy Lines was play-tested by the following people:

David Beaton

Karen Vander Mey

Chris Fell

Julie Billingsley

Marty Billingsley

Mark Blumenthal

Eric Turn

Steve Turn

Carl Vogel

Dave Schultz

Chuck Maddox

Lee Clouse

Steve Hitzeman

Eric Hanson

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The key to playing Behind Enemy Lines lies in the event tables presented in this book. The Game Master draws from these tables, singly and in combination, to create the problems, dangers, and random events encountered by the player characters during the course of their mission.

These event tables have been designed to give the Game Master the greatest possible freedom in using them. He should feel free to draw specific events from applicable tables WITHOUT resorting to die rolls whenever he desires though, for appearance's sake, a die roll might be made to support the fiction that the event is truly random. Most especially, inventive Game Masters are encouraged to create their own event tables to fit the situations they create for their players, using the information presented in this book as a guide. The tables given here present a very few of the many possibilities, listing all possibilities, or setting down exact rules for creating detailed event tables, would be an overwhelming task. In the end, it is the Game Master who must juggle the results of the event table - whether his own or from this book - to suit the needs of his game, the resources of his players, and the background of his combat situation. Game Masters in Behind Enemy Lines should always be ready to change a die roll or rewrite an event description in the interest of a balanced scenario and a satisfying game.

Event tables are listed first under broad categories. There are two types of broad category: terrain and enemy forces. Terrain events may be suggested by the overall terrain the player characters are currently moving through as indicated on the situation map. Enemy force events are suggested by information given at the start of a given scenario and by decisions made by the Game Master at the beginning of play; they are based on the location of enemy forces (tanks, men fortifications) on the Game Master's copy of the Situation Map.

Each broad category is broken down into subcategories: for example, an event which occurs in woods might occur in light or heavy woods, or in woods along the bank of a river. Separate tables are given for each of these subcategories.

An event will occur once each hour during Movement Mode. If the characters are moving quickly enough so that more than 1 thousand-yard square is entered during one hour, then the Game Master rolls for an event each time a new square is entered.

If the party is at rest, encamped, dug in, manning an OP, or whatever, the Game Master should roll for an event once each hour, but only use those event tables labeled ENCAMPED. Obviously, events are going to be somewhat different if they run into you, rather than you running into them.

In various scenarios and prepared campaigns, special event tables will be presented to deal with special situations peculiar to those situations. The Game Master, as always, is encouraged to do the same, basing his tables on those given in this book, for his own scenarios.

MIXING EVENT TABLES: From time to time, the Game Master may want to blend the events of various tables. For example, enemy armor may be in the area (EVENT TABLES: ARMOR), as well as enemy fortifications (EVENT TABLES: FORTIFICATIONS) and all of this may be taking place in the woods (EVENT TABLES: WOODS).

In order to prepare a random mix of various tables and to exclude incongruities (such as fifty tanks moving at high speed through thick woods), the Gamemaster should label each of two or three tables he is blending A, B, and C.

With two tables, the following chart is used.

| die | event table | die number on event table |
|-----|-------------|---------------------------|
| 2 | A | 2 |
| 3 | B | 2 |
| 4 | A | 3 |
| 5 | B | 3 |
| 6 | A | 4 |
| 7 | B | 4 |
| 8 | A | 5 |
| 9 | B | 5 |
| 10 | A | 6 |
| 11 | B | 6 |
| 12 | A and B | |

Two events occur in same turn, one from each table. The Game Master determines which events from each (from numbers 2 through 6) occur, what their sequence is in the turn, and how the two might be related to one another, if at all.

If three tables apply, the following chart is used.

| die | event table | die number on event table |
|-----|------------------------------|---------------------------|
| 2 | A or B | 2 |
| 3 | B or c | 2 |
| 4 | C or A | 2 |
| 5 | A or B | 3 |
| 6 | B or C | 3 |
| 7 | C or A | 3 |
| 8 | A or B | 4 |
| 9 | B or C | 4 |
| 10 | c or A | 4 |
| 11 | A, B, or C | 5 |
| 12 | A and B, B and C, or A and C | |

Two events occur in same turn, one from each of two tables chosen randomly by the Game Master. The Game Master determines which events from each (from numbers 2 through 5) occur, what their sequence is in the turn, and what their relationship to one another, if any, might be.

If three tables are being used, the Gamemaster rolls 2D, then chooses between the two (or, for rolls of 11 or 12, the three) possibilities. For example, if his roll was "2", the event would be from table A or B. He might choose randomly by rolling 1D, with 1-3 for table A, 4-6 for table B. Or he might deliberately choose a table based on the needs of the scenario.

EVENT TABLES: WOODS

Woods Event Table 1: GENERAL

This table may be used for any event rolls in woods marked on the Situation Map and may be applied to heavily, lightly, or intermittently forest-covered areas. "MM" refers to "Movement Mode", and "CM" to "Combat Mode".

| die | event | Tactical Notes |
|-----|---|--|
| 2 | Area of fallen trees. Way ahead appears blocked. | MM: If on road, road is blocked. Add 15 minutes for detour around blockage. CM: Hard cover available behind tree trunks. Treat as dense woods for movement. |
| 3 | Shell hole, 20 yards across, 2 yards deep. | CM: Provides hard cover. Felled trees around perimeter provide hard cover. |
| 4 | Sniper | 1 man, camouflaged, at 100 yards, in tree 30 feet off ground. Armed: Mauser GEW 98, with 10 clips. Troop quality: Elite |
| 5 | German patrol | 8 men coming along path toward characters. Armed: 5 MP 38s, each with 4 magazines. 2 GEW 43s each with 5 clips. 1 Luger PO8, with 3 clips. Troop quality: 1st rate. Alertness: 4 |
| 6 | Clearing in woods, 100 yards across. Ground soft, grassy. | MM: If not on road, deduct 10 minutes for march time. CM: No hard cover available. |
| 7 | Rough ground, strewn with dead brush, branches, and loose rocks. | MM: If not on road, add 10 minutes to travel time. CM: Treat as rubble for movement, provides soft cover only. |
| 8 | No special event | |
| 9 | No special event | |
| 10 | Snipers | 1D snipers in area - positioned by Game Master. All are camouflaged and all on the ground at beginning of encounter Armed: Mauser GEW 98, each with 5 clips. Troop quality: 1st rate. |
| 11 | Sound of voices heard ahead. Investigation shows German truck on dirt road, with soldiers gathering wood. | Work party of 9 men, gathering firewood 3 carry MP 40s, with 3 magazines. 2 MP 40s (each with 3 clips) 3 GEW 43s (each with 3 clips) remain on the truck. The driver wears a Mauser C96 with 1 20-round clip. Troop quality: 1st rate. Alertness: 2 |
| 12 | No special event. | |

EVENT TABLES: WOODS

Woods Event Table 2: LIGHT WOODS

Light woods occur in fringes 100 yards deep around patches of heavy woods. Wood areas on the Situation Map 1000 yards across or less are considered to be light woods. Light woods consist of scattered trees, few of them more than 1 foot in diameter. There is little hard cover available.

Die Event

| | |
|---|--|
| 2 Unit comes across path in woods, running in desired direction. | MM: Save 20 minutes travel time. |
| 3 Creek 1 yard wide. | Offers opportunity to fill canteens. |
| 4 Sniper | 1 man, camouflaged, at 100 yards, in clump of brush. Armed: Mauser GEW 98, with 8 clips. Troop quality: 1st rate. |
| 5 German patrol | 10 men on path moving across unit's front. Armed: 8 MP40s, 3 magazines each. 1 MG 34 with box of 10 50-rd. belts. 1 GEW 43, with 5 clips. Troop quality: Elite (SS) Troop awareness: 4 |
| 6 Rough terrain - jumbled boulders and thick brush | CM: Hard cover behind boulders. |
| 7 No special event | |
| 8 Clearing in woods, 30 yards across. | No effects on movement or combat |
| 9 LIGHT WOODS become HEAVY WOODS. | Roll on Woods Event Table 3: HEAVY WOODS. Hard cover available behind many trees. |
| 10 Ravine extends across line of march, 20 yards wide, 10 yards deep. Bottom strewn with boulders, underbrush. | MM: Add 20 minutes to travel time. CM: Boulders and fallen trees offer hard cover. Treat sides as 75° slope for movement. |
| 11 Sound of voices heard ahead. On investigation, German work party is found, digging entrenchments in top of grassy rise in small clearing. Truck is parked on dirt road nearby. | 12 men, two on guard, 10 with digging tools. Armed: 2 MP 38s each with 2 magazines. 2 KAR 98K carbines, 8 GEW 98s, each with 5 clips, are stacked on hill top. An MG 34 with 20 50-rd. belts is in the back of the truck. Quality: 1st rate. Awareness: 3 |
| 12 Conversational voices heard ahead. Two German soldiers are carrying 5 canteens each to a nearby stream, for water. | Germans are from party listed in 5 above, now encamped 200 yards away. Water carriers armed with MP 40s. Awareness (water carriers): 3 Awareness (main party): 4. |

EVENT TABLES: WOODS

Woods Event Table 3: HEAVY WOODS

Heavy woods occur toward centers of woods areas more than 1000 yards across, and in patches in smaller woods. They consist of many large, close-set trees with frequent patches of heavy undergrowth, vines, and brush. Many trees are more than 1 foot thick, and provide hard cover.

| Die | Event | Tactical Notes |
|-----|---|--|
| 2 | Woods become impassable. | MM: Unless party is on a road, detour adds 3D minutes to travel time. |
| 3 | Hiding place: vines and brambles form tangled wall around 3 yard wide, camouflaged room. | People inside cannot be seen from outside; Roll 9+ for discovery from 2 yards away or less. There may be Germans already present. |
| 4 | Large tree has fallen, creating a clearing 15 yards across. | Tree provides hard cover. To climb over, roll against Strength or Agility once each combat round. |
| 5 | Unit comes across path which seems to be going in right direction. | Treat path as light woods. On 8+, the path will take several twists and turns which will lose group — use orienteering skill as a negative DM. If unit does become lost, add 4D minutes to travel time or have the Game Master plot moves, an area at a time, with the players using compasses, orienteering, etc. |
| 6 | No special event. | |
| 7 | No special event. | |
| 8 | HEAVY WOODS become LIGHT WOODS. | Roll for events on Woods Event Table 2: LIGHT WOODS. Hard cover no longer available. |
| 9 | Thrashing sound heard in brush ahead. | On 8 or less, investigation turns up nothing; it might have been an animal. On 9+, a German is glimpsed pushing through brush away from unit; he may have seen unit and be going to spread the alarm. Armed: MP38, with 2 clips. Troop Quality: 1st rate. |
| 10 | Evidence of road building. | A cut in the forest suggests clearing for road. Treat as open for movement. No hard cover. Game Master determines length and direction. |
| 11 | No special event. | |
| 12 | Chopping sound heard. Investigation shows German wood-cutting party 50 yards distant. They are chopping logs and loading them into a horse-drawn, 2-wheeled cart. | 8 men, 7 with axes. Armed: guard with MP 40 and 3 magazines. 5 MP 40's with 3 magazines each, 2 GEW 98's with 6 clips each are stacked nearby. Troop quality: 1st rate. Awareness: 3. |

EVENT TABLES: WOODS

Woods Event Table 4: WOODED RIVERBANK

This table may be used whenever party encounters a river in the woods. Unless otherwise specified, treat area as LIGHT WOODS for purposes of movement and cover.

| Die Event | Tactical Notes |
|---|---|
| 2 Steep sides to river bank, slippery with wet clay. | Each man must throw his Agility or less to avoid slipping into river. Underbrush forces passage close beside water. |
| 3 HEAVY WOODS along riverside forces detour away from river. | MM: Add 4D minutes to travel time. |
| 4 Marshy ground, flooded patches | MM: Add 2D minutes to travel time. CM: Treat as mud, for movement. Soft cover only. |
| 5 Sniper | Gunfire from across the river whenever characters reveal themselves. Sniper will fire only 1D times: use GEW 43 at 150 yards without die modifications for skill. Return fire will be ineffective. |
| 6 Small creek enters river. Clearing in woods, with flat, sandy beach, scattered rocks. | Treat as open ground. Hard cover behind larger rocks. |
| 7 Mud. | MM: Add 2D minutes to travel time. |
| 8 No special event. | |
| 9 Conversational voices ahead. Investigation reveals two Germans, skipping pebbles in river. | Armed: 2 MP 28s, with 4 20-rd. magazines. Troop quality: 2nd rate. Awareness: 2 Both are occupational militia goldbricking at some distance from their unit. |
| 10 Low, growling noise from river. A moment later, a small skiff with outboard motor and 2 Germans comes into view. | 2 men are searching riverbanks for deserters. Armed: 2 MP 40s, each with 6 magazines. Troop quality: Elite. Awareness: 5. |
| 11 Clearing on riverbank. Germans can be seen filling canteens, talking, laughing. | Patrol of 10 men, taking rest break. Armed: 8 MP 40s, each with 10 magazines. 1 MG 34, with box of 60 50-rd. belts. 1 GEW 43, with 10 clips. Troop quality: 1st rate. Awareness: 3. |
| 12 Oared skiff, with two French peasants aboard, fishing. | They speak only French. They can give vague information on enemy troops in area ("Oh, yes! Many, many Boche!") On 10+, they are Maquis - French Resistance, with more precise data. (Troop quality, location of concentrations, etc.) |

EVENT TABLES: WOODS

Woods Event Table 5: ENCAMPED

This table may be used any time the unit is encamped in light or heavy woods, in a clearing within the woods, or near a wooded riverbank. The table assumes normal daytime visibility but may be modified for use at night.

| Die | Event | Tactical Notes |
|------|--|---|
| 1-8 | No special event. | |
| 9-11 | Cracking twigs alert sentry. | Game Master rolls 1D. On 1-4, the source of the noise is not discovered and was probably an animal. On a roll of 5-6, a German patrol is passing close by. 10 men Armed: 7 MP 34's, each with 8 32-rd. magazines 2 Mauser GEW 98's, each with 5 clips. 1 Luger PO8, with 2 clips. Troop quality: 2nd rate. Awareness: 4. |
| 12 | Use rules for player-character alertness to detect enemy force nearby. | Game Master determines relative positions, based on specific terrain type and situation. Enemy force: 15 men, 1 officer (Lieutenant) Armed: 10 MP 40s, each with 10 magazines. 5 GEW 43s, each with 10 clips. Each enlisted man carries 2 grenades. Troop quality: 1st rate. Awareness: Alert. |

EVENT TABLES: ROAD

Road Event Table 1: GENERAL ROAD

This table may be used for any road, in any terrain.

| Die | Event | Tactical Notes |
|-----|---|---|
| 2-7 | No special event. | |
| 8 | Vehicle heard ahead. 1D combat turns later, German truck appears. | <p>2 drivers. Armed: 1 MP 40 with 5 magazines. 1 Mauser C96 with 4 20 rd. clips. Troop quality: 2nd rate. Awareness: 3. Truck contains crates of food, clothing, 2D boxes each holding 20 50-rd belts of ammo for MG 34s, and four drums of gasoline. Gas will ignite on 9+ if back of truck is fired on.</p> |
| 9 | Muted roaring sound heard in distance. 1D combat rounds later, German motorcyclist appears. | <p>Cyclist is carrying dispatches warning of U.S. patrols in area. Armed: MK 43 with 3 magazines, Walther P38 with 1 clip. Troop quality: 1st rate. Awareness: 4</p> |
| 10 | Clumping noise heard from ahead. 2D minutes later, German column of men marches down road. | <p>60 men in 3 columns, plus 1 officer and 1 NCO. Armed: 48 MP 40s, each with 5 magazines. 12 KAR 98Ks each with 8 clips. NCO: MP 40, with 5 magazines. Officer (Captain): Walther P38, 3 clips. Each enlisted man carries 2 grenades. Troop quality: 1st class. Awareness: 1D+1. German unit is moving to cut off rumored U.S. patrol somewhere in area.</p> |
| 11 | French peasant riding oxcart, filled with hay. | <p>He speaks only French, knows nothing about Germans except that they keep taking his crops.</p> |
| 122 | German soldiers, sitting beside road. | <p>Two are goldbricking a short distance from their unit, which will be alerted by gunfire. Armed: MP 40s, each with 5 magazines. Troop quality: 1st rate Awareness: 2. If rest of unit is alerted, use number 10 above (-2 goldbrickers) for force, with awareness of 6.</p> |

EVENT TABLES: ROAD

Road Event Table 2: OPEN COUNTRY ROAD

For use on road through terrain where there is a clear view for at least 1000 yards. Applies to roads in open country, on hillsides, and along riverbanks.

| Die | Event | Tactical Notes |
|-----|--|---|
| 2 | German motorcyclist | Use rules for sighting in local conditions. Cyclist is a courier carrying a request for reinforcements from a front line unit to HQ. Armed: MP 28, with 1 20-rd. magazine. Troop quality: 1st rate. Awareness: 5. |
| 3-4 | 1D German trucks in convoy. | On 1D roll of 1-4, trucks carry food, ammo for mortars and MGs, blankets, and 2D cases of German weapons (Game Master's choice.) On 1D roll of 5-6, 1 or 2 trucks each carry 10 men. Armed: 10 MP 35s each with 10 magazines. Troop quality: Elite (SS) Awareness: 2 Each truck has 2 drivers Armed: 1 MP 40 with 10 magazines. 1 Walther P38, with 2 clips. Troop quality: 2nd rate. |
| 5 | Sniper. | Fires from a clump of trees 300 yards away. Armed: Mauser GEW 98 with 5 clips. Troop Quality: 1st rate. |
| 6 | Crater in road, 3 yards wide, 1 yard deep. | CM: Provides hard cover. |
| 7-9 | No special events. | |
| 10 | German columns approaching at 1000 yard range. | Use sighting rules for local conditions. German unit in three columns - 42 men. Armed: 30 MP 40s with 5 magazines each. 8 GEW 43s, each with 4 clips. 2 MG 34s, with 5 boxes each with 10 50-rd. belts. 1 Luger PO8, with 5 clips. Troop quality: 1st rate. Awareness: 5. |
| 11 | Enemy machinegun position. | MG42, with 30 50-rd. belts, dug in (hard cover) in thicket 100 yards away, set to cover this stretch of road. 3 men Armed: 2 MP 40s with 3 magazines each. 1 (officer) Walther P38 with 2 clips. Troop quality: 1st rate. Awareness: 6. |

12 German staff car and truck.

Vehicles sighted at 1000 yards; player characters are not sighted in return. Staff car carries 1 driver and 2 officers. Armed: MP 39 with 3 magazines.

2 Walther P38s, each with 3 clips.

German truck behind staff car carries 15 men and 2 drivers.

Armed: 1 Luger PO8 with 1 clip (driver).

1 KAR 98K with 5 magazines (2nd driver).

1 Walther P38 with 4 clips. (lieutenant)

10 MP 40s with 5 magazines apiece.

4 GEW 43s with 3 clips each.

Troop quality: Elite SS

Awareness: 4.

The two officers in the staff car are a Captain and a Major, both SS. The detachment in the truck is the Major's escort. He is going toward the front lines to inspect defenses there; if captured, he will provide valuable intelligence on exact locations of German units in area.

EVENT TABLES: ROAD

Road Event Table 3: FOREST ROAD

This table may be used when the party is moving along a road through either light or heavy woods.

| Die | Event | Tactical Notes |
|-----|---|--|
| 2 | Felled trees block road. | Obstruction will take 3D minutes to go around, 30 minutes to cross. Hard cover available behind logs. |
| 3 | Sniper. | 1 man in woods 30 yards away, camouflaged. Armed: MK 43 with 5 clips. Troop quality: 1st rate. |
| 4 | Enemy patrol. | Use normal sighting rules. 10 men in patrol. Armed: 8 MP 40s with 6 magazines apiece. 1 GEW 43 with 5 clips. 1 Walther P38 with 3 clips. (Lieutenant). Troop quality: 1st rate. Awareness: 5. |
| 5 | Enemy patrol. | Same as number 4, above, but men are riding in a German truck. 2MG 42s and 10 boxes of 30 50-rd. belts are in the back of the truck with the men. |
| 6-8 | No special event | |
| 9 | German work detail | 3 enlisted men and 1 officer with group of 2D civilians, filling shell holes in road. A truck is parked on the shoulder of the road. Another is parked nearby. Armed: 3 MP 40 with 3 clips apiece. 1 Luger PO8 (Lieutenant) with 3 clips. An MP 28 with 1 magazine is lying on the truck's cab seat. The civilians carry an assortment of picks and shovels. 2 speak English. Local concentrations of enemy troops can be identified by any of these people. |
| 10 | A roar is heard in the distance. 5 combat rounds later, a German motorcycle comes past. | Cyclist is a messenger carrying dispatches to the front. Maps he is carrying will be invaluable if returned to HQ. Armed: MP 38 with 2 magazines. Awareness: 4. |
| 11 | Machinegun position. | MG 34 with 50 50-rd. belts in shallow trench just off road, commands road for distance of 50 yards. 2 men man the gun. Armed: KAR 98K with 10 magazines. Troop quality: 1st rate. |
| 12 | Road washed out by landslide. | Treat blockage as rubble for movement. |

EVENT TABLES: ROAD

Road Event Table 4: ROAD NEAR ENEMY POSITION

This table may be used any time the characters are on a road within 2000 yards of any prepared enemy position, camp, depot, or occupied town.

| Die | Event | Tactical Notes |
|-----|---|---|
| 1-4 | German convoy of 2D trucks. | <p>Each truck carries ammunition, food, boxes of grenades and rifles (numbers and types are up to the Game Master) and three soldiers besides the driver.</p> <p>Armed: MP 28s, each with 5 32-rd. magazines, carried by each soldier and driver.</p> <p>Troop quality: 2nd rate.</p> <p>Awareness: 2</p> |
| 5 | German troops. | <p>3 Columns of troops - 36 men and officer.</p> <p>Armed: 28 MP 38s, each with 5 magazines. 8 GEW 98s, each with 20 clips. 1 Walther P38 with 2 clips. (Lieutenant).</p> <p>Troop quality: 2nd rate.</p> <p>Awareness: 3.</p> |
| 6 | Horse-drawn cart carrying supplies toward enemy position. | <p>Cart driven by German NCO.</p> <p>Armed: MK 43 with 10 magazines.</p> <p>Troop quality: 2nd rate.</p> <p>Awareness: 2.</p> <p>Cart holds ten cases of GEW 43 rifles, plus food and boxes of mortar rounds.</p> |
| 7-8 | No special events. | |
| 9 | 1D trucks parked along side of road. | <p>The trucks are empty; there is no sign of drivers or passengers.</p> |
| 10 | German staff car. | <p>Contains 1 driver, 2 officers - a Lieutenant and a Captain. They are surveying local defenses.</p> <p>Armed: MP 34 with 1 magazine - driver. Luger PO8s with 1 clip each - officers.</p> <p>Troop quality: 1st rate.</p> <p>Awareness: 5.</p> |
| 11 | Large convoy. | <p>Includes 2D trucks as described in numbers 2-4 of this table, PLUS 1D horse-drawn carts as described in number 6, PLUS the troops in number 5 riding in 3 trucks. They are leaving the local enemy position, heading toward the front lines. This information, and a count of vehicles, will be valuable at U.S. HQ.</p> |
| 12 | German engineer work party, planting landmines in road. | <p>2D engineers placing mines in holes already dug by work detail. A truck carrying the mines is parked nearby.</p> <p>Armed: Each man has 1 MP 34, with 2 24-rd. magazines.</p> <p>Troop quality: 1st rate.</p> <p>Awareness: 4.</p> |

EVENT TABLES: ROAD

Road Event Table 5: BRIDGE

This table is used for any bridge over a river more than 30 yards across.

| Die | Event | Tactical Notes |
|-------|---|--|
| 2 | 2D engineers are working on bridge, attaching packages to pylons. | <p>The packages are explosives. The engineers are preparing to blow the bridge. Three soldiers stand guard nearby. Armed: MP 40s, each with 4 magazines. Troop quality: 1st rate. Awareness: 6. Engineers will complete their task 3D minutes after being sighted. A truck stands on the near bank, containing explosives and detonating gear, plus 3 98K carbines and 12 magazines.</p> |
| 3-6 | 2D sentries on bridge. | <p>Armed: MP 40s, each with 5 magazines. Troop quality: 1st rate. Awareness: 5.</p> |
| 7 | 2D sentries on bridge, plus sandbagged position with machinegun emplacement, and 2 gunners. | <p>Sentries armed as 3-6 above. gunners armed with MG 42s, with 40 50-rd. belts, plus 2 Luger PO8s, with 2 clips. Troop quality and awareness as 3-6 above.</p> |
| 8 | No sentries visible, no special events. | |
| 9 | Civilian workparty, with 2D German guards. | <p>Workers are repairing damage to road before bridge. Soldiers each armed with MP 28s, each with 4 32-rd. magazines.</p> |
| 10-11 | Bridge destroyed. | <p>Destruction is recent and may be from air attack or enemy demolitions, depending on needs of the scenario.</p> |
| 12 | German column crossing bridge. | <p>4D men, armed with mix (Game Master's choice) of MP40s each with 4 magazines, and GEW 43s - each with 8 clips. 1 lieutenant leads the group, armed with a Walther P38 with 1 clip. Troops are relief force for front-line combat group. Troop quality: 1st rate. Awareness: 4.</p> |

EVENT TABLES: TOWN

Town Event Table 1: LIGHTLY HELD TOWN

This table may be used whenever the party enters a town with few Germans occupying it. Several encounters may be rolled from the same table, but Game Master should control timing and order of various events.

| Die | Event | Tactical Notes |
|-----|---|---|
| 2 | Abandoned German truck. | Truck was stalled only. It still works, and keys are inside. Vehicle is empty. |
| 3-4 | Sniper. | Single sniper fires on party from upper story of three-story building. Armed: MK 43, with 5 magazines. Troop quality: 1st rate. |
| 5-6 | Town appears deserted. | It is. |
| 7-8 | Town appears deserted. | There are 2D Germans scattered through the town, with a variety of weapons chosen by Gamemaster. Troop quality: Elite SS Awareness: Alert. These are die-hard SS left behind to oppose U.S. entry into the town. |
| 9 | German machinegun nest. | MG 42 in window in upper story of 3-floor building. 2 gunners and 1 officer. Armed: 2 MP 34s each with 4 24-rd. magazines. 1 Walther P38 with 2 clips. (Captain). Troop quality: 1st rate. Awareness: 5. |
| 10 | German patrol. | 10 men, 1 officer. Armed: 8 MP 40s, each with 7 magazines. 2 GEW 43s, with 20 clips. 1 Walther P38s, with 2 clips and 1 MP 40 with 7 magazines. (Lieutenant). Troop quality: 2st rate. Awareness: 5. |
| 11 | Civilians come into streets to greet troops. | 10D civilians appear from behind barricaded doors, waving American flags, and cheering characters. Movement slowed to slow walk. Several speak English. "The Boche have fled! Every last one!" On a roll of 9+, the sniper listed in 3-4 of this table will open fire. |
| 12 | Faint roaring noise is heard ahead. 1D minutes later, 3 trucks arrive in town, disgorging troops. | 30 troops begin setting up machinegun positions in town. Armed: 20 MP 40s, each with 10 magazines. 1 Luger PO8 with 1 clip. (Captain). 5 GEW 98s, each with 10 clips. 4 MG 34s, each with two boxes, each holding 15 50-rd. belts. Troop quality: 1st rate. Alertness: 4. |

EVENT TABLES: TOWN

Town Event Table 2: DEFENDED TOWN

This table is used whenever the enemy has established a strong position in the town, with or without the player's knowledge.

| Die | Event | Tactical Notes |
|-----|---|--|
| 2 | Snipers. | Three snipers open up on characters from roof tops across the street. Armed: Mauser GEW 98, each with 10 clips. Troop quality: 1st rate. |
| 3 | Snipers. | Four snipers, armed and with quality as given in 2, open fire from rooftops and upper floors of buildings. |
| 4 | Artillery fire. | German 88 emplacement in center of town opens fire on party. Emplacement is hidden in ruins of bombed-out building and consists of two guns, each crewed by four artillerymen. Emplacement is supported by 2D 1st rate infantrymen, each armed with MP40s, with 10 magazines apiece. One Captain, and one Lieutenant, each with a Luger PO8 and 1 clip apiece, are also presented. |
| 5 | Machinegun nests. | Two MG 42s, one in the doorway of a restaurant, one in the third-floor balcony of a house across the street from the restaurant, open fire. Each machinegun is crewed and supported by five men and an NCO. Armed (each nest): 4 MP 40s, each with 4 magazines. 2 GEW 42s, each with 10 clips. Troop quality: 1st rate. |
| 6 | Enemy patrol. | 10 men, moving through town toward U.S. unit. Armed: 8 MP 38s, each with 5 magazines. 2 GEW 43s, each with 10 clips. Troop quality: elite Awareness: 6 |
| 7 | Enemy patrol. | 15 men moving through town toward the U.S. unit. Armed: 10 MP 40s, each with 10 magazines. 2 GEW 43s, each with 10 clips. 2 MG 34s, with 20 50-rd. belts apiece. 1 Walther P38 (Captain) with 1 clip. Troop quality: Elite Awareness: 6 |
| 8 | Enemy mechanized infantry patrol. U.S. troops first aware of low, growling noise from down a side street. | 15 men, as number 7 above, riding in a German half-track. (Armor value 2 on all sides). |

9-10 Snipers.

1D snipers in various buildings on either side of the street. All but 1 are armed with GEW 43s, each with 30 clips of ammo. Remaining sniper has MP 40, with 10 magazines. Troop quality: elite.

11 Heavy fire from large brick building in center of town. Nazi flag is flying out front.

Building is Regimental HQ of local forces. 4D troops will be present, armed with a variety of weapons (Game Master's choice), including at least 1 Spandau machinegun. Ammunition for all weapons is essentially unlimited. Troop quality: 1st rate or elite (depending on quality of other troops in area).

12 Same as number 11.

Same as number 11. In addition, the mechanized infantry listed under number 8 in this table will appear in rear of U.S. troops after 3D minutes of combat.

EVENT TABLES: TOWN

Town Event Table 3: HEAVILY DAMAGED TOWN

This table may be used whenever U.S. forces enter a town that has been fought over, shelled, or bombed heavily. Much of the town has been reduced to rubble, and shell craters pock most of the streets.

| Die | Event | Tactical Notes |
|-----|--|---|
| 2-5 | Road ahead has been blocked by rubble. Troops must make a detour. | MM: Add 3D minutes to travel time. CM: Use values for movement in rubble. Hard cover available only in buildings. |
| 6 | Machinegun fire from ruined building at end of street. | MG 34 firing from doorway. 2D soldiers are present, armed with MP41s, each with 5 clips. Troop quality: Game Master's discretion. |
| 7 | Shell holes and rubble block street. | Shellhole provides hard cover against fire from street level. |
| 8 | No special encounter. | |
| 9 | Enemy patrol approaches from side street. | 10 men and an NCO. Armed: 8 MP 41s, each with 10 magazines. 2 GEW 43s, each with 15 clips. 1 MG 34, with 20 50-rd. belts. Troop quality: 1st rate. Awareness: 6. |
| 10 | Enemy antitank patrol makes break across street 50 yards from U.S. unit. | 8 men. Armed: 5 MP 41s, each with 10 magazines. 2 Panzerschrect grenade launchers, each with 6 rounds. 1 MG 34, with 5 50-rd. belts. (MG ammo and Panzerschrect grenades are distributed among men). Each man also carries 3 hand grenades. Troop quality: elite SS |
| 11 | Incoming mortar fire from enemy elsewhere in town. | 81mm mortar Barrage handled as described under section on mortar fire. On 10+, nearby buildings crumble, hitting any soldiers in or beside them with 1 wound each. (Throw Agility or less to avoid). |
| 12 | Troops hear low rumble from further down street. 1D minutes later, a Panther tank comes into view, flanked by German troops. | Panther has usual complement of 5 crewmen. 3 carry MP 28s, each with 2 magazines. 2 carry Walther P38s, each with 2 clips. 3D supporting infantry are armed with an assortment of weapons (Game Master's choice). Troop quality: Elite Panzergrenadier. Awareness: 6 |

EVENT TABLES: TOWN

Town Event Table 4: ENCAMPED IN TOWN

This table may be used when U.S. forces are holed up in a village or town that has been cleared of Germans. Information is given for daylight sighting but can be adapted to night actions as well.

| Die | Event | Tactical Notes |
|-----|--|---|
| 1-4 | Sentry sees something moving just outside of town. Investigation results in heavy sniper fire from fields and brush outside town. | 15 Germans are working their way toward village. Armed: 10 MP 40s, with 10 magazines apiece. 1 MG 34 with 5 50-rd. belts. 4 GEW 43s, with 20 clips each. Troop quality: 1st rate. |
| 5 | Mortar fire begins falling in town. | Use rules for mortar fire, book I, page 41. |
| 6-8 | No special events. | |
| 9 | Distant roar outside of town turns out to be 3 PZKW IV tanks approaching along road, with accompanying infantry. They seem unaware of U.S. presence in town. | Accompanying infantry are 4D+6 men, armed with a variety of weapons, at the Game Master's discretion, including at least 1 MG 34 and 1 Panzerschrecht antitank weapon, with plenty of ammo for both. Troop quality: Elite Panzergrenadier. Awareness: 3. Unit is coming to fortify town and is indeed unaware of U.S. patrol. If unopposed, they will enter town and begin digging in. Supply trucks and additional reinforcements (at Game Master's discretion) will begin arriving at nightfall. |
| 10 | Artillery fire falls on town. | Use artillery fire rules, Book I, page 37. |
| 11 | Motorcycle approaches town at high speed. | Cyclist is dispatch carrier, with warning for German unit previously in town that U.S. patrol is in area. If captured and interrogated, cyclist will know location of main German concentrations in area. |
| 12 | Rumbling sounds and movements are noted all around town. After about an hour of silence, a German officer approaches, waving a white flag. He announces, in English, that the town is surrounded, and demands the U.S. unit's surrender. | Town is indeed surrounded, by essentially unlimited number of men and tanks. Individual attacks, probes, and patrols can be created by using number 9 in this table, but giving them an awareness of "alert". To escape, U.S. troops must sneak out, at night, through at least one such body of enemy troops. This is best played after at least one of other attacks on this table has been beaten off. |

EVENT TABLES: TOWN

Town Event Table 5: TOWN RIVERFRONT

This table is used during combat, and for events, along waterfront of riverside village. It is assumed that one or more bridges are present, though these references can be ignored, if desired.

| Die | Event | Tactical Notes |
|-----|---|---|
| 2 | Machinegun fire from top floor of four-story hotel. | MG 42, with 2 gunners and officer observer. Armed: Besides MG, 2 MP 38s, each with 5 magazines. Officer has MK 43 carbine, with 10 clips, and Walther P38, with 2 clips. Troop quality: 1st rate. MG is covering waterfront road and approaches to bridge. |
| 3-6 | 2D sentries at each of bridges. | Armed at the Game Master's discretion. If attack by U.S. troops has already begun, they have taken cover behind walls and stacks of boxes near bridge and are alert. If no shots have been fired, they are standing in open. Awareness: 4. |
| 7 | PZKW III tank crosses bridge into town, stopping in road near bridge. | If no shots have been fired, tank unbuttons and crew climbs out, tinkering with engine. Otherwise, tank will attack. |
| 8 | No special event. | |
| 9 | A German officer is seen running away from bridge into nearby buildings. | German is a Captain of engineers. Armed: Luger PO9, with 1 clip. Troop quality: 1st rate. He has just checked explosives wired to bridge and is about to blow it up. |
| 10 | Machinegunfire from emplacement on far side of river, across bridge. | MG 42, behind sandbag emplacement. (Gives hard cover). Manned by gunner, loader, officer/observer, and rifleman. Armed: 3 MP 40s, each with 5 magazines. 1 GEW 43, with 15 clips. They have a box of 20 hand grenades in emplacement with them. MG has 70 50-rd. belts available. Troop quality: 1st rate. |
| 11 | Convoy seen crossing river. | Consists of 4D trucks, each loaded with 12 German troops and 2 drivers. Armed: A variety of weapons, at the Game Master's discretion, but little ammo (1 or 2 magazines or clips per man). Troop quality: 1st rate, but with morale level of 4. Enemy unit is retreating after being beaten by Americans at front lines. |
| 12 | On roll of 9+ (with +DMs for combat experience) someone in party spots packages taped to bridge supports. | Bridge is wired, and ready for demolition. An SS officer is in a building 100 yards away, wiring up the exploder. Bridge will explode 4D combat rounds after explosives are sighted. Troops on bridge will receive 1D-3 wounds on a 2D roll of 7+ made for each. On a roll of 10+ (with +DMs allowed for combat experience), detonation cables are spotted; they can be severed by grenade or gunfire, or 2D blows from a knife. |

EVENT TABLES: FARM

Farm Event Table 1: GENERAL

This table may be used when the unit approaches one of the farms marked on a situation or area map. Unlike other tables, this table is used only once, before the player characters approach the building; that event table result sets the stage for all subsequent activity.

| Die | Event | Tactical Notes |
|-----|--|---|
| 2-3 | Farmhouse appears deserted. | It is. |
| 4 | Machinegun fire from upper story window. | 5 men, 1 officer are in house, using it for an OP. Armed: 1 MG 34, with 100 50-rd. belts of ammo, 5 MP 40s with 15 magazines apiece. Officer also carries Walther P38, and 1 clip. A radio is located in an upper-floor room. Troop quality: 1st rate. |
| 5 | Sniper fire. | 2 men goldbricking in house were alerted to U.S. approach and have opened fire. Armed: 2 GEW 43s, with 1- clips apiece. Troop quality: 2nd rate. |
| 6 | Civilians. | 1D civilians are hiding in the house. One will speak English. On a 1D roll of 6, at least 1 will be a member of the Resistance. They will be able to give some indication of enemy troop strength and troop quality in area. |
| 7-8 | House is empty. | |
| 9 | Civilians. | 1D civilians are hiding in basement. They have a U.S. flyer with them - badly wounded - whom they have been hiding from the Germans for the past week. The flyer's current stats are: Strength: 2 Endurance: 1 Weapons Handling and Agility: 0 Stamina: 2 He is severely wounded and must be carried out, if players decide to move him. |
| 10 | Germans foraging in barns. | 3 soldiers, away from their unit, are looking for food. Armed: MP 38s with 3 magazines. Troop quality: 1st rate. Awareness: 2 |
| 11 | German patrol in house. | Establishing OP. Includes 10 men and 1 officer, with radio. Armed: 8 MP 40s with 10 magazines each. 1 MG 34 with 40 50-rd. belts. 1 Walther P38 with 2 clips. (Lieutenant). Troop quality: 1st rate. Awareness: 5. |

12 German HQ established in house. Two trucks with German markings stand outside. Men can be seen digging in front yard.

House is being prepared as local HQ. 35 troops plus 6 officers are present.

Armed: 25 MP 40s, with 10 magazines apiece.

5 GEW 42s, with 25 clips apiece.

3 MG 42s with 100 50-rd. belts each.

1 50 mm mortar with 2-man crew, 100 rounds.

Additional ammunition for all weapons is essentially unlimited. Still stored in the trucks are boxes holding 50 hand grenades.

Officers carry Luger PO8s, with 3 clips each.

Troop quality: elite

Awareness: 4

Officers include 3 lieutenants, 1 Captain, 1 Major, and 1 Colonel, inspecting their new command post. If captured, higher ranking officers will be very valuable to U.S. HQ, with important intelligence on German troop positions, movements, and plans.

Machineguns are being set up inside house, in upper story. Men are digging pit for mortar in yard. Preparations will be complete in 1 hour.

EVENT TABLES: FARM

Farm Event Table 2: BARN

This table may be used as the player characters approach a barn, shed, stable, or similar building on a farm, or near the outskirts of a village. This table is consulted once, to determine what is in the barn during this particular scenario, though different events on this table may be applied to different buildings.

| Die | Event | Tactical Notes |
|-----|--------------------------------|---|
| 2-3 | Barn appears deserted. | It is. Building contains rusting farm implements, tools, and a great deal of dirt and refuse. |
| 4 | Sniper. | Lone sniper opens fire as party approaches. Armed: Mauser GEW 98 with 15 clips. Troop Quality: 1st rate. |
| 5 | German foraging party. | 1D men are looking for eggs, chickens, etc. Armed: A variety (Game Master's choice) of MP 38s, Mauser GEW 98s, and KAR 98Ks. Troop quality: Game Master's choice, depending on other enemy troops in the area. Awareness: 2. |
| 6 | German patrol with half track. | Mechanized infantry hiding from Allied air attacks. 15 men, 1 officer. Armed: 9 MP 40s, with 10 clips each. 3 Mauser GEW 98s with 20 clips each. 2 MG 34s with 20 50-rd. belts apiece. 1 Panzerschrecht antitank weapon. 1 Walther P38 (Captain) with 2 clips. Troop quality: Elite (Panzergranadier) Awareness: 5. |
| 7-8 | Barn appears deserted. | It is. |
| 9 | Barn appears deserted. | German deserter is hiding in loft. Armed: Mauser GEW 98, with 2 clips. Troop quality: 3rd rate. Morale level: 2. Soldier is a Ukranian pressed into service with the Wehrmacht. When discovered and confronted, he will surrender. He knows the location of his own unit, but little else. He speaks Russian and a little German. |
| 10 | Tiger I tank. | Hidden in the barn to escape air attacks. Crew is armed with a variety of MG 28s and Luger POBs, with some ammo. |
| 11 | German machinegun nest. | MG 34 with 70 50-rd. belts. 1D men support gunner and leader, armed with the Game Master's choice of weapons, and ammo. Troop quality: 1st rate. |
| 12 | Barn appears deserted. | It is. |

EVENT TABLES: HEDGEROWS

Hedgerow Event Table 1: GENERAL

This table is designed specifically for combat in the Bocage country in Normandy, between D-Day and the Third Army Breakout in Operation Cobra. Hedgerows were thickets of trees and brush growing in straight lines, dividing Normandy's fields into patchwork squares and rectangles. This table may be consulted each time the player characters approach another Hedgerow, to determine what is waiting for them on the other side.

| Die | Event | Tactical Notes |
|-----|-------------------------|--|
| 2-3 | Sniper. | Lone sniper behind Hedgerow opens fire. Armed: Mauser GEW 98 with 15 clips. Troop Quality: 1st Rate. |
| 4-5 | 1D snipers. | Same as number 2-3 on this table. |
| 6 | Machinegun nest | MG 34 with essentially unlimited ammunition. Gunner and loader are supported by 1D men. Armed: A variety of MPs and rifles (Game Master's choice and unlimited ammunition). Troop Quality: Game Master's choice depending on the quality of other troops in the area. |
| 7-8 | No special event. | |
| 9 | Mortar position. | German 81 mm mortar, with 3-man crew and 100 rounds. Armed: MP 38s with 5 magazines. |
| 10 | German patrol. | 10 men approaching Hedgerow from other side. Armed: 8 MP 40s, with 1- clips each. 1 MG 34 with 30 50-rd. belts. 1 Mauser GEW 98, with 15 clips. Quality: 1st rate Awareness: 5 |
| 11 | Panther Mk V tank. | Parked in next field, next to hedgerow, under camouflage netting. Crew awareness: 4. |
| 12 | Panzergrenadier patrol. | German patrol from number 10, plus Panther tank, approaching hedgerow from other side. Troop quality: elite (Panzergrenadier) Awareness: 6. |

Special note on Hedgerow terrain: a gap in the hedgerow will have been blasted by artillery fire or cut by armored vehicles on a 2D roll of 11+. If no gap exists, men treat hedgerows as thick woods for combat movement and can gain hard cover by hiding behind it and firing

through the trees. Vehicles may move through hedgerows only on roads or through the gaps described above. Tanks may try to force their way through the hedgerow (creating a gap as they do so) but succeed only on a 2D roll of 10+. One attempt may be made every 2D+3 minutes (to simulate the tank commander's hunting for a likely spot to try to bust through).

EVENT TABLES: ARMOR IN AREA

Enemy Armor Table 1: GENERAL

This table should be consulted when German armor is in the area. A tank encounter will take place on a roll of 9+ on 2D. That single encounter will, in most cases, be the only one for that scenario. In other words, the Game Master should not continue rolling for additional tank encounters once the players have run into their first tanks unless and until they've taken care of their first encounter!

The tanks described may be from Panzer, SS Panzer, or Panzergrenadier Divisions; the exact type is determined by the Game Master when he decides what enemy forces may be in the region before the beginning of the game. In nearly all cases, the tanks will be accompanied by infantry; accompanying infantry can be drawn from tables describing infantry patrols or platoons.

German armor operated in platoons of five tanks each. For the purposes of Behind Enemy Lines, the players will rarely encounter a complete platoon. The Game Master should roll 1D-2 (less than 1=1) to determine the number of tanks encountered, unless the listed event specifies a full platoon.

The roll for armor may be made IN ADDITION TO other rolls for terrain or enemy troops.

| Die Event | Tactical Notes |
|-------------------------|---|
| 2 PZKW II tanks. | Light tanks from Mobile Division Recon Battalion. |
| 3 PZKW III tanks. | |
| 4 1 PZKW III tank. | Supporting enemy combat patrol searching for rumored American patrol in area. |
| 5 PZKW IV tank platoon. | Full platoon of five Mark IVs, moving toward front. |
| 6 PZKW IV tanks. | |
| 7 PZKW IV tanks. | Halted while mechanics work on one of the tank's engines. |
| 8 1 PZKW V Panther. | Supporting German combat patrol. |
| 9 PZKW V Panthers. | |
| 10 PZKW V tank platoon | Full platoon of 5 Panthers, supported by an infantry platoon. |
| 11 PZKW VIa tanks. | Tiger I's |
| 12 PZKW VIb tanks. | King Tigers |

Tank encounter on 2D roll of 9+.

Details of tank armor and crew are given in Book 1, page 52. Tank crewman will be armed with MP 28s or 34s, and a variety of pistols, or carbines. It is recommended that the Game Master use tanks sparingly in Behind Enemy Lines, introducing them only at the climax of a scenario, to add extra danger and challenge to the U.S. mission.

EVENT TABLES: HEAVY CONCENTRATION OF
ENEMY TROOPS IN AREA

Heavy Enemy Concentration Table 1: GENERAL

This table is consulted when the Game Master has determined that heavy concentrations of enemy troops may be in the area. These troops may be from any of the following:

- SS Panzer Division
- Panzer Division
- Panzer Grenadier Division
- Infantry Division
- Volksgrenadier Division
- Luftwaffe Field Division
- Fallschirmjager Division

Troop quality will vary from unit to unit; 2nd and 3rd rate troops may be encountered among any of the above divisions - even elite SS - particularly if they are present as local militia, occupation or static troops in the same area where 1st rate or elite units happen to be stationed.

This encounter table lists platoons and vehicles that may be encountered, along with the types of weapons they will carry. Exact weapons types will be determined by the Game Master; for the purposes of Behind Enemy Lines, these forces will have essentially unlimited ammunition (certainly enough to hold off a single U.S. squad!) The Game Master should allow the squad to run into only a portion of any full platoon - no more than a squad or two - at any one time, and the ammunition of these smaller units may be limited, depending on the tactical situation. Also - depending on the situation - a portion of a platoon attacked by the player characters may be reinforced by the rest of the platoon after 1D times 1D minutes of combat.

| Die | Event | Tactical Notes |
|-------|------------------------|--|
| 2-3 | Security platoon. | Up to 63 men, including 10 to 15 submachine guns and 9 machineguns. Their equipment includes demolitions gear, explosives, and up to 10 flame throwers. May be encountered repairing bridges, preparing fortifications, mining or clearing roads, or destroying bridges. |
| 4 | Engineer platoon. | Up to 46 men, including 10 to 15 submachineguns and 4 machineguns may be encountered guarding supply dumps, artillery positions, or HQs, or as a part of any infantry, armored infantry, or panzer division. |
| 5-9 | Infantry platoon. | Up to 60 men, including 10 to 20 submachine guns and 6 machineguns. |
| 10-12 | Submachinegun platoon. | Up to 50 men, including 30 submachineguns and 4 or 5 machineguns. |

EVENT TABLES: HEAVY CONCENTRATIONS OF
ENEMY TROOPS IN AREA

Heavy Enemy Concentration Table 2: VEHICLES

This table is used to determine the types of transport encountered in an area near heavy concentrations of enemy troops. Note that some transport units may be carrying up to 1 platoon from Heavy Enemy Concentration Table 1, or these vehicles may be parked near a platoon's encampment. Other cargo, such as weapons, ammunition, heavy weapons and ammo, and other gear is determined by the Game Master, depending on the exact situation.

| Die | Event | Tactical Notes |
|-------|--------------------|---|
| 2 | Motorcycle | Cyclist is dispatch rider. Any papers or maps he is carrying will be of interest to HQ. |
| 3-6 | 3-ton trucks. | Up to five trucks (5 trucks are required to carry a full platoon). One may hold up to 12 men and their equipment. Exact number of trucks is determined by the Game Master and situation. |
| 7-9 | Horse-drawn wagons | Up to four wagons (four required for full platoon and equipment). One may carry up to 15 men. |
| 10-11 | SdKfz halftracks. | Up to five half tracks (five are needed to carry a complete platoon). Each mounts 1 MG 34 and essentially unlimited ammunition. Each carries a driver and a machine gunner, in addition to other passengers, if any, (up to 12 men, and equipment). |
| 12 | Staff car. | German staff car, carrying officers about their business. Besides 1 or more officers, there will be a driver and 1 guard. Roll on following table to determine who's in the car and who's escorting it. |

Heavy Enemy Concentration Table 2a:
STAFF CAR OCCUPANTS

| Die | Occupants | Escorts |
|------|-------------------------|--|
| 2 | driver only. | none |
| 3-4 | 1 Lieutenant | none |
| 5 | 1 Captain, 1 Lieutenant | none |
| 6 | 1 Major, 1 Lieutenant | Truck follows with 2D troops on 2D 9+. |
| 7-8 | 1 Major, 1 Captain | Truck follows with 2D troops on 2D 9+. |
| 9-11 | 1 Colonel, 1 Major | Truck follows with 2D troops on 2D 8+. |
| 12 | 1 General, 1 Colonel | Truck follows with 2D troops. |

EVENT TABLES: ENEMY ARTILLERY IN AREA

Enemy Artillery Table 1: GENERAL

This table is used whenever the player characters enter the specific area marked by the Game Master at the beginning of play as containing 1 or more German batteries. The number of batteries "available" to the Germans will generally be given by individual scenario descriptions; some Game Masters may prefer to introduce artillery themselves or to recreate historical situations.

The number of men listed for each battery gives the total number of men assigned to the battery and includes men armed with a variety of weapons who are guarding the guns and ammo dumps, as well as drivers, officers, staff, and the men actually firing and laying the guns. Individual encounters with these men will never be with the entire battery but with few men at a time, as determined by the Game Master and the specific situation.

Each type of artillery encounter is given a die roll number to allow more or less random meetings (some types of guns were more common than others). But in most cases, the Game Master will already know what type of battery is being encountered, since he put it there in the first place.

| Die | Event | Tactical Notes |
|-----|----------------------------|--|
| 2 | Nebelwerfer | 5 or 6 150 mm Nebelwerfer rocket launchers. 86 men. |
| 3 | 150 mm howitzer battery | 4, 5, or 6 150 mm howitzers. Up to 120 men. |
| 4 | 150 mm field gun battery | 2 150 mm guns. Up to 40 men. |
| 5 | 75 mm field gun battery | 2 75 mm guns, up to 40 men. |
| 6 | 75 mm antitank gun battery | 3 or 4 75 mm antitank guns. Up to 45 men. |
| 7-8 | 88 mm antitank gun battery | 3 or 4 88 mm antitank guns. Up to 110 men. |
| 9 | 81 mm mortar emplacement | Up to 6 81 mm mortars. Up to 70 men. |
| 10 | 75 mm howitzer battery | 5 or 6 75 mm howitzers. Up to 70 men. |
| 11 | 120 mm mortar emplacement | Up to 4 120 mm mortars. Up to 50 men. |
| 12 | Dummy battery | Logs and discarded gear assembled to look like a battery from the air. (Naturally, this battery cannot have taken part in any barrages during this scenario!). |

For the purposes of Behind Enemy Lines, no distinctions have been made between the various types of artillery. (Larger guns have bigger blasts, but less accuracy, at least when the target is a single squad). The information listed here allows the Game Master to provide some historical flavor to the scenario, and to provide him with a pool of enemy soldiers, the troops assigned to the battery, for encounters during the scenario's course.

Note that other enemy units may be in the same area, at the same time.

EVENT TABLES: FORTIFICATIONS

Fortification Table 1: SHORT-TERM FORTIFICATIONS

This table can be used by the Game Master when the player characters are approaching an enemy position that has been prepared within the last few days or weeks. They may protect a bivouac area, a supply dump, an occupied town or village, front line entrenchments, or an HQ.

As described in the section on mines, players will not know they have entered a minefield unless they see a sign ("ACHTUNG! MINEN!") or notice exposed mines (on a roll of 12, with +DMs for combat experience, and a +2DM for 1 or more players stating specifically that they are looking for evidence of mines, made each combat round).

Barbed wire is described in Book I, in the section on obstacles.

Different fortifications in this table have been given die roll numbers to allow random meetings with them. Game Masters who lay out specific plans for enemy fortifications, however (first a minefield, then a row of barbed wire, then a minefield, etc.) should use those instead and use this table only for ideas.

| Die | Event | Tactical Notes |
|------|-----------------|--|
| 1-5 | Minefield | Mines buried in soft earth, in a strip 10 yards wide. |
| 6-8 | Barbed wire | Concertina wire laid down in strips 1 yard wide. |
| 9-11 | Machinegun nest | MG42 in pit behind sandbags, rocks, logs, or other barriers. Unlimited ammunition. Gunner and loader, plus others as desired. |
| 12 | Tank | 1 German tank (Game Master's choice) hidden in trees and camouflage, or driven into a pit with only the turret showing, as a temporary mobile pillbox. |

Sentries will be present at any short-term fortification, generally in trenches or weapons pits behind the wire and minefields. The number and spacing of these sentries depends on the size of the enemy position and the specific situation. Most patrols will encounter sentries one or two at a time.

In addition, roving sentries, and roving patrols outside the wire and minefields, may be encountered from time to time, at the Game Master's discretion.

EVENT TABLES: FORTIFICATIONS

Fortification Table 2: LONG TERM FORTIFICATIONS

This table is used whenever the player characters are approaching fortifications that have been improved and strengthened over a period of months or years. Individual scenario descriptions will describe both pillbox layouts and the layout of fortifications around them, and these, in turn, will suggest ideas to Game Masters for creating their own. In most cases, the Game Master will have a plan before him that will describe, yard by yard, what approaching troops will encounter. The following table is given with die roll numbers in case random results should be desired, and with notes to suggest fortification features to Game Masters looking for ideas.

| Die | Event | Tactical Notes |
|-------|------------------|---|
| 2 | Wall. | Concrete wall 1D-3 yards tall (less than 1=1) |
| 3-6 | Minefield. | Mines buried in earth, in 10 yard deep strip. |
| 7-8 | Barbed wire. | Concertina wire, in strips 1 yard wide. |
| 9 | Barbed wire. | Strung from posts in strips 5 yards deep. |
| 10-11 | Machinegun nest. | Concrete-reinforced pit with MG 42 or Spandau. Unlimited ammunition. 2D men with various weapons are in pit or nearby trenches. |
| 12 | Pillbox. | Enclosed concrete structure with machinegun(s) and/or an 88mm antitank gun. Up to 3D troops inside with a variety of weapons; details of layout and armament are up to the Game Master. |

Other fortifications which may be present include:

| | |
|--------------------|--|
| Antitank ditch | Trench 2 yards deep, 3 or more yards wide. |
| Antitank obstacles | Variiously shaped obstacles, frequently mined and spaced to prevent the approach of tanks. |
| Weapons pits | Earth or concrete reinforced holes with infantry, machine-guns, and mortars. |

Sentries will be present within any fortified area, in weapons pits or roving behind the wire and minefields. The number and spacing of these sentries is up to the Game Master but should usually be arranged so that only 1 or 2 are encountered by the players at a time.

In addition, roving patrols may be encountered outside the wire and minefields.

Other problems to overcome might include wire fences (2 to 5 yards tall), strategically-placed searchlights (illuminate 5 yard-wide spot just as flare does for entire area, capable of being moved throughout line-of-sight; maximum range 100 yards), and interlocking systems of weapons pits, pillboxes, and machinegun nests which support one another during an attack.

EVENT TABLES: SUPPLY DUMP

Supply Dump Event Table 1: GENERAL

This table is used whenever characters are approaching a depot for enemy arms, supplies, ammunition, a motor pool, or storage area. Frequently these will be within the fortifications for an enemy position but set apart from the main concentration of enemy troops and buildings. The nature of the dump is up to the Game Master and is determined in a large part by the specific scenario and by what enemy forces are in the area. (For example, a petrol dump might be expected if enemy tanks are nearby.) Such depots will be frequent targets for attack patrols Behind Enemy Lines.

| Die | Event | Tactical Notes |
|-----|----------------------|--|
| 2 | Officer of the Guard | NCO making rounds of sentry posts. Armed: Walther P38 and 2 clips. He will know the positions of sentries and posts. Troop quality: 1st rate. Awareness: 4. |
| 3-4 | Barbed wire | Concertina wire strung in a yard-wide strip. |
| 5-9 | Sentries | 1D sentries armed with MP 40s or GEW 98s. They will be encountered, spaced along the perimeter of the depot, generally walking back and forth over set courses. |
| 10 | Work party | 2D soldiers are loading or unloading a 3 ton truck. GEW 98s and MP 38s are in the truck or stacked nearby. Party is directed by an NCO. Party will finish task and leave 1D times 1D minutes after being sighted by U.S. troops. |
| 11 | Machinegun nest | Weapons pit dug near depot, with MG 34. Essentially unlimited ammo. Manned by two gunners. Sentries in numbers 5-9 will also be present. |
| 12 | Guard tower | Wooden tower 5 yards tall, with platform surrounded by a wood wall. 1D-2 guards are in tower, with a variety of weapons that includes 1 MG 32, and unlimited ammunition. |

The Game Master should use the rules given in Book I to determine both troop quality and awareness levels for sentries and guards encountered around enemy depots.

EVENT TABLES: OBSERVATION POST

Observation Post Event Table 1: GENERAL

This table gives different-sized OPs and front-line command posts which may be encountered (as obstacles or objectives) by U.S. troops. In any one scenario, only one of these will be encountered at a time, usually in areas of enemy concentration. Their purposes range from acting as local HQs for Company-level operations to forward observer posts for sighting artillery or watching for enemy movements.

This table lists the number of troops encountered and suggest weapons types. Ammunition will usually be unlimited. Other troops, up to platoon sized units, may be encountered in the same area.

| Die | Event | Tactical Notes |
|------|-------------------|---|
| 2 | Company HQ | 2D officers armed with an assortment of pistols, plus up to 40 men. Armed: A variety of submachineguns and rifles. Five trucks or half tracks, and 3-5 machineguns (MG32s) will be nearby. |
| 3-5 | Command Post | Local HQ for surrounding troops. 2D officers, plus up to 20 men, armed with a variety of weapons. Includes at least 1 MG34 and several trucks. |
| 6-7 | Observation post | Lookout post watching for signs of enemy activity. 2 officers plus 2D men, armed with MP 40s, GEW 43s, and at least 1 MG 34. |
| 8-10 | Forward observers | 2 officers, or 1 officer and 1 NCO, armed with MP 40s. Use field glasses and radio to spot for artillery units. |
| 11 | Fortified HQ | Same as Company HQ above, established in building in town or in a concrete bunker. Several platoons of infantry will be within the local area. Game Masters are encouraged to have players encounter this force, if it can't be avoided, a few at a time. |
| 12 | Gestapo HQ | Located only in a building in a town. Up to 30 elite SS troops armed with MP 40s, plus 1D SS officers, with pistols. 1D men in civilian clothes, actually Gestapo engaged in counter-resistance activity. Armed: Walther P38s and sinister appearances. All have interrogation levels of 1D. |

Ranks of various officers present are determined by the Game Master.

EVENT TABLES: MINOR INJURY

Minor Injury Event Table: GENERAL

This table is used whenever one of the player characters or friendly NPC's falls, stumbles, or somehow injures himself. This may happen any time a character fails to make a saving throw (roll his Agility or less) in situations where he is jumping across a ditch, dropping off a wall, or running especially in the dark or through rough terrain, loose rock, or rubble, woods or underbrush. A roll on this table may be substituted for the wound inflicted on characters who do fall, described on page 14, Book I. These results may be changed by the actual situation.

| Die | Event | Tactical Notes |
|-----|------------------|---|
| 2 | Gash on forehead | Some bleeding - looks worse than it really is. |
| 3 | Injured shoulder | Shoulder is quite sore. DM-1 on attempts to hit targets with rifle or SMG fire. +2 DM on attempts to throw a grenade. |
| 4 | Cut hand | Easily bandaged. -1 on Weapons handling skill. |
| 5 | Stunned | Use stun effects, Book I, page 40. |
| 6-8 | Sprained ankle | Divide Agility by 2 (round up). Character cannot run, walks with difficulty. |
| 9 | Pulled muscle | Reduce Agility by 2. Character can trot, walks with a limp. |
| 10 | Gashed knee | Reduce Agility by 3. Character trots, walks with limp. |
| 11 | Injured finger | Weapons Handling skill divided by 2 (round up). |
| 12 | Dislocated hip | Agility reduced to 0. Character is in much pain; Weapons Handling skill divided by 2 (round up), Stamina reduced by 1D. |

Some of these results may be substituted for "Scratch-light wound" results on the wounding table.

EVENT TABLES: STREAM or SMALL RIVER

Small Stream or River Event Table 1: FORD

This table is used when a party is wading across a stream which is no more than waist deep and no more than 50 yards across. Generally, the Game Master will throw 2D once during the crossing and apply the results. In some cases, depending on the situation, more than one throw may be made.

| Die | Event | Tactical Notes |
|-----|--|---|
| 2 | Sniper | Sniper fires from hard cover from opposite bank. Armed: Mauser GEW 98, with 10 clips. Troop quality: 1st rate. |
| 3 | Extremely slippery banks | Each man throws his Agility or less to keep from falling in the water. If he does fall, his weapon will jam on its next use on a roll of 10+, unless first stripped and cleaned. |
| 4 | Deep spot | Lead man plunges in up to his neck and must throw Agility or less to keep from going under or fouling his weapon. Party must try to go around deep spot and will find a shallow spot on a roll of 10+; one roll may be made each 2D combat turns, to simulate their groping around through muddy water. |
| 5 | Loose rock on bottom | One man, chosen at random, stumbles and must throw his Agility or less to keep from falling and fouling his weapon. |
| 6-8 | No special event | |
| 9 | Very steep opposite bank | Each character must throw his Strength or less to climb opposite bank. He receives a DM -2 for each person already on the opposite bank helping him. One attempt can be made each combat round, one man at a time. |
| 10 | Someone stumbles | One character, chosen at random, stumbles. Throw Agility or less to keep from falling and fouling weapon. |
| 11 | Thrashing noise in bushes on far bank | Probably an animal. Investigation finds nothing. |
| 12 | Conversation heard from either bank ahead or bank behind/(Game Master's choice). | 1D Germans are approaching the ford to fill canteens. They are armed with variety of weapons (Game Master's choice of weapons, ammo, troop quality). Their weapons are slung, and they have an awareness level of 2. |

EVENT TABLES: STREAM, SMALL RIVER

Small Stream or River Event Table 2: SEARCHING FOR FORD

This table is used by troops looking for a ford across a river which, in most places, is more than 2 yards deep and more than 30 yards wide. The Game Master can throw for a result on this table once each hour. This table may also apply to troops moving ALONG a river rather than trying to cross it.

| Die | Event | Tactical Notes |
|------|-------------------------------------|---|
| 2 | Sniper | Enemy sniper across river. Armed: Mauser GEW 98 with 10 clips. Troop quality: 1st rate. |
| 3 | Steep, slippery banks | Each character must roll 2D against Agility to avoid falling in water and fouling weapon. Fouled weapons will misfire the next time they are used, unless first stripped and cleaned. |
| 4 | Rough terrain | Treat as rubble for movement purposes. |
| 5 | Mud | Wide, muddy patch, marshy ground. Treat as mud for combat movement. |
| 6-8 | No special event | |
| 9-10 | Ford | Soldiers who are actively searching for ford will find a place where the river can be waded, no more than waist deep. |
| 11 | Enemy patrol | Approaches river from opposite bank. 10 men. Armed: 8 MP 40s, with 10 magazines each. 1 MG34, with 30 50-rd. belts. 1 Mauser GEW 98, with 10 clips. Troop quality: 1st rate. Awareness: 3. |
| 12 | Voices heard from around bend ahead | Investigation reveals 2D German soldiers, goldbricking. Armed: MP 38s with 5 magazines each. Troop quality: 2nd rate. Awareness: 2. |

EVENT TABLES: CIVILIANS

Civilian Event Table 1: GENERAL

This table is consulted whenever the U.S. troops encounter 1 or more local civilians. Such encounters are generally at the Game Master's discretion; he can use civilian encounters to inform the players, to mis-inform the players, and to break up the monotony of a long, eventless march.

| Die | Event | Tactical Notes |
|-----|--|---|
| 2 | 2 men working on the engine of a car beside a road. One seems sullen; the other is talkative, friendly, and offers his services as guide. Friendly one speaks English. | The two men are collaborators. They will deliberately mis-inform player characters about German forces in area and attempt to betray them at first opportunity. Armed: Walther P38 and 1 clip, under front seat in car. |
| 3-4 | 1D civilians hiding in field or woods just outside town or village. All are adult or teen-age men. | German troops are in the town, looking for able-bodied men to serve in forced-labor pool. 1D Germans, led by NCO. Armed: MP 40s, with 10 magazines each. Troop quality: 1st rate. Awareness: 6. They have a 3 ton truck, parked in the town. |
| 5 | Bicyclist | Old man on bicycle. He speaks no English and is terrified of soldiers. |
| 6-8 | 1D civilians working in field | On a roll of 9+, at least one will speak English. They will give reasonably accurate assessment of German strength in area but not quality. (Exception: they know SS) |
| 9 | 2D civilians with 2D Germans soldiers holding them at gunpoint in small village or edge of town. | Civilians are suspected of harboring resistance fighters in area and are being questioned by an SS Captain. Armed: MP 40s, with unlimited ammo. Troop quality: Elite SS Awareness: 6. Officer also armed with Luger PO8, with 3 clips. He is threatening to "make an example of" the civilians. |
| 10 | 1D armed civilians, in hiding. | French resistance fighters approach Americans to alert them of German units in area. Armed: A variety of weapons, equivalent to German weapons, Mauser GEW 98, MP 40 (no more than 1 in group), and GEW 98s. No more than 3 clips or magazines per weapon. |
| 11 | Pretty civilian girl approaches Americans and offers information for stockings or candy. | The information will be vague and possibly wrong. Game Master should determine whether any of the characters has items to trade with the girl. |
| 12 | Boy on bicycle | Speaks no English. If players can communicate with him, he will give accurate count of German troops in area, location of MG nests, depots, etc. |

EVENT TABLE: EQUIPMENT

Equipment Event Table 1: GENERAL

This table lists various items that an American patrol may run across during the course of the scenario. The Game Master should roll for such a find intermittently and infrequently, using this event only to relieve the monotony of a large, eventless march, or to plant deliberate clues for the U.S. troops to discover which might lead them to conclusions about German forces in the area.

| Die | Event | Tactical Notes |
|-----|------------------------------------|--|
| 2 | Weapons pit with entrenching tool. | Hole in the ground on slight rise, 1 yard deep, 3 yards long 2 yards wide. An entrenching tool of German design is in the bottom. If encounter is at night, lead U.S. soldier may fall in; throw Agility or less to avoid 1 wound (roll on minor injury table). |
| 3 | Dead German soldier | Recently dead, probably from artillery. (If skirmish has occurred in area recently, he may be victim of gunshot wounds). Diary in breast pocket will give information on enemy units in area to anyone who reads German, or if returned to HQ. Weapon is missing. |
| 4 | German 3-ton truck | Stuck in ditch. If it has been raining, it is stuck in the mud. Requires 1 person to drive and an accumulation of 50 strength points to push, and get moving again. No cargo in back. |
| 5 | MG 34 machinegun | Left abandoned on hilltop (or in building, if in village). Abandoned ammo case next to it holds 8 50-rd. belts. Anyone with Weapons Handling ability can figure out how to use it. |
| 6 | Wadded paper and garbage | Indicates recent presence of German bivouac. |
| 7 | Burned out armored vehicle | May look "live" when first spotted. If German armor is in area, vehicle is a tank (Game Master's choice). If no armor, vehicle is half track, with mounted MG 34 with fully loaded 75-rd. saddle drum. Dead crew is in or near vehicle. Armed: Assortment of pistols, 1 clip each. |
| 8 | Shed | Construction or tool shack near road. Empty. |
| 9 | MP 40 SMG | Abandoned leaning on tree, with 1 magazine. |
| 10 | Box of grenades | Abandoned box holding 12 potato masher grenades. |
| 11 | Backpack | Abandoned German pack, with assortment of clothes, rations, an entrenching tool and extra boots. |
| 12 | Dead German Major | Near wreckage of staff car destroyed by strafing aircraft (or killed in recent skirmish). Pouch nearby holds maps of great value to HQ. Armed: Walther P38, with 3 clips. |

EVENT TABLES: 3rd RATE TROOPS

3rd Rate Troop Event Table 1: GENERAL

From time to time, the American squad may encounter civilian labor parties, 3rd-rate troops from countries allied to or conquered by Germany, or German deserters. This table may suggest various possible encounters; the actual meeting will depend on the situation and the scenario and is determined by the Game Master.

| Die | Event | Tactical Notes |
|-----|--|--|
| 2 | 1D local civilians from German labor battalion | May be escaping from labor battalion, in which case they have great fear of being recaptured. They will be able to give enemy camp position. May also be encountered with 1D German guards. |
| 3 | 1D deserters | Lithuanians pressed into service with the Wehrmacht. They are headed for U.S. lines and are terrified of pursuit. Armed: Mauser GEW 98s, with 5 clips each. Troop quality: 3rd rate, morale 1. |
| 4 | German foraging party | 1D German soldiers looking for food. Armed: MP 40s and Mauser GEW 98s, 5 clips each. Troop quality: 2nd rate. Awareness: 2. |
| 5 | Detachment of static troops | 3D Dutch soldiers with detachment of SS. (1D) Armed: Variety of MP 40s and GEW 98s, with 5 clips/magazines apiece. Troop quality: Dutch-3rd rate. SS-elite. Awareness: 3. Troops are replacements marching to nearby fortifications. |
| 6 | 1 German deserter | Hiding in area when Americans come through. Unarmed. Speaks only German, but knows enemy troop concentrations and positions. Morale level: 1. |
| 7 | Detachment of static troops | 10 Ukranian troops manning fortified position (building in village, pillbox in country), with variety of weapons, including MG 34s. At least 1 SS officer will be present and in charge. Troop quality: 3rd rate. (Officer 1st rate). Awareness: 2. Morale level: 4. |
| 8 | German deserters | 1D troops, mixed Austrian, Czechs, and Germans. Armed: Variety of MP 38s and GEW 98s, with little ammo. Troop quality: 3rd rate. Morale level: 3. Troops are making for U.S. lines and fearful of pursuit. |
| 9 | Foraging static troops | 1D White Russians, searching for food. Armed: MP 24s, with 1 magazine apiece. Troop quality: 3rd rate. Awareness: 2. Morale level: 4. |

10 German militia

1D Germans, old men from militia unit manning nearby fortifications, out on work detail.
Armed: variety of MP 34s and GEW 98s.
Troop quality: 2nd rate. Morale level: 6.
Awareness: 4.

11 German soldier with wounded comrade

Encountered after recent skirmish. Wounded man has 1 severe wound. Bleeding has stopped. His friend will not leave him.
Armed: MP 40, with 3 magazines.
Troop Quality: 1st rate (or same as troop in area).
Awareness: 2. Morale level: 4.
Soldier will surrender if he thinks he can get medical aid.

12 Wounded German soldier

Best played after recent skirmish. German soldier speaks no English, has 1 moderate wound.
Armed: GEW 98, with 5 clips. 1 grenade
Troop quality: Same as other troops in area.
Awareness: 3. Morale level: 3.
Soldier is trying to make it back to his camp, looking for medical aid.

EVENT TABLES: RAILROADS

Railroad Event Table 1: GENERAL

This table may be used any time the player characters approach or move along a railline on the Situation Map. If they are moving along the tracks, one event may be rolled for each hour. The final encounter, a train, should be allowed only if the Game Master has determined that trains may still be operating in the area, despite Allied air attacks. The cargo and passengers of such trains will be up to the Game Master, who may choose to use the Railroad Event Table 2: TRAIN CARGO.

It is extremely unlikely that the players will encounter more than 1 train in a scenario.

| Die | Event | Tactical Notes |
|-----|-----------------------|---|
| 2 | Railroad shack | Small, wooden shed with switching equipment, tools, lanterns, and a box with three hand flares. |
| 3 | Work party | 2D civilians, with 3 German soldiers, repairing a damaged section of track. Armed: MP 38s, with 5 magazines. (Germans) Troop quality: 2nd rate. Awareness: 3. One of civilians will speak English on 8+. He knows a German supply train will be passing this area in about 12 hours. |
| 4-8 | No special event | |
| 9 | Switchman | 1 French civilian, an old man, walking along the track. On a 2D roll of 9+, he knows a German supply or troop train will be along in 3D hours. |
| 10 | German patrol | 10 men, walking along the tracks. They are searching for signs of sabotage by resistance. Armed: 8 MP 41s, with 10 magazines apiece. 1 MG 34, with 50 50-rd. belts. Awareness: 6. Troop quality: Elite. |
| 11 | 1D French civilians | They are resistance, and they are wiring the tracks with explosives. Armed: Bolt-action rifles similar to GEW 98, with three clips each. 4 1-lb. blocks of TNT, with 100 feet of wire and demolitions equipment. Awareness: 6. They may mistake Americans for Germans, especially in the dark. |
| 12 | German military train | Cargo is determined by the Game Master, or by using Railroad Event Table 2. |

EVENT TABLES: RAILROADS

Railroad Event Table 2: CARGO ON TRAINS

This table may be used to determine what a train may be carrying. The Game Master is encouraged to "build" his own trains, using this information as a guide. Players should remember that military trains carried quite a few guards, more than a match for a single squad.

| Die | Event | Tactical Notes |
|------|--------------|--|
| 2 | Work train | Engine and 1D cars, checking for damage along line. Includes 2D workers (French trainmen) and 1D German guards. Armed: (Guards) MP 40s with 5 magazines apiece. Troop quality: 2nd rate. Awareness: 4. |
| 3-8 | Supply train | 1 engine and 4D cars, about half box cars, half flat cars. Flat cars carry various vehicles, pieces of heavy machinery, armor, guns, lengths of pipe or steel. Boxcars carry food, clothing, medicines, weapons, ammunition. At least 1 guard will be in engine cab, between 15 men and a full platoon (60) will be riding in boxcars or passenger cars. Armed: Variety of weapons, mostly MP 40s. At least 3 MG 42s. Unlimited ammunition. Troop quality: varies; Game Master's choice. Awareness: Random. A Captain or Lieutenant will be in charge of train. Rarely will any higher ranking officer will be present. Arrangement of cars and distribution of guards is determined by the Game Master before any action is taken. |
| 9-12 | Troop train | 1 engine and 4D cars, mostly boxcars, with some flatcars and passenger cars. Up to 1D platoons (1 platoon=60 men) infantry, with their equipment and weapons. Flatcars may carry armored vehicles, mounted guns, artillery. At least 1 flatcar will have 2 MG 42s and an 88 mm antitank gun, or antiaircraft gun, mounted behind sandbags or other makeshift fortifications. A Captain or Major will be in charge of train; rarely will any higher ranking officer or officers be present. |

The Game Master may make a special roll of 2D, after determining that a train has been encountered. On a roll of 12 (exactly), the train is carrying a special cargo. This may consist of almost anything the Game Master wants to invent: a shipment of French paintings stolen from Parisian art galleries, destined for Germany; a trainload of American POWs headed for internment; a German general with his staff, on his way to inspect the front; an OSS agent captured by the Gestapo, on his way to interrogation in Berlin. The number and quality of troops on these trains is up to the Game Master, depending on the situation.

EVENT TABLES: RAILROADS

Railroad Event Table 3: TRAIN WRECKS

The U.S. troops cannot know what is on a train if they just watch it speed past. In some scenarios, the player characters will attempt to derail, blow up, or otherwise stop or capture an enemy train. The contents, of course, should be kept secret until the train is actually stopped.

The following table is used when explosive charges are planted on the tracks; a die roll is used to determine what happens to the train, but whether the train is wrecked, derailed, or merely stopped depends on whether the tracks are blown before the train gets there, or as it is passing by. The table is set up, therefore, in terms of when the charge is set off.

| The tracks are blown | Result |
|--|---|
| More than 3 minutes before the train arrives | Roll 2D. On 2-9, train is able to stop before reaching break in tracks. On 10+, train is derailed. DM+3 on moonlit night, MD+5 on dark nights, DM-1 if within 1000 yards of a town. |
| When the train is in sight, 1 to 3 minutes before it reaches explosion site. | Roll 2D on 2-6, train is able to stop. On 7+, the train is derailed. |
| Under the engine or cars. | Roll 2D. On 2, the train is derailed. On 3+, the train is wrecked. |

The description of tracks blown more than 3 minutes before the train arrives may also be used in cases when trees are felled across the tracks or when other obstacles, such as landslides or railroad cars, are used.

EVENT TABLES: RAILROADS

Railroad Event Table 4: TRAIN WRECK DAMAGE AND CASUALTIES

This table is consulted when an attempt is made to stop or wreck a train which has troops or guards on-board. Obviously, the number of troops present will be highly variable, depending on the size and type of train. Casualties, then, are given in terms of a percentage of those troops present. Die rolls are also made to determine whether or not a specific individual (a prisoner, or an officer, for example) survives. Damage to equip-

ment or other cargo is guessed at by the Game Master, if needed, and can be estimated by the percentage of casualties (i.e. about half the weapons have been destroyed). These descriptions are grouped according to the type of wreck (as given in Railroad Event Table 3), and pertinent factors such as whether or not the wreck took place on a bridge.

| Situation | Description |
|--------------------------------|---|
| Train stopped | No damage to train, no casualties. The area is crawling with German guards. |
| Train derailed | Minor damage to train. 10% of all passengers (figured car by car, with less than 1=0) receive minor wounds. (Light wounds from Wound Severity Table, or minor injuries from Minor Injury Table). All guards are alert and looking for saboteurs. Individuals are injured on a 2D throw of 11+. |
| Train wrecked (level ground) | 10% of all passengers (figured car by car) are killed. 20% of those left are injured. Injuries need not be detailed until specific encounters take place, when the Wound Table may be used. Specific individuals are killed on a 2D throw of 11+, injured if the roll is 9-10. |
| Explosion under a specific car | That car, and the cars on either side if it, are destroyed. Roll 2D. On 7 or less, 50% of occupants are killed, 50% wounded. On 9+, all are killed. (Rolled for each car separately). Other cars in train are only wrecked, not destroyed. Specific individuals in destroyed cars with survivors survive (wounded) on 7 or less. |
| Train wrecked on bridge | Roll 2D for the number of cars which fall off the bridge; these will be sequential cars in line, and determined by the Game Master and the situation (for example, if the explosion occurred AHEAD of the train and it couldn't stop, the first 2D cars would go off the bridge). All other cars are merely wrecked. Cars which fall off the bridge are destroyed. Use the die rolls given for destroyed cars for explosion under a specific car to determine casualties. |

All passengers on a wrecked train will be stunned for 1D combat rounds after the crash. Technically, each stun result should be different, but with dozens or hundreds of enemy NPC's, this is of course impossible. The first 1D survivors will get free of the wreckage after 1D rounds, followed by a few more, and a few more, and so forth. In this way, the Game Master can allow attacking characters to experience a challenge of attacking while heavily outnumbered, without being overwhelmed.

These tables may also be used, at the Game Master's discretion, for specific unusual circumstances, such as attacks on trains by aircraft or artillery.

EVENT TABLES: PARACHUTE DROPS

Parachute Drop Event Table 1: LANDINGS

This table may be used anytime the Game Master is leading the players through a parachute landing. It may be modified by the situation.

| Die | Event | Tactical Notes |
|-----|------------------|--|
| 2-3 | Injury | Use Minor Injury Table |
| 4-9 | No special event | Safe landing. |
| 10+ | Landing problem | <p>Nature of the problem is determined by the local terrain. If landing is near a woods, parachutist is suspended in a tree. Throw 2D+2 against Agility; character will get free of harness if he throws Agility or less (remember the +2 DM!)</p> <p>If Landing is near a town, character is suspended from church steeple, telephone pole, or similar obstacle.</p> <p>If landing is near marshy area or river, parachutist lands in water. He must throw 2D with a DM+3 against his Agility to get free of his harness and gear. He may make 1 attempt every combat round. Every combat round he FAILS he loses 1D Stamina points (make new throw each round). If his Stamina is reduced to 0, he drowns.</p> <p>If the landing takes place in a region with heavy concentrations of enemy troops, German troops may be on the ground, firing at descending paratroops. Normal firing rules are used (either random or direct fire) whichever is more convenient) and the paratroops, obviously, have no cover. They may fire back, with an automatic DM of -5. This may occur in any terrain.</p> <p>In clear, open country, with no enemy troop concentrations nearby, results of 10+ may be considered "no special event".</p> |

These results may be used instead of or in conjunction with the rules given for making parachute landings given in Book I, at the Game Master's discretion. Allowances in cases of bad landings or firing at enemy troops should be made for paratroops with Jump Experience.

EVENT TABLES: MOUNTAIN CLIMBING

Mountain Climbing Event Table 1: RANGERS

This table may be used by Rangers climbing cliffs or very steep slopes using graps, rope ladders, and similar equipment. This table may be used instead of, or in conjunction with the rules given in Book I for Ranger assaults up cliffs. One roll may be made each 1D combat rounds.

| Die | Event | Tactical Notes |
|------|---------------------|---|
| 2 | Missed footing | Climber must throw Agility or less to keep from falling. A fall of 2 yards gives a slight wound (or roll on Minor Injury Table). A fall of 2-4 yards causes 1 wound, with a +2DM on the Wound Severity Table. A fall of more than 4 yards causes 1 injury, with a DM of -1 for every two additional yards height after 4 yards. (ie. 6 yards, DM-1, 8 yards, DM-2, etc.). |
| 3-4 | Line slips slightly | Climber must throw Strength or less to maintain hold. An additional 2D roll is made, with the line or grapnel giving way on 11+. |
| 5-10 | No special event | |
| 11+ | Combat encounter | <p>Occurs only if climb is opposed by enemy. At Game Master's discretion (depending on situation) enemy soldiers at top of cliff will somehow attack Rangers on a specific line. They may try to cut grapnels loose, drop grenades, or fire directly down on climbers. Such attacks are handled independently, as normal fire or grenade attacks. If they reach a grapnel line, they will cut or loose it in 1D combat rounds.</p> <p>Climbing soldiers may fire back up the cliff at the enemy attackers, if they first spend 1 complete combat round anchoring themselves and readying their weapons. They may then fire with a DM of -3 to hit. All normal modifications for weapons skill apply, of course.</p> |



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BOOK 3

Missions



BEHIND ENEMY LINES

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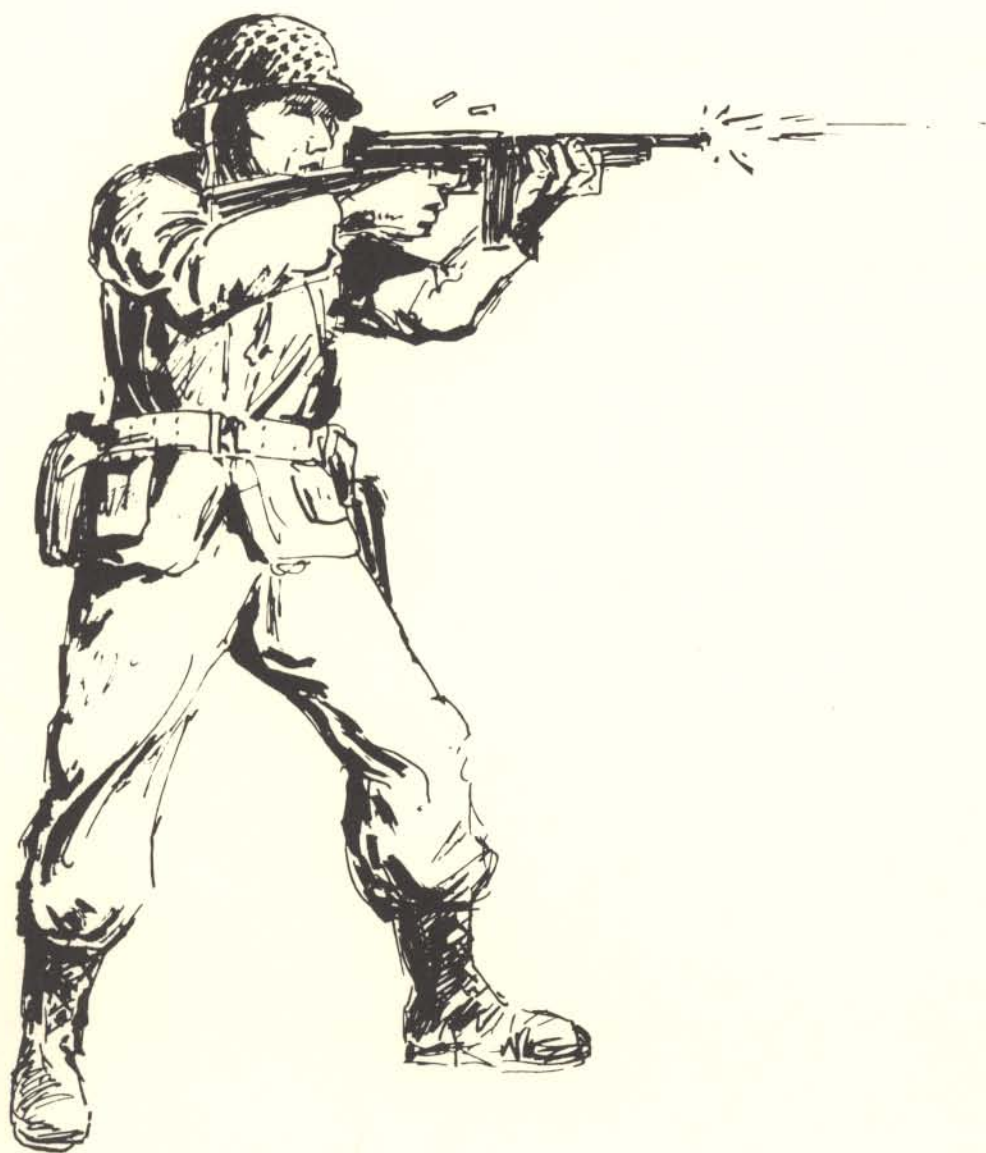




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BOOK 3

Missions



BEHIND ENEMY LINES

Behind Enemy Lines was conceived as a World War II role-playing game by FASA.

Developed by William H. Keith, Jr.

Jordan Weisman

Ross Babcock

Eric Turn

Steve Turn

Written by William H. Keith Jr.

Edited by Ross Babcock

Lay out by Jordan Weisman

Research by Jordan Weisman

Stanley Lind, Jr.

Ross Babcock

Eric Turn

Steve Turn

Art by William H. Keith, Jr. pages 11, 13, 14, 15, 24, 29, 34, 35, 36, 38, 41.

Jim Clouse pages 5, 7, 17, 22, 26, 27, 32, 40.

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Behind Enemy Lines was play-tested by the following people:

David Beaton

Karen Vander Mey

Chris Fell

Julie Billingsley

Marty Billingsley

Mark Blumenthal

Eric Turn

Steve Turn

Carl Vogel

Dave Schultz

Chuck Maddox

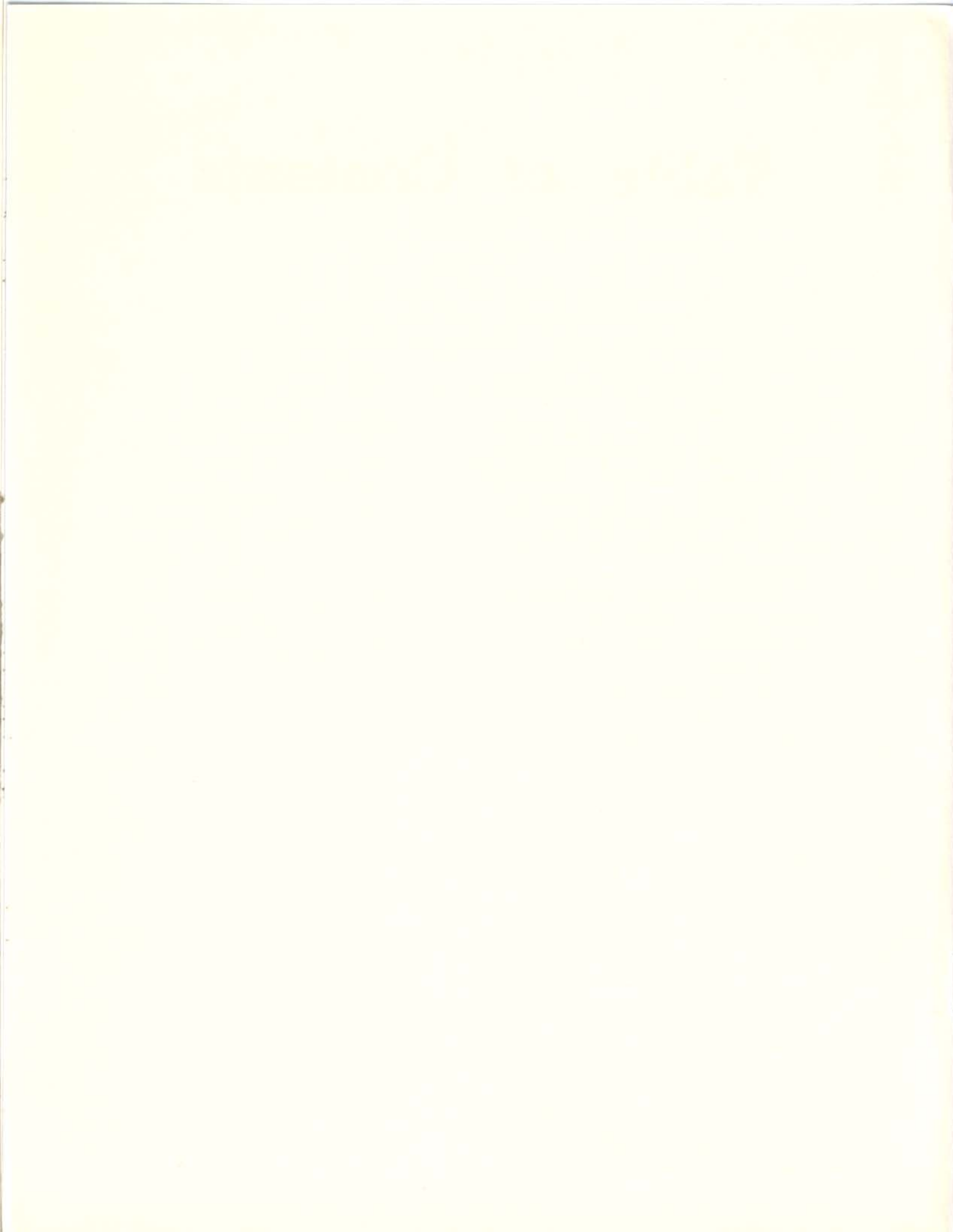
Lee Clouse

Steve Hitzeman

Eric Hanson

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Mission 1

The Jaws of the Trap

"Good morning, men. Our British allies have a big operation coming up and it looks like we're going to get a piece of the action. I'd like to introduce Colonel Sir Rodney Fitzhugh from the British XXX Corps HQ. He'll put you in the picture."

"Right! 'Morning, chaps. I suppose you know our Monty has rather run into the thick of things in front of Villet. The whole 2nd Army is going to be held up until we can punch through the Jerry lines there. Monty has a plan that's going to do just that. We should be in Belgium within a week.

"Now, here's where you chaps come in. Our intelligence reports that a Jerry SS Panzer unit is sitting right about . . . here . . . near a village called Bayenne in front of the American sector. And six miles north . . . is the only bridge in the area across the River Craelle and that road leads straight to Villet. When Monty jumps off, he can't afford to have those Panzers thundering down on his flank or rear, don't you know.

"Here's where you Yanks come in and pull a small, swift, commando-style raid for us. We can't count on air strikes for this one, because the timing has to be absolutely precise; blow that bridge too early and the Jerries have time to replace it . . . and know somethings afoot to boot. Blow it too late and Monty has Panzers wandering around behind his lines. But if a small team can go in, mine the bridge and

wait for the signal that the attack has begun, ah . . . then we've got them: And when Monty punches a salient through up here north of the Craelle, well, these SS blighters are caught like rats in a trap between Monty and the U.S. First Army. Smashing, what? We'll mop them up at our leisure.

"I think that's all I have to say. Major?"

"Thank you, Sir Rodney. Well men, that's the picture. It's a rough assignment, that's why we asked for volunteers. We know we can count on each and every one of you. Questions?

"Right. Draw your equipment, then get some sleep. You'll take off at 2100 hours tonight. Good luck men!"

FOR THE GAME MASTER'S INFORMATION

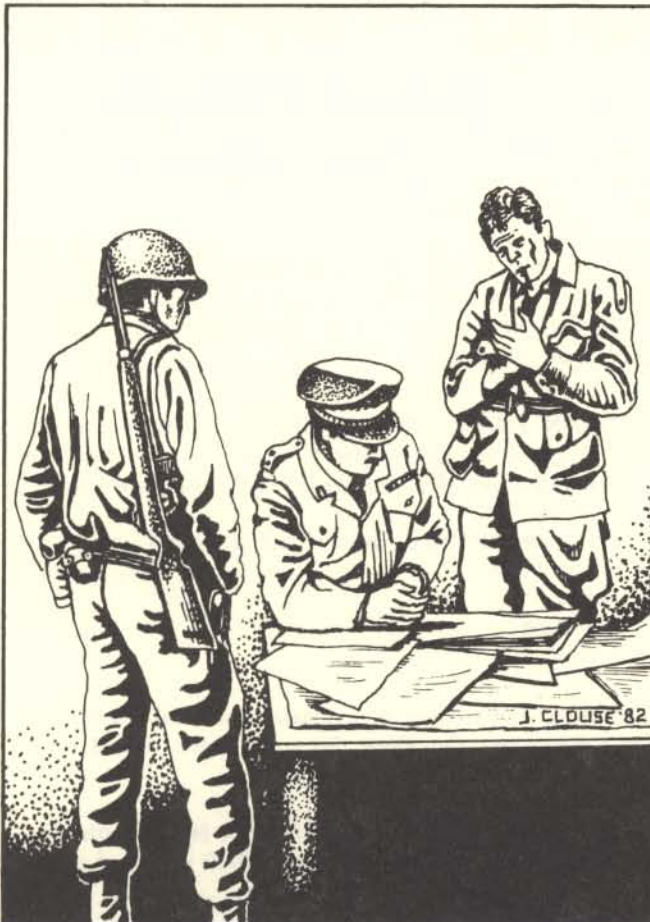
The Game Master can allow the players to read the briefing on page 5, or he can read the parts of the American Major and Sir Rodney himself, creating for the players a sense of being in on a mission briefing.

The Jaws of the Trap is a full-length Behind Enemy Lines mission. It can be played as presented or changed to suit the Game Master's own preferences or to fit the action into a continuing Behind Enemy Lines campaign. One option is to carry out the mission as a paratroop raid, play would be considerably shorter since the players would begin play close to their target. The only major change in the mission would be the use of characters with Jump Experience.

The following details of the plan should be given to the players, either as a part of the briefing or, ideally, as answer to questions they may ask of the Major and Sir Rodney.

1. **MISSION PROFILE:** The team will depart American lines from the vicinity of Chalmy. German lines run north-south along the ridge east of Chalmy. The raiders may pick their own route but they are advised to get behind the enemy front lines as quickly as possible then make their way north, avoiding roads and villages on the way. Bayenne, especially, is strongly held by SS units.
2. A small party, ten men or less, is being sent in. It has been decided that a squad might successfully slip past the enemy lines where a platoon would not. Surprise is vital. If the raiding party is discovered, it could tip off the enemy that an attack was near.
3. The squad will carry along an S300 radio. Once they are in position in the woods near the bridge, they will broadcast the work "Able" three times, transmitting on the hour for three hours in succession. This should be on the evening of the 29th.

At 0800 on the morning of the 30th, the British attack is scheduled to begin. The bridge must be blown at between 0800 and 0830 hours, . . . not before and not after. Since something conceivably could upset the



attack timetable, the codeword "Mousetrap" will be transmitted from HQ, repeated over and over from 0800 and 0805. Should the attack be delayed, the raiders will not hear the codeword, but they should listen in again at 0900, 1000, and so on. If they do not hear the codeword at 1300, they should consider the mission cancelled and come home.

Except for the initial "in position" transmission, **STRICT RADIO SILENCE MUST BE MAINTAINED.** The Germans are known to have radio monitoring gear in the area and the squad cannot risk capture.

4. The raiding team is also expected to note and report on enemy activity along the course of their travels. HQ would particularly like details of enemy troop strength, quality, and positions near Bayenne. Reports of north or south-bound convoys, artillery positions, and the presence of armor in the area are all vital bits of information which HQ needs. Gathering this information is secondary to the primary objective, however. The team must do nothing to jeopardize their chances of getting to the bridge and blowing it up. After that they're on their own and sudden attacks south of the Craelle might even help draw German attention away from the British attack to the north.
5. If the British attack is called off, they are not to blow the bridge. Other targets of opportunity may be attacked at the squad's discretion.
6. There is the possibility that the team could get into position but not transmit "Able", nor receive the command "Mousetrap", because their radio was lost or damaged. If "Able" is not received by HQ and the attack is on, a reconnaissance aircraft will be sent out shortly before the attack starts. It will drop a red flare over the fields south of the bridge to indicate that the attack is on and that the bridge should be blown, if possible.
7. Upon returning to friendly lines, the squad should send up two blue flares. They must give the password "Cowboy" when challenged, the recognition will be "Roundup".
8. Air recon photos indicate that the bridge is not guarded at the present time, not even by sentries. There is a great deal of flak along the river valley from anti-aircraft units to the north, but apparently nothing in the immediate area of the bridge. These flak units are one reason why air attacks on the bridge are considered to be too risky.
9. The bridge itself is described elsewhere in this mission description. Briefly, it is a double span bridge with both a road and train tracks. Each span is 50 yards long, the road span is 12 yards wide, the rail span is 12 yards wide. The banks of the river are steep and slippery, the river is quite deep with a strong current. There are no fords in either direction for many miles, which explains why the destruction of this single bridge is so important.

EQUIPMENT: The players should have complete freedom in choosing their weapons and equipment; they should remember such necessities as field glasses, knives, a Very pistol, at least two blue flares, and one or more copies of the Situation Map. As usual, the Game Master should list which characters are carrying which items in case characters are killed or lost.

They must carry enough explosives to blow the bridge. Each span has a Demolition Number of 90, they should carry enough explosives to insure both spans' destruction, taking into account the Demolitions Experience Levels of members of the team. Fuses, detonators, detonating wire, and an exploder should all be carried, of course.

Although the Game Master should allow the players to choose their own gear and decide for themselves what will be needed, he should realize that tools (one or more axes and/or saws) might be useful for felling trees to build roadblocks or rafts. At least 100 feet of rope will help negotiate the steep river bank, build a raft, or stop motorcycles. The Game Master might simply ask the players if they need any tools or rope matter-of-factly, forcing them to consider the possibility. If they do not take this gear along, they might accidentally stumble across what they need in a tool shed or abandoned truck later in the mission.

OTHER PREPARATIONS: By blackening their faces and by wearing stocking hats or overseas caps instead of steel helmets, the squad may receive the benefits of camouflage (Book I, SIGHTING). It will be helpful if at least one person in the team speaks German and at least one speaks French. The Game Master may designate one of the team's NPC's as speaking Level 3 German if none of the players have such a character.

TIME TABLE: The briefing takes place on the morning of the 27th. The team will take off at 2100 hours on the evening of the 27th. They are expected to arrive in the vicinity of the bridge on the evening of the 29th, transmit their ready signal, and mine the bridge during the night in preparation for detonating it at 0800 on the morning of the 30th. They should be expected to travel at night giving them 2 nights to reach their objective and one night to plant their explosives.

GERMAN FORCES IN THE REGION: Before the start of the game the Game Master should prepare his copy of the Situation Map, noting on it the following details.

Heavy concentrations of German troops around
Narbonnette
Navoy
Ste. Mere
Brulon

5 artillery batteries (Game Master's choice) behind the ridge along the River Serren. There should be no more than two to each area square.

Heavy concentration of SS Panzer troops (elite) north of the River Craelle, within 4 squares (4000 yards) of the bridge.

There are signs of a recent encampment outside Bayenne but only a small garrison remains in the village.

The Bois du Craelle is a large wooded area along the river east of the bridge. This should be a good place for the raiders to hide, waiting for the word to blow the bridge.

Once the bridge is blown, the raiders may return to their own lines by any route, they should remember that the enemy will be somewhat miffed by the destruction of the bridge, upset over the British attack, and no doubt scouring the area for those responsible.

PLAYING THE MISSION: The Game Master should incorporate any Event Tables he wishes into this Behind Enemy Lines mission, both the tables from book II and his own. Four tables are included with this scenario for specific times during the game.

Generally, the Game Master should roll for an Event once each hour or each time another area square is entered on the Situation Map.

When using the ROAD TRAFFIC EVENT TABLE the Game Master should roll 2D once every 30 minutes. Traffic will appear on the road on a roll of 10+ during daylight hours and on a roll of 8+ during darkness. Once the Game Master determines that traffic will appear, he rolls 2D on the Traffic Table - or chooses one event deliberately to fit the situation or the needs of the game.

The Game Master will roll on the Bridge Event Table only once, when the bridge is first approached, to determine what forces the enemy actually has in the area. The players should keep in mind that powerful enemy forces may be nearby (the SS troops are, in fact, a couple of miles away and will be able to respond to sounds of gunfire).

EVENT TABLES: Four Event Tables are provided for this mission for use at various specific times.

Table 1: PENETRATING ENEMY LINES: used to roll for events during the passage of the enemy front lines on the ridge east of Chalmy. The Game Master interprets how the various encounters are to be worked into the overall situation, and when the players are far enough behind enemy lines that this particular table need no longer be used.

Table 2: BAYENNE: Events are rolled for on this table whenever the raiders are within 5 squares (5000 yards) of the town of Bayenne. It should become obvious to the players that the SS was here once but have pulled out.

Table 3: BRIDGE EVENT TABLE: is used only when the bridge is first sighted. The result of the die roll governs subsequent events. Alternately, the Game Master may simply choose one of the possibilities and build the adventure around that.

Table 4: ROAD TRAFFIC EVENT TABLE: It will quickly become apparent that things at the bridge are not as advertised and that there is considerable road traffic along the bridge heading north. Most convoys will move only at night but some vehicles will be encountered by day. This table is used whenever a die roll made by the Game Master indicates that a convoy can be seen coming along the road. This table details the vehicles and passengers of the convoy.



Mission I Event Table 1: PENETRATING THE ENEMY LINES

| Die | Event | Tactical Notes |
|-----|---|--|
| 2 | German patrol | 10 men making their way down the face of the ridge. They are on their way toward U.S. lines on a prisoner raid. Armed: 8 MP 40s, with 15 magazines each. 2 Mauser GEW 98s, with 20 clips each. Troop quality: 2st rate. Awareness: 6. |
| 3 | Snapping twigs and rustling brush heard ahead. | Nothing is seen if the noise is investigated. The sounds die away after a few moments, probably caused by a small animal. |
| 4 | A sentry is spotted in a clearing, 10 yards ahead. | Lone German sentry. Armed: GEW 98, with 10 clips. Troop quality: 1st rate. Awareness: roll 1D+1 (Greater than 6=6). |
| 5 | As party makes its way along a steep ridge, loose stones roll down from above. Party hears footsteps a short distance away. | German sentry, patrolling along ridge above patrol. Armed: GEW 43 with 5 clips. Troop quality: 1st rate. Awareness: 3. |
| 6-8 | No Event | |
| 9 | Voices heard approaching from ahead. Moments later, two German officers step into view. | Two German lieutenants checking outposts, stop to talk. If possible, they should be standing quite close to the hiding place of at least one American (ie. on the log he is hiding behind). They are discussing, in German, rumors they've heard from the East about the Soviets approaching both Warsaw and East Prussia. Armed: Walther P38s, each with 2 clips. Troop quality: 1st rate. Awareness: 2. |
| 10 | Barbed wire | Loops of concertina wire stretched across patrol's path. Going around will take too long, probably lead them to German positions. They must go through or under. |
| 11 | Flare | German illumination flare goes off overhead. Players must immediately indicate that they have frozen in place. If they are spotted, it will be by event No. 12, 70 yards away. |
| 12 | German machinegun outpost | Weapons pit on top of ridge, with sentry outpost. 4 men, 1 officer. Armed: 1 MG 34 with 10 50-round belts. 2 MP 40s, with 5 clips each. 1 Mauser GEW 98, with 10 clips. 1 Luger P08 (lieutenant) with 1 clip. Troop quality: 1st rate. Awareness: 1D+1 (More than 6=6). |

Events 2,3, and 9 should be encountered once only in the course of this part of the mission. The other events may occur more than once with changes to make a repeat of one event different from the original.

Mission I Event Table 2: BAYENNE

Events which are rolled for within 5 squares (5000 yards) of the town of Bayenne should be rolled for on this table.

| Die | Event | Tactical Notes |
|-----|--|---|
| 2 | 1D French Civilian men, armed with rifles and pistols, approach. | Members of the French Resistance have come out of hiding to investigate rumors that the Germans have left Bayonne. They are going there now. None speak English. Armed: variety of weapons similar to GEW 98s |
| 3 | Abandoned weapons pits. | Trenches and foxholes dug in neat patterns across approaches to village. All empty. |
| 4 | 1 French civilian on bicycle | An old man going from Bayonne to Mouzay. If questioned he says the Boche started pulling out of Bayonne yesterday. There is still a small detachment in the town but he was able to break curfew to visit his sick Aunt in Mouzay. The Germans headed north. |
| 5 | German amphibious jeep | Driving toward town, with 2 riders. Armed: Mauser C96 carbine with 5 clips. (driver) Luger PO 8 (Captain) with 3 clips. An MP 40 with 5 magazines is on the jeep's back seat. Troop quality: elite (SS Panzer) Awareness: 4. An SS Captain coming from a staff briefing hurrying to join his unit north of the Craelle. |
| 6-9 | No event | |
| 10 | German sentry detachment | 1D Germans form village garrison. Armed: Mauser GEW 98s, with 5 clips each. Troop quality: 2nd rate. Awareness: 1D-2 (at least 2). |
| 11 | French civilian, hiding in thicket. | Will run away if discovered. If captured and someone in group speaks French, he will say he was in a forced labor gang working for the SS in this area but was able to escape when they moved out for someplace north, yesterday. |
| 12 | French civilian, hiding in thicket | Same as 11, but says Germans were moving east, probably to Guillmont He is not lying, just misinformed. |

Mission I Event Table 3: BRIDGE EVENT TABLE

This table should be rolled on only once, when the bridge is first investigated. The investigation may be close inspection or from a distance with binoculars. The Game Master should adapt the event descriptions to match the exact situation.

| Die | Event | Tactical Notes |
|-----|---|---|
| 2 | German engineer detachment | <p>2D+3 men with 3-ton truck and 2 amphibious jeeps are on and near the bridge, carrying out an inspection.</p> <p>Armed: A variety of MP 38s, GEW 98s, and GEW 43s, most stacked in truck or jeeps 2 officers are present, a Captain and a Major, both armed with Luger PO8s. Ammo supplies determined by Game Master.</p> <p>Troop quality: 2nd rate.</p> <p>Awareness: 3.</p> <p>They are preparing to build fortifications.</p> |
| 3 | German engineer detachment with SS bridge garrison. Engineers will depart, leaving garrison, in 1D hours. | <p>As above but fortifications are nearly complete. 2 MG 34s are mounted in sandbag-sheltered dugouts on either side of bridge. Barbed wire fences line roadway. 10 SS troops are in the area.</p> <p>Armed: MP 40s with 15 magazines each.</p> |
| 4 | German sentries | <p>1D + 2 sentries patrol on and around both bridge spans.</p> <p>Armed: GEW 98s, with 5 clips apiece.</p> <p>Troop quality: elite (SS Panzer).</p> <p>Awareness: 6.</p> |
| 5 | German sentries and work party | <p>1D+2 sentries patrol both spans.</p> <p>1D guards supervise civilian work party of 2D men, clearing debris and garbage (left by engineers) from the bridge.</p> <p>Armed: GEW 98s, with 10 clips each.</p> |
| 6-7 | Sentries | <p>2 sentries, one patrolling each span.</p> <p>Armed: MP 40s with 5 magazines each.</p> <p>Troop quality: elite (SS)</p> <p>Awareness: 6.</p> |
| 8 | German bridge detachment | <p>12 men, 2 officers, with 1 2-ton truck parked nearby.</p> <p>Armed: 2 MG 34s (in sandbagged pits near bridge abutments) with 10 50-rd. belts each.</p> <p>8 MP 40s, with 10 magazines each.</p> <p>2 GEW 43s, with 5 clips each.</p> <p>2 Luger PO8s (2 Lieutenants) with 2 clips.</p> <p>Troop quality: elite (SS Panzer)</p> <p>Awareness: 1D+2 (No more than 6)</p> |
| 9 | German bridge detachment with anti-aircraft gun emplacement. | <p>Same troops as No. 8 above.</p> <p>Also, quad-mounted 20 mm gun in concrete emplacement on north side of river, near bridge.</p> <p>Crew: 8 men, armed with MP 28s</p> <p>1 officer, with Luger PO8.</p> |

10 German bridge garrison with half track and tank

Same force described in No. 8 with 5 ton half track mounting 2 MG 34s in cargo section. Nearby, a PZKW IV is sitting, with its engine idling.

Crews: In addition to the 14 men of the bridge garrison, there are 3 men, 1 driver and 2 gunners, with the half track and the usual 5-man crew in the tank. All are armed with a variety of submachine guns and pistols determined by the Game Master. A large store of ammunition in the half track makes ammo stores essentially unlimited. Additional weapons and a store of explosives (detailed by Game Master) are in the half track.

11 German pillbox

Well camouflaged from air reconnaissance near the bridge on the south side, a steel and concrete structure is visible only when viewed from the river-side slope of ridge. The detachment listed in No. 8 is manning the pillbox, which mounts 1 Maxim 08 machinegun, 2 MG 34s and an 88mm antitank gun situated to fire east along the road.

Ammunition within the pillbox essentially unlimited. Structure Number for pillbox: 350.

Demolition Number for rear door: 60.

When first sighted the door of the pillbox is open, as several German soldiers carry crates of MG ammo from a nearby 5 ton truck into the building. 1D other soldiers are lounging nearby or standing sentry duty on the bridge.

12 Bridge appears to be deserted.

It is not. The pillbox described in No. 11 has been carefully hidden from Allied air recon among the rocks at the base of the ridge. Same specifications as above but all of bridge detachment is inside. Game Master should determine the sighting of the pillbox based on conditions, time of day, and location of the characters in relation to the structure but they should be rather close to it before they spot it. Due to the danger of being caught in the open by the crew of a fortification like this, the Game Master is strongly advised to allow the players to spot the pillbox by accident before the pillbox spots them. Clues (tiretracks in the road, an empty truck parked under camouflage netting, a snatch of German conversation) can give the German position away to a cautious and observant American squad.



Mission I Event Table 4: ROAD TRAFFIC EVENT TABLE

| Die | Event | Tactical Notes |
|-----|--|--|
| 2 | 5 3-ton trucks, moving north | Each contains 12 SS troopers, their weapons (Game Master's choice), ammo and other gear as well as 1 driver. |
| 3 | 5 3-ton trucks, moving south. | All are empty; each has 1 driver. |
| 4 | 10 5-ton trucks, 2 half tracks | Each contains 15 SS troopers, fully armed (Game Master's choice) with plenty of ammo. Each half track mounts 2 MG 34s on mounts in open rear compartments. |
| 5 | 5 3-ton trucks, moving south. | Each carries 15-20 troops crowded into rear, they are poorly armed (¼ do not have weapons) with little ammo (1-2 clips or magazines per gun and no other equipment). 1D men in each truck have moderate wounds, many more have light wounds. These men are being evacuated after fighting the British in the Pas de Calais last week. Troop quality: 1st rate. Morale level: 3. |
| 6 | 5 3-ton trucks, 8 horse-drawn carts, 2 half tracks and 1 tank, moving north. | Each carrier vehicle contains 12 Wehrmacht and their weapons with lots of ammo and supplies. Tank is a Mark V Panther. Troop quality: 1st rate. |
| 7 | 1 truck, moving north | 12 SS troopers, 1 officer riding in front with driver. Armed: 8 MP 40s 2 MG 34s 2 GEW 98s 2 Walther P 34s (driver and officer). Troop quality: elite SS Panzer. |
| 8 | 1 motorcycle with sidecar moving north. | Cyclist carries dispatches in saddlebag, warning of impending British attack north of the Craelle within the next 48 hours. Other maps and papers will be important to U.S. HQ. Armed: 2 MP 40 with 1 magazine. 3 hand grenades in sidecar. |
| 9 | 4 half-track mounted quad 20 mm anti-aircraft guns, moving north. | 5 men in each half track including 1 driver. Armed: A variety of MP 34s, GEW 98s, etc. Troop quality: 2nd rate. |
| 10 | 2 motorcycles moving south. | German road patrol. Armed: MP 40s. Troop quality: elite SS. |
| 11 | 5 tanks, moving north. | 5 Mark V Panthers. |

12 Very large SS convoy, moving north.

2D x 5 3-ton trucks, 1D x 5 half tracks, 1D x 8 horse-drawn wagons. Each vehicle contains 12 to 15 men with a variety of weapons (mostly MP 40s).

2D x 4 horse drawn carts, 2D x 5 5-ton trucks all carrying gasoline, ammunition, weapons, food, and heavy equipment.

5 King Tiger tanks

6 150 mm Nebelwerfers towed by trucks

5 Panther tanks

1 German staff car with 1 Colonel, 1 General, with driver and a guard.

1 amphibious jeep with 1 Captain and 1 Major with a driver.

Total: Over 700 men from a Panzergrenadier regiment. Unit is moving to join rest of its regiment north of Craelle .

Note: When rolling for convoys, there is a DM of -2 during daylight hours because of danger from Allied air attacks. The large convoy, in particular, should only be encountered at night.



THE MISSION

The player characters will eventually reach their goal, but discover that the bridge is indeed guarded, and not the easy target both British and American HQs had been assuming it to be. In fact, the SS unit the British were worried about has already moved north across the river and is camped close to the bridge itself! Clues to this fact will be picked up during the trip north, particularly if the players scout the village of Bayenne.

They will transmit their "Able" signal and try to figure some way of mining the bridge under the noses of the German guards. Next morning, they will tune in to listen for the attack signal at 0800. It will not come.

It will not come at 0900, 1000, or on any hour through 1300.

At 1430, a call will come through on the radio, but unless the group says that they are monitoring the assigned frequency, they will miss it. (They won't hear a message if the radio is switched off!) The message is simply "Mousetrap, mousetrap. Proceed with Mousetrap," repeated over and over for several minutes.

If the players do not acknowledge this transmission, a Piper Cub will appear over the field south of the bridge at 1545 and drop two red flares as a signal to proceed with the attack. The plane will then come under heavy antiaircraft fire and disappear off to the west. By this time, it should be plain to the players that there has been some kind of snafu in the carefully-laid plans.

If they do sort things out and do blow the bridge, they may take a special pleasure in blowing up the bridge just as an SS convoy passes over it.

THE BRIDGE

The bridge over the River Craelle is a simple steel girder structure with a midstream concrete pylon. Soldiers in the assault team with Demolitions Experience will know that charges should be placed at ends of the bridge, and under the bridge deck at the pylon to assure complete destruction.

The bridge is 30 feet above the level of the river. The central pylon can be climbed by alternately rolling each climber's Strength and Agility or less, with a DM of +1 for each 20 pounds extra he carries (weapons, explosives, etc.). Each combat round he rolls his Strength or Agility he will have climbed 5 feet.

The underside of the bridge is crisscrossed for its entire length with struts and girders. Soldiers climbing among these girders can move along the underside of the bridge without being seen from above. When doing this, each soldier must throw 2D every 10 seconds: on a roll of 10+, they may fall and must throw first against their Agility then against their Strength to keep from falling. The roll against their Agility represents their scramble as they move to keep from falling. The throw against their Strength indicates they have lost their footing and are dangling by their arms as they pull themselves back up onto a girder. If they fail both throws (that is, roll higher than both Strength and Agility), they fall into the river and must try to swim for shore.

There are walls five feet high along each side of both spans for their entire length. They will provide hard cover for men hiding behind them.

Walls also continue parallel to the river from the bridge ends on both sides of the river. They continue along the riverbanks for about 5 yards and also provide hard cover for men hiding behind them.

Each bridge span has a demolition number of 90. This means that 90 units of explosive must be planted under each bridge. Each level of demolitions experience above one used in planting and wiring these explosives counts for 10 units of explosive up to a total of 50% of the bridge's Demolitions Numbers. For example:

Each bridge span has a Demolition Number of 90. The Demolitions Table given in Book I under Explosions and Explosives is used to combine the amount of explosives planted and the Demolitions Experience Levels used in planting them, to try to destroy the spans.

If troops and vehicles are on the bridge when it is blown the vehicles will be destroyed. 1D x 10% of the troops will survive, in the water or clinging to wreckage. All will be stunned and momentarily helpless.

If the bridge is not completely destroyed, 2D x 10% of the troops will survive, in the water or clinging to wreckage. All will be stunned and momentarily helpless.

If the bridge is not completely destroyed, 2D x 10% (greater than 100% = 100%) of the troops and vehicles remain intact. Troops who survive the explosion will be stunned momentarily. (3D combat rounds) Of course, if the explosives fail to detonate, none of the troops or vehicles on the bridge are harmed.

If a train is on the railroad bridge when the bridge is blown, the rules are given for destroying trains on bridges may be used.

Soldiers not on the bridge when the bridge is blown will be confused for 1D combat rounds. They will run back and forth shouting at one another for this period of time then organize and begin searching for the attackers. The wooded heights above the river will be investigated immediately.



BUILDING A RAFT

One plan which may occur to the players involves building a raft on which several men might drift down on the bridge from upstream. This will be possible only if they have rope and tools, particularly saws or hatchets.

If they didn't think to bring rope, they might find it in a conveniently discovered tool shed during their trek north; the needed tools, too, might be discovered in a shed, or in a German vehicle, particularly an engineering unit's truck.

Each needed tool will be found in any selected house or barn on a roll of 8+.

With 1 saw or hatchet, it will take 1D+4 hours to cut enough logs and tie them together to form a raft. It will take 100 feet of line to bind enough logs together to create a raft which will hold five men and their equipment. Each additional saw or hatchet will reduce the number of hours needed to complete the raft by ½ hour to a minimum of 5 hours. Four men are needed to tie the logs together, more than 4 does not increase efficiency. For every man LESS than four working on the raft add 30 minutes to the completion time.

Germans will hear chopping or cutting sounds in the woods and investigate on a roll of 7+. There is a DM of +2 to this roll if the cutting takes place within 2000 yards of the bridge. (2 squares).

The Germans will hear the cutting on a roll of 11+ if it takes place more than 5000 yards away. Germans investigating the sound might not necessarily be from the bridge garrison. Size and composition of the investigation unit are up to the Game Master.

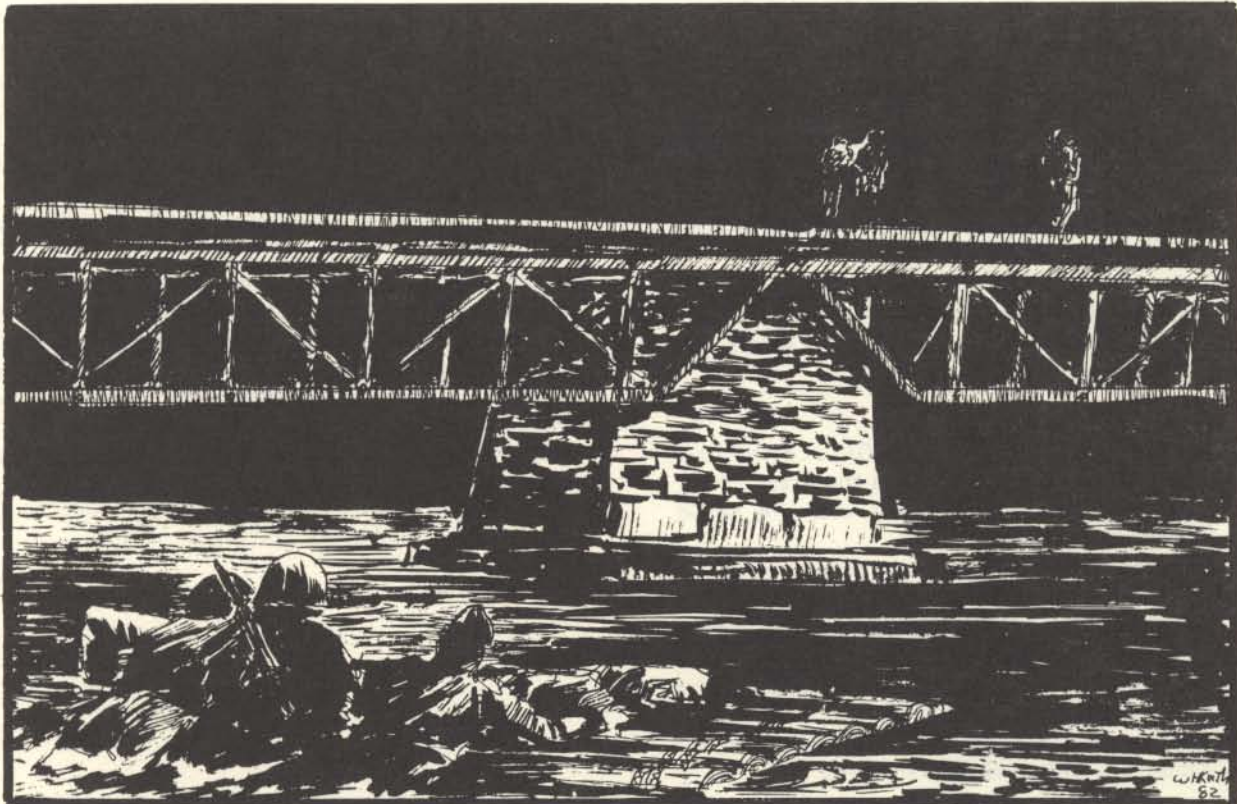
Once built the raft can be carried by an accumulation of 50 strength points working together. Once launched it will travel downstream at a speed of 1000 yards in 10 minutes. (Something less than 4 miles per hour).

The raft can be steered by using a 12 foot long pole lashed to the stern. By using this, the raft will come close enough to the central pylon for someone to grab it on a roll of 9+. Someone can jump into the water and swim to the pylon with a rope from the raft if the raft misses.

The night of the 29th will be dark and cloudy. If there are sentries on the bridge, rolls must be made for surprise each minute after the raft comes within 100 yards of the bridge (maximum sighting range on a moonless night). The Game Master must roll for awareness numbers as usual for the guards, but subtract 1 from this number when the attackers are coming on the river, i.e. an unexpected direction. If the guards have an awareness level of 2, they are treated as though they are asleep during an approach on the river, even though they are in fact awake, barely. The characters on the raft must roll 2D at one point during their approach to determine whether someone thumps the side of the raft or makes some other awkward noise.

Once at the pylon the raft may be tied to one of several projections; it will not be spotted from the bridge, but may be spotted by any Germans on the river bank on the same side of the pylon as the raft. In other words, the pylon will shield the raft from one shore.

A raft hit by machinegun fire or subject to a grenade blast within 10 yards of its position will break up in 1D minutes.



An alternate plan has the attackers approach the bridge from upstream clinging to floating logs.

Up to two men with 1 satchel of gear or explosive between them, can cling to one log. They cannot steer it; it will pass close enough to the pylon to allow one of the passengers to grab hold on an 11+. There is a DM of +1 for every level of swimming skill over 2 each man has.

Weapons carried on a log will become water soaked on a roll of 5+ (unless they are wrapped in rags, or other precautions are taken). Water soaked weapons will not fire the first time they are used, on a roll of 9+.

Swimmers may cross the river or swim to the pylon within the limits set by the rules for swimmers, but they may not carry enough explosive or equipment to blow up the bridge.

1 haversack or satchel will hold up to 70 pounds of explosive or equipment.

Sentries on the bridge will not notice the log and its passengers if a 1D roll is more than their awareness level. There is an automatic -2 to their awareness level regarding logs with wet U.S. soldiers clinging to them in the middle of the river. (1 or less than 1 is treated as 1)

While underneath the bridge planting explosives, each player must roll 2D once during the time he is working on the bridge if there are German sentries on the bridge itself to see if he drops or bumps something that might attract unwanted attention. The roll is made against his Agility and has a -1DM for each level of combat experience. German reaction to an unusual bump, muttered curse, sneeze, or loud splash is determined by the Game Master. They will disregard the noise on a roll of 1-3, but will respond in some way on a 4-6.

The characters may escape from the bridge in any way they desire. If the enemy has not been alerted, the same rolls are necessary for sneaking AWAY from the bridge as sneaking toward it.

Lone swimmers in the water are treated, for sighting purposes, the same as a log with men on it. (The heads are smaller than a log, but more recognizable as something out of the ordinary) Individual swimmers are considered to be under hard cover when fired upon. (Their heads make small targets and wounds are likely to be in their heads or shoulders).

All rules for reduction of Endurance while swimming are used and players emerging from the water will feel the same exhaustion (-1 Endurance point) that they would feel immediately after a battle.

OTHER APPROACHES TO THE BRIDGE: Exactly how the team gets at the bridge depends on the exactly what forces are guarding the structure and what the squad members decide among themselves.

Other possibilities include hijacking a German truck and borrowing German uniforms. Rolls for surprise can be used to build tensions within the group as they attempt to bluff their way past enemy guards.

Any American can drive a truck. Armored vehicles require special expertise.

The players should keep in mind the usual penalty for being captured wearing a German uniform.

The Game Master should take care NOT to let the players be too certain about the exact number and whereabouts of all enemy troops; there's always the possibility that one is asleep in the pillbox or taking a short walk in the woods when an attack is launched.

THE SITUATION: If and when the raiders return from their mission they will learn what has been going on back behind supposedly friendly lines.

General Montgomery is well known for his reluctance to attack before everything is ready and this was the case in his attack on Villet. The attack was called off on the evening of the 29th but the raiders could not be recalled by that time.

Early on the morning of the 30th it became clear to the British Intelligence that the Germans were up to something; there was evidence that the SS Panzer at Bayenne was moving north of the Craelle, possibly as a prelude to an attack against the British. By 1000 hours it had been decided that the Craelle bridge must be blown immediately, to interfere with the German movement north. With luck, they might be confused enough to call off their attack or allow a British counterattack before the full weight of the SS Panzer unit could be brought into battle.

The orders were sent but it took time for them to filter through the chain of command. The go ahead signal "Mousetrap" was not transmitted until 1430, 90 minutes after the raiders would assume that the attack was indefinitely delayed.

This scenario is designed to allow the players to use their own initiative. They will have to puzzle out a way to approach the bridge, or to quietly overcome its defenders, on the night of the 29th. When they think the attack has been cancelled, they will be tempted to blow the bridge anyway, but their orders are to hold off. When they get the word to go ahead later in the afternoon, their actions will be governed by whether they are still near the bridge, whether their explosives are still primed and ready to go and what the Germans are doing at the time. This is a study in the frustrations of an infantryman faced by plans gone wrong at high levels of command.

This situation is completely fictitious. It is set in the closing week of August, 1944, after the fall of Paris and before the drive into Belgium. German forces were retreating everywhere in France but the Allied forces had run out of steam for the first time since Operation Cobra due to their overextended supply lines. Game Masters interested in adapting this scenario to a historical situation might have the players attack a bridge to trap German units fleeing the trap at Falaise or to prevent a shift by German troops planning a stand along the Meuse River.

Mission 2

The Long Patrol

"Men, Division Intelligence has dumped a big one on us. The Krauts are up to something off across the Merdet but the regular patrols have not brought back anything they can use. Now I have an idea about this but it's a long shot. That's why we're only asking for volunteers.

"This village here, Guillmont, about 12 miles behind enemy lines is an important crossroads. If the Germans are planning anything soon we ought to be able to catch them shuffling their troops around here . . . and get an idea where they're headed. Air recon can't help us, since D-Day the flyboys have been shooting up everything that moves by day, so most of the Krauts' heavy stuff is moved at night.

"Here's the plan. We need a small team to go out on a long-range patrol. . . not just one of these overnight jobs the Divisional HQ boys call recon patrols . . . but a three or four day hike. You'll move by night and hole up during the day. When you get to Guillmont, find a place where you can watch the roads and spend at least a full night recording traffic. Then hightail it back here.

"On your way home, any prisoners you can pick up, any notes you can jot down on Kraut gun positions, minefields, fortifications, and stuff like that, will all be very gratefully received and drooled over by the Intelligence boys.

"It's dangerous, no doubt about that. To get a good look at traffic at night, they'll be blacked-out, of course, you'll have to station yourself right under the Krauts' noses.

"Still want the job: Good, I know we could count on you boys. Our drive to the Rhine's been stalled by lack of supplies, and by that bird Montgomery grabbing our gas for his push on Antwerp. Now's just the time for the Germans to pull themselves together and hit back at us, hard. This could be the sector they decide to come through in. We've got to know!

"Good luck, men. I know you'll all do one hell of a job. Dismissed."

FOR THE GAME MASTER'S INFORMATION

The briefing lecture on page 17 is designed to be read to the players at the start of the game to introduce them to the situation they are about to enter as though they really were sitting in on a patrol briefing session.

The Long Patrol is a full-length Mission for Behind Enemy Lines. It can be played as presented here, or changed to incorporate the Game Master's own ideas to fit a historical situation or to become a part of a longer campaign.

The following details of the plan should be given to the players before they start. The information can be read to the players or the Game Master can use the information to answer questions the players raise during the briefing session. Questions the players neglect to ask can be asked by the squad's compliment of NPC's.



J. CLOUSE '82

1. **MISSION PROFILE:** The squad will cross the Merdet River in boats or rafts provided by an engineer battalion hiding them in the brush on the opposite shore. currently the river marks the boundry between U.S. and German lines.

Travelling at night they will navigate east by any desired route until they come to the area of Guillmont. There they will find a hiding place where they can watch German traffic on the various roads. One good possibility is a threestory house at the edge of town which is situated near the corner where the main road from the east branches into four roads going north, west, and south. Even blacked-out traffic will be visible from there and an accurate count made.

The squad will slip out of Guillmont after recording traffic for at least one full night. On the way back they should record any enemy positions they find and attempt to capture at least two or three prisoners for interrogation back at HQ. Any information on German units, troop quality, numbers and positions will be useful.

They will find their boats and return to the west bank of the Merdet. The mission should ideally take 3 nights, one to get to Guillmont, one to observe, and one to return, but the mission planners realize that this may be a bit optimistic, since the type and number of German units in the region is almost completely unknown. The squad is advised to carry 5 days, rations.

2. The team will not carry a radio since it is feared that the enemy may home in on transmissions. However, a man known only as "Le Chat", a notorious maquis operating east of the Merdet with a small band of French Resistance Fighters might possibly be found and induced to send information back to U.S. lines, if it develops that the soldiers are not going to be able to make it back themselves. This Le Chat may be able to provide hiding places, diversionary attacks, or additional information, as well. He has been informed that a long-range patrol will be in the area through SOE (Special Operatives Executive), the unit in England charged with co-ordinating Allied and Resistance efforts. No special plans have been formed and it is not certain how co-operative this Le Chat may be, but it is an option worth considering if things get tight.
3. The team is cautioned not to become involved in fire-fights or destruction of enemy property, this mission is to observe only. A high priority must be placed on getting as many team members safely back across the Merdet as possible.
4. Upon returning to the East bank of the river the patrol should show a blue light, it will be answered from the west bank by a white light flashed three times. This is to prevent some trigger-happy OP from gunning down the bearers of important information in the last 10 yards of their journey.
5. A Sergeant in the Free French Army will accompany the group as a guide and French interpreter. He is Henri Claudel, who, before the war lived in Guillmont for a time, after his parents moved there from Amiens.

EQUIPMENT: The characters should have a free hand in choosing their gear, but should be reminded, if necessary, to take the usual necessities such as field glasses, compasses, at least two copies of the Situation Map, knives, a notebook, and a blue-hooded flashlight for their return to U.S. lines.

OTHER PREPARATIONS: It will help if one or more of the characters speaks German. If none of the player characters speak German, an NPC can be included who does. The players may wish to have someone along besides Claudel who speaks French, just in case something happens to the Sergeant. By blackening their faces and dispensing with helmets the characters will gain the benefits of camouflage described in Book I under Sighting, at least at night.

EVENT TABLES: Five special event tables are provided for use in this mission. In addition, the Game Master should use other Event Tables whenever they are needed, drawing on tables listed in Behind Enemy Lines, Book II, from other scenarios in Book III, and from tables that he has made up himself. The Game Master should roll for an event on some table once each hour or upon entering a new square on the Situation Map (1000 x 1000 yards). There are exceptions which are described below:

Table 1: PENETRATING ENEMY LINES: used as the squad attempts to pass through enemy lines. The Game Master should roll on this table each hour (or new square, whichever comes first) as long as the squad is within 5 squares of the Merdet River.

Table 2: ENEMY FORCES IN GUILLMONT: The Game Master rolls on this table only once, just before the squad approaches Guillmont. The result describes the forces which are currently occupying the town and will in large measure determine the direction the mission will take.

Table 3: ROAD TRAFFIC IN GUILLMONT: This table is used by the Game Master to provide the players with the information they have been sent to get. The Game Master should roll on this table once every 3 hours during daylight, with a DM of -3. (Less than 2 is treated as "No event") At night, the Game Master should roll on the table once each hour with no modifications. The players should keep a record of what they observe, then keep track of who is carrying this information in case that character should be killed or lost later in the scenario.

Table 4: MEETING THE RESISTANCE: The Game Master rolls once on this table to determine the nature of the meeting between the squad and the Maquis.

Table 5: RETURN TO THE MERDET: This is rolled on only once when the squad approaches the east bank of the Merdet River on their way home.

Mission II Event Table 1: PENETRATING THE ENEMY LINES

The Game Master should roll on this table each hour or when the characters enter a new square. It applies to passage through any squares within 5000 yards (5 squares) of the Merdet River. All events are considered to occur at night but the Game Master can change any event to fit the circumstances of the moment.

| Die | Event | Tactical Notes |
|-----|--|--|
| 2 | A clatter and scrapping sounds are heard nearby. | Investigation will find nothing. It was probably an animal. |
| 3 | Rustling sounds heard in the brush ahead. | A lone German soldier is walking toward the river, carrying ten water bottles. Armed: 1 GEW 98 with 3 clips. Troop quality: 2nd rate. Awareness level: 2. |
| 4 | "Halten Sie!" The squad is challenged from the darkness. A German sentry approaches, gun ready, very slowly. | A lone sentry has heard a noise but is not yet sure what it is. Armed: GEW 98 with 5 clips. Troop quality: 1st rate. |
| 5 | German sentry, 20 yards away. | He has not yet seen the Americans Armed: MP 40 with 2 magazines. Troop quality: 1st rate. Awareness: 4. |
| 6-8 | No event. | |
| 9 | A German conversation is heard from just ahead. 2 Germans can be seen, smoking cigarettes. | They are roving sentries stopping for a smoke and exchange of rumors. Armed: GEW 98s with 5 clips apiece. Troop quality: 1st rate. Awareness: 3. |
| 10 | German patrol. | 10 men patrolling the front lines. Armed: 8 MP 40s with 10 magazines each. 2 GEW 98s with 10 clips each. Troop quality: 1st rate. Awareness: 5. |
| 11 | Barbed wire. | Concertina wire strung across squad's path. |
| 12 | Machinegun outpost. | MG 34 set up behind sandbags and barbed wire. 4 men. Armed: 1 MP 40 with 5 magazines. 1 MG 34 with 15 50-round belts. 1 GEW 98 with 5 clips. 1 Luger PO8 with 1 clip. (Captain) Troop quality: 1st rate. Awareness: 3. |

Mission II Event Table 2: ENEMY FORCES IN GUILLMONT

The Game Master should roll once on this table to randomly determine the size and composition of German units occupying Guillmont. Placement of these troops is determined by the Game Master. German convoys passing through the village do not count toward occupation troops.

Roll 1D only.

| Die | Event | Tactical Notes |
|-----|---------------------------|---|
| 1 | German AA Platoon | 6 20mm anti-aircraft guns set up around the edge of town. Manned by 40 men who carry a variety of small arms determined by the Game Master. Troop quality: 2nd rate. |
| 2 | German garrison | 3D+6 soldiers (9-24 men), armed with a variety of weapons including at least 2 MG 34s. Troop quality: 1st rate. |
| 3 | German garrison | 4D + 6 (10-30 men) armed with a variety of weapons including at least 3 MG 34s. Troop quality: 2nd rate. |
| 4 | German garrison | 4D+6 (10-30 men) armed with various weapons, including at least 1 MG 34. Troop quality: 3rd rate. Unit consists of Dutch soldiers unhappy with their lot in the Wehrmacht. They are led by an experienced and determined SS Major with a cadre of 2D SS troops. (Armed with MP 40s, troop quality: elite). |
| 5 | Tank platoon and infantry | Infantry platoon consists of 52 men. Armed: 30 MP 40s. 4 MG 34s. 10 GEW 98s. 8 GEW 43s. Troop quality: elite (SS Panzer). Tank platoon consists of 5 PZKW V Panther tanks and 25 men. |
| 6 | German HQ unit | Well over 150 men including 3 of the infantry platoons described under No. 5, plus the AA platoon from No. 1. The HQ is located in a three-story brick house in the middle of town, bedecked with Nazi flags and attended by numerous staff cars, squads of SS, and numerous high-ranking officers. This unit is in attendance of an SS General making the rounds of this sector. |

The Game Master may prefer to choose one of these options rather than rolling for one by chance. Needless to say the American squad is not expected to take on any of these units in combat, but these choices will give the Game Master a feel for the number and types of troops in the area from which he can draw small contingents for encounters with the patrol. The information listed under tactical notes will be valuable to the U.S. HQ if it can be discovered and returned to friendly lines.

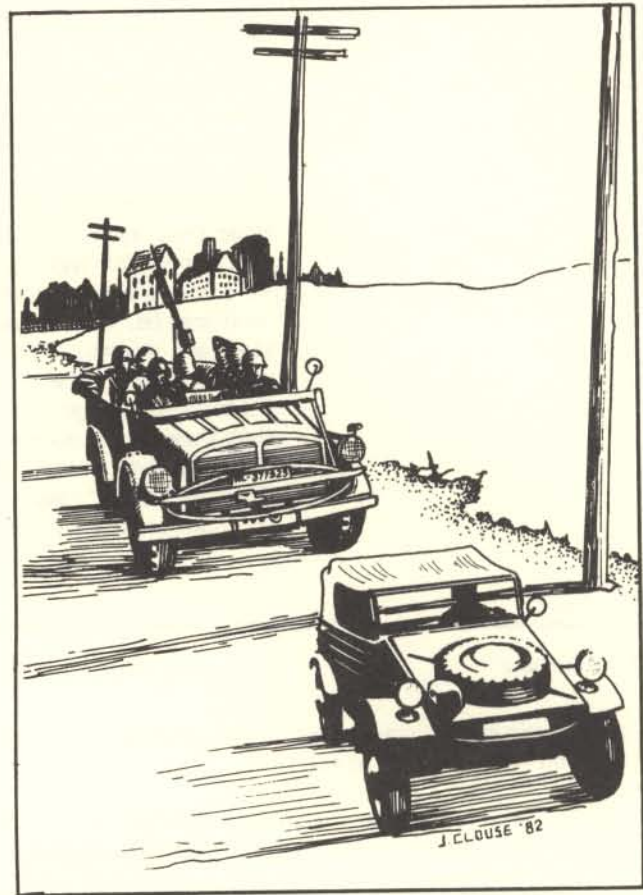
Mission II Event Table 3: ROAD TRAFFIC IN GUILLMONT

This table is used by the Game Master to provide the players with something to watch as they lie holed up in Guillmont, the whole point of their mission. He rolls on this table once every 3 hours during daylight with a -3 DM (less than 2 is treated as "no event"). He rolls on this table once each hour at night with no DMs. Players should note the types of vehicles, their cargo if possible (ie. soldiers, wounded, equipment, boxes, etc.), and their direction (ie. which road they are on, and which way they are headed). The diagram below identifies the major roads in the village of Guillmont. They are labeled with the general direction they are going, rather than their French names, for simplicity. Generally, only the facts under "event" will be obvious to the observers. "Tactical Notes" descriptions require that the squad approach or stop the vehicle.

| Die | Event | Tactical Notes |
|-----|--|---|
| 2-3 | No event | |
| 4 | Motorcycle with sidecar passenger, approaching town on West Road, on to east road. | Dispatch riders, armed with MP 40s, carrying requests for reinforcements from front-line units. |
| 5 | Staff car with driver, guard, 1 officer, travelling toward Guillmont on North road, then east on east road. | Armed: 2 MP 40s (guard and driver) 1 Walther P38 (Major) SS officer going to Division staff meeting. |
| 6-7 | No event. | |
| 8 | Convoy consisting of 1Dx5 trucks, most apparently crammed with men. Many men glimpsed in trucks are bandaged and bloody, all are dirty and tired. Approaches Guillmont on Southwest road, departs in Northroad. | Survivors of recent encirclement maneuver by the Allies. They are retreating toward Belgium. |
| 9 | Convoy consisting of 1Dx6 trucks, 1Dx4 half tracks, 1Dx4 houredrawn carts, 1Dx5 Panther tanks, 1Dx5 Tiger tanks, 1Dx2 staff cars, amphibious jeeps, and similar light vehicles, plus columns of marching men, each column is approximately 50 men, x 2D. Approach from East road, then depart Guillmont on North road. | Convoy is an SS Panzer grenadier unit being deployed to cover a general retreat north. Squad and patrol-sized platoons and individual groups of officers may be expected to stop briefly in Guillmont, talking with the garrison or studying the terrain. |
| 10 | Tank column consisting of 1Dx5 tanks, mixed Panthers and Mark IVs. Approach from East road, depart on North road. | Same as No. 9. |
| 11 | 2Dx4 wagons carrying wounded. Approach from Southwest road, depart on North road. | Part of the retreat toward Belgium. |
| 12 | 2 German staff cars and escort of 4 amphibious jeeps. | One staff car carries a major and a colonel, the other carries a colonel and a general. 4 or 5 men, some officers, some enlisted, with a variety of weapons, ride in each vehicle. |

Different die rolls are used for each type of vehicle and different die rolls are used when the same convoy result is rolled more than once. This will give some variability to the numbers of trucks and tanks rumbling through Guillmont under the noses of the U.S. patrol.

At night, all vehicles will have their headlights painted over, an American character will have to be fairly close to the road to actually see each vehicle and identify it. Vehicles will pass at the rate of about 1 every 5 seconds with intermittent gaps.



Mission II Event Table 4: MEETING THE RESISTANCE

Should the U.S. troops encounter French Resistance fighters, the Game Master should roll once on this table to determine the strength of the Resistance in the area of Guillmont, what they are currently doing, and how prone to assist the U.S patrol they may be.

| Die Event | Tactical Notes |
|---|--|
| 2 Patrol first meets an English-speaking man named Boutruche. He offers to guide them to Le Chat. | The man is a collaborator who will do his best to betray the patrol. He will take them a short distance, tell them to wait and that he will return in a moment. He will then go and fetch the SS. If the Americans trust him, Claudel will not. Another roll on this table may be made later, if desired. Unarmed. |
| 3 Local resistance consists of 2 men, 4 women living in a house at the edge of Guillmont. They are hiding a wounded American flyer in the basement. | Armed: with the equivalents of Walther P38s and GEW 98s. Flyer has suffered 2 moderate wounds and his Agility is impaired. The civilians are terrified of the SS discovering them. |
| 4 Local resistance consists of 1D local men, they know of Le Chat but consider him to be a bandit, even if he does kill Boche. | Armed with a variety of weapons equivalent to common German guns. They will help the Americans as much as they can, serve as guides, and can identify enemy units in town. |

5 They meet Le Chat and 1D of his people. The Gestapo laid a trap for Le Chat 2 nights ago, shot up his unit and sent the rest into hiding.

6 They meet 1D men who offer to lead them to Le Chat. Le Chat and 3D men are hiding in the woods outside of Guillmont.

7 They meet 1 man who leads them to Le Chat in a restaurant. They may have to dress in civilian clothes (their contact can provide them) to meet him.

8 Le Chat meets them in their hideout with 2D men.

9 1 civilian finds the Americans and tells them Le Chat has been wounded and is hiding nearby.

10 1 civilian finds the Americans and tells them Le Chat has been captured. The Americans will be forced to at least consider the possibility of attacking the local Gestapo HQ.

11 1 civilian finds the Americans and tells them that Le Chat is about to lead an attack on bridge in No. 6. Upon his return, he will join the Americans and discuss how he can help.

Armed with an assortment of weapons similar to common German small arms including a captured MG 34 with 5 50 round belts of ammunition. They will help the Americans if the Americans will help them get west of the Merdet.

They will help if possible, but their primary goal at the moment is to destroy a bridge over the Achille River. This attack will occur in 3D+6 (9-24) hours, and, when attempted, whether successful or not, will draw concentrated and unwelcome German attention to the entire area.

Armed: Variety of weapons, including a few U.S. machine-guns, bazookas, and demolitions gear.

Le Chat is in fact a big wheel in the French black market. He considers himself to be a resistance fighter, but his collection of thugs and goons are more interested in profit than counting trucks. Little real help will come from him, though he does have access to a radio.

Le Chat is a valiant fighter in the Resistance. He has a radio hidden in a farmhouse outside town and his men, intelligence network, and weapons are at the American's disposal. He commands an organization of some 3D+10 men besides those who accompany him. Armed with a variety of weapons, including U.S. Tommy guns, captured German machine guns and submachine guns, and airdropped U.S. MGs and bazookas.

A Gestapo ambush has broken Le Chat's organization, Le Chat has suffered 2 moderate wounds and is hiding with 1D men and women in a farmhouse outside of town. Gestapo and SS are combing the area and there is danger that these searchers will stumble on the Americans, too.

The ambush of No.9 succeeded in capturing Le Chat. He is being held in an impromptu Gestapo HQ in Guillmont, set up in a 3-story building in the center of town. He is being questioned extensively and the French messenger fears that if he talks, he may endanger the American patrol, which he was coming to meet when he was attacked. NOTE: Le Chat is being held by 2Dx2 (4-24) elite German troops (Gestapo and SS). One of the captors is Gestapo Major Fichtenau, with Interrogation Level 3. Le Chat will be broken 2D hours after the Americans get this news, when he talks, he will tell all he knows about both the underground and the U.S. patrol. Then he will be shot.

The attack on the bridge will prove to be an ambush and Le Chat will be captured. This will occur 1D hours after the Americans learn of Le Chat's plan. Occasional lone maquis can appear from time to time, informing the Americans of what is happening, that he has been taken to the Gestapo HQ of No.10, that he is being questioned, and that the patrol may be endangered if he talks.

12 Le Chat will be discovered only with great difficulty, identified by questioning local civilians. He was nearly captured by the Gestapo last week and is keeping a low profile. He wants nothing to do with the Americans.

In all cases, these events are given as a general guide for the Game Master in creating the overall situation. Individual stats for various resistance NPC's, including Le Chat, may be rolled up as needed by the Game Master or drawn from lists of generated character stats. French resistance characters are treated as characters with background skills only, language skills may be applied toward English or German and the Game Master may round the character of important NPC's out by making additional rolls for skill in 1 specific weapon and for combat experience (up to 2 levels).



Mission II Event Table 5: RETURN TO THE MERDET

The Game Master rolls once on this table when the Americans come into sight of the Merdet River at the end of their patrol. It assumes that they are in the general area of their hidden boats, if they first approach the river not in the area where their boats are hidden, an event not having anything to do with the boats may occur, followed later by another involving the boats.

In other words, the Game Master should feel free to use these events listed here in any way necessary to create a consistent and interesting situation for the game.

| Die | Event | Tactical Notes |
|-----|--|---|
| 2 | Machinegun outpost | German MG 34 in weapons pit above bank of river. 3 men, armed with MP 40s. One is a Captain. Troop quality: 1st rate. Awareness: 3. |
| 3 | Sentry | Lone sentry armed with MP 40, with 2 magazines. Troop quality: 1st rate. Awareness: 3. |
| 4 | Patrol | German patrol of 10 men. Armed 8 MP 40s with 5 magazines each. 2 GEW 98s with 15 clips each. Roving patrol on the lookout for American patrols. Awareness: 5. |
| 5 | Tank | 1 Tiger I tank in guard above river bank. |
| 6-7 | No event; the way is clear. | |
| 8 | A sentry is standing 5 yards away from the hidden boats. | Armed: GEW 98 with 5 clips. Troop quality: 2st rate. Awareness: 6. |
| 9 | The sentry in No. 8 is seen just as he bends over to uncover one of the boats. | As soon as he finds the first boat, he will begin running back toward the nearest enemy CP, 200 yards away (Game Master decides exactly where). CP will dispatch a patrol of the same size and strength as No. 4. Awareness: 6. |
| 10 | German patrol has uncovered the boats. | The patrol described in No. 4 has, moments before the Americans arrived, discovered the boats. Awareness: 6. |
| 11 | German machinegun nest | Has been positioned (by chance) some 30 yards from where the boats are hidden. If attacked, gunfire will alert a German encampment 200 yards away. 2 men, also armed with MP 38s. MG 42 with 10 50 round belts Troop quality: 1st rate. Awareness: 3. |
| 12 | Firefight | As the patrol approaches the river, they hear gunfire. An American patrol has been trapped on the east bank of the Merdet by the enemy patrol in No. 4 and the MG in No. 2. Composition and weapons of the U.S. patrol is up to the Game Master, but should not exceed 8 men. 1D men will already have suffered wounds. |

THE MISSION: So far as the Game Master is concerned, this is a more or less an open-ended mission which can be shaped by the Game Master in any one of many ways. The involvement with the French resistance can be ignored or it can be built up to be an important part of the whole mission, particularly if the players find they must rescue Le Chat, perhaps in order to get his help in gathering information or in returning to the Merdet.

The important information which must be returned to HQ is that the Germans are on the run. Most of the traffic passing through Guillmont is heading out on the North Road and consists either of wounded and defeated troops coming from the west, or reinforcements from the east. Other intelligence, perhaps passed on by resistance people working with the Americans or from interrogated German prisoners, suggests that the Germans are retreating in some disarray toward the Belgian frontier, even the huge reinforcement convoys from the east seem to be intent on establishing some sort of defensive line in Belgium rather than making a stand in Guillmont.

ADDITIONAL COMPLICATIONS: The resistance fighters quite likely will add complications aplenty. Additional complications may crop up in the personality the Game Master develops for Sgt. Claudel, the American's Free French guide. His family lives in Guillmont and he knows many of the people. He might be recognized by someone there, either resistance or collaborator. He could want the Americans to intervene in the Germans' taking hostages or executing them in answer to Maquis attacks. His feelings, naturally, will be quite strong and he would not be above pulling a gun on the Americans to try to force their co-operation.

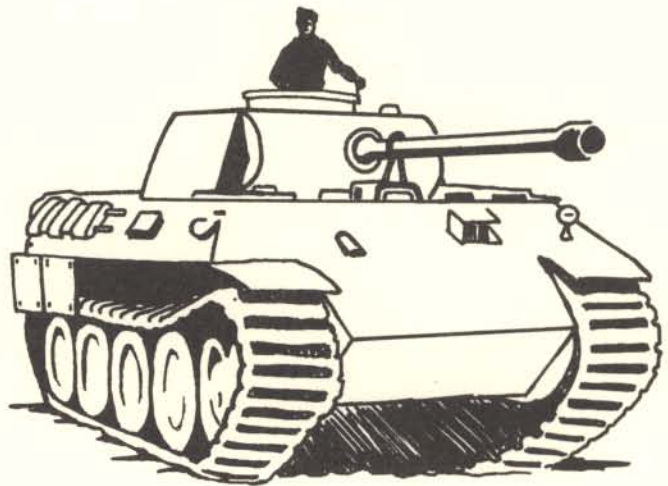
A particularly personal twist might come if Le Chat is revealed to be Claudel's brother, the Americans might be more disposed to rescue Le Chat from the Gestapo if this proves to be the case.

The Game Master should keep in mind that enemy forces are already alerted by Resistance activities in the area and, particularly after an attack, they will be scouring the countryside, perhaps going through the town door to door, looking for underground members. The patrol will find itself in an uncomfortable position to say the least.

At any time, some or all of the patrol may choose to wear civilian clothes, which any French civilian could procure for them. They must continually be reminded, however, that the penalty for being caught is death before a German firing squad.

The most likely course of the mission will have the patrol finish counting convoy vehicles, but find itself being pursued by SS forces as it returns west. Quite an exciting chase scene can be played out with a particular SS officer, or even the sinister Major Fichtenau of the Gestapo, close behind all the way.

The Game Master should encourage the players not to use their weapons in the first part of the adventure since they must not compromise their mission. He should, however, arrange at least one good battle toward the end, allowing them to fight through German opposition in order to return to friendly lines. A getaway under fire can be especially exciting.



Mission 3

Rescue from the Sky

"Good morning, men. I suspect you've been mighty curious about why we asked for volunteers from your division, then weeded them out down to just you. You've been kept in the dark deliberately, security, you know.

"Have you ever heard of Jedburghs? Not many have. SOE, that's, uh, 'Special Operations Executive' has been running quite a little show in Europe for the past year or so. A Jedburgh is a three man team, two officers and a wireless operator, dropped into an occupied country as an Allied liaison team to work with local resistance groups. They go in, in uniform, they include Americans, British and French. They were invaluable in co-ordinating the French resistance effort just before D-Day.

"Captain Ralph Meyers, Lieutenant Arnold Fitzpatrick, and Sgt. Andrew Vandenburg made up one of our best Jedburghs, they've been operating in AlsaceLorraine, with their base of operations near Nancy.

"Last week, the whole team was taken by the Gestapo. They're being held for the moment by the Gestapo just outside of Belfort.

"Here's the plan. A B-17 raid on Stuttgart is coming up tomorrow. One of the planes is going to get lost on the way, yours. You'll parachute into a field a few miles outside Belfort and make your way to a building complex we have identified as an impromptu Gestapo Headquarters. You will get inside, somehow, rescue Meyers, Fitzpatrick, and Vandenburg, and make your escape. We've been in

touch with Meyers' resistance group, they should be able to help in your attack and to cover your retreat.

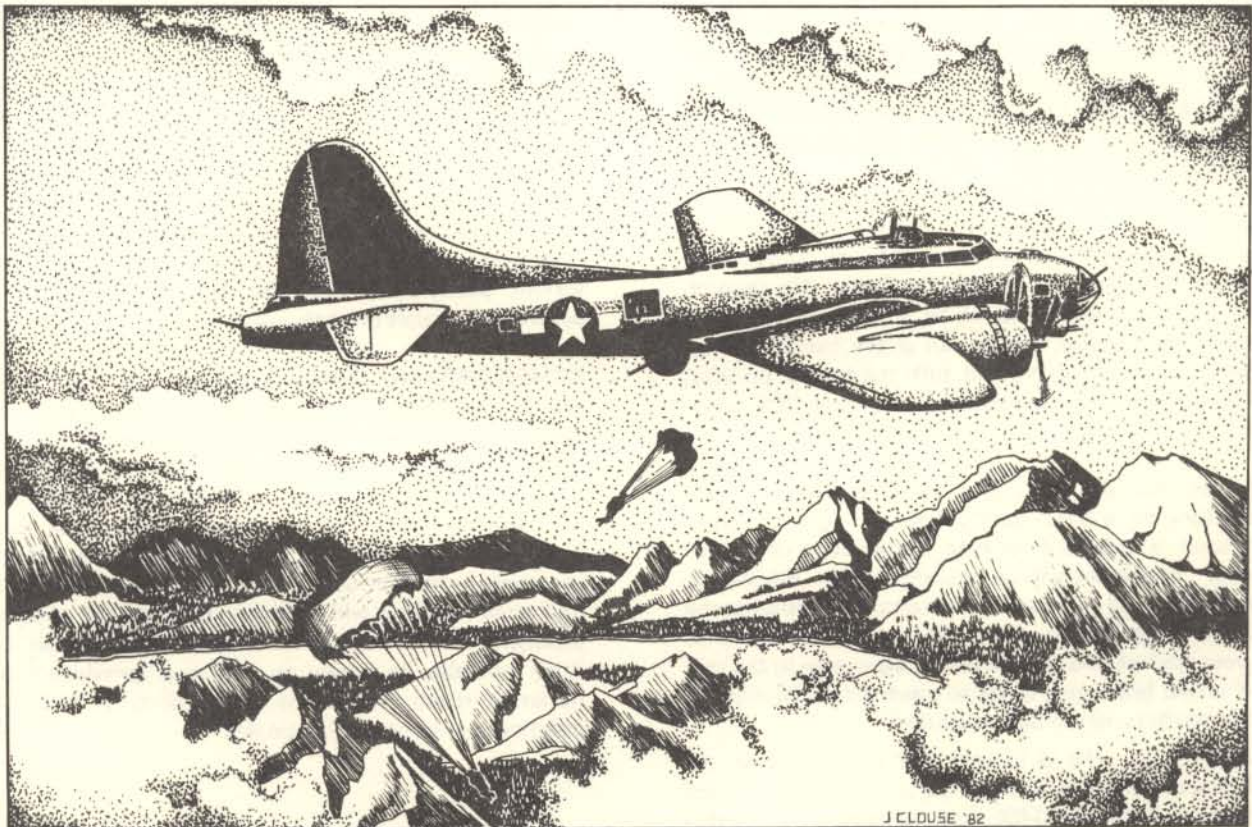
"The last stage of the plan is to make your way to the Swiss border, about 15 miles away. It's guarded, of course, but you should be able to fight your way through. SOE agents are waiting for you in Switzerland.

"It's desperate, I know, almost certainly a suicide mission if ever there was one. But Meyers and his group know a great deal about SOE and OSS operations in Alsace Lorraine. The Resistance there has been getting ready for us ever since D-Day, but with the Allies tied down in the Normandy hedgerows for the past month, it doesn't look like we'll be in a position to help them any time soon. If the Gestapo has a chance to break Meyers and his people, it could be rough for our friends over there . . . very rough. So that's why we're taking this gamble.

"We think Meyers and his party will be taken to Berlin for final questioning. We've got to get them out before that happens. Our sources think that they'll be kept in Belfort for at least another 48 hours, so we may have a chance.

"It's still a volunteer operation men. If any of you want to pull out now, now's the time to say. I repeat, this is a dangerous mission and you may well not be coming back. Think it over well!

"No? I didn't think so. Well, that's that, then. Good luck men. You'll need it."



FOR THE GAME MASTER'S INFORMATION

Page 27 may be read by the players or the Game Master may act it out, creating the scene of a pre-mission briefing. Rescue From the Sky is a full-length mission for Behind Enemy Lines, it can be played as presented here or adapted to suit the Game Master's own ideas or campaign. Rescue From the Sky requires characters with Jump Experience.

The following details of the plan should be given to the players before the game begins, either as a part of the briefing itself or as answers to questions asked by the characters during the briefing.

1. **MISSION PROFILE:** A handful of paratroop volunteers are to drop from an American bomber into a field near Belfort which will be located through help from the French Resistance on the ground. The paratroopers will join up with the Maquis and make their way to Gestapo HQ, identified as a two-story house in the country near Belfort. The house is heavily guarded, but it is thought that a night attack by the Resistance will offer the diversion necessary to allow the paratroops to get past the guard stations and towers and into the compound where Meyers and the others are being held.

Still under cover of the French attack they will try to escape. If escape is impossible, the three must be killed, to prevent their knowledge from being extracted from them by Gestapo torture.

Once away from the enemy camp, the team and the rescued prisoners will head for the Swiss border, again with French help. With luck, the Germans will be confused after the assault. The French will cut the phone and telegraph lines between Belfort and the border station at Delle 15 miles away. It is hoped that the team will make it to the border and find unwarned, unsuspecting guards who can be attacked and killed, allowing the team to escape into Switzerland. The French will not cross with the Americans, but scatter and go to ground.

An added bonus is the rumored arrival of Major Karl Ernsdetter, from Himmler's staff in Berlin. He is supposed to arrive sometime within the next 48 hours, question the prisoners, then return with them to Berlin. His capture, or at least his death, would be a tremendous added bonus in the mission, though not at the cost of jeopardizing the element of the raid with the highest priority, the liberation or assassination of the three SOE prisoners.

2. Only ten men are being sent, partly because of space restrictions on a B-17, partly because a small, tightly knit team is expected to have the greatest chance of success. Firepower will be provided by the Resistance, who can be used to create the necessary diversion at the Gestapo camp and to secure the communication links between Belfort and the border. Fewer men in the raid itself means fewer men to try to travel across 15 miles of hostile territory to the Swiss border.

3. **TIMETABLE:** The B-17 raid will leave early on the morning of July 7th and the paratroops should touch down near Belfort by 1400 that afternoon. By nightfall (1900 p.m.) they should have approached the building

complex outside Belfort for an attack that evening. If all goes well they should be crossing the Swiss frontier by dawn on July 8th.

4. There is not expected to be any problem with the frontier. So long as the team approaches the Swiss guards in some manner which will not be construed as an all-out attack on Switzerland, they will not be fired on. They will be disarmed and interred until SOE agents can get in touch with the local Swiss authorities. Medical attention will be immediately available to any who require it.

5. No special arrangements have been made for transportation from Belfort to the Swiss frontier, it is expected that a variety of vehicles will be available and that the specially chosen team members will all be able to start and drive almost any vehicle they find, from motorcycles to tanks. At least one person in the team knows how to fly should the opportunity present itself to capture a plane and fly out.

6. The team members have their choice of weapons on this raid: machineguns, bazookas, or even mortars can be brought along, but the squad should consider the problems involved in carrying all this stuff. The French will be able to use bazookas or machineguns, but probably not mortars, which require some training for determining range and trajectories. Local French forces will have a collection of MGs and bazookas, gifts from the SOE and ambushed Germans in months gone by, as well as men trained in their use.

EQUIPMENT: This is almost totally up to the raiders. Personal weapons for each man and as much ammunition as he wants to carry, of course. Grenades, satchel charges, demolitions equipment, knives, and the like are recommended. A bazooka and 10 or 20 rounds may be useful, though the French may have one or more Bazookas in the area already. Signalling devices and walkie-talkies may be necessary should the team decide to split up. In point of fact it is almost impossible to predict EXACTLY what the raiders will need, but they should be allowed to discuss various possibilities and plan for several contingencies before they depart on their mission.

OTHER PREPARATIONS: While it is expected that someone in the Resistance forces they are meeting will speak English at least one of the raiders should speak French and including someone who speaks good German would also be a good bet. If none of the player characters speaks French or German, NPC's can be included with these abilities. Hand-to-hand combat skill, combat experience, and special expertise in various weapons all provide extra insurance. The team members will be shown photographs of the three prisoners and of Major Ernsdetter before their flight. They can also be shown an area map (provided recently by an air recon mission) of the outskirts of Belfort, pinpointing the Gestapo HQ complex.

EVENT TABLES: Four event tables are provided with this mission for use at various specific times.

Table 1: THE LANDING: The Game Master rolls what French forces are on hand, how they are organized, and what forces the players will have when they organize an attack on the enemy camp.

Table 2: LOCATION OF THE PRISONERS: The Game Master rolls once on this table before the attack begins to locate the 3 prisoners within the German compound. Finding the prisoners during the attack will be one of the hardest parts of the mission.

Table 3: AIRFIELD: There is an airfield south of Belfort which the raiders may decide offers a quick and easy way out of France. If they decide to try to capture a plane, the Game Master rolls once on this table to determine what they find when they get there.

Table 4: THE SWISS BORDER: The Game Master rolls once on this table if the team tries to get past the frontier on foot or in a land vehicle. It includes both guards and fortifications encountered at the frontier and patrols organized from Belfort and pursuing the Americans since the attack.

As always, other Event Tables may be used at any time, either drawn from those tables provided in Behind Enemy Lines, Book II, or created on the spot by the Game Master.



Mission III Event Table 1: THE LANDING

The Game Master rolls on this table once at the start of the mission to determine who or what is waiting for the team when they land. The Game Master should stress the uncertainty and danger of the situation to the players before the drop since no one can be sure that the French, the prisoners, or informers, have not betrayed the mission.

| Die | Event | Tactical Notes |
|-----|---|--|
| 1 | Firefight seen on the ground as paratroops descend. Troops will land in field close by a bitter skirmish between Resistance forces and a patrol from a German half track. | <p>A French force of 3D men had gathered to signal the B-17 and meet the paratroops. They were attacked by a German patrol.</p> <p>GERMANS: 15 men. Armed: 1 MG 34. 10 MP 40s. 4 GEW 43s.</p> <p>A half track is nearby, providing unlimited ammo. Troop quality: Elite SS. FRENCH: 3D men. Armed: A variety of weapons similar to Germans. Ammo limited to a few (2-7) clips or magazines per man. Troop quality: 2nd rate.</p> |
| 3-5 | Landing area is deserted. No Resistance forces are present. | French forces in the area have gone into hiding. The U.S. troops are on their own. |
| 6-9 | French Maquis are waiting when the Americans land. | <p>4D+12 (16-36) men await the Americans' orders. The leader is Paul Gerard Gizot, a man dedicated to Meyers, and determined to free him.</p> <p>Armed: A variety of weapons, determined by the Game Master. Weapons include at least 3 MG 34s, 1 bazooka with 2D rounds, and an American BAR. Other weapons are U.S. Thompsons, captured German weapons, and French weapons comparable to various German small-arms. Troop quality: 2nd rate.</p> |
| 10 | Same as 6-9. | Same as 6-9, but French forces number 4D+20 (24-44) men and include 2 bazookas, each with 2D+4 rounds. |
| 11 | A few Maquis are waiting for the Americans to land. | Includes Gizot plus 1D men, armed with U.S. Thompson SMGs. Most of the local Resistance scattered and went into hiding with Meyers' capture. |
| 12 | A few Maquis are waiting for the Americans to land. | <p>1D men will lead the Americans to Gizot's camp. Gizot, too, has been captured and is being held with the 3 Americans. 3D+5 (8-23)men are available to attempt the rescue and they will insist on rescuing Gizot also.</p> <p>Armed: A variety of German and U.S. weapons, with 5 clips or magazines per man.</p> |

Missiono III Event Table 2: LOCATION OF THE PRISONERS

The Game Master should roll once on this table as the rescuers approach the Gestapo camp in order to secretly locate the prisoners. The players should not be informed of the results, the Game Master uses the results to determine the raiders' success in discovering the prisoners' locations. Note that the location of Major Ernsdetter is also included should the raiders want to kill or capture him as well. If he is not mentioned in a given roll, he is considered not to have arrived at the camp.

| Die | Event | Tactical Notes |
|-----|--|---|
| 2-5 | Prisoners are together in one of the camp barracks. | Game Master uses any random method to determine which barracks they are in. |
| 6 | Prisoners have been separated, one in each of three barracks. | Each prisoner has one guard posted outside the only door into the building, armed with an MP 40 and 5 magazines of ammo. |
| 7 | Meyers is in Gestapo HQ, being questioned by Ernsdetter in Ernsdetter's office. Other prisoners are in one of the barracks. | 1D+2 guards will be in front of Ernsdetter's office door, in the halls, and on the front step of the Gestapo building, armed with MP 40s. They will not leave their posts, under any provocation. |
| 8 | Ernsdetter is in Gestapo HQ, in his quarters. Meyers is in "the pit", a cramped cell for solitary confinement. Fitzpatrick is in one of the barracks. Vandenburg is dead, a fact known to the other two. | 2 guards outside Gestapo HQ will not leave their post, even during an attack. Another guard stands outside the Pit, and another outside Fitzpatrick's barracks. All armed with MP 40s and 5 magazines. |
| 9 | Meyers is in the camp hospital, recovering from a moderate wound recieved during his capture. Fitzpatrick and Vandenburg are in separate barracks, under guard. Ernsdetter is in his office. | 2 guards are stationed with each: Meyers, Vandenburg, Fitzpatrick, and Ernsdetter. None will leave their posts; all armed with MP 40s and 5 magazines. |
| 10 | A car is seen leaving the camp just as the raiders approach. Ernsdetter, Fitzpatrick, and Meyers are all in the car. Vandenburg is dead. | The prisoners have their hands handcuffed behind their backs. Ernsdetter carries a Luger PO8 with 1 clip. A guard and the driver are in the front seat, armed with MP 40s on the seat beside them, with 10 magazines. They are on their way to the airfield, where a special plane awaits them. |
| 11 | The three prisoners are outside the HQ with Ernsdetter and 1D guards. They are about to get into a truck. | Destination: the airport, as in No. 10. If an attack is launched, the prisoners will be hustled back inside HQ. |
| 12 | The truck in No. 11 is just leaving the camp when the attack begins. | The three prisoners, and 1D guards with an MG 34 are in the back, Ernsdetter and a driver are in the front. Destination: the airport. |

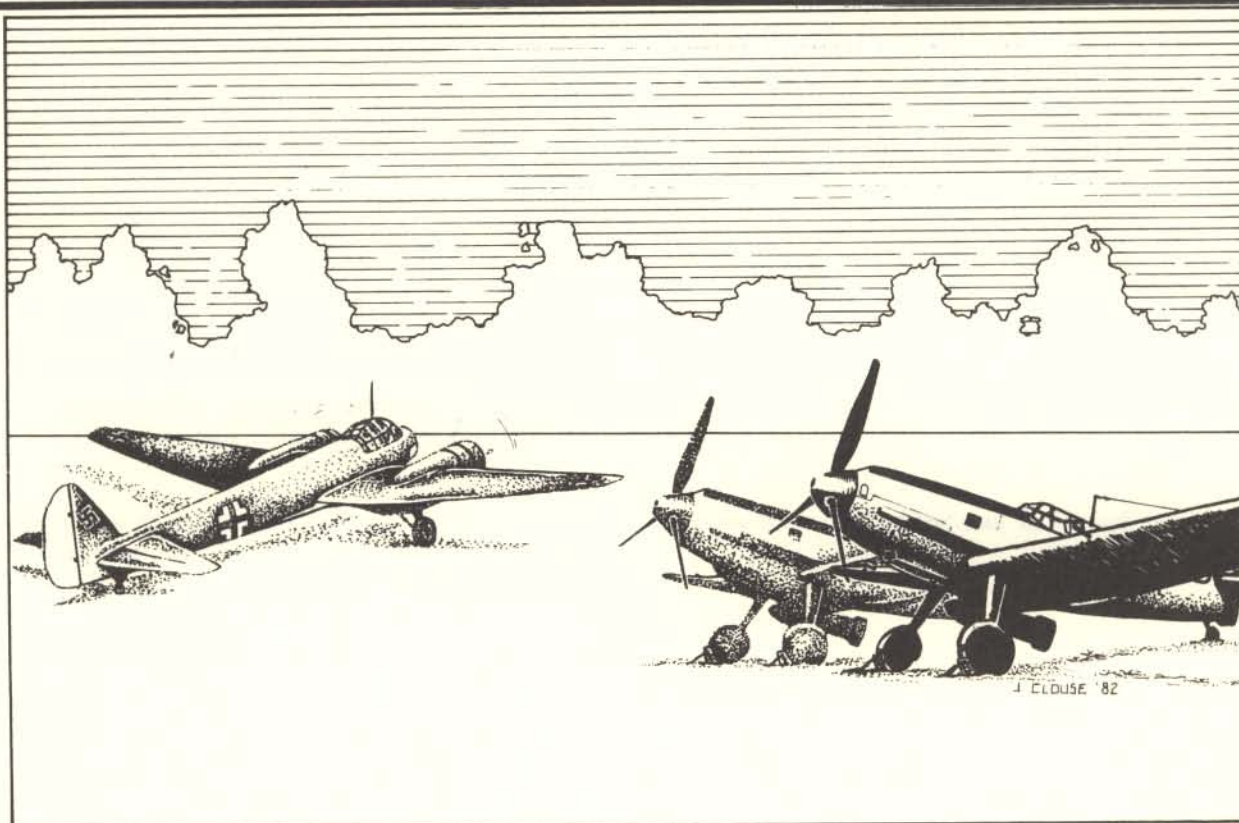
Mission III Event Table: AIRFIELD

The Game Master rolls once on this table to determine what enemy forces and what aircraft may be present at the Belfort airfield. This will be necessary only if the players decide to try to capture a plane at the airfield or if they follow the prisoners and Ernsdetter there from Gestapo HQ.

| Die | Event | Tactical Notes |
|------|---|---|
| 2-6 | Airfield is quiet. A JU-82 transport is ready for take-off on the single runway. 2 ME 109 fighters are parked nearby. | 2D+5 (7-17) Luftwaffe Field Army personnel are present in the barracks. 2D+8 (10-20) ground service personnel are present at the tower and in the hanger. A variety of weapons, including 1 MG 34 at the airfield gate manned by 2 sentries from among the Luftwaffe personnel are present. Troop quality: 2nd rate. |
| 7-8 | As in No. 2-6, but has been alerted to fact of raiders in vicinity. | Troops from 2-6 have been augmented by 10 SS armed with MP 40s, with unlimited ammo. SS Troop quality: elite. |
| 9-12 | Same as 7-8. Aircraft include 2 JU-88s, 4 ME-110s and a Storch FI-156 4-seater scout aircraft. A half track with a quad-mounted 20 mm cannon is parked near hanger. | Same as 7-8. Luftwaffe Army personnel number 2D+12 (15-30) men. Half track is manned by 5 SS IN ADDITION to 10 SS troops. Troop quality: elite. |

Deployment and readiness of troops and personnel at the airfield are largely determined by the Game Master. The troops numbered in each event choice are reserves from which he can draw small numbers of men for encounters with the paratroops.

The airfield is surrounded by a wire fence with a single gate as portrayed on the map included with this mission.



Mission III Event Table 4: THE SWISS BORDER

The German border station is shown on the map which accompanies this mission. The number and types of troops manning it, and the German units pursuing the Americans toward the station are determined by a single roll on this table before the party arrives there.

| Die | Event | Tactical Notes |
|-----|--|---|
| 2-3 | Pursuit is far behind. The station has not been alerted and is quiet. | 4 guards man the station, armed with MP 40s. 2 will be on duty outside, 2 inside the building. A truck is parked behind the building. |
| 4-5 | Appears quiet. Station manned as in 2-3. | The guards have been alerted. One is outside the building; the other three are covering him from the building or from cover nearby. |
| 6-7 | Same as situation 4-5. In addition, a German patrol is in the area, seeking to cut the Americans off from the border. | 15 men. Armed: 12 MP 40s, with 15 magazines apiece. 2 GEW 43s, with 20 clips apiece. 1 Luger PO8 (Captain) with 1 clip. Troop quality: elite SS. Awareness: 6. This force is approaching the station on the road in a German truck. Exact position will be dictated by the situation. |
| 8-9 | Station manned by reinforced garrison alerted to U.S. raid. | Garrison consists of patrol described in 6-7. In addition, 2 men are manning an MG 34 set up in front of the station. |
| 10 | Same as 8-9, but the garrison has not been alerted. | Awareness level: 3. |
| 11 | Same as 8-9. Station is alerted. In addition an enemy patrol is moving through the woods from a nearby encampment hoping to cut the Americans off. | German patrol is on foot moving overland. 8 men. Armed: MP 40s with 5 magazines each. Awareness level: 6. |
| 12 | Same as 11; garrison is alerted and a patrol is moving on foot toward the station. In addition, the force described in 6-7 is approaching the station in a truck along the road to the border. | Exact positions and deployments of various German troops will be dictated by the situation and the Game Master. |

These troops are considered to be reserves from which the raiders can draw small numbers of Germans for various encounters at the border station. If the course of the mission has caused other German forces, such as troops from the airfield or Gestapo HQ, to join into the act of pursuing the Americans, the Game Master can either add these to troops given in the results for this table or replace troops listed in these results with forces he has organized already.

The Game Master is encouraged to force one last fire-fight at the Swiss border, perhaps with the fugitives crashing through the gate under a hail of bullets. If the characters have made it this far, their success is probably assured, but the drama of this final battle can add tremendous excitement to the game.

GESTAPO HEADQUARTERS: The maps and Event Tables presented in *Rescue From the Sky* should be considered as raw materials from which the Game Master can create his own version of a "Great Escape" style adventure. Information is provided for the creation of Gestapo HQ which will be manned by 4D+10 (14-34) SS and Gestapo men armed mostly with MP 40s. The exact number is not known to the players, but by observing the camp from under cover they should be able to get at least a general idea of the strength of the garrison.

The camp is surrounded by a 10 foot high wire fence, topped by barbed wire. Three barracks buildings, an old farmhouse converted into Gestapo HQ, several sheds, and the structure called "the pit" are located inside this fence. Outside are three guard towers - barracks for the German garrison, and a shed next to a vehicle motor pool area.

The guard towers are 10 yards high, each with a single ladder to a roofed post providing hard cover to men inside, each mounts an MG 34, a searchlight, and usually 2 guards.

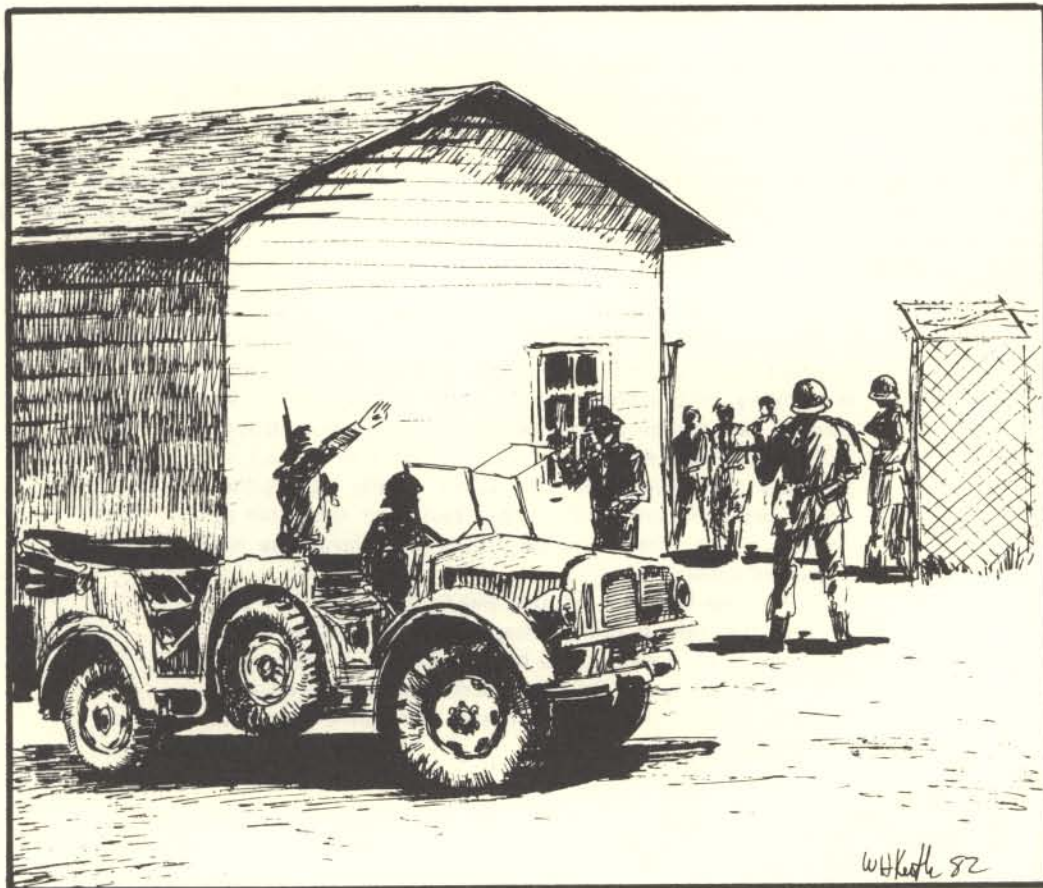
ATTACKING GESTAPO HEADQUARTERS: The players will have to formulate their own plans for rescuing the prisoners based mostly on how much help the French Resistance will be able to provide. The simplest approach will have the French attack at one end of the compound, while the paratroopers sneak in the other, quietly taking out sentries as they come to them.

The French attack may be handled by figuring out how much random fire they are able to lay down against the German positions and how much random fire the Germans can return. Bazooka men or grenade throwers can be handled by the Game Master as separate NPC's in their attempts to destroy the towers. Unless those towers are destroyed, the French will not be able to suppress German fire and the searchlights will illuminate the compound while the paratroopers are trying to find the prisoners.

If the paratroopers for some reason do not have the help of the Resistance their best bet is to try to ambush the vehicle carrying Ernsdetter and his prisoners to the airfield. A 10-man attack on the compound might succeed, but the chances are slim. Less slim are the chances of infiltrating the compound dressed as Germans, in the confusion the prisoners can probably be found and rescued but the get-away will be a problem.

The Game Master should always be willing to provide minor turns of luck for the players, such as the appearance of enemy soldiers with low awareness wearing uniforms the players need.

But don't make it too easy for them!



THE ROAD MAP: A Situation Map is not provided for *Rescue From the Sky* since all action will take place in a very few areas and it is not important where those areas are in relationship to one another. Gestapo HQ is 15 miles from the Swiss border and 5 miles from the Belfort airfield. Most vehicles will average 30 mph on the hilly roads, thus it will take a half an hour to get to Switzerland and 12 minutes to reach the airfield. Battlefield maps are provided for the area around the border station, for a typical spot along a road where vehicles might be ambushed, and for the area around the airfield sentry post.

THE AIRFIELD: A map is provided for the important parts of the airfield just in case the paratroopers elect to fly to Switzerland in a hijacked plane or in case they pursue Ernsdetter and his captives all the way to the airport in their rescue attempt. The airfield is a quiet, out-of-the-way outpost with a few aircraft. The transport plane is Ernsdetter's, it brought him from Berlin and is waiting to ferry him and the three Americans back there.

The Table for the airfield provides bodies of troops which are stationed at the airfield. The Game Master is invited to manipulate these figures to fit the situation he is developing. If the paratroops missed a large-scale battle at Gestapo HQ, the Game Master might arrange to have some of Ernsdetter's personal troops waiting at the airfield. The Game Master may want to involve troops from the airfield in a general chase after the paratroopers even if no action takes place there.



ATTACKING THE AIRFIELD: The airfield will be easier to attack than Gestapo HQ even if there are a number of visiting troops there. An attack by the French will be handled in the same way, using rules for random fire.

Before the start of the game, one of the paratroops, either a player character or an NPC, will be designated as having pilot skill, he will be able to fly a German transport plane (though probably not a fighter). Naturally, any plans requiring the use of an aircraft depend on this one character's not being killed or wounded!

THE BORDER STATION: The border post is a little more than a mile from the village of Delle, isolated by woods and the rugged terrain of a rushing stream flowing down from the Jura mountains to the Canal Du Rhone Au Rhin. The area is heavily wooded and quite hilly laying as it does in the foothills of the Jura Mountains which can be seen rising into the sky across the border. A Battlefield Map of the area is shown to allow a last-moment attempt to stop the fugitives as they crash through the road barrier or rush the station guards.

Once again, the Game Master is invited to rearrange the forces for the area suggested in the Event Table to match his own ideas about the situation up to that moment.

VEHICLES: The Game Master will provide a number of vehicles at Gestapo HQ, at the airfield, and at the border station any of which may be appropriated for an attack or escape. The French, too, may have automobiles or light trucks available. All of the paratroops can drive and for the purposes of this mission, none will have difficulty starting and driving a German vehicle.

Characters riding in automobiles or in the cab of a truck, are treated as being under hard cover when fired upon, DMs for EVASION are applied to attempts to hit people riding in moving vehicles. Characters in the back of a truck are under hard cover if the truck is open (no top) and completely concealed if there is a top. Concealed characters may be hit by using random fire rules for characters concealed behind cover which will not stop bullets. (Hit on 9+)

ENDING THE MISSION: The mission ends when the Game Master announces that the team has made it across the border into Switzerland where they will be interred for several days, before beginning a round-about trip back to England.

An alternate ending could become a part of a long-term campaign with the team electing to strike out across France to reach Allied lines, perhaps because the border is too closely guarded. The mission is considered to occur on July 8-9. At the end of July, the 3rd Army will break out of Normandy during Operation Cobra and by the end of August they will be entering Lorraine. On August 15, the U.S. 7th Army will land in Southern France, they will be in Lyons by Sept. 3, Bensacon by September 8, and Belfort by September 11. The Game Master may allow the paratroops to hide in the French countryside with or without the aid of the Resistance, until the front reaches them or they may elect to go overland, dodging retreating elements of shattered German armies until they meet advancing U.S. or Free French forces.

Pillbox on Hill 409

The American drive rolled on with the very borders of the Fatherland almost in sight. Then, just before the plunge into the depths of the Heurtgen Forest, we ran into a small foretaste of the struggle to come. Hill 409 lay square in our path. And on top of Hill 409 was this pillbox . . .

The Pillbox on 409 is an Incident rather than a full mission; it details the efforts of a U.S. Infantry squad to destroy an enemy pillbox which has pinned them down at the base of a hill. It is designed to be played in an hour or two, and may be inserted by the Game Master into the course of a longer game or campaign.

PREPARATION: All action in The Pillbox on 409 takes place within one Area, that is, within one square, 1000 yards wide on a Situation Map. A Situation Map, then, will not be required, since all movement and combat will take place within this single area. Several Battlefield Maps of likely areas of combat have been included around the pillbox itself. A floorplan of the pillbox is included, where the Game Master can keep track of the positions of German NPCs; the players should not be allowed to see the Battlefield maps until they reach those specific places and they should not be allowed to see the floorplan for the pillbox unless they actually enter it.

The Game Master should place the German NPC's where he desires; they may all be inside the pillbox, but

he may prefer to leave some outside, as additional challenges for the players to overcome. The enemy NPC's positions should be noted and a record made of the weapons, ammunition, and stats for each.

The American squad is pinned down in the ditch at the base of the hill. Characters may be drawn from any source, including existing campaigns, or the players' own favorite characters.

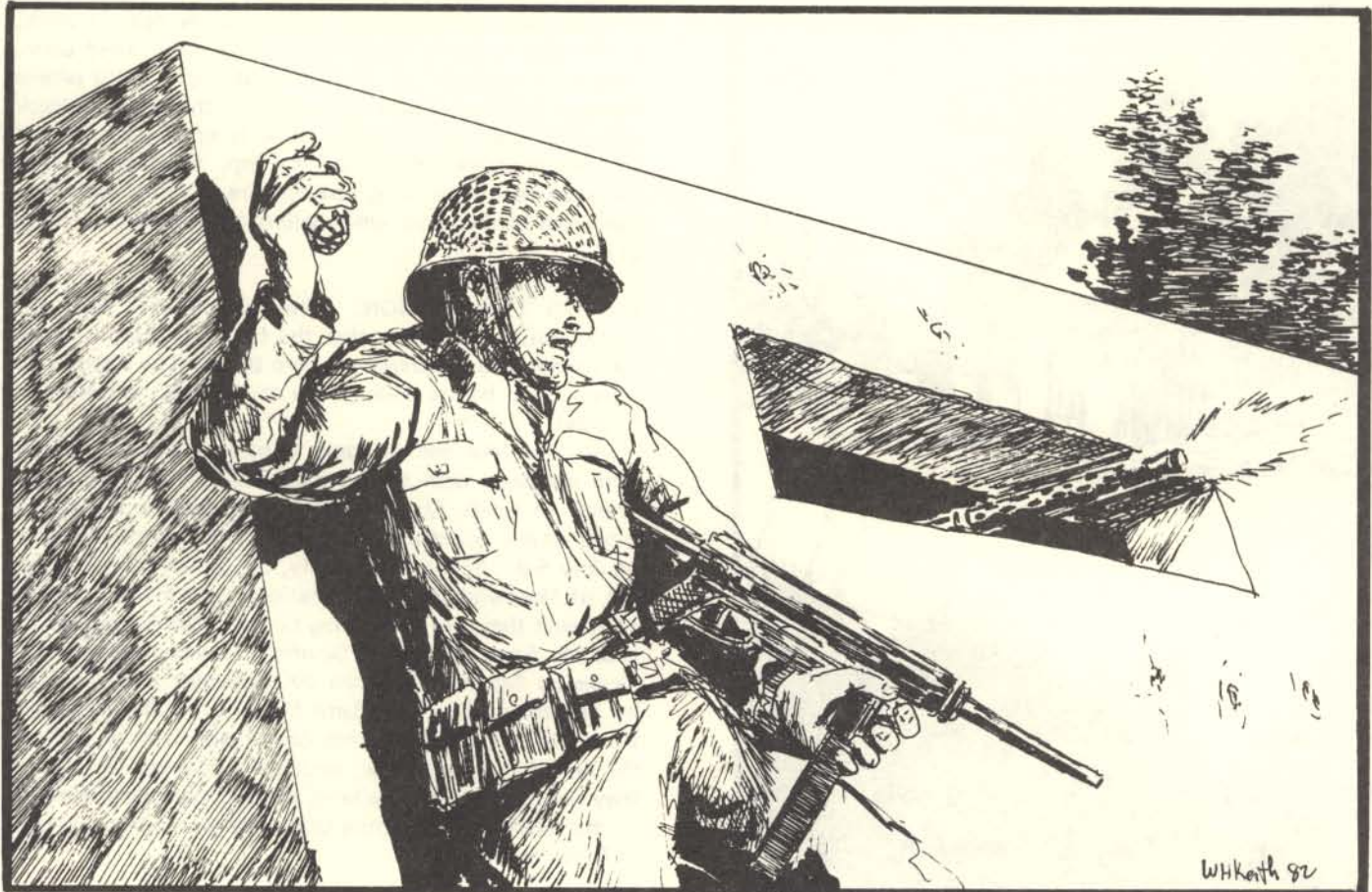
GERMAN FORCES: 3D+6 men. (The exact number is known ONLY to the Game Master).

Armed: A variety of weapons, mostly MP 40s and Mauser GEW 98s. There is an essentially unlimited supply of ammo for all weapons in the pillbox, but troops outside the structure will carry a limited amount (Game Master's discretion) which can be replenished by returning to the pillbox.

Troop Quality: 1st rate.

Awareness: ALERT. The crew of the pillbox has already spotted the U.S. squad and fired on them.

NOTE: One German character will be a Captain, armed with a Walther P38. He is a forceful and dedicated Nazi officer, committed to keeping the enemy off German soil. He will not surrender, nor will he allow his men to do so.



If he is killed or incapacitated, the German morale levels will be reduced by 4, rather than 2; this does not affect units located apart from this officer, where they could not know of his being hit, of course.

U.S. FORCES: 10 men, made up of as many player characters as are available (preferably between 2 and 6), with the remainder being friendly NPC's.

Armed: Players' choice of weapons. Each character can carry as much ammunition as he wants but there is a limit of 2 grenades per character. Ammunition is limited to what each can carry. Characters may elect to carry pole or satchel charges, bazookas, or flame throwers. No more than 1 of each of these weapons is permitted, though more than 1 type may be carried by the group.

Troop quality: 1st rate.

THE PILLBOX: A steel and concrete structure mounting an 88mm antitank gun and 6 MG34s. Detailed floor plans are given in this description of the pillbox. Note the lines showing the arc of fire through each port and for the 88 mm gun. Characters approaching the pillbox from **OUTSIDE** these arcs are safe from direct fire from the pillbox.

Demolition Numbers are listed for various walls. Of special importance is the Demolition Number for the door: 30.

The Bombardment Number of the pillbox is 150.

DESTROYING THE PILLBOX: This can be accomplished in a number of ways. Grenades, rifle grenades, bazooka rounds, or flame attacks may be made directly through the pillbox's main aperture. Grenades may be thrust through the smaller apertures. A ventilation shaft on top of the structure allows characters to drop grenades into the interior.

The door may be breached by a satchel charge explosion or the door may be rushed when it is opened by German soldiers.

Finally, if a runner can reach the U.S. CP, artillery fire may be called in. There is a battery of 5 105mm guns 10000 yards away; this will be slow and somewhat anticlimatic, but the struggle to get one soldier out of the ditch and out of range of the pillbox will make for a tense situation.

THE INCIDENT: Play begins with the U.S. squad hiding in a ditch. They have just been surprised by machinegun fire from a previously unsuspected pillbox about 400 yards away at the top of a hill. Random machinegun fire will continue to sweep the area around the ditch and after a few minutes, the 88 will begin dropping shells on them at infrequent intervals.

Basically, the players have two choices.

Choice one is for them to try to get a runner back to their CP with a request for artillery fire. They have no radio but it may be possible for one man to evade enemy fire and make for the woods at the edge of the Area Map.

No other way back to friendly lines exists; the bit of woods at the edge of the map is the only cover available within range of the enemy gun, which opened up on the squad after it had already crossed this open ground.

The chances for crossing this open ground are not good and the players are cautioned that the attempt should probably be made by NPC's, if they want to keep their own characters intact!

Choice two is simple: destroy the pillbox.

Various types of cover exist all the way to the pillbox and the players may be able to choose paths that keep them outside the arc of enemy guns. They should remember that Germans may be in hiding outside the pillbox, waiting for just such an attempt. They will have to close to within 100 yards to have a chance of hitting the aperture with bazooka rounds to within about 10 yards to hit it with a flame-thrower attack, or all the way to the wall to toss in grenades or satchel charges. Some characters may attempt to suppress enemy fire (using random fire tables) while others attempt to close the range. To this end, bazooka or flame attacks may be used to suppress enemy fire; each time a bazooka or flame attack is made which hits the **PILLBOX** (Not necessarily an aperture), the attack may be made at the **BEGINNING** of a combat round and is counted as **VERY HEAVY RANDOM FIRE** towards suppressing enemy fire for that combat round only.

For example, a soldier trying to rush the pillbox might get the bazooka man to cover him. The bazooka man launches a rocket at the pillbox at the beginning of a round. If the rocket hits the pillbox, enemy random fire is reduced by 1 level for that turn (ie. moderate random fire becomes light). This will last for the next 10 seconds, possibly giving the soldier time to dash to the next bit of cover along the way.

The pillbox is destroyed when its defenders inside are killed, captured, or incapacitated. Other enemy soldiers may still be alive on the hill but the U.S. squad will have been successful in escaping from the German trap. Reinforcements will not be able to reach the squad until the pillbox gun is put out of action.

Game Masters may try various approaches to the set-up for this incident. The players may be forced (particularly if this incident is inserted as a part of a longer mission) to take the pillbox on without bazookas, flame-throwers, or high explosives. Fewer soldiers may be available for the assault or more German troops may be in the area to support to the pillbox. A further complication would be for the squad to encounter **TWO** pillboxes, set up to cover one another. Troop numbers and available weapons should be adjusted accordingly.

Machinegun Hilton

"Our squad was on the way home from an all night patrol. We were just passing the outskirts of a little French village when a Kraut machinegun opened up on us from behind a wall. We dove for the nearest cover, a two-story house right behind us. We tore through the building, looking for a back exit. We found it, but ducked back mighty quick when another machinegun chattered away at us from across the street.

"Sarge emptied a clip at them through the window, then ducked down to reload. 'Well,' He said, 'Welcome to the Machinegun Hilton!'"

Machinegun Hilton is an incident for Behind Enemy Lines rather than a full-length Mission. It details the struggle of a U.S. Infantry squad trapped by a large force of Germans in a house at the edge of town. They must try to hold the enemy forces off until nightfall, when they can attempt to sneak away under cover of darkness. It can be played in a few hours or incorporated into a longer Mission or campaign.

PREPARATION: All action in Machinegun Hilton takes place in and near a two-story house at the edge of a French village. An Area Map showing the village and Battlefield Maps showing the first and second stories of the house and the immediate area, are included.

Before play begins, the Game Master should determine what German forces are present. The exact number and

type of enemy troops should be known only to the Game Master.

The two floor plans for the house should be laid out in a convenient place, they may be photocopied if the Game Master needs access to the rest of the booklet. The positions of individual American soldiers should be recorded on these, using troop counters or light pencil marks. Record sheets should be prepared for each soldier and weapons and ammunition determined.

The Game Master should place German troops around the house, recording their positions on his own copy of the Area Map. These records show only the general positions of squad-sized units and the sites of machinegun nests.

GERMAN FORCES: 2D x 6 (Between 12 and 72 men. The exact number is known only to the Game Master).

Armed: A variety of weapons, mostly MP 40s, GEW 98s and GEW 43s. Ammunition is essentially unlimited, but they should be limited to 1 or 2 grenades per man.

There are at least 2 MG 34s present, one covering the front of the house, the other the rear.

Troop quality: Game Master's choice of elite, 1st rate, 2nd rate, or 3rd rate. If they are 2nd rate, they are led by a dedicated young officer determined to capture the Americans in order to win promotion for himself. If 3rd rate, the troops are a mix of White



Russians, Letts, and Dutch, led by a small contingent of no more than ¼ of the total available German force of elite SS. 3rd rate troops will fight valiantly only when threatened by the presence of the SS.

U.S. FORCES: 12 men, made up of as many player characters as are available, with the rest NPC's.

Armed: Players' choice of weapons. The squad has been out on patrol, and would have chosen weapons dictated by the needs of the patrol. The Game Master may, at his discretion, introduce 1 bazooka, with a few rockets for it. Ammunition will be strictly limited to what each man happens to be carrying, probably no more than 10 or 20 magazines or clips per weapon.

Troop quality: 1st rate.

THE HOUSE: A wood and stone two-story building which, thus far, has taken little damage. The 1st, 2nd and basement levels are mapped out in some detail for recording positions during the fighting. Movement is as for open terrain, unless the floor is littered with rubble from, say, a blown out wall, such fine distinctions will be determined by the Game Master as play proceeds.

The Demolition Number for the outside walls is 5. The Bombardment Number for the whole structure is 30.

THE INCIDENT: Play begins with the U.S. soldiers inside the house, preparing to fight off a German attack. If the Game Master prefers, he can begin with the Squad outside the front door and begin the incident by having a German MG 34 open up on the party from about 50 yards away. It is recommended that in this case, the Americans begin with at least 15 men rather than 12.

GERMAN STRATEGY: The Germans wish to kill or capture the Americans they have bottle up in the house. The Game Master can pursue several strategies in this. The Germans may try to wear the U.S. soldiers down with sniper and harrasing attacks or they may try a sudden rush, or even a succession of attacks from different sides.

The following rules are used for determining the course of German attacks.

The Game Master determines the breaking point for German attack groups by dividing the number of soldiers attacking (those actually charging, not just providing covering fire) by 4. For elite troops, he adds 2 to this number. For 2nd rate troops, he subtracts 1; for 3rd rate troops he subtracts 2. The resulting number is the breaking point for that attack; when that number of attackers have been killed or been moderately or severely wounded, the attack will be broken off and the survivors retreat to cover. If two separate attacks are launched, say, from opposite sides of the house, two separate breaking points are determined. When dividing by four, fractions are rounded UP. The Americans should not know what the breaking point is during the action. Several attacks may be launched in succession, allowing the troops to seek cover closer and closer to their objective.

German attacks are launched to put men in position to throw grenades into the house or to allow them to

rush inside and take the house by storm. Random fire may be used in attempts to suppress American fire thus giving the attackers a better chance to get close.

When German casualties (killed and moderately or severely wounded) reach 30, 40, 50, 60, 70 or 80% of the original force, they will stop making wild charges and simply try to keep the Americans contained long enough for reinforcements to show up. The percentage is determined by rolling 1D; 1=30%, 2=40%, and so on. There is a +1 DM for elite troops, a -1 DM for 2nd rate, and a -2 DM for 3rd rate. Less than 1=30%; more than 6=80%.

The Game Master should use these rules to try to stage an interesting and exciting series of attacks, which the players must fight off, one after another. He determines how frequently the attacks occur and from what quarter, as well as their size and goal. He should remember that his goal is not the same as the Germans', i.e. extermination of the American patrol, and therefore keep from using knowledge which is his but not the enemy's which might tip the scales in an attack, such as the realization that one side of the house is now undefended. The essence of a taut and exciting game is the balance of forces and events orchestrated by the Game Master.

The German forces in the village represent a small garrison force. They have sent for, and are expecting, reinforcements. These will arrive during the night and consist of forces determined by the Game Master depending on the exact situation. Their purpose so far as the game goes is to convince the players that it is indeed time to leave.

The Game Master will have to handle his attack as though he were the German commander. If he has more than 48 men, he is quite likely to be able to carry the house by storm, if he has less than 30 men, he would be better advised to wait the Americans out, attacking only when opportunity presents itself.

The Game Master may also attempt to have the Germans sneak up on the Americans, using cover until the last possible moment, then rushing.

American Strategy: The Americans have only one goal: survive until after nightfall.

The Americans must pool their ammunition and use it carefully. Random fire may cause many German casualties during an attack, but it also uses up ammo at a fearful rate. They will want to gather ammo and weapons from dead and wounded comrades, special dramas may be created in attempts to retrieve the ammo from one or more men dead outside the house from the initial ambush. Captured German weapons and ammo may also be used.

The Americans will always be able to take advantage of hard cover, firing from doors and windows at attackers who must cross open ground. Sniper fire is a constant danger however and care should be taken near open windows, with the players specifying that they are crawling past a window, rather than walking.

As their numbers dwindle, the Americans may find it necessary to take refuge in the basement or second story; this is dangerous and reduces their chances of escaping later. However, it also reduces the number of doorways that need watching.

At one point during the day after at least one German attack, an enemy lieutenant will approach the house under a white flag. Speaking broken English, he will announce that the house is surrounded (rather obvious!) and that the Americans should throw down their weapons and surrender. The players should be given a serious choice in this matter and be allowed to discuss it. If they surrender, they will be marched off to a POW camp and that will end both the game and those particular characters.

If they continue to fight, their goal will be to beat off enough attacks and inflict enough damage on the enemy, that he is forced to keep his distance, more or less, until nightfall.

After dark, the Americans can try to slip past the Germans and escape. This could be an entire mission-length scenario in its own right with the possibility of success largely dependant on how many troops the Germans have left and where they are positioned. The usual rules for sighting and surprise can be used. The Game Master should keep in mind that the enemy will be watching the house's exits carefully, expecting just such an attempt.

Another possibility would be to try to pick a weak point in the enemy line and rush it, hoping that some would get through in the darkness and confusion.

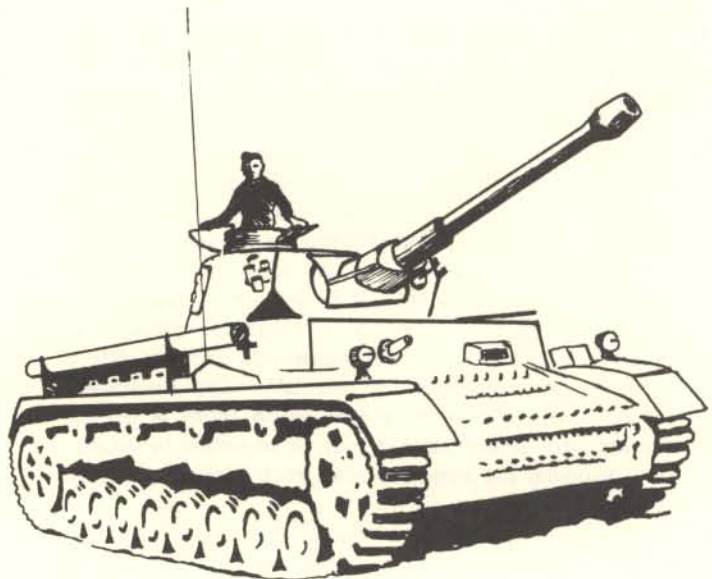
Furniture is not shown in the floor plans of the house. The Game Master is invited to pencil in tables, chairs, crates, and such, and allow the soldiers to pile these up to create barricades or obstacles. Player ingenuity in creating tin can alarms and wire-tripped grenade mines should be encouraged by allowing them to find the material they need lying about in the house.

The enemy has no artillery. However, fire is a possible danger if a grenade explodes in a pile of splintered wood or furniture. All rules for fire apply.

ADDITIONAL COMPLICATIONS: Machinegun Hilton can be made more challenging by giving the Germans 1 or 2 tanks. The Americans should have a bazooka with several rounds of ammunition.

The Germans could be SS under a particularly zealous officer. Their breaking point is raised to $\frac{3}{4}$ of each attacking force, and they will stop attacking only when 80% of their total number has been killed or wounded.

Finally, the Game Master and players might choose to role-play the entire escape with the fleeing Americans pursued by a large number of Germans through the night as they attempt to reach their own lines. Details of the pursuit are up to the Game Master.



Night Encounter

"We were formed up in column-of-twos and marched down the road at a good pace. There was pretty fierce fighting at the bridge, the Lieutenant said, and we were being sent in to reinforce the heavy MG we had up there.

"As we were marching along through the dark, we sort of gradually became aware that another column had come onto the road from a path out of the woods, right alongside us. Of course, we figured it was another squad of our boys, until one of them called to us in German.

"We all dived for cover, friend and foe alike; then the fun began."

There are a number of accounts of situations such as this occurring; of two columns, Allied and German marching past or alongside each other in the dark, without realizing that the other group is the enemy, particularly during the mass confusions after the airdrops during D-Day and Market Garden.

When the situation was noticed, particularly bloody fighting at point blank range could and did result.

PREPARATION: A Battlefield Map of the stretch of road the two columns are marching along is included in this scenario. Items of hard and soft cover are indicated, including a ditch along the side of the road, and trees and

boulders off the road. The usual records are made of each player character and NPC.

Play can begin with the characters already under cover along both sides of the road; players and Game Masters who don't mind a bit of blind confusion can pick up the action from the moment the two sides discover one another, allowing each character to jump for cover or open fire or both in a more-or-less simultaneous free-for-all.

GERMAN FORCES: A patrol of 10 men.

Armed: 8 MP 40s, with 15 magazines apiece.

1 Mauser GEW 98, with 20 clips.

1 officer with a Luger PO8, with 3 clips.

Troop quality: 1st rate.

Notes: The German unit is part of the attack on the bridge, one of several flanking groups sent across a downstream ford in an attempt to encircle the American MG position. Obviously, they were not expecting an American squad and were expecting another German squad, to be on the road at that time.

U.S. FORCES: A patrol of 12 men.

Armed: 1 BAR with 20 magazines.

4 Thompson submachineguns, with 10 magazines.

6 Garand M-1s, with 20 clips apiece.



1 officer with a .45 caliber pistol with 2 clips and an M1 carbine with 10 clips.

Troop quality: 1st rate.

Notes: The players may prefer to choose their own weapons; insofar as this is possible, the Game Master should allow this, but the balance of weapons listed should be preserved by giving the NPC's M-1s, if all the player characters want Thompsons.

THE INCIDENT: Play begins either with the two parties just becoming aware of one another, with a free-for-all shot and scramble for cover, or with the characters scattered along the road, already under cover. It is a dark, moonless night, so vision is restricted though individuals are so close to one another this will not be a big problem.

To BEST simulate the confusion of a sudden night action at close quarters, the players should NOT be allowed to see the Battlefield Map with counters marking positions, but simply have the sights and sounds for each player described by the Game Master, for example, "You see someone moving in front of you, about three yards away. He's firing off to your right . . ."

This encounter is likely to degenerate into a series of hand-to-hand combats punctuated by point-blank bursts of submachinegun fire. It will be quite short, and quite bloody.

GERMAN STRATEGY: The Germans are interested primarily in staying alive and there will be no thoughts of organized defense or attack. The Game Master should exercise care in playing the German NPC's, not using information which the Game Master, but not the Germans, would possess. As a rule, German soldiers disliked hand-to-hand combat; when possible, they will slip away into the woods, individually and in small groups, and attempt to reorganize later.

The Game Master can use the Germans to break up attempts by the American troops to organize, by firing at groups as they form. Otherwise, each German NPC should fire at the nearest American he has sighted.

While fighting in the dark, the Germans will not be aware of their own casualties as quickly as they might be in other situations. When 7 of the Germans have been killed or seriously or moderately wounded, the survivors will flee or surrender, whichever gives them the greatest chance of survival.

AMERICAN STRATEGY: The American goal is virtually identical to the Germans': survive. U.S. troops were not as reluctant to mix it up in hand-to-hand fighting and had reputations as tough brawlers who enjoyed coming to grips with the enemy face to face. They outnumber the Germans and are carrying what amounts to a light machinegun, the BAR, but these advantages will largely be nullified by the dark and the close quarters. German burp guns are deadly at close-range fighting. The best strategy is to take cover and pick off German targets. They should be especially aware of attempts by the enemy to organize into small groups and break these up with automatic weapons' fire.

When 8 of the Americans have been killed, or moderately or seriously wounded, the survivors will flee or surrender, whichever gives each individual the best chance of survival.

If, by chance, both sides reach their breaking point during the same combat round, the two sides will disengage and head into the woods.

Player characters or NPC's may at any time attempt to hide in the woods, thus avoiding the firefight. Perhaps with the intention of circling back and attacking the enemy from hiding. The Game Master should show players their character's positions on the Battlemat, but conceal the positions of enemy NPC's.

In this way, using the usual rules for sighting and surprise, chance encounters between individuals, sometimes on the same side, sometimes enemies, may occur. Movement in the woods becomes a terrifying game of hide and seek with every player both hunter and hunted.

REINFORCEMENTS: There is at least 1 other German squad in the area, the squad the Germans mistook the Americans for. At the Game Master's discretion, perhaps if the U.S. squad too easily dispatched their opposition, the other German unit might appear, drawn by the sound of gunfire. Its arrival might be a surprise, or the Game Master might reward player characters who realize and comment on the fact that the Germans, themselves behind enemy lines, must have expected to see another German squad in the woods on that road, by giving them some warning of the enemy's approach. The battle continues, then, with the U.S. suffering casualties and dwindling ammunition supplies facing a second German squad identical to the first. In this case, however, a determined stand by the Americans, particularly if they heard the enemy coming and were able to spring an impromptu ambush will cause the second party of Germans to retreat after they have taken only 4 casualties, killed or wounded.

ADDITIONAL COMPLICATIONS: The German soldiers might be elite SS or paratroops. This unit will fight to the last man and will not take prisoners. The sizes of the units and their weapons might be varied. They will attack with fanatical fury, firing on friend and foe alike in order to win.

The German officer, a young lieutenant, might be carrying (in a rather grievous breach of discipline) plans and maps of the night's attack, or he may possess information useful to the U.S. HQ. Attempts to capture this man should be rewarded by giving the prisoner great value when he is turned in at the nearest CP.

At least one German among the last few to surrender might conceal a grenade in his belt under his jacket. Unless (or when!) he is thoroughly searched, he will pull the grenade and attempt to kill his captors.

If the Germans win the battle, but several player characters are able to escape into the woods, play may continue by having the U.S. machinegun nest overrun. The Germans will break through the U.S. lines in this area, leaving the players caught behind enemy lines with what little ammo they might have left after their battle. The Game Master can then lead them on a trek through woods filled with enemy forces (mostly squad-sized units similar to the squad first encountered) in the dark, as they attempt to rejoin their unit. This could be the beginning of a Mission-length game. It could also mean the end of these particular characters.

Deadly Crossfire

"We were moving up this valley through light woods when a hidden Kraut MG opened up on our flank. Well, the first rule for surviving an ambush is 'Keep moving!'. We dropped to our bellies and crawled, moving ahead to try to get around the gun.

"Next thing we knew, a second gun was on us from the other side. Bullets were whining overhead thick as flies, stitching along the ground and sending chunks of bark spraying off the trees. We'd managed to put our foot in it, this time. They had us in a crossfire!"

Deadly Crossfire is an Incident for Behind Enemy Lines rather than a full length Mission. It can be played in an hour or two, and may be inserted by the Game Master into longer Missions or campaigns.

PREPARATION: All action in Deadly Crossfire takes place within a single, 1000 yard Area, so no Situation Map is needed. Before play begins, the Game Master should prepare his own copy of the Area Map, secretly recording the locations of all German squads, snipers, and machine-guns. He may locate these forces wherever he desires, but he should note whether they are dug in trenches or weapons pits, or merely taking advantage of natural cover in the woods.

The game will begin with the American squad pinned down in a defile in the woods. The machineguns should be positioned so as to sweep the defile from the ridges on either side.

GERMAN FORCES: 2D + 6 (Between 8 and 18 men, the exact number known ONLY to the Game Master).
Armed: A variety of weapons of the Game Master's choice. Most will carry MP 40s. There will be 2 or 3 MG 34s (Game Master's choice) mounted in weapons pits. At least one German will be an expert marksman armed with a Mauser GEW 98. Ammunition supplies for all weapons are large but limited. Each MG has 30 50-round belts in tin ammo boxes in the pits.

Troop quality: 1st rate.

NOTE: The expert Marksman in the German party is a sniper who has hidden himself somewhere apart from the general fighting. He has a Weapons Handling Level of 8, and Level 5 skill with the GEW 98. He is wearing a camouflaged uniform and should be handled by the Game Master separately from the rest of the enemy NPCs. He is crafty and cautious, watching for an opportunity to pick off U.S. soldiers without revealing himself.

U.S. FORCES: 12 men, returning from a patrol behind enemy lines.

Armed: Players' choice of weapons with 10 to 20 magazines or clips per man. 1 lieutenant carrying a .45 caliber pistol and an M-1 carbine.

Troop quality: 1st rate.

THE INCIDENT: The Americans will find themselves under machinegun and small-arms fire from at least two directions. There will be plenty of cover to allow them to maneuver around behind the enemy positions. As they do so, however, they will find that an unseen sniper has them in his sights, firing on them with deadly accuracy.

With care and generous use of hand grenades, the squad should be able to extricate itself from the machinegun crossfire by blowing up the positions. Just when they think they've won, however, they realize that they are still under fire. It will not be clear exactly where the sniper fire is coming from, and they will have to organize a sweep to spot the sniper's position, and finally corner him.

They may find the sniper more deadly than the machine-guns.

SPECIAL NOTE: German snipers were notorious for being able to spot enemy officers. The American lieutenant is clearly marked by his .45 and M-1 carbine, it can also be assumed that he is wearing collar insignia (though none on his helmet). Until he pockets the insignia, and gets rid of any weapons or gear that marks him as an officer, he is going to be the prime target of the sniper. If the officer is a player character, the player should think of this for himself, hopefully before he is gunned down.

SPOTTING THE SNIPER: Using the various modifications for sighting given in Book I, it is clear that finding the sniper will be no easy task. He is camouflaged (-5DM, so long as he is not moving), probably prone (-4DM), and in light woods and brush (-6DM) for a total of DM-15. The table for **SHORT RANGE CONCEALMENT** is used in attempts to spot him. Remember that each time he fires, there is an additional +3DM for attempts to spot his position **DURING THAT COMBAT TURN**. The only way to get him is to get close enough to spot him, then open fire.

ADDITIONAL COMPLICATIONS: This scenario is designed to leave the players thinking that the machine guns are the hard part; they're not. It can be played just as effectively by having them face just the sniper.

For added interest, the Game Master might have them face two or more snipers; they will be set up initially so that each covers another, and they will not all open fire at the same time. Rather, one will begin firing, and the second will fire only when the Americans are closing in on the first, making them believe that a single sniper has somehow changed positions, and gotten behind them.

Historical Biographies

The histories of several men who distinguished themselves during World War II are given here, players may want to role-play these characters or to base their own characters on them.

Captain Bobbie E. Brown

Strength 9 Endurance 9 Weapons Handling 8
Agility 8 Stamina 9 175 lbs.

Acquired Skills: Rifle level 4 Bayonet level 6
BAR level 3 .30 cal. machinegun level 2
.50 cal. MG level 2 Hand to hand 2

Bobbie Brown joined the Army in Columbus, Georgia, in 1922, at the age of 15. He qualified as expert on all of the weapons listed above, was a champion light heavyweight boxer, and played in the all-Army football squad in 1927.

In 1942, in North Africa, he was promoted out of the ranks, from Master Sergeant in the 2nd Armored Division. He transferred to the First Infantry Division in 1943 and came ashore at Omaha Beach, leading a platoon.

In October, 1944, he led Company C, 18th Regiment, of First Division at Aachen, Germany. The city was defended by a complex of 43 pillboxes dug into Crucifix Hill, manned by 1st rate and elite troops.

Brown led his company in a frontal assault against several of those pillboxes moments after an hour-long air attack which was supposed to soften up the objectives.

The pillboxes were undamaged, though slow in responding to the attack. C Company was pinned down in an antitank ditch just before the first pillbox.

Brown dragged three pole charges and three satchel charges with him, crawling up to the first pillbox. Just as he prepared to thrust a pole charge through the aperture, a door opened, and a German soldier stepped out. Brown attacked him with his fists, knocking the man back into the pillbox; he then threw the pole and satchel charges through the door, slammed the door shut, and dove for the antitank ditch. The first pillbox was destroyed.

He then crawled toward the second pillbox, machinegun bullets slicing the air just above his head. He made it around to the rear of the fortification and used the pole charge to blast a hole in the building's steel door. Then he hurled a satchel charge through the hole, destroying the second pillbox. At some point during this attack, he was wounded in one knee and had his canteen shot up.

Finally, he went after the largest pillbox on Crucifix Hill, a monster with seven rooms manned by 45 men, six-foot thick walls, and topped by a revolving turret bearing an 88mm cannon, 2 machineguns, and 2 20mm guns. As he approached the rear of the pillbox, a German soldier happened to step out the rear door, walking toward an ammunition bunker several yards away. Brown watched the soldier gather an armload of ammunition and return to the bunker; as the man stepped back inside the pillbox, Brown leaped up, jammed a pole charge and a satchel charge through the half-open door together, and dove into a crater. The third pillbox was destroyed.

For this action, Brown won the Medal of Honor. He retired from the Army at the age of 45, in 1952.

Charles E. (Commando) Kelley

Strength 8 Endurance 9 Weapons Handling 7
Agility 9 Stamina 8 155 lbs.

Acquired skills: Rifle level-2, BAR level-2,
Submachinegun level-2, Hand to hand level-1

Charles E. Kelly was born and raised in a tough neighborhood on Pittsburgh's north side. He joined the Army right after Pearl Harbor, at the age of 20.

His beginnings in the Army were not promising; he fell somewhat short of the Army's standards for shined shoes and tight bunks. His habit of sighting his rifle with his left eye, leaning far over the rifle's stock, earned him day after day of KP and latrine duty. Finally, after having gone AWOL for several days, he was court martialed and transferred to another unit, the 36th "Texas" Division.

The Texans were not as spit and polish as his former unit, and they didn't care how he sighted his weapon, so long as he hit the target. His first combat was at the landing at Salerno, in Italy, September 9, 1943.

Soon after the landing, Kelly and his outfit, "L" Company, found themselves surrounded in a 3-story house in the village of Altavilla. They were well-stocked with arms and ammo; but they were behind enemy lines and American reinforcements were unable to force their way through. They were under constant attack and suffering many casualties.

Kelly helped break up many attacks by elite German SS, alternating between a BAR and a Thompson submachinegun, using one while the barrel of the other cooled. At one point, he discovered an abandoned 37mm antitank gun and puzzled out how to fire it. After several close calls, he got it working and fired the gun until he ran out of ammo.

One of Kelly's habits, one that had not endeared him to his superiors back in Basic, was fiddling with shells, unscrewing the ends and pouring out the powder to see what made them work. Now, as L Company's supply of grenades ran low and the enemy closed in, his fiddling paid off. He'd found a way to free the safety pins from 60mm mortar shells manually, by tapping them on a ledge. His hand-thrown mortar barrage from the building's upper floor killed over 20 Germans and broke up another attack.

By the second night, only 30 men in the company were still alive, including many wounded. The commanding officer decided to try to slip out of the house in groups of six, leaving those unable to walk behind. Kelly volunteered to cover the withdrawal.

Kelly waited in an alley behind the house until Germans came pouring through the back door, fired his BAR until he was out of ammo, and then ran for it. He survived to receive the Medal of Honor. A news correspondent coined the nickname "Commando Kelly".

Audie Leon Murphy

Strength 6 Endurance 6 Weapons Handling 8
Agility 8 Stamina 6 130 lbs.
a sharecropper's son

Audie Murphy, from Farmersville, Texas, joined the Army at age 17, shortly after Pearl Harbor. Boot camp was a grim struggle; after passing out on the drill field, he was nearly transferred to the cooks and bakers school, but his request to stay with a combat infantry unit was finally granted. Chalk one up for determination. He saw action in Sicily, Salerno, Cassino, and Anzio, with the Third Infantry Division. He landed with the Third in Southern France in August, 1944, a platoon sergeant.

By November he had been promoted to 2nd Lieutenant. Not long after, he was badly wounded by a sniper but managed to kill the German before the German could finish him off. He returned to his unit in January, 1945, during the fighting in the Colmar Pocket.

As acting Company Commander of Company B, 15th Regiment, Murphy himself and the remnants of his command were cut off by the destruction of a bridge behind them, near the village of Holzwihr. Company B, with two tank destroyers, was ordered to hold until reinforcements could get across the river.

An attack formed up, enemy infantry in snow camouflaged clothing, with six tanks. One of the U.S. tank destroyers slid into a ditch on the icy road, and the second TD was destroyed by a round from one of the enemy tanks.

Murphy, in touch with his HQ on a field phone, called in an artillery barrage. The shells were right on target, but the enemy kept coming. B company was being savaged by machinegun fire from the German armor.

Murphy ordered his platoon sergeant to pull what was left of B Company, less than half the original force, back through woods to the Company's rear. Murphy remained with the field phone, directing the continuing U.S. artillery fire. For a time, he engaged the enemy, now at 200 yards range, with his carbine. When he ran out of ammo, he dragged his phone over to the burning tank destroyer and opened up with the turret-mounted .50 caliber machinegun.

The tank destroyer was hit again by an 88 from one of the enemy tanks. Smoke from the flames formed excellent cover for Murphy, who continued to blaze away whenever he could see anything to shoot at. At one point, he exchanged fire with 12 Germans only 30 yards away and killed them all. Finally, with the enemy closing in all around, he called in fire on his own position, just before jumping down from the TD wreckage and running for cover. The enemy attack was turned back, and Murphy made it back to his own lines, slightly wounded in one leg.

During his career in the Army, Audie Murphy became the most decorated man, from any service, in any war in American history. He received the DSC, the Legion of Merit, the Silver Star and cluster, the Bronze Star, and three purple hearts. For his heroism at Holzwihr, he received the Medal of Honor. In fact, he racked up every U.S. decoration it was possible for an Army man to win, except for the Distinguished Flying Cross (he was not an airman), and the Soldier's Medal, which was awarded for heroism not in combat with the enemy.

Across the Rhine

Recon patrols are often the only way an Army unit can know what lies beyond its front. In the Fall of 1944, one part of the front was the Rhine River, and the intelligence officer of the 501st Parachute Infantry had no idea what lay on the other side. That one part of Europe, was quiet, part of the lull after Market Garden and before Hitler's last-ditch lunge through the Ardennes. Perhaps because the enlisted men felt they were being asked to risk their lives for no good reason, routine patrols were going out, killing time for a few hours, then returning with negative reports.

The intelligence officer, Lieutenant Hugo Sims, decided to get the information he needed himself.

He asked for five volunteers. They were Pfc. Frederick J. Becker, Pfc. Robert O. Nicholai, Pvt. Roland J. Wilbur, Corporal William R. Canfield, and Master Sergeant Peter Frank.

Each man drew a Thompson submachinegun, except for Wilbur, who preferred his M1. All carried .45 caliber pistols, extra grenades and ammunition, and carefully honed knives, plus they brought along an S-300 radio. Just after dark, with their faces blackened and wearing overseas caps instead of helmets, the six-man patrol slipped across the Rhine in two rubber assault boats.

They began walking single-file through the night, navigating toward a farmhouse six miles inside enemy lines which had been spotted on air reconnaissance photos of the area. At one point, flares began going up and the patrol found itself in the middle of an enemy encampment. They could hear Germans all around them, digging in, talking, sneezing, and moving about. Becker jumped into a trench, then very carefully crawled out; he had nearly landed on top of a German soldier who, fortunately, was a heavy sleeper.

Beyond the encampment was an ammunition dump, crate after crate of 150 shells, the patrol's first bit of valuable information. More followed, when they stumbled across an artillery emplacement and an enemy motor pool.

They came out near the farmhouse exactly where they'd planned but decided not to occupy it, since the Germans would know it was abandoned and become suspicious of any unusual activity. Instead, they walked down the road a couple of miles more to a house that showed signs of recent occupancy. Inside, they found two German soldiers, asleep. The two were wakened with some difficulty; it took even more time to convince them that they had, indeed, just been captured. By dawn, the radio was set up in the attic, and the OP was operational.

Throughout that day, the patrol entertained guests in the house. First a teenage boy and his older brother came by. The brother claimed to be a member of the Dutch underground and gave Sims quite a bit of information on artillery positions, unit numbers, and troop concentrations. Within an hour six more civilians approached the house, none of them the owners and all were asked to stay. While happy to see the Americans, they did not like being forced to stay; according to some of the men, one pretty Dutch girl was willing to use all of her charms in exchange for her release but the Americans were all too aware of the danger

of letting any of their captives go. The house was at the center of quite a bit of traffic and they spent the morning recording the passage of truck convoys moving towards Arnhem.

A German mail orderly approached the house looking for a drink and directions after being lost. He was captured. Then another soldier, who came to water two horses, and was followed by two more men looking for a safe place to goldbrick were also captured. All were questioned, often with help from the civilians, who were able to supply the names of towns in the region.

As they were getting ready to leave they rounded up a motorcyclist out looking for the missing men. The Americans had decided that they would try to capture a truck to get their prisoners back to the river. They managed to stop a five-ton truck with the help of two prisoners and discovered it was carrying 15 SS troops. The Germans, caught completely by surprise were herded together and disarmed.

The civilians were released, the German prisoners were loaded into the truck and the driver was forced, with much muttering, indignation, and protests, to drive back toward the Rhine. It was slow going because the driver kept stalling the truck. A jeep pulled up with an SS Captain who began shouting at them for blocking the road. He was captured.

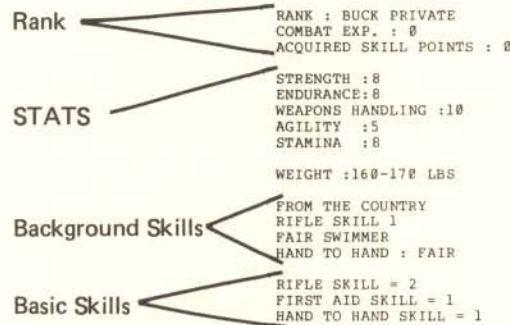
At 2200 the truck bogged down in the mud and nothing the men could do would free it. As they piled out of the vehicle the SS Captain made a break for it into the woods. Nicholai ran after him and two shots and much thrashing and cursing later, returned with the thoroughly subdued SS Captain.

They passed many houses with Germans in them. At a place called Renkum they marched openly right through the middle of town, the clicking of German hobnail boots proclaiming that the group could be nothing else but a column of marching German soldiers. At the Rhine, they ran into a German squad manning a river outpost. Frank talked to them in German, then two men rushed in and captured them all.

A prearranged signal was given to the US troops on the far side of the river and the party began to ferry the prisoners across, a few at a time. Finally the last rearguard got across and the patrol was over. Six men had returned with a wealth of military intelligence and 32 prisoners.

The enlisted men each received the Silver Star for their participation in the patrol. Sims won the Distinguished Service Cross and was promoted to Captain. Perhaps the highest tribute came from the German SS Captain, who said, simply, "I congratulate you. I didn't believe it was possible."

Non-Player Characters



RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH : 8
ENDURANCE : 8
WEAPONS HANDLING : 10
AGILITY : 5
STAMINA : 8

WEIGHT : 160-170 LBS

FROM THE COUNTRY
RIFLE SKILL 1
FAIR SWIMMER
HAND TO HAND : FAIR

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH : 6
ENDURANCE : 8
WEAPONS HANDLING : 8
AGILITY : 10
STAMINA : 7

WEIGHT : 160-170 LBS

FROM THE COUNTRY
RIFLE SKILL 4
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH : 8
ENDURANCE : 7
WEAPONS HANDLING : 10
AGILITY : 7
STAMINA : 8

WEIGHT : 170-180 LBS

FROM THE COUNTRY
RIFLE SKILL 2
KNOWS HOW TO DRIVE
FAIR SWIMMER
HAND TO HAND : GOOD
ORIENTEERING : LEVEL 1

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 3

STRENGTH : 8
ENDURANCE : 9
WEAPONS HANDLING : 8
AGILITY : 10
STAMINA : 9

WEIGHT : 150-160 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
HAND TO HAND : FAIR

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 9

STRENGTH : 6
ENDURANCE : 9
WEAPONS HANDLING : 10
AGILITY : 7
STAMINA : 8

WEIGHT : 150-160 LBS

FROM THE COUNTRY
FAIR SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH : 5
ENDURANCE : 9
WEAPONS HANDLING : 6
AGILITY : 6
STAMINA : 7

WEIGHT : 150-160 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 13

STRENGTH : 8
ENDURANCE : 10
WEAPONS HANDLING : 5
AGILITY : 5
STAMINA : 9

WEIGHT : 140-150 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH : 7
ENDURANCE : 5
WEAPONS HANDLING : 6
AGILITY : 10
STAMINA : 6

WEIGHT : 130-140 LBS

FROM THE COUNTRY
RIFLE SKILL 3
PISTOL SKILL 1
KNOWS HOW TO DRIVE
GOOD SWIMMER
FIRST AID : LEVEL 3

RIFLE SKILL = 2
FIRST AID SKILL = 4
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH : 7
ENDURANCE : 10
WEAPONS HANDLING : 7
AGILITY : 6
STAMINA : 9

WEIGHT : 170-180 LBS

FROM THE COUNTRY
RIFLE SKILL 1
PISTOL SKILL 1
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : CORPORAL
COMBAT EXP. : 8
ACQUIRED SKILL POINTS : 15

STRENGTH : 6
ENDURANCE : 10
WEAPONS HANDLING : 10
AGILITY : 5
STAMINA : 8

WEIGHT : 190-200 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIENCE

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH : 10
ENDURANCE : 9
WEAPONS HANDLING : 7
AGILITY : 5
STAMINA : 10

WEIGHT : 170-180 LBS

FROM THE COUNTRY
PISTOL SKILL 3
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 1
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH : 9
ENDURANCE : 10
WEAPONS HANDLING : 6
AGILITY : 6
STAMINA : 10

WEIGHT : LESS THEN 130 LBS

FROM THE COUNTRY
PISTOL SKILL 3
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 3
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 4

STRENGTH : 6
ENDURANCE : 8
WEAPONS HANDLING : 9
AGILITY : 10
STAMINA : 7

WEIGHT : 130-140 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 2

STRENGTH :8
ENDURANCE:7
WEAPONS HANDLING :10
AGILITY :5
STAMINA :8
WEIGHT :160-170 LBS

FROM THE COUNTRY
PISTOL SKILL 1
LANGUAGE FLUENCY
KNOWS HOW TO DRIVE
GOOD SWIMMER

RIFLE SKILL = 4
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 3

STRENGTH :9
ENDURANCE:8
WEAPONS HANDLING :8
AGILITY :10
STAMINA :9
WEIGHT :160-170 LBS

FROM THE COUNTRY
PISTOL SKILL 2
KNOWS HOW TO DRIVE
FAIR SWIMMER
ORIENTEERING: LEVEL 1
FIRST AID: LEVEL 2

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 1

RANK : SERGEANT
COMBAT EXP. : 3
ACQUIRED SKILL POINTS : 7

STRENGTH :8
ENDURANCE:6
WEAPONS HANDLING :8
AGILITY :5
STAMINA :7
WEIGHT :160-170 LBS

FROM THE COUNTRY
PISTOL SKILL 1
KNOWS HOW TO DRIVE
ORIENTEERING: LEVEL 1

RIFLE SKILL = 3
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH :6
ENDURANCE:5
WEAPONS HANDLING :10
AGILITY :6
STAMINA :6
WEIGHT :170-180 LBS

FROM THE COUNTRY
PISTOL SKILL 1
KNOWS HOW TO DRIVE
GOOD SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :9
ENDURANCE:10
WEAPONS HANDLING :10
AGILITY :8
STAMINA :10
WEIGHT :160-170 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FAIR SWIMMER
HAND TO HAND : FAIR
LEADERSHIP EXPERIANCE

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :6
ENDURANCE:5
WEAPONS HANDLING :10
AGILITY :5
STAMINA :6
WEIGHT :LESS THEN 130 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIANCE

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :8
ENDURANCE:5
WEAPONS HANDLING :8
AGILITY :9
STAMINA :7
WEIGHT :160-170 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
FAIR SWIMMER
LEADERSHIP EXPERIANCE
ORIENTEERING: LEVEL 1

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : CORPORAL
COMBAT EXP. : 5
ACQUIRED SKILL POINTS : 11

STRENGTH :7
ENDURANCE:9
WEAPONS HANDLING :7
AGILITY :6
STAMINA :8
WEIGHT :190-200 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 1
FIRST AID SKILL = 3
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 3
ACQUIRED SKILL POINTS : 7

STRENGTH :9
ENDURANCE:10
WEAPONS HANDLING :6
AGILITY :7
STAMINA :10
WEIGHT :190-200 LBS

FROM THE COUNTRY
RIFLE SKILL 1
FAIR SWIMMER
HAND TO HAND : FAIR

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : CORPORAL
COMBAT EXP. : 6
ACQUIRED SKILL POINTS : 11

STRENGTH :5
ENDURANCE:10
WEAPONS HANDLING :5
AGILITY :7
STAMINA :8
WEIGHT :190-200 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FAIR SWIMMER
LEADERSHIP EXPERIANCE
FIRST AID: LEVEL 2

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 3

STRENGTH :10
ENDURANCE:7
WEAPONS HANDLING :5
AGILITY :9
STAMINA :9
WEIGHT :180-190 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
ORIENTEERING: LEVEL 1

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :9
ENDURANCE:10
WEAPONS HANDLING :6
AGILITY :10
STAMINA :10
WEIGHT :140-150 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
BEGINING SWIMMER
FAIR SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH :7
ENDURANCE:10
WEAPONS HANDLING :6
AGILITY :10
STAMINA :9
WEIGHT :190-200 LBS

FROM THE CITY
LANGUAGE FLUENCY
KNOWS HOW TO DRIVE
HAND TO HAND : EXCELLENT

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 4

STRENGTH :6
ENDURANCE:10
WEAPONS HANDLING :10
AGILITY :7
STAMINA :8
WEIGHT :150-160 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIANCE

RIFLE SKILL = 4
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH :10
ENDURANCE:8
WEAPONS HANDLING :7
AGILITY :5
STAMINA :9
WEIGHT :190-200 LBS

FROM THE CITY
HAND TO HAND : EXCELLENT

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 2

STRENGTH :10
ENDURANCE:6
WEAPONS HANDLING :9
AGILITY :5
STAMINA :8
WEIGHT :170-180 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
GOOD SWIMMER
ORIENTEERING: LEVEL 1

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :9
ENDURANCE:6
WEAPONS HANDLING :6
AGILITY :8
STAMINA :8
WEIGHT :140-150 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FAIR SWIMMER
ORIENTEERING: LEVEL 1

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : CORPORAL
COMBAT EXP. : 3
ACQUIRED SKILL POINTS : 12

STRENGTH :5
ENDURANCE:10
WEAPONS HANDLING :5
AGILITY :8
STAMINA :8
WEIGHT :170-180 LBS

FROM THE COUNTRY
RIFLE SKILL 1
PISTOL SKILL 2
BASIC LANGUAGE SKILL
FAIR SWIMMER
LEADERSHIP EXPERIANCE

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 16

STRENGTH :9
ENDURANCE:7
WEAPONS HANDLING :5
AGILITY :8
STAMINA :8
WEIGHT :150-160 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIANCE
ORIENTEERING: LEVEL 1

RIFLE SKILL = 1
FIRST AID SKILL = 3
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :6
ENDURANCE:6
WEAPONS HANDLING :6
AGILITY :9
STAMINA :6
WEIGHT :140-150 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIANCE

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 6
ACQUIRED SKILL POINTS : 11

STRENGTH : 8
ENDURANCE:10
WEAPONS HANDLING :9
AGILITY :6
STAMINA :9
WEIGHT :190-200 LBS

FROM THE COUNTRY
PISTOL SKILL 5
KNOWS HOW TO DRIVE
GOOD SWIMMER
ORIENTEERING: LEVEL 1

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : BUCK PRIVATE
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 9

STRENGTH :6
ENDURANCE:7
WEAPONS HANDLING :7
AGILITY :7
STAMINA :7
WEIGHT :140-150 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
GOOD SWIMMER
HAND TO HAND : GOOD

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 8
ACQUIRED SKILL POINTS : 8

STRENGTH :7
ENDURANCE:9
WEAPONS HANDLING :7
AGILITY :5
STAMINA :8
WEIGHT :170-180 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 1
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 5

STRENGTH :7
ENDURANCE:6
WEAPONS HANDLING :7
AGILITY :10
STAMINA :7
WEIGHT :LESS THEN 130 LBS

FROM THE COUNTRY
RIFLE SKILL 2

RIFLE SKILL = 4
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH :8
ENDURANCE:7
WEAPONS HANDLING :8
AGILITY :5
STAMINA :8
WEIGHT :160-170 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
HAND TO HAND : GOOD

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 5

STRENGTH :8
ENDURANCE:6
WEAPONS HANDLING :9
AGILITY :6
STAMINA :7
WEIGHT :180-190 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
HAND TO HAND : GOOD
LEADERSHIP EXPERIENCE

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 8
ACQUIRED SKILL POINTS : 8

STRENGTH :8
ENDURANCE:6
WEAPONS HANDLING :8
AGILITY :9
STAMINA :7
WEIGHT :190-200 LBS

FROM THE COUNTRY
PISTOL SKILL 1
KNOWS HOW TO DRIVE
HAND TO HAND : EXCELLENT
LEADERSHIP EXPERIENCE

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 10

STRENGTH :9
ENDURANCE:5
WEAPONS HANDLING :9
AGILITY :5
STAMINA :7
WEIGHT :160-170 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE
FAIR SWIMMER
LEADERSHIP EXPERIENCE

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 3
ACQUIRED SKILL POINTS : 11

STRENGTH :9
ENDURANCE:6
WEAPONS HANDLING :6
AGILITY :10
STAMINA :8
WEIGHT :160-170 LBS

FROM THE CITY

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :9
ENDURANCE:8
WEAPONS HANDLING :7
AGILITY :9
STAMINA :9
WEIGHT :170-180 LBS

FROM THE COUNTRY
RIFLE SKILL 1
LANGUAGE FLUENCY
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 2

STRENGTH :9
ENDURANCE:9
WEAPONS HANDLING :6
AGILITY :10
STAMINA :9
WEIGHT :170-180 LBS

FROM THE COUNTRY
FAIR SWIMMER
ORIENTEERING: LEVEL 1

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 11

STRENGTH :7
ENDURANCE:9
WEAPONS HANDLING :7
AGILITY :10
STAMINA :8
WEIGHT :190-200 LBS

FROM THE CITY
PISTOL SKILL 1
KNOWS HOW TO DRIVE
HAND TO HAND : GOOD
FIRST AID: LEVEL 2

RIFLE SKILL = 2
FIRST AID SKILL = 4
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH :8
ENDURANCE:7
WEAPONS HANDLING :9
AGILITY :7
STAMINA :8
WEIGHT :LESS THEN 130 LBS

FROM THE CITY
PISTOL SKILL 3
LANGUAGE FLUENCY
KNOWS HOW TO DRIVE
BEGINING SWIMMER
FAIR SWIMMER
HAND TO HAND : GOOD

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :7
ENDURANCE:7
WEAPONS HANDLING :10
AGILITY :9
STAMINA :7
WEIGHT :LESS THEN 130 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
HAND TO HAND : FAIR
LEADERSHIP EXPERIENCE

RIFLE SKILL = 1
FIRST AID SKILL = 3
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 8
ACQUIRED SKILL POINTS : 8

STRENGTH :6
ENDURANCE:5
WEAPONS HANDLING :10
AGILITY :6
STAMINA :6
WEIGHT :170-180 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIENCE

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 5
ACQUIRED SKILL POINTS : 13

STRENGTH :9
ENDURANCE:7
WEAPONS HANDLING :6
AGILITY :9
STAMINA :8
WEIGHT :170-180 LBS

FROM THE COUNTRY
RIFLE SKILL 4
KNOWS HOW TO DRIVE

RIFLE SKILL = 5
FIRST AID SKILL = 3
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 9

STRENGTH :5
ENDURANCE:6
WEAPONS HANDLING :9
AGILITY :7
STAMINA :6
WEIGHT :180-190 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
GOOD SWIMMER

RIFLE SKILL = 4
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 10

STRENGTH :6
ENDURANCE:8
WEAPONS HANDLING :6
AGILITY :7
STAMINA :7
WEIGHT :160-170 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : CORPORAL
COMBAT EXP. : 6
ACQUIRED SKILL POINTS : 14

STRENGTH :10
ENDURANCE:5
WEAPONS HANDLING :10
AGILITY :9
STAMINA :8
WEIGHT :170-180 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
BEGINING SWIMMER
FAIR SWIMMER
LEADERSHIP EXPERIENCE

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH :5
ENDURANCE:9
WEAPONS HANDLING :10
AGILITY :7
STAMINA :7
WEIGHT :140-150 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
HAND TO HAND : GOOD

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 5
ACQUIRED SKILL POINTS : 11

STRENGTH : 8
ENDURANCE : 6
WEAPONS HANDLING : 7
AGILITY : 9
STAMINA : 7
WEIGHT : 130-140 LBS

FROM THE COUNTRY
PISTOL SKILL 1
FAIR SWIMMER
LEADERSHIP EXPERIENCE
DEMOLITION SKILL
ORIENTEERING: LEVEL 2

RIFLE SKILL = 3
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 5

STRENGTH : 6
ENDURANCE : 5
WEAPONS HANDLING : 8
AGILITY : 9
STAMINA : 6
WEIGHT : 190-200 LBS

FROM THE COUNTRY
RIFLE SKILL 4
PISTOL SKILL 3
LEADERSHIP EXPERIENCE

RIFLE SKILL = 4
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 10

STRENGTH : 7
ENDURANCE : 8
WEAPONS HANDLING : 6
AGILITY : 7
STAMINA : 8
WEIGHT : 150-160 LBS

FROM THE CITY
BASIC LANGUAGE SKILL
GOOD SWIMMER
HAND TO HAND : EXCELLENT

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 3

STRENGTH : 5
ENDURANCE : 9
WEAPONS HANDLING : 8
AGILITY : 10
STAMINA : 7
WEIGHT : 190-200 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIENCE

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 4
ACQUIRED SKILL POINTS : 10

STRENGTH : 6
ENDURANCE : 9
WEAPONS HANDLING : 10
AGILITY : 10
STAMINA : 8
WEIGHT : 160-170 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
HAND TO HAND : GOOD

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 10

STRENGTH : 7
ENDURANCE : 10
WEAPONS HANDLING : 7
AGILITY : 9
STAMINA : 9
WEIGHT : LESS THEN 130 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH : 6
ENDURANCE : 6
WEAPONS HANDLING : 6
AGILITY : 8
STAMINA : 6
WEIGHT : 160-170 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH : 5
ENDURANCE : 7
WEAPONS HANDLING : 9
AGILITY : 5
STAMINA : 6
WEIGHT : 160-170 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE
FAIR SWIMMER
HAND TO HAND : GOOD
LEADERSHIP EXPERIENCE

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 4

STRENGTH : 6
ENDURANCE : 8
WEAPONS HANDLING : 6
AGILITY : 10
STAMINA : 7
WEIGHT : 150-160 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FIRST AID: LEVEL 2

RIFLE SKILL = 1
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH : 10
ENDURANCE : 6
WEAPONS HANDLING : 8
AGILITY : 10
STAMINA : 8
WEIGHT : 160-170 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH : 8
ENDURANCE : 5
WEAPONS HANDLING : 6
AGILITY : 8
STAMINA : 7
WEIGHT : 190-200 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FAIR SWIMMER
HAND TO HAND : GOOD

RIFLE SKILL = 2
FIRST AID SKILL = 4
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH : 8
ENDURANCE : 5
WEAPONS HANDLING : 6
AGILITY : 9
STAMINA : 7
WEIGHT : 170-180 LBS

FROM THE CITY
LEADERSHIP EXPERIENCE

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 4

STRENGTH : 9
ENDURANCE : 10
WEAPONS HANDLING : 5
AGILITY : 9
STAMINA : 10
WEIGHT : 160-170 LBS

FROM THE COUNTRY
FAIR SWIMMER

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 9

STRENGTH : 9
ENDURANCE : 5
WEAPONS HANDLING : 6
AGILITY : 10
STAMINA : 7
WEIGHT : 170-180 LBS

FROM THE COUNTRY
PISTOL SKILL 3
KNOWS HOW TO DRIVE
BEGINING SWIMMER
FAIR SWIMMER
LEADERSHIP EXPERIENCE
ORIENTEERING: LEVEL 3
FIRST AID: LEVEL 1

RIFLE SKILL = 3
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 2

STRENGTH : 9
ENDURANCE : 6
WEAPONS HANDLING : 6
AGILITY : 6
STAMINA : 8
WEIGHT : 160-170 LBS

FROM THE COUNTRY
PISTOL SKILL 1
KNOWS HOW TO DRIVE
GOOD SWIMMER
DEMOLITION SKILL
ORIENTEERING: LEVEL 2

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH : 9
ENDURANCE : 10
WEAPONS HANDLING : 7
AGILITY : 10
STAMINA : 10
WEIGHT : 130-140 LBS

FROM THE COUNTRY
PISTOL SKILL 1
ORIENTEERING: LEVEL 3

RIFLE SKILL = 3
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH : 7
ENDURANCE : 5
WEAPONS HANDLING : 6
AGILITY : 7
STAMINA : 6
WEIGHT : 170-180 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 11

STRENGTH : 10
ENDURANCE : 5
WEAPONS HANDLING : 6
AGILITY : 10
STAMINA : 8
WEIGHT : 160-170 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIENCE

RIFLE SKILL = 1
FIRST AID SKILL = 3
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 11

STRENGTH : 7
ENDURANCE : 9
WEAPONS HANDLING : 9
AGILITY : 7
STAMINA : 8
WEIGHT : 190-200 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
ORIENTEERING: LEVEL 1

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH : 6
ENDURANCE : 6
WEAPONS HANDLING : 8
AGILITY : 9
STAMINA : 6
WEIGHT : 180-190 LBS

FROM THE CITY
PISTOL SKILL 3
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIENCE

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH : 8
ENDURANCE:5
WEAPONS HANDLING :7
AGILITY :9
STAMINA :7
WEIGHT :130-140 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 5

STRENGTH :5
ENDURANCE:6
WEAPONS HANDLING :6
AGILITY :9
STAMINA :6
WEIGHT :130-140 LBS

FROM THE CITY
BASIC LANGUAGE SKILL
KNOWS HOW TO DRIVE
ORIENTEERING: LEVEL 1
FIRST AID: LEVEL 1

RIFLE SKILL = 2
FIRST AID SKILL = 4
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 10

STRENGTH :5
ENDURANCE:6
WEAPONS HANDLING :8
AGILITY :8
STAMINA :6
WEIGHT :170-180 LBS

FROM THE COUNTRY
RIFLE SKILL 2
PISTOL SKILL 4
KNOWS HOW TO DRIVE

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH :9
ENDURANCE:9
WEAPONS HANDLING :6
AGILITY :10
STAMINA :9
WEIGHT :160-170 LBS

FROM THE COUNTRY
RIFLE SKILL 5
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 6
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :10
ENDURANCE:5
WEAPONS HANDLING :7
AGILITY :7
STAMINA :8
WEIGHT :170-180 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
FAIR SWIMMER
LEADERSHIP EXPERIENCE

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 4

STRENGTH :10
ENDURANCE:10
WEAPONS HANDLING :7
AGILITY :7
STAMINA :10
WEIGHT :160-170 LBS

FROM THE CITY
LANGUAGE FAMILIARITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 5
ACQUIRED SKILL POINTS : 13

STRENGTH :10
ENDURANCE:9
WEAPONS HANDLING :8
AGILITY :5
STAMINA :10
WEIGHT :160-170 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FIRST AID: LEVEL 3

RIFLE SKILL = 2
FIRST AID SKILL = 6
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 5
ACQUIRED SKILL POINTS : 9

STRENGTH :5
ENDURANCE:6
WEAPONS HANDLING :10
AGILITY :8
STAMINA :6
WEIGHT :160-170 LBS

FROM THE COUNTRY
RIFLE SKILL 3
KNOWS HOW TO DRIVE
FAIR SWIMMER
LEADERSHIP EXPERIENCE

RIFLE SKILL = 3
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH :6
ENDURANCE:10
WEAPONS HANDLING :5
AGILITY :9
STAMINA :8
WEIGHT :LESS THEN 130 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 10

STRENGTH :5
ENDURANCE:7
WEAPONS HANDLING :9
AGILITY :8
STAMINA :6
WEIGHT :130-140 LBS

FROM THE CITY
PISTOL SKILL 1
KNOWS HOW TO DRIVE
GOOD SWIMMER
LEADERSHIP EXPERIENCE
ORIENTEERING: LEVEL 1

RIFLE SKILL = 1
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :8
ENDURANCE:8
WEAPONS HANDLING :5
AGILITY :9
STAMINA :8
WEIGHT :140-150 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :7
ENDURANCE:7
WEAPONS HANDLING :6
AGILITY :8
STAMINA :7
WEIGHT :140-150 LBS

FROM THE COUNTRY
RIFLE SKILL 2
PISTOL SKILL 1
KNOWS HOW TO DRIVE
FAIR SWIMMER
HAND TO HAND : GOOD
ORIENTEERING: LEVEL 1

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 4

STRENGTH :9
ENDURANCE:10
WEAPONS HANDLING :8
AGILITY :6
STAMINA :10
WEIGHT :160-170 LBS

FROM THE COUNTRY
RIFLE SKILL 3
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIENCE
ORIENTEERING: LEVEL 1

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 9

STRENGTH :5
ENDURANCE:8
WEAPONS HANDLING :5
AGILITY :9
STAMINA :7
WEIGHT :150-160 LBS

FROM THE COUNTRY
RIFLE SKILL 4
PISTOL SKILL 2
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :7
ENDURANCE:8
WEAPONS HANDLING :6
AGILITY :8
STAMINA :8
WEIGHT :170-180 LBS

FROM THE COUNTRY
PISTOL SKILL 1
KNOWS HOW TO DRIVE

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 10

STRENGTH :7
ENDURANCE:6
WEAPONS HANDLING :5
AGILITY :7
STAMINA :7
WEIGHT :160-170 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE
FAIR SWIMMER
ORIENTEERING: LEVEL 3

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :7
ENDURANCE:6
WEAPONS HANDLING :10
AGILITY :9
STAMINA :7
WEIGHT :180-190 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
FAIR SWIMMER
ORIENTEERING: LEVEL 1

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 10

STRENGTH :5
ENDURANCE:7
WEAPONS HANDLING :10
AGILITY :9
STAMINA :6
WEIGHT :160-170 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
HAND TO HAND : FAIR

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 10

STRENGTH :5
ENDURANCE:9
WEAPONS HANDLING :5
AGILITY :7
STAMINA :7
WEIGHT :170-180 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
FAIR SWIMMER
ORIENTEERING: LEVEL 1

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 5

STRENGTH :10
ENDURANCE:10
WEAPONS HANDLING :7
AGILITY :6
STAMINA :10
WEIGHT :190-200 LBS

FROM THE COUNTRY
PISTOL SKILL 4
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIENCE

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 3

STRENGTH :7
ENDURANCE:6
WEAPONS HANDLING :6
AGILITY :10
STAMINA :7
WEIGHT :130-140 LBS

FROM THE COUNTRY
FAIR SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 9

STRENGTH :8
ENDURANCE:10
WEAPONS HANDLING :7
AGILITY :6
STAMINA :9
WEIGHT :170-180 LBS

FROM THE CITY

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 9

STRENGTH :5
ENDURANCE:6
WEAPONS HANDLING :7
AGILITY :5
STAMINA :6
WEIGHT :130-140 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 5

STRENGTH :10
ENDURANCE:9
WEAPONS HANDLING :9
AGILITY :10
STAMINA :10
WEIGHT :140-150 LBS

FROM THE COUNTRY
RIFLE SKILL 2
PISTOL SKILL 6
ORIENTEERING: LEVEL 1
FIRST AID: LEVEL 1

RIFLE SKILL = 7
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 3
ACQUIRED SKILL POINTS : 12

STRENGTH :7
ENDURANCE:7
WEAPONS HANDLING :9
AGILITY :6
STAMINA :7
WEIGHT :LESS THEN 130 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
FAIR SWIMMER
ORIENTEERING: LEVEL 1

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 9

STRENGTH :7
ENDURANCE:5
WEAPONS HANDLING :10
AGILITY :5
STAMINA :6
WEIGHT :LESS THEN 130 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
BEGINING SWIMMER
FAIR SWIMMER

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :6
ENDURANCE:10
WEAPONS HANDLING :5
AGILITY :8
STAMINA :8
WEIGHT :140-150 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
HAND TO HAND : FAIR
FIRST AID: LEVEL 1

RIFLE SKILL = 1
FIRST AID SKILL = 3
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :6
ENDURANCE:9
WEAPONS HANDLING :9
AGILITY :7
STAMINA :8
WEIGHT :140-150 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
ORIENTEERING: LEVEL 1

RIFLE SKILL = 3
FIRST AID SKILL = 3
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH :7
ENDURANCE:8
WEAPONS HANDLING :7
AGILITY :9
STAMINA :8
WEIGHT :160-170 LBS

FROM THE CITY

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :7
ENDURANCE:7
WEAPONS HANDLING :5
AGILITY :7
STAMINA :7
WEIGHT :150-160 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
HAND TO HAND : GOOD
ORIENTEERING: LEVEL 3

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH :10
ENDURANCE:5
WEAPONS HANDLING :7
AGILITY :8
STAMINA :8
WEIGHT :180-190 LBS

FROM THE CITY
FAIR SWIMMER
HAND TO HAND : GOOD

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :8
ENDURANCE:8
WEAPONS HANDLING :8
AGILITY :6
STAMINA :8
WEIGHT :170-180 LBS

FROM THE COUNTRY

RIFLE SKILL 1
KNOWS HOW TO DRIVE
BEGINING SWIMMER
FAIR SWIMMER
ORIENTEERING: LEVEL 3

RIFLE SKILL = 6
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH :5
ENDURANCE:5
WEAPONS HANDLING :8
AGILITY :7
STAMINA :5
WEIGHT :130-140 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 12

STRENGTH :6
ENDURANCE:10
WEAPONS HANDLING :10
AGILITY :8
STAMINA :8
WEIGHT :190-200 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : CORPORAL
COMBAT EXP. : 8
ACQUIRED SKILL POINTS : 10

STRENGTH :9
ENDURANCE:10
WEAPONS HANDLING :6
AGILITY :9
STAMINA :10
WEIGHT :LESS THEN 130 LBS

FROM THE COUNTRY
RIFLE SKILL 4
KNOWS HOW TO DRIVE

RIFLE SKILL = 4
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :7
ENDURANCE:9
WEAPONS HANDLING :6
AGILITY :10
STAMINA :8
WEIGHT :160-170 LBS

FROM THE CITY

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :7
ENDURANCE:5
WEAPONS HANDLING :8
AGILITY :6
STAMINA :6
WEIGHT :160-170 LBS

FROM THE CITY
PISTOL SKILL 2
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :8
ENDURANCE:8
WEAPONS HANDLING :9
AGILITY :7
STAMINA :8
WEIGHT :160-170 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 3
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : CORPORAL
COMBAT EXP. : 6
ACQUIRED SKILL POINTS : 8

STRENGTH :10
ENDURANCE:7
WEAPONS HANDLING :9
AGILITY :6
STAMINA :9
WEIGHT :180-190 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
HAND TO HAND : GOOD

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 4

STRENGTH :6
ENDURANCE:5
WEAPONS HANDLING :7
AGILITY :8
STAMINA :6
WEIGHT :160-170 LBS

FROM THE COUNTRY
BEGINING SWIMMER
FAIR SWIMMER
ORIENTEERING: LEVEL 2

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 5

STRENGTH :6
ENDURANCE:9
WEAPONS HANDLING :6
AGILITY :9
STAMINA :8
WEIGHT :160-170 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE
FAIR SWIMMER
LEADERSHIP EXPERIENCE

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 9

STRENGTH :5
ENDURANCE:7
WEAPONS HANDLING :10
AGILITY :10
STAMINA :6
WEIGHT :170-180 LBS

FROM THE COUNTRY
RIFLE SKILL 5
FAIR SWIMMER

RIFLE SKILL = 4
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 5
ACQUIRED SKILL POINTS : 12

STRENGTH :8
ENDURANCE:8
WEAPONS HANDLING :9
AGILITY :6
STAMINA :8
WEIGHT :160-170 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIENCE

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH :6
ENDURANCE:8
WEAPONS HANDLING :10
AGILITY :9
STAMINA :7
WEIGHT :160-170 LBS

FROM THE CITY
LANGUAGE FAMILIARITY
FAIR SWIMMER
HAND TO HAND : EXCELLENT

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :9
ENDURANCE:5
WEAPONS HANDLING :10
AGILITY :7
STAMINA :7
WEIGHT :LESS THEN 130 LBS

FROM THE COUNTRY
PISTOL SKILL 3
FAIR SWIMMER
LEADERSHIP EXPERIENCE

RIFLE SKILL = 3
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH :8
ENDURANCE:10
WEAPONS HANDLING :10
AGILITY :8
STAMINA :9
WEIGHT :140-150 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :10
ENDURANCE:5
WEAPONS HANDLING :7
AGILITY :8
STAMINA :8
WEIGHT :180-190 LBS

FROM THE CITY
FAIR SWIMMER
HAND TO HAND : GOOD

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :8
ENDURANCE:8
WEAPONS HANDLING :8
AGILITY :6
STAMINA :8
WEIGHT :170-180 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE
BEGINNING SWIMMER
FAIR SWIMMER
ORIENTEERING: LEVEL 3

RIFLE SKILL = 6
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 12

STRENGTH :7
ENDURANCE:7
WEAPONS HANDLING :10
AGILITY :8
STAMINA :7
WEIGHT :190-200 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
FAIR SWIMMER
LEADERSHIP EXPERIENCE

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 4
ACQUIRED SKILL POINTS : 11

STRENGTH :7
ENDURANCE:10
WEAPONS HANDLING :9
AGILITY :8
STAMINA :9
WEIGHT :170-180 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 10

STRENGTH :9
ENDURANCE:6
WEAPONS HANDLING :5
AGILITY :10
STAMINA :8
WEIGHT :140-150 LBS

FROM THE COUNTRY
RIFLE SKILL 1
PISTOL SKILL 2
FAIR SWIMMER
ORIENTEERING: LEVEL 2

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 1
ACQUIRED SKILL POINTS : 11

STRENGTH :9
ENDURANCE:10
WEAPONS HANDLING :10
AGILITY :7
STAMINA :10
WEIGHT :LESS THEN 130 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH :7
ENDURANCE:5
WEAPONS HANDLING :10
AGILITY :6
STAMINA :6
WEIGHT :180-190 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 2
FIRST AID SKILL = 3
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 6
ACQUIRED SKILL POINTS : 9

STRENGTH :5
ENDURANCE:9
WEAPONS HANDLING :5
AGILITY :7
STAMINA :7
WEIGHT :150-160 LBS

FROM THE CITY
FAIR SWIMMER
LEADERSHIP EXPERIENCE
FIRST AID: LEVEL 3

RIFLE SKILL = 1
FIRST AID SKILL = 4
HAND TO HAND SKILL = 3

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 10

STRENGTH :10
ENDURANCE:6
WEAPONS HANDLING :9
AGILITY :5
STAMINA :8
WEIGHT :LESS THEN 130 LBS

FROM THE COUNTRY
PISTOL SKILL 1
FAIR SWIMMER
ORIENTEERING: LEVEL 1

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 10

STRENGTH :6
ENDURANCE:5
WEAPONS HANDLING :5
AGILITY :7
STAMINA :6
WEIGHT :140-150 LBS

FROM THE COUNTRY
RIFLE SKILL 1
PISTOL SKILL 1
LEADERSHIP EXPERIENCE

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :9
ENDURANCE:8
WEAPONS HANDLING :6
AGILITY :5
STAMINA :9
WEIGHT :160-170 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH :10
ENDURANCE:7
WEAPONS HANDLING :6
AGILITY :10
STAMINA :9
WEIGHT :170-180 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :5
ENDURANCE:7
WEAPONS HANDLING :7
AGILITY :7
STAMINA :6
WEIGHT :150-160 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
HAND TO HAND : GOOD

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH :7
ENDURANCE:8
WEAPONS HANDLING :9
AGILITY :7
STAMINA :8
WEIGHT :150-160 LBS

FROM THE COUNTRY
PISTOL SKILL 1
KNOWS HOW TO DRIVE
FAIR SWIMMER
HAND TO HAND : EXCELLENT

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 9

STRENGTH :10
ENDURANCE:5
WEAPONS HANDLING :9
AGILITY :5
STAMINA :8

WEIGHT :190-200 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
HAND TO HAND : FAIR

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :9
ENDURANCE:6
WEAPONS HANDLING :6
AGILITY :10
STAMINA :8

WEIGHT :140-150 LBS

FROM THE COUNTRY
RIFLE SKILL 1
FAIR SWIMMER
LEADERSHIP EXPERIENCE

RIFLE SKILL = 1
FIRST AID SKILL = 3
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 6
ACQUIRED SKILL POINTS : 8

STRENGTH :5
ENDURANCE:10
WEAPONS HANDLING :9
AGILITY :10
STAMINA :8

WEIGHT :140-150 LBS

FROM THE COUNTRY
RIFLE SKILL 1
PISTOL SKILL 1
FIRST AID: LEVEL 1

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :6
ENDURANCE:10
WEAPONS HANDLING :10
AGILITY :6
STAMINA :8

WEIGHT :160-170 LBS

FROM THE COUNTRY
PISTOL SKILL 3
FAIR SWIMMER
HAND TO HAND : EXCELLENT
FIRST AID: LEVEL 3

RIFLE SKILL = 4
FIRST AID SKILL = 5
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 12

STRENGTH :10
ENDURANCE:6
WEAPONS HANDLING :7
AGILITY :10
STAMINA :8

WEIGHT :LESS THEN 130 LBS

FROM THE COUNTRY
RIFLE SKILL 1
PISTOL SKILL 3
KNOWS HOW TO DRIVE

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 5
ACQUIRED SKILL POINTS : 10

STRENGTH :5
ENDURANCE:6
WEAPONS HANDLING :10
AGILITY :8
STAMINA :6

WEIGHT :160-170 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
BEGINING SWIMMER
FAIR SWIMMER
LEADERSHIP EXPERIENCE

RIFLE SKILL = 3
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 5
ACQUIRED SKILL POINTS : 13

STRENGTH :6
ENDURANCE:10
WEAPONS HANDLING :8
AGILITY :10
STAMINA :8

WEIGHT :LESS THEN 130 LBS

FROM THE CITY
PISTOL SKILL 2
KNOWS HOW TO DRIVE
GOOD SWIMMER

RIFLE SKILL = 1
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 9

STRENGTH :5
ENDURANCE:8
WEAPONS HANDLING :10
AGILITY :10
STAMINA :7

WEIGHT :190-200 LBS

FROM THE COUNTRY
RIFLE SKILL 1
ORIENTEERING: LEVEL 1

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 5

STRENGTH :7
ENDURANCE:7
WEAPONS HANDLING :10
AGILITY :6
STAMINA :7

WEIGHT :190-200 LBS

FROM THE COUNTRY
RIFLE SKILL 1
PISTOL SKILL 1

RIFLE SKILL = 1
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 11

STRENGTH :10
ENDURANCE:5
WEAPONS HANDLING :7
AGILITY :10
STAMINA :8

WEIGHT :170-180 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :10
ENDURANCE:9
WEAPONS HANDLING :6
AGILITY :7
STAMINA :10

WEIGHT :LESS THEN 130 LBS

FROM THE COUNTRY
PISTOL SKILL 1
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 9

STRENGTH :8
ENDURANCE:9
WEAPONS HANDLING :7
AGILITY :9
STAMINA :9

WEIGHT :140-150 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 1
FIRST AID SKILL = 3
HAND TO HAND SKILL = 2

RANK : CORPORAL
COMBAT EXP. : 6
ACQUIRED SKILL POINTS : 16

STRENGTH :7
ENDURANCE:7
WEAPONS HANDLING :6
AGILITY :6
STAMINA :7

WEIGHT :LESS THEN 130 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH :5
ENDURANCE:10
WEAPONS HANDLING :5
AGILITY :8
STAMINA :8

WEIGHT :170-180 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIENCE
FIRST AID: LEVEL 3

RIFLE SKILL = 1
FIRST AID SKILL = 5
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH :5
ENDURANCE:5
WEAPONS HANDLING :5
AGILITY :9
STAMINA :5

WEIGHT :170-180 LBS

FROM THE COUNTRY

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :10
ENDURANCE:5
WEAPONS HANDLING :7
AGILITY :7
STAMINA :8

WEIGHT :170-180 LBS

FROM THE COUNTRY
KNOWS HOW TO DRIVE
FAIR SWIMMER
LEADERSHIP EXPERIENCE

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH :9
ENDURANCE:10
WEAPONS HANDLING :7
AGILITY :10
STAMINA :10

WEIGHT :130-140 LBS

FROM THE COUNTRY
PISTOL SKILL 1
ORIENTEERING: LEVEL 3

RIFLE SKILL = 3
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH :7
ENDURANCE:5
WEAPONS HANDLING :6
AGILITY :7
STAMINA :6

WEIGHT :170-180 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 4

STRENGTH :9
ENDURANCE:10
WEAPONS HANDLING :5
AGILITY :9
STAMINA :10

WEIGHT :160-170 LBS

FROM THE COUNTRY
FAIR SWIMMER

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 9

STRENGTH :9
ENDURANCE:5
WEAPONS HANDLING :6
AGILITY :10
STAMINA :7

WEIGHT :170-180 LBS

FROM THE COUNTRY
PISTOL SKILL 3
KNOWS HOW TO DRIVE
BEGINING SWIMMER
FAIR SWIMMER
LEADERSHIP EXPERIENCE
ORIENTEERING: LEVEL 3
FIRST AID: LEVEL 1

RIFLE SKILL = 3
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

| | | | |
|---|--|--|--|
| <p>RANK : PRIVATE FIRST CLASS COMBAT EXP. : 2 ACQUIRED SKILL POINTS : 9</p> <p>STRENGTH :9 ENDURANCE:8 WEAPONS HANDLING :8 AGILITY :8 STAMINA :9</p> <p>WEIGHT :170-180 LBS</p> <p>FROM THE COUNTRY KNOWS HOW TO DRIVE</p> <p>RIFLE SKILL = 2 FIRST AID SKILL = 1 HAND TO HAND SKILL = 2</p> | <p>RANK : BUCK PRIVATE COMBAT EXP. : 0 ACQUIRED SKILL POINTS : 0</p> <p>STRENGTH :7 ENDURANCE:9 WEAPONS HANDLING :8 AGILITY :6 STAMINA :8</p> <p>WEIGHT :160-170 LBS</p> <p>FROM THE CITY KNOWS HOW TO DRIVE GOOD SWIMMER</p> <p>RIFLE SKILL = 2 FIRST AID SKILL = 1 HAND TO HAND SKILL = 3</p> | <p>RANK : BUCK PRIVATE COMBAT EXP. : 0 ACQUIRED SKILL POINTS : 0</p> <p>STRENGTH :8 ENDURANCE:7 WEAPONS HANDLING :7 AGILITY :10 STAMINA :8</p> <p>WEIGHT :160-170 LBS</p> <p>FROM THE CITY KNOWS HOW TO DRIVE BEGINING SWIMMER FAIR SWIMMER</p> <p>RIFLE SKILL = 1 FIRST AID SKILL = 1 HAND TO HAND SKILL = 3</p> | <p>RANK : BUCK PRIVATE COMBAT EXP. : 0 ACQUIRED SKILL POINTS : 0</p> <p>STRENGTH :6 ENDURANCE:10 WEAPONS HANDLING :10 AGILITY :7 STAMINA :8</p> <p>WEIGHT :LESS THEN 130 LBS</p> <p>FROM THE COUNTRY RIFLE SKILL 3 KNOWS HOW TO DRIVE GOOD SWIMMER LEADERSHIP EXPERIANCE ORIENTEERING: LEVEL 1</p> <p>RIFLE SKILL = 4 FIRST AID SKILL = 2 HAND TO HAND SKILL = 3</p> |
| <p>RANK : BUCK PRIVATE COMBAT EXP. : 0 ACQUIRED SKILL POINTS : 0</p> <p>STRENGTH :9 ENDURANCE:6 WEAPONS HANDLING :8 AGILITY :8 STAMINA :8</p> <p>WEIGHT :130-140 LBS</p> <p>FROM THE COUNTRY RIFLE SKILL 1 KNOWS HOW TO DRIVE LEADERSHIP EXPERIANCE</p> <p>RIFLE SKILL = 5 FIRST AID SKILL = 1 HAND TO HAND SKILL = 2</p> | <p>RANK : SERGEANT COMBAT EXP. : 5 ACQUIRED SKILL POINTS : 14</p> <p>STRENGTH :9 ENDURANCE:5 WEAPONS HANDLING :5 AGILITY :5 STAMINA :7</p> <p>WEIGHT :160-170 LBS</p> <p>FROM THE CITY KNOWS HOW TO DRIVE</p> <p>RIFLE SKILL = 1 FIRST AID SKILL = 1 HAND TO HAND SKILL = 3</p> | <p>RANK : PRIVATE FIRST CLASS COMBAT EXP. : 2 ACQUIRED SKILL POINTS : 8</p> <p>STRENGTH :8 ENDURANCE:9 WEAPONS HANDLING :10 AGILITY :7 STAMINA :9</p> <p>WEIGHT :160-170 LBS</p> <p>FROM THE CITY KNOWS HOW TO DRIVE</p> <p>RIFLE SKILL = 2 FIRST AID SKILL = 3 HAND TO HAND SKILL = 3</p> | <p>RANK : PRIVATE FIRST CLASS COMBAT EXP. : 4 ACQUIRED SKILL POINTS : 7</p> <p>STRENGTH :5 ENDURANCE:9 WEAPONS HANDLING :7 AGILITY :6 STAMINA :7</p> <p>WEIGHT :180-190 LBS</p> <p>FROM THE CITY KNOWS HOW TO DRIVE</p> <p>RIFLE SKILL = 1 FIRST AID SKILL = 1 HAND TO HAND SKILL = 3</p> |
| <p>RANK : PRIVATE FIRST CLASS COMBAT EXP. : 2 ACQUIRED SKILL POINTS : 5</p> <p>STRENGTH :9 ENDURANCE:8 WEAPONS HANDLING :6 AGILITY :8 STAMINA :9</p> <p>WEIGHT :170-180 LBS</p> <p>FROM THE CITY KNOWS HOW TO DRIVE BEGINING SWIMMER FAIR SWIMMER HAND TO HAND : GOOD</p> <p>RIFLE SKILL = 2 FIRST AID SKILL = 1 HAND TO HAND SKILL = 2</p> | <p>RANK : BUCK PRIVATE COMBAT EXP. : 2 ACQUIRED SKILL POINTS : 5</p> <p>STRENGTH :5 ENDURANCE:6 WEAPONS HANDLING :6 AGILITY :9 STAMINA :6</p> <p>WEIGHT :130-140 LBS</p> <p>FROM THE CITY BASIC LANGUAGE SKILL KNOWS HOW TO DRIVE ORIENTEERING: LEVEL 1 FIRST AID: LEVEL 1</p> <p>RIFLE SKILL = 2 FIRST AID SKILL = 4 HAND TO HAND SKILL = 3</p> | <p>RANK : PRIVATE FIRST CLASS COMBAT EXP. : 2 ACQUIRED SKILL POINTS : 2</p> <p>STRENGTH :5 ENDURANCE:8 WEAPONS HANDLING :10 AGILITY :6 STAMINA :7</p> <p>WEIGHT :160-170 LBS</p> <p>FROM THE COUNTRY KNOWS HOW TO DRIVE FAIR SWIMMER HAND TO HAND : EXCELLENT FIRST AID: LEVEL 1</p> <p>RIFLE SKILL = 2 FIRST AID SKILL = 2 HAND TO HAND SKILL = 3</p> | <p>RANK : PRIVATE FIRST CLASS COMBAT EXP. : 2 ACQUIRED SKILL POINTS : 5</p> <p>STRENGTH :10 ENDURANCE:8 WEAPONS HANDLING :10 AGILITY :6 STAMINA :9</p> <p>WEIGHT :180-190 LBS</p> <p>FROM THE CITY KNOWS HOW TO DRIVE FAIR SWIMMER LEADERSHIP EXPERIANCE</p> <p>RIFLE SKILL = 2 FIRST AID SKILL = 2 HAND TO HAND SKILL = 3</p> |
| <p>RANK : PRIVATE FIRST CLASS COMBAT EXP. : 6 ACQUIRED SKILL POINTS : 16</p> <p>STRENGTH :9 ENDURANCE:5 WEAPONS HANDLING :6 AGILITY :10 STAMINA :7</p> <p>WEIGHT :170-180 LBS</p> <p>FROM THE CITY KNOWS HOW TO DRIVE HAND TO HAND : GOOD LEADERSHIP EXPERIANCE</p> <p>RIFLE SKILL = 2 FIRST AID SKILL = 1 HAND TO HAND SKILL = 2</p> | <p>RANK : PRIVATE FIRST CLASS COMBAT EXP. : 2 ACQUIRED SKILL POINTS : 10</p> <p>STRENGTH :5 ENDURANCE:6 WEAPONS HANDLING :8 AGILITY :8 STAMINA :6</p> <p>WEIGHT :170-180 LBS</p> <p>FROM THE COUNTRY RIFLE SKILL 2 PISTOL SKILL 4 KNOWS HOW TO DRIVE</p> <p>RIFLE SKILL = 2 FIRST AID SKILL = 2 HAND TO HAND SKILL = 3</p> | <p>RANK : PRIVATE FIRST CLASS COMBAT EXP. : 2 ACQUIRED SKILL POINTS : 11</p> <p>STRENGTH :10 ENDURANCE:10 WEAPONS HANDLING :7 AGILITY :7 STAMINA :10</p> <p>WEIGHT :LESS THEN 130 LBS</p> <p>FROM THE CITY KNOWS HOW TO DRIVE FAIR SWIMMER</p> <p>RIFLE SKILL = 2 FIRST AID SKILL = 3 HAND TO HAND SKILL = 3</p> | <p>RANK : PRIVATE FIRST CLASS COMBAT EXP. : 4 ACQUIRED SKILL POINTS : 9</p> <p>STRENGTH :7 ENDURANCE:9 WEAPONS HANDLING :9 AGILITY :7 STAMINA :8</p> <p>WEIGHT :LESS THEN 130 LBS</p> <p>FROM THE COUNTRY RIFLE SKILL 5 KNOWS HOW TO DRIVE LEADERSHIP EXPERIANCE</p> <p>RIFLE SKILL = 4 FIRST AID SKILL = 1 HAND TO HAND SKILL = 3</p> |
| <p>RANK : PRIVATE FIRST CLASS COMBAT EXP. : 2 ACQUIRED SKILL POINTS : 7</p> <p>STRENGTH :8 ENDURANCE:6 WEAPONS HANDLING :10 AGILITY :6 STAMINA :7</p> <p>WEIGHT :170-180 LBS</p> <p>FROM THE COUNTRY</p> <p>RIFLE SKILL = 2 FIRST AID SKILL = 1 HAND TO HAND SKILL = 2</p> | <p>RANK : BUCK PRIVATE COMBAT EXP. : 2 ACQUIRED SKILL POINTS : 8</p> <p>STRENGTH :9 ENDURANCE:9 WEAPONS HANDLING :6 AGILITY :10 STAMINA :9</p> <p>WEIGHT :160-170 LBS</p> <p>FROM THE COUNTRY RIFLE SKILL 5 KNOWS HOW TO DRIVE FAIR SWIMMER</p> <p>RIFLE SKILL = 6 FIRST AID SKILL = 3 HAND TO HAND SKILL = 3</p> | <p>RANK : PRIVATE FIRST CLASS COMBAT EXP. : 2 ACQUIRED SKILL POINTS : 6</p> <p>STRENGTH :5 ENDURANCE:7 WEAPONS HANDLING :6 AGILITY :6 STAMINA :6</p> <p>WEIGHT :150-160 LBS</p> <p>FROM THE CITY KNOWS HOW TO DRIVE</p> <p>RIFLE SKILL = 2 FIRST AID SKILL = 3 HAND TO HAND SKILL = 3</p> | <p>RANK : BUCK PRIVATE COMBAT EXP. : 2 ACQUIRED SKILL POINTS : 9</p> <p>STRENGTH :6 ENDURANCE:7 WEAPONS HANDLING :8 AGILITY :10 STAMINA :7</p> <p>WEIGHT :160-170 LBS</p> <p>FROM THE CITY KNOWS HOW TO DRIVE</p> <p>RIFLE SKILL = 2 FIRST AID SKILL = 2 HAND TO HAND SKILL = 3</p> |

RANK : BUCK PRIVATE
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 12

STRENGTH : 8
ENDURANCE : 7
WEAPONS HANDLING : 9
AGILITY : 5
STAMINA : 8

WEIGHT : 180-190 LBS

FROM THE CITY

RIFLE SKILL = 3
FIRST AID SKILL = 3
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH : 7
ENDURANCE : 7
WEAPONS HANDLING : 5
AGILITY : 5
STAMINA : 7

WEIGHT : 190-200 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIENCE

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 4

STRENGTH : 6
ENDURANCE : 8
WEAPONS HANDLING : 7
AGILITY : 6
STAMINA : 7

WEIGHT : 160-170 LBS

FROM THE COUNTRY
HAND TO HAND : EXCELLENT
ORIENTEERING: LEVEL 2

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 10

STRENGTH : 8
ENDURANCE : 6
WEAPONS HANDLING : 8
AGILITY : 9
STAMINA : 7

WEIGHT : 180-190 LBS

FROM THE COUNTRY
RIFLE SKILL 3
PISTOL SKILL 1
FAIR SWIMMER
ORIENTEERING: LEVEL 2
FIRST AID: LEVEL 2

RIFLE SKILL = 2
FIRST AID SKILL = 4
HAND TO HAND SKILL = 3

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 6

STRENGTH : 9
ENDURANCE : 8
WEAPONS HANDLING : 5
AGILITY : 10
STAMINA : 9

WEIGHT : 150-160 LBS

FROM THE COUNTRY
ORIENTEERING: LEVEL 1

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 3
ACQUIRED SKILL POINTS : 14

STRENGTH : 5
ENDURANCE : 6
WEAPONS HANDLING : 7
AGILITY : 6
STAMINA : 6
WEIGHT : 160-170 LBS

FROM THE COUNTRY
RIFLE SKILL 4
PISTOL SKILL 1
KNOWS HOW TO DRIVE
GOOD SWIMMER
ORIENTEERING: LEVEL 2

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH : 5
ENDURANCE : 7
WEAPONS HANDLING : 5
AGILITY : 7
STAMINA : 6
WEIGHT : 160-170 LBS

FROM THE CITY
PISTOL SKILL 1
KNOWS HOW TO DRIVE

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH : 9
ENDURANCE : 8
WEAPONS HANDLING : 7
AGILITY : 5
STAMINA : 9
WEIGHT : 170-180 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 3

RANK : CORPORAL
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH : 10
ENDURANCE : 7
WEAPONS HANDLING : 7
AGILITY : 8
STAMINA : 9
WEIGHT : 160-170 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH : 10
ENDURANCE : 10
WEAPONS HANDLING : 9
AGILITY : 5
STAMINA : 10
WEIGHT : 140-150 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FAIR SWIMMER
HAND TO HAND : EXCELLENT

RIFLE SKILL = 3
FIRST AID SKILL = 2
HAND TO HAND SKILL = 3

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH : 7
ENDURANCE : 7
WEAPONS HANDLING : 10
AGILITY : 5
STAMINA : 7

WEIGHT : LESS THEN 130 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 6
ACQUIRED SKILL POINTS : 11

STRENGTH : 10
ENDURANCE : 5
WEAPONS HANDLING : 6
AGILITY : 6
STAMINA : 8

WEIGHT : 150-160 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE
FAIR SWIMMER
LEADERSHIP EXPERIENCE

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH : 9
ENDURANCE : 6
WEAPONS HANDLING : 8
AGILITY : 9
STAMINA : 8

WEIGHT : 150-160 LBS

FROM THE CITY
KNOWS HOW TO DRIVE

RIFLE SKILL = 3
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : SERGEANT
COMBAT EXP. : 3
ACQUIRED SKILL POINTS : 8

STRENGTH : 10
ENDURANCE : 8
WEAPONS HANDLING : 6
AGILITY : 10
STAMINA : 9

WEIGHT : 170-180 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE
BEGINNING SWIMMER
FAIR SWIMMER
LEADERSHIP EXPERIENCE

RIFLE SKILL = 2
FIRST AID SKILL = 2
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 7

STRENGTH : 5
ENDURANCE : 9
WEAPONS HANDLING : 5
AGILITY : 9
STAMINA : 7

WEIGHT : 190-200 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 1

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH : 5
ENDURANCE : 9
WEAPONS HANDLING : 5
AGILITY : 8
STAMINA : 7

WEIGHT : 160-170 LBS

FROM THE COUNTRY
RIFLE SKILL 1
KNOWS HOW TO DRIVE
BEGINNING SWIMMER
FAIR SWIMMER
LEADERSHIP EXPERIENCE

RIFLE SKILL = 1
FIRST AID SKILL = 2
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 8

STRENGTH : 8
ENDURANCE : 5
WEAPONS HANDLING : 6
AGILITY : 9
STAMINA : 7

WEIGHT : 170-180 LBS

FROM THE COUNTRY
PISTOL SKILL 1
KNOWS HOW TO DRIVE
BEGINNING SWIMMER
FAIR SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : PRIVATE FIRST CLASS
COMBAT EXP. : 2
ACQUIRED SKILL POINTS : 2

STRENGTH : 7
ENDURANCE : 6
WEAPONS HANDLING : 7
AGILITY : 7
STAMINA : 7

WEIGHT : 190-200 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
HAND TO HAND : GOOD

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH : 7
ENDURANCE : 10
WEAPONS HANDLING : 7
AGILITY : 5
STAMINA : 9

WEIGHT : 130-140 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
FAIR SWIMMER

RIFLE SKILL = 2
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2

RANK : BUCK PRIVATE
COMBAT EXP. : 0
ACQUIRED SKILL POINTS : 0

STRENGTH : 7
ENDURANCE : 5
WEAPONS HANDLING : 5
AGILITY : 9
STAMINA : 6

WEIGHT : 170-180 LBS

FROM THE CITY
KNOWS HOW TO DRIVE
LEADERSHIP EXPERIENCE

RIFLE SKILL = 1
FIRST AID SKILL = 1
HAND TO HAND SKILL = 2



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BEHIND ENEMY LINES

Name _____

Rank _____ Serial No. _____

| | | | |
|-----------|-----------------|-------|------|
| Strength | Weapon Handling | Carry | lbs. |
| Endurance | Combat Exp. | Lift | lbs. |
| Agility | Skill Pts. | Drag | lbs. |
| Stamina | Weight | lbs. | |

Background: City _____ Country _____

Language _____

| | | |
|------------|--------------|--------------|
| Rifle | Pistol | Orienteering |
| Driving | Swimming | First Aid |
| Leadership | Hand to Hand | Demolitions |

COMBAT SKILLS :

| | | |
|----------------|---------------|----------------|
| Rifle | Rifle Grenade | M1919 .30 cal. |
| Hand to Hand | Bayonet | M2 .50 cal. |
| Bar | Pistol | Demolitions |
| Submachine Gun | Bazooka | |
| Grenade | 60 mm Mortar | |

EQUIPMENT CARRIED :

WEAPONS CARRIED :

| | 8+ | 10+ | 12+ | 14+ |
|---------------------|---|---------|---------|-----|
| .45 Automatic | 15(-2) | 35 | 50 | 100 |
| clips carried _____ | 7 rounds per clip <input type="checkbox"/> | | | |
| M1 | 15 or 30 rounds per Mag. | 25 | 75 | 150 |
| | | 250 | | |
| Springfield | 75(-2) | 250(-1) | 450 | 750 |
| clips carried _____ | 8 rounds per clip <input type="checkbox"/> | | | |
| Garand M1 | 50(-3) | 150 | 350 | 650 |
| clips carried _____ | 5 rounds per clip <input type="checkbox"/> | | | |
| BAR | 20 rounds per Mag. | 75(-3) | 250(-2) | 500 |
| | | 750 | | |
| mags carried _____ | <input type="checkbox"/> | | | |
| Thompson M1 | 25 | 75 | 150 | 200 |
| Greasegun M3 | 20 | 50 | 100 | 150 |
| mags carried _____ | 30 rounds per Mag. <input type="checkbox"/> | | | |

BEHIND ENEMY LINES

| | | | | | |
|--------------------------------------|-----------------|----------------|------|------------------|--|
| Name _____ | | Rank _____ | | Serial No. _____ | |
| Strength | Weapon Handling | Carry | lbs. | | |
| Endurance | Combat Exp. | Lift | lbs. | | |
| Agility | Skill Pts. | Drag | lbs. | | |
| Stamina | Weight | lbs. | | | |
| Background: City _____ Country _____ | | Language _____ | | | |
| Rifle | Pistol | Orienteering | | | |
| Driving | Swimming | First Aid | | | |
| Leadership | Hand to Hand | Demolitions | | | |
| COMBAT SKILLS : | | | | | |
| Rifle | Rifle Grenade | M1919 .30 cal. | | | |
| Hand to Hand | Bayonet | M2 .50 cal. | | | |
| Bar | Pistol | Demolitions | | | |
| Submachine Gun | Bazooka | | | | |
| Grenade | 60 mm Mortar | | | | |

EQUIPMENT CARRIED :

WEAPONS CARRIED :

| | | | | | |
|-----------------------------------|-------------------|---------|---------|-----|-----|
| .45 Automatic clips carried _____ | 7 rounds per clip | 8+ | 10+ | 12+ | 14+ |
| M1 15 or 30 rounds per Mag. | 25 | 75 | 150 | 250 | |
| Springfield clips carried _____ | 8 rounds per clip | 75(-2) | 250(-1) | 450 | 750 |
| Garand M1 clips carried _____ | 5 rounds per clip | 50(-3) | 150 | 350 | 650 |
| BAR 20 rounds per Mag. | 75(-3) | 250(-2) | 500 | 750 | |
| Thompson M1 mags carried _____ | 25 | 75 | 150 | 200 | |
| Greasegun M3 mags carried _____ | 20 | 50 | 100 | 150 | |
| 30 rounds per Mag. | | | | | |

DIRECT FIRE

| | |
|--|----|
| Close Range. | 8 |
| Medium Range | 10 |
| Long Range. | 12 |
| Extreme Range | 14 |
| | |
| Firing 1 burst | 0 |
| Firing 2 bursts. | -1 |
| Firing 3 bursts. | -2 |
| | |
| Skill with Weapon | -? |
| -1 for each 2 Weapons Handling points above 6. | -? |
| -1 for careful aim (at least 5 seconds) | -1 |
| -2 for automatic fire | -2 |
| -2 for sniper scope. | -2 |
| | |
| +3 if walking | +3 |
| +5 if running. | +5 |
| +6 if in a moving vehicle | +6 |
| +1 per level of Weapons Handling below 6 | +? |
| | |
| If concealed, add +1 for each concealment factor+? | |
| Hard cover/Soft cover/Evasion | +? |
| Number needed to hit ---- | |

Less than 5 yards
6 to 20 yards
21 to 80 yards
80+ yards

| | | | | |
|---------|---|---|---|----|
| EVASION | 1 | 4 | 2 | 1 |
| SOFT | 0 | 2 | 3 | 5 |
| HARD | 1 | 6 | 8 | 12 |

RANDOM FIRE DIRECTED AT HIDDEN CHARACTERS

| | |
|--|--|
| Target character is: | Apply random fire for: |
| In thicket, dense brush, tall grass or vegetation. Behind a wooden fence, a wooden door less than 3" thick, shuttered windows, or any other cover which would not stop bullets at close or medium range. | Heavy random fire. Target hit on 9+. |
| Behind thick wooden doors, or firer is firing through a floor, ceiling, or wooden wall, or any cover which might stop bullets at all but close or point blank range. | Moderate random fire. Target hit on 11+. |

AUTOMATIC WEAPONS/MULTIPLE HIT TABLE

| Range | 1D roll | Number of Hits from each burst |
|-------------|---------|--------------------------------|
| Point Blank | 1 | 3 |
| | 2-3 | 4 |
| | 4-6 | 5 |
| Close | 1-2 | 1 |
| | 3-5 | 2 |
| | 6 | 3 |
| Medium | 1-5 | 1 |
| | 6 | 2 |
| Long | 1-6 | 1 |

WOUND SEVERITY TABLE

| | |
|-------|--|
| 2-3 | The character has been killed instantly. |
| 4-6 | Severe wound |
| 6-10 | Moderate wound |
| 11-12 | Light wound or scratch |

HARD COVER WOUND SEVERITY TABLE

| | |
|-------|-------------------------------|
| 2-6 | Character is killed instantly |
| 7-9 | Severe wound |
| 10-11 | Moderate wound |
| 12 | Light wound |

BLEEDING

| | |
|-----|---|
| 2-3 | Severe Bleeding - -1 Stamina and Endurance point every 3 combat rounds (30 seconds) |
| 4-7 | Moderate Bleeding - -1 Stamina and Endurance point every 6 combat rounds (60 seconds) |
| 8+ | Light Bleeding - no effect |

DM -2 for Severe Wounds

To stop bleeding roll 9+ on 2D each 3 combat rounds (30 seconds) with a DM+1 for each level of First Aid skill above 1 that the attempting character has. There is also a DM-2 if the bleeding is Severe.

EFFECTS OF RANDOM ARTILLERY FIRE ON CHARACTERS UNDER ENCLOSED COVER

| Target | Random Fire | Die | Effect on Characters |
|---------------------------------|-------------|--------------------|---|
| Foxhole, trench, boulders, etc. | Light | 2-10 11+ | No effect All characters stunned |
| | Moderate | 2-9 10-11 12 | No effect All characters stunned All characters receive 1D wounds |
| | Heavy | 2-8 9-10 11+ | No effect Stunned 1D wounds |
| | Very Heavy | 2-4 5-8 9+ | No Effect Stunned 1D wounds |
| Vehicle | Light | 2-11 12 | NO effect Vehicle hit, characters roll separately |
| | Moderate | 2-10 11+ | No effect Hit |
| | Heavy | 2-9 10+ | No effect Hit |
| | Very Heavy | 2-6 7+ | No Effect Hit |
| Building | Light | 2-10 11+ | No Effect Hit |
| | Moderate | 2-9 10+ | No effect Hit |
| | Heavy | 2-8 9+ | No effect Hit |
| | Very Heavy | 2-4 5+ | No effect Hit |

RANDOM FIRE

Rate at which ammo is expended

| Number of men firing | 2 clip/minute or less | 1 clip per 5 turns | 1 clip per 4 turns | 1 clip per 3 turns | 1 clip per 2 turns | 1 clip per 1 turn |
|----------------------|-----------------------|--------------------|--------------------|--------------------|--------------------|-------------------|
| 1-3 | light | | light | light | moderate | moderate |
| 4-8 | light | light | moderate | moderate | moderate | heavy |
| 9-14 | light | moderate | moderate | moderate | heavy | heavy |
| 15-30 | moderate | moderate | heavy | heavy | heavy | very heavy |
| 31-60 | moderate | heavy | heavy | heavy | very heavy | very heavy |
| 60+ | heavy | heavy | very heavy | very heavy | very heavy | very heavy |

SIGHTING TABLE I

| Yards | Man | Group of Men | Car | Truck/Tank | Single Story | Multi-Story | |
|-------------|-----|--------------|-----|------------|--------------|-------------|---|
| Less than 2 | -12 | -16 | -16 | -20 | -22 | -24 | |
| 3-5 | -10 | -14 | -14 | -18 | -20 | -22 | Elevation - Shift 1 Row Lower |
| 6-9 | -8 | -12 | -12 | -16 | -18 | -20 | Binoculars - Shift 2 Rows lower |
| 10-19 | -6 | -10 | -10 | -14 | -16 | -18 | +3 Dawn/Dusk |
| 20-29 | -4 | -8 | -8 | -12 | -14 | -16 | +5 Night with full moon. |
| 30-39 | -3 | -7 | -7 | -11 | -13 | -15 | +5 For camouflage |
| 40-49 | -2 | -6 | -6 | -10 | -12 | -14 | |
| 50-59 | -1 | -5 | -5 | -9 | -11 | -13 | |
| 60-69 | 0 | -4 | -4 | -8 | -10 | -12 | If sighting target has fired this turn: |
| 70-79 | +1 | -3 | -3 | -7 | -9 | -11 | DAY |
| 80-89 | +2 | -2 | -2 | -6 | -8 | -10 | NIGHT |
| 90-99 | +3 | -1 | -1 | -5 | -7 | -9 | -3 Rifle |
| 100-199 | +4 | 0 | 0 | -4 | -6 | -8 | -5 Automatic |
| 200-299 | +5 | +1 | +1 | -3 | -5 | -7 | -6 Bazooka |
| 300-399 | +6 | +2 | +2 | -2 | -4 | -6 | -7 Fire from |
| 400-499 | +7 | +3 | +3 | -1 | -3 | -5 | Cannon on Tank |
| 500-599 | +8 | +4 | +4 | 0 | -2 | -4 | or other vehicle |
| 600-699 | +9 | +5 | +5 | +1 | -1 | -3 | -8 Flamethrower |
| 700-799 | +10 | +6 | +6 | +2 | 0 | -2 | -15 Flamethrower |
| 800-899 | +11 | +7 | +7 | +3 | +1 | -1 | |
| 900-1000 | +12 | +8 | +8 | +4 | +2 | 0 | |

SIGHTING TABLE II

| | Standing | Walking | Running | Crawling | Sitting | Prone | Vehicle Still | Vehicle Moving |
|-----------------|----------|---------|---------|----------|---------|-------|---------------|----------------|
| OPEN | 0/-1 | 0/-1 | -1/-2 | 3/1 | 2/1 | 4/2 | 0/-1 | -3/-5 |
| ROUGH | 3/1 | 3/1 | 2/0 | 6/4 | 5/3 | 7/5 | 1/-1 | -1/-3 |
| VEG-KNEE HIGH | 2/0 | 2/0 | 1/-1 | 5/3 | 4/2 | 6/4 | 1/-1 | 0/-2 |
| VEG-WAIST HIGH | 6/2 | 6/2 | 5/1 | 9/5 | 8/4 | 10/6 | 4/0 | 1/-3 |
| DENSE VEG. | 7/4 | 7/4 | 6/3 | 10/7 | 9/6 | 11/8 | 6/3 | 3/0 |
| LIGHT WOODS | 6/8 | 6/8 | 5/7 | 9/11 | 8/10 | 8/10 | 5/6 | 3/4 |
| INSIDE BUILDING | 10/NA | 10/NA | 9/NA | 13/NA | 12/NA | 14/NA | 8/NA | NA |
| THICK WOODS | 6 | 6 | 5 | 9 | 8 | 10 | 5 | 3 |
| | 7 | 7 | 6 | 10 | 9 | 11 | 6 | 4 |

SIGHTING TABLE III

| Yards | Man | Group of Men | Car | Truck/Tank | Single Story | Multi-Story | |
|--------|-----|--------------|-----|------------|--------------|-------------|---|
| 0-1 | 2 | -2 | -2 | -6 | -8 | -10 | USE THIS TABLE IN THE FOLLOWING CIRCUMSTANCES: Moonless Night Heavy Rain or Snow Fog or Smoke Thick Woods /Jungle |
| 1-4 | 3 | -1 | -1 | -5 | -6 | -9 | |
| 5-9 | 4 | 0 | 0 | -4 | -5 | -8 | |
| 10-19 | 5 | 1 | 1 | -3 | -4 | -7 | |
| 20-39 | 6 | 2 | 2 | -2 | -3 | -6 | |
| 40-79 | 7 | 3 | 3 | -1 | -2 | -5 | |
| 80-100 | 8 | 4 | 4 | 0 | -1 | -4 | |

COMBAT MODE MOVEMENT TABLE

ADDITIONAL COMBAT MODE MOVEMENTS

| Type of movement | Terrain | Distance in 10 seconds | Type of movement | Terrain | Distance in 10 seconds |
|---------------------------------|--|-------------------------------------|------------------|---|--|
| Running | Road, open, light woods Sand Other Terrain | 40 yards 30 yards not allowed | Wading | Water | 2 yards |
| Slow Run (Trot, Jog) | Road, open light woods, sand, tall grass, crops, plowed field Snow, mud, rubble Other terrain | 20 yards 10 yards not allowed | Swimming | Water over 3' deep (Player character must be able to swim) | 10 yards |
| Walk | Road, open, light woods, sand, tall grass, crops, plowed field Dense woods, mud, rubble snow, less than 3' water | 10 yards 5 yards | Evading | Road, open, light woods (Player is running, but in a zig-zag path to avoid enemy direct fire.) | 5 yards |
| Slow Walk (Cautious Advance) | Road, open, light woods, sand, tall grass, crops plowed field Dense woods, mud, rubble snow, less than 3' water, thick underbrush | 5 yards 5 yards 3 yards | Diving, Rolling | Any terrain (Another form of evading enemy fire. Character dives for cover, always ending up prone.) | up to 2 yards |
| Crawl | Road, open, light woods Sand, tall grass, crops, plowed field Dense woods, mud, rubble, snow, thick underbrush | 10 yards 5 yards 3 yards | Climbing Stairs | Stairs | 1 flight of stairs |
| Slow Crawl (Creeping) | Road, open, light woods Sand, tall grass, crops, plowed field Dense woods, mud, rubble snow, thick underbrush | 5 yards 3 yards 2 yards | Climbing Ladders | Ladders | 3 yards up |
| | | | Climbing slopes | Hillsides: up to 45° slope in open terrain, up to 75° in light woods, Other terrain | 3 yards 2 yards |
| | | | | | not allowed (Special forces such as Rangers may climb vertical slopes using special equip- ment.) |

| TANK ARTILLERY FIRE TABLE -TO HIT- | | | DIRECT ARTILLERY FIRE TABLE -TO HIT- | | |
|---------------------------------------|----------------|-----|---|----------------|-----------------|
| Range | | | Range | Target | Die roll to hit |
| 50-200 yards | Troop position | 9+ | 50-200 yards | Troop position | 9+ |
| | Vehicle | 7+ | | Vehicle | 7+ |
| | Building | 5+ | | Building | 5+ |
| 200-800 yards | Troop position | 11+ | 200-800 yards | Troop Position | 11+ |
| | Vehicle | 9+ | | Vehicle | 9+ |
| | Building | 7+ | | Building | 7+ |
| 800-1000 yards | Troop position | 11+ | 800-1000 yards | Troop position | 11+ |
| | Vehicle | 10+ | | Vehicle | 10+ |
| | Building | 10+ | | Building | 10+ |

There is an automatic DM of -2 if the tank is in motion when it fires.

Target definitions:

Troop positions: Any assembly of soldiers, weapons pits, mortar or MG emplacements, etc.

Vehicle: Armored or unarmored vehicles, artillery battery, small sheds.

Building: Any building larger than a small shed or with more than 1 room, pillboxes, fortifications, bridges, or trains.

| GRENADE THROW TABLE | | | |
|---------------------|-------------------|----------------------|------------------|
| Die | Close(1-15 yards) | Medium (16-30 yards) | Long (30+ yards) |
| 2 | dud | dud | dud |
| 3 | hit | hit | hit |
| 4 | hit | hit | hit |
| 5 | hit | hit | scatter |
| 6 | hit | hit | |
| 7 | hit | scatter | |
| 8 | hit | | |
| 9 | scatter | | |
| 10 | | | |
| 11 | | | |
| 12 | | | |

| RIFLE GRENADE HIT TABLE | | | |
|-------------------------|---------|---------|---------|
| Die | Close | Medium | Long |
| 2 | dud | dud | dud |
| 3 | hit | hit | hit |
| 4 | hit | hit | hit |
| 5 | hit | hit | hit |
| 6 | hit | hit | scatter |
| 7 | hit | hit | scatter |
| 8 | hit | hit | scatter |
| 9 | hit | scatter | scatter |
| 10+ | scatter | scatter | scatter |

HAND TO HAND COMBAT DMs

| ITEM | DM |
|---|------|
| per attacker/defender Strength difference | +/-1 |
| per 20 pound weight difference | +/-1 |
| per Hand-to-Hand skill difference | +/-1 |
| if defender is down | -1 |
| if attacker is down | +1 |
| per defender's lost Stamina points | -1 |
| per attacker's lost Stamina point | +1 |
| per attacker/defender Agility difference | +/-1 |
| defender defending only | +3 |

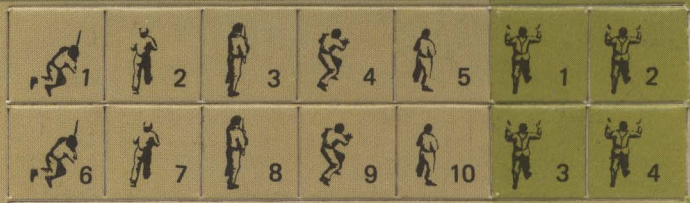
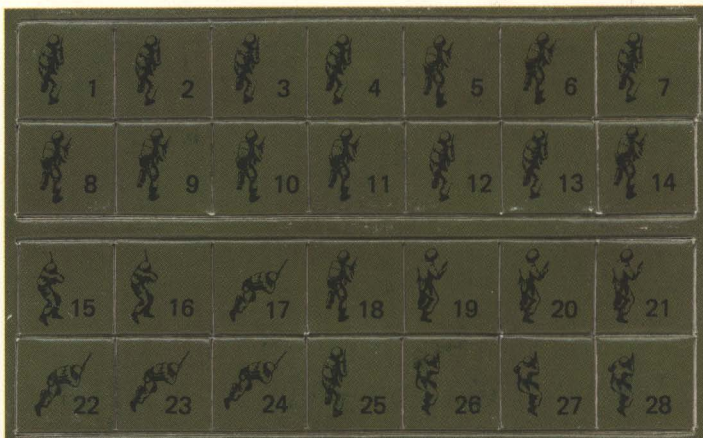
HAND TO HAND DMs FOR ATTACK AND DEFENSE

| Defender is: | Hands | Club | Knife | Bayonet |
|----------------------|-------|------|-------|---------|
| defending with hands | 0 | -1 | -1 | -3 |
| club | +5 | 0 | +1 | -2 |
| knife | +2 | -1 | 0 | -2 |
| bayonet | +7 | +4 | +3 | 0 |
| attacking with hands | 0 | -2 | -3 | -5 |
| club | +1 | -1 | +1 | -1 |
| knife | +1 | +1 | 0 | -2 |
| bayonet | +7 | +3 | +4 | 0 |

HAND TO HAND COMBAT RESULTS TABLE

| Die | Hands | Club | Knife | Bayonet |
|-----|-----------|-----------|-----------|-----------|
| 2 | killed | killed | killed | killed |
| 3 | uncon | killed | killed | killed |
| 4 | uncon | uncon | killed | killed |
| 5 | uncon | uncon | severe | killed |
| 6 | stun | uncon | severe | severe |
| 7 | stun | uncon | moderate | severe |
| 8 | knocked | uncon | moderate | moderate |
| 9 | knocked | knocked | light | light |
| 10 | no effect | no effect | no effect | no effect |

uncon - unconscious
 severe - severe wound
 moderate - moderate wound
 light - light wound
 knocked - knocked down
 all results are applied to defender.





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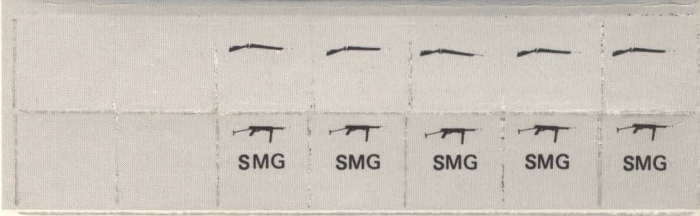
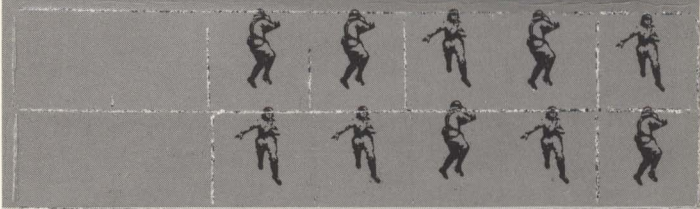
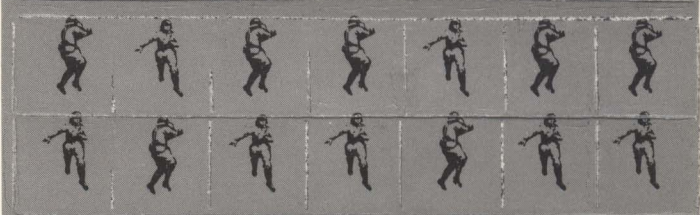
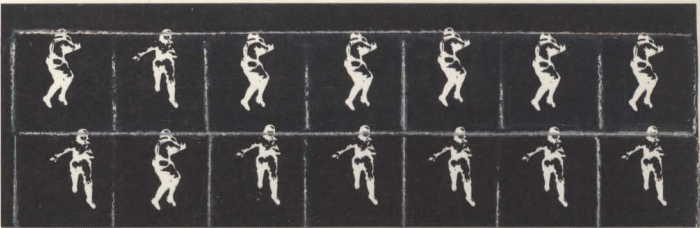
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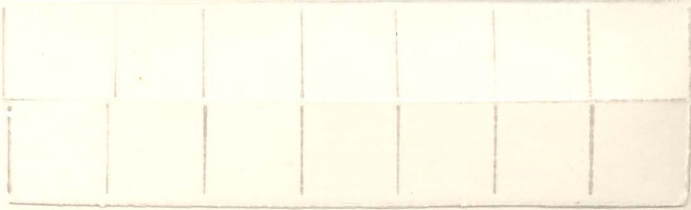
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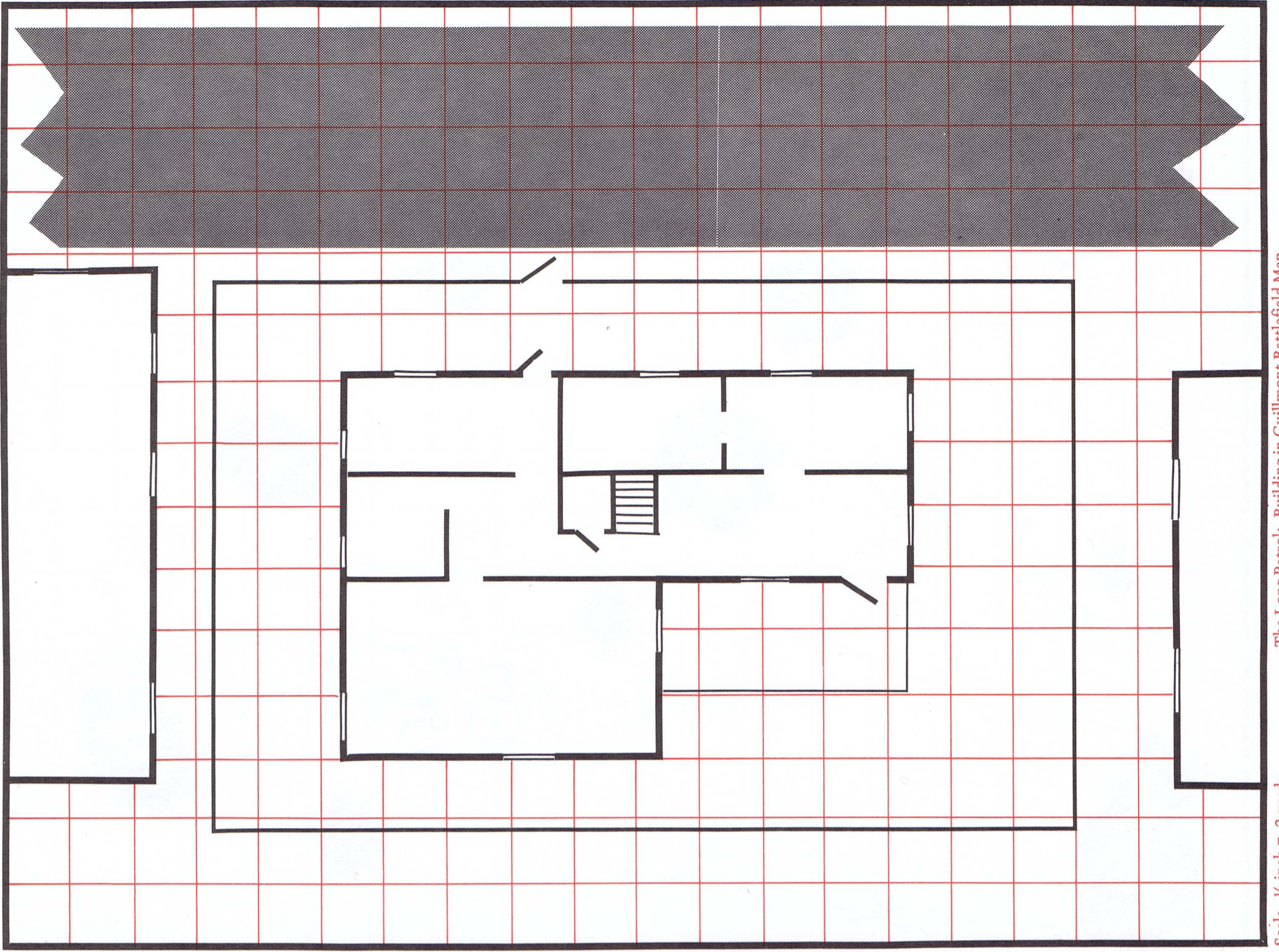
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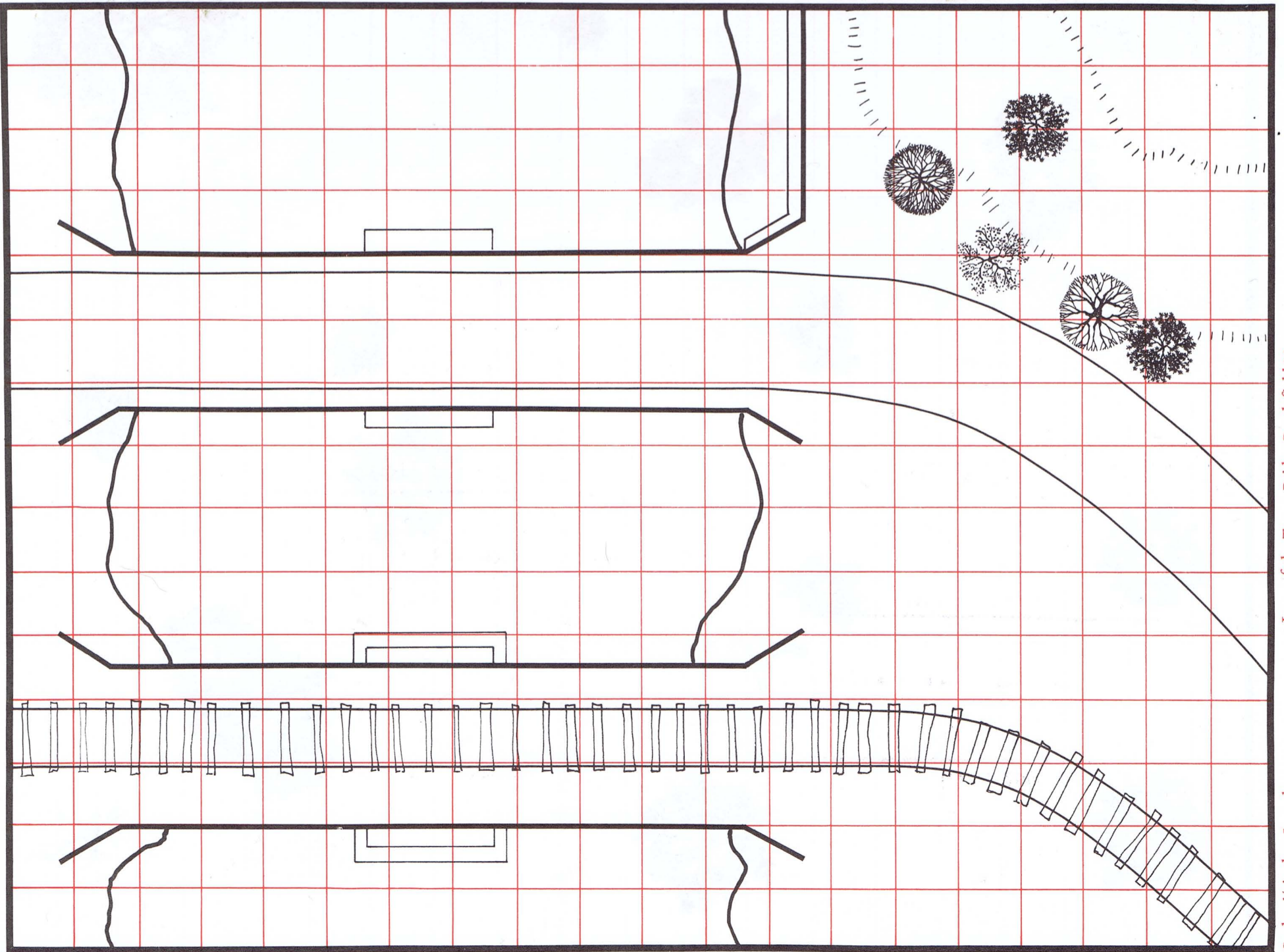
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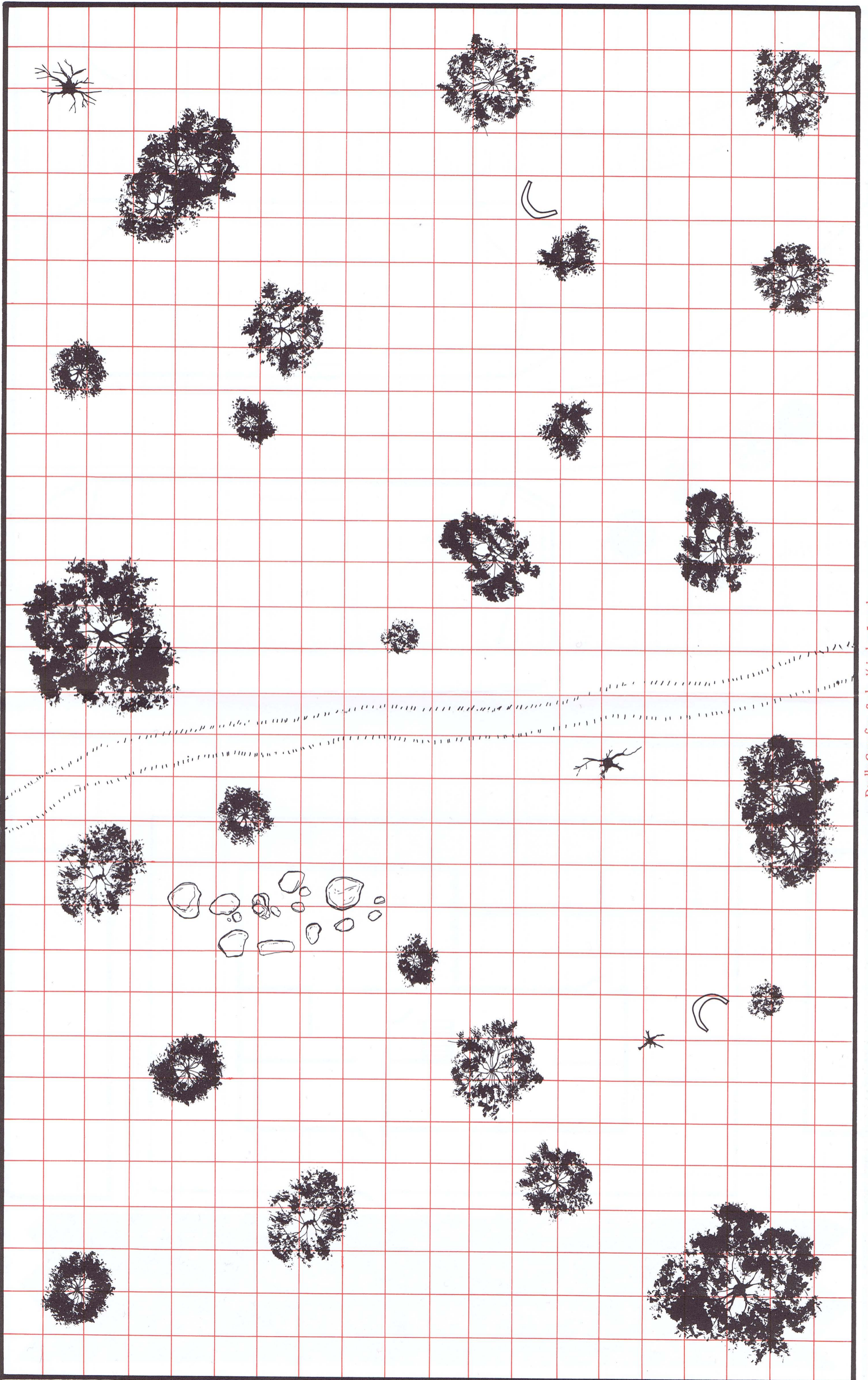
The Long Patrol: Building in Guillemont Battlefield Map.

Scale - 1/2 inch = 2 yards

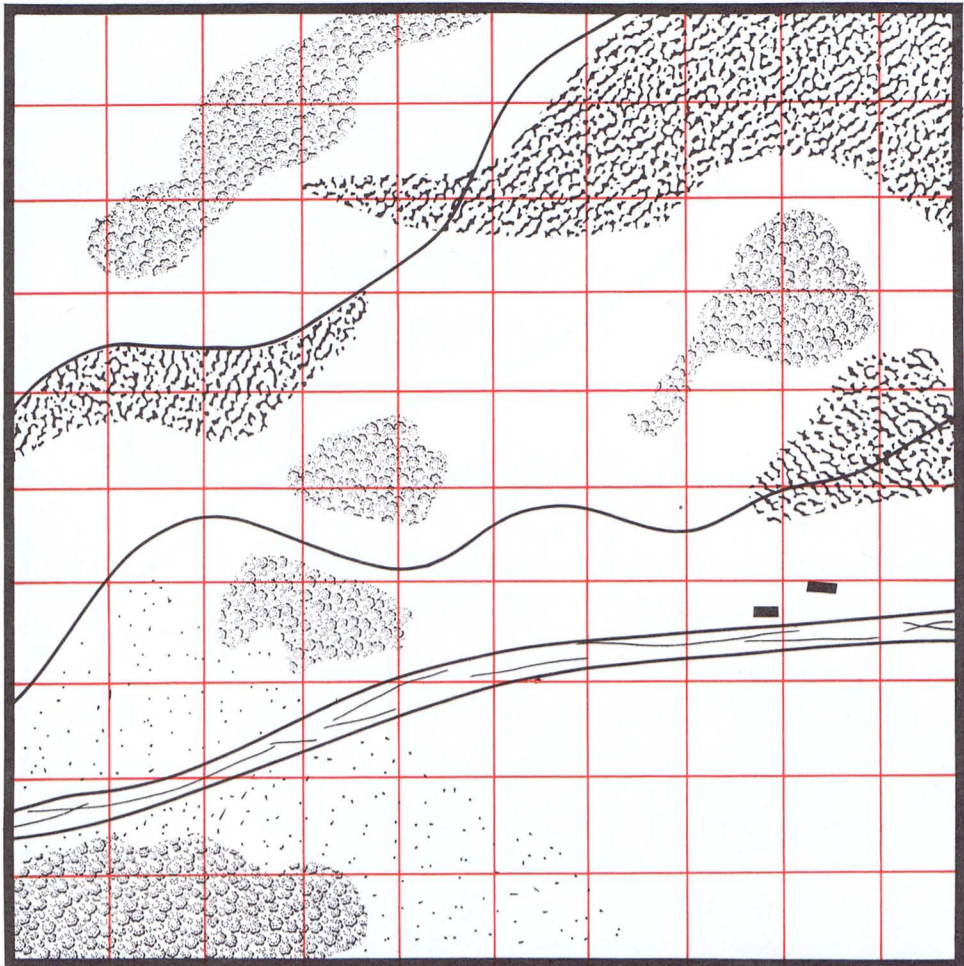


Jaws of the Trap: Bridge Battlefield Map.

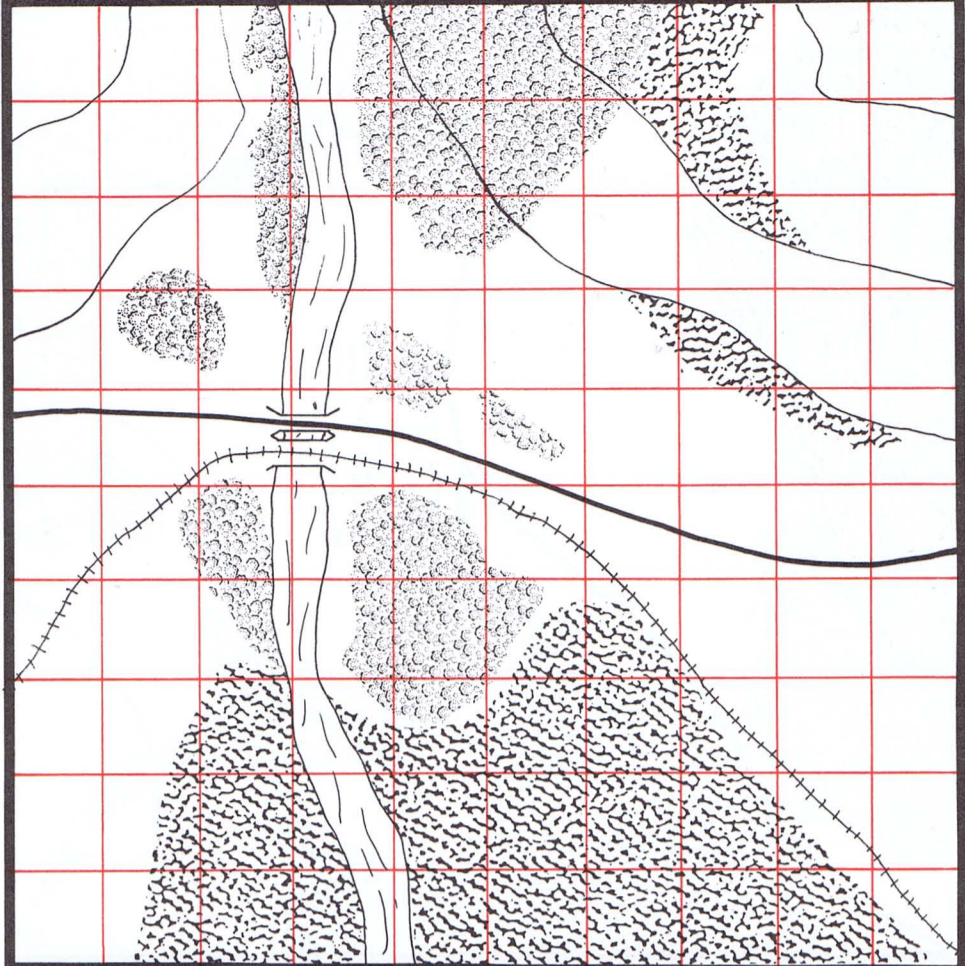
Scale - 1/2 inch = 5 yards



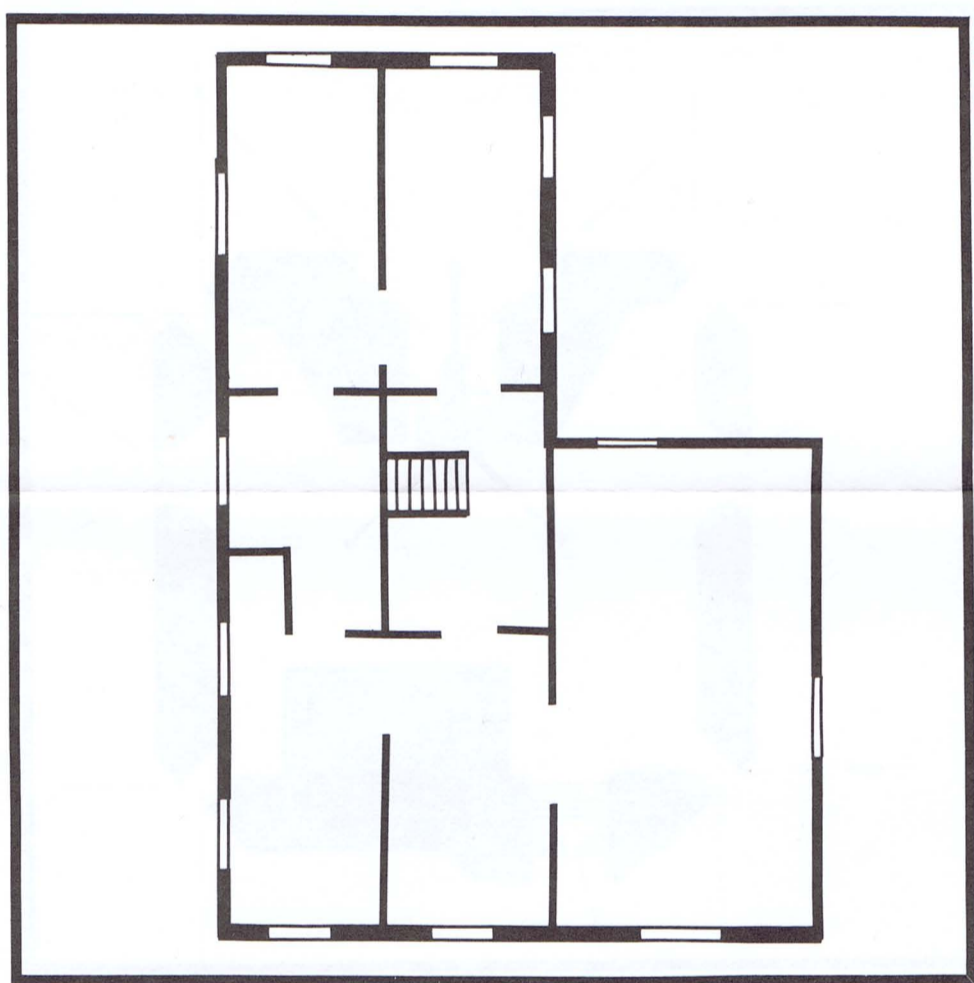
Deadly Crossfire Scale - 1/2 inch = 5 yards



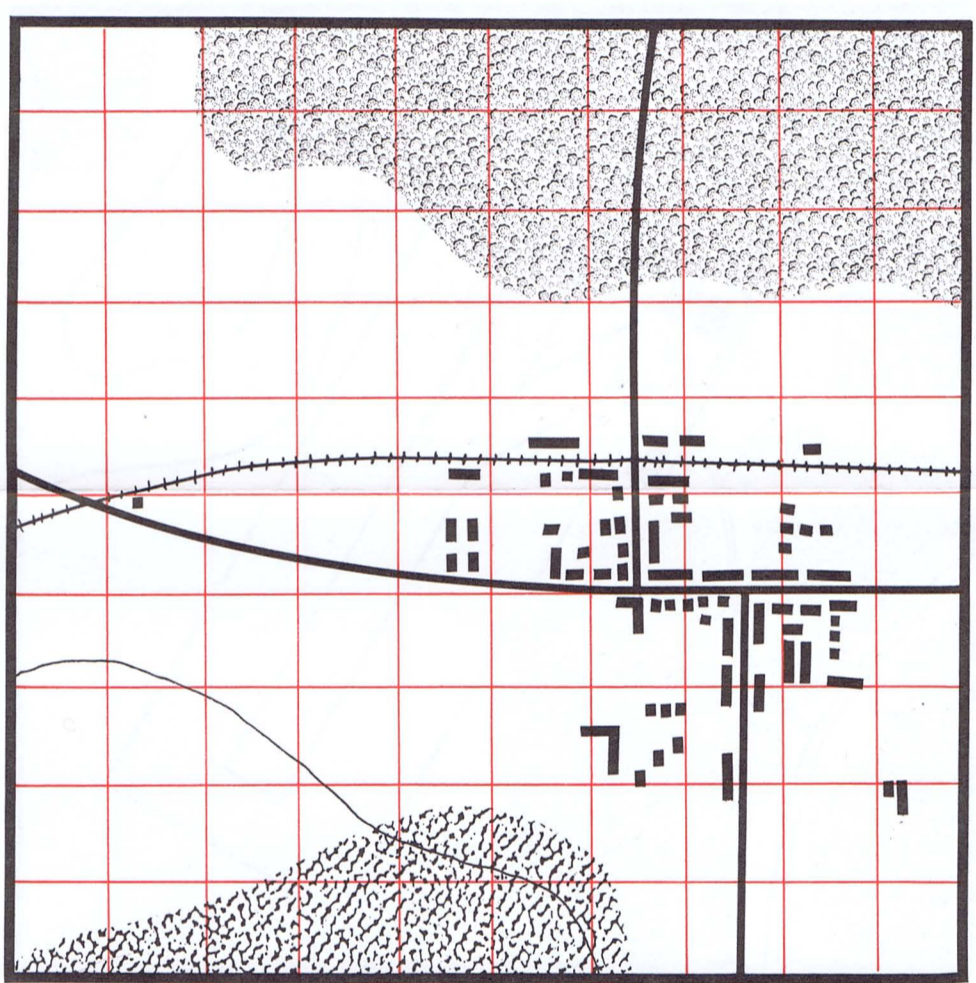
The Long Patrol: Enemy Lines Area Map. Scale - 1/2 inch = 100 yards



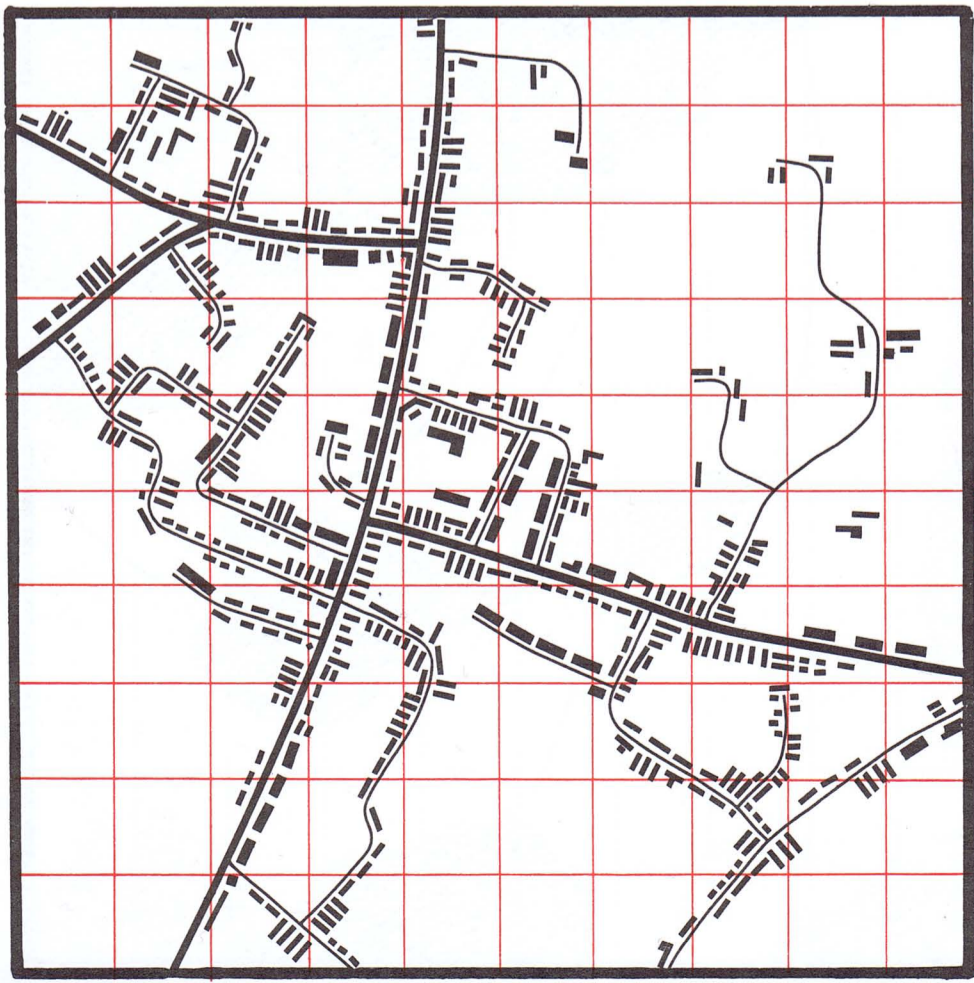
Jaws of the Trap: Bridge Area map. Scale - 1/2 inch = 100 yards



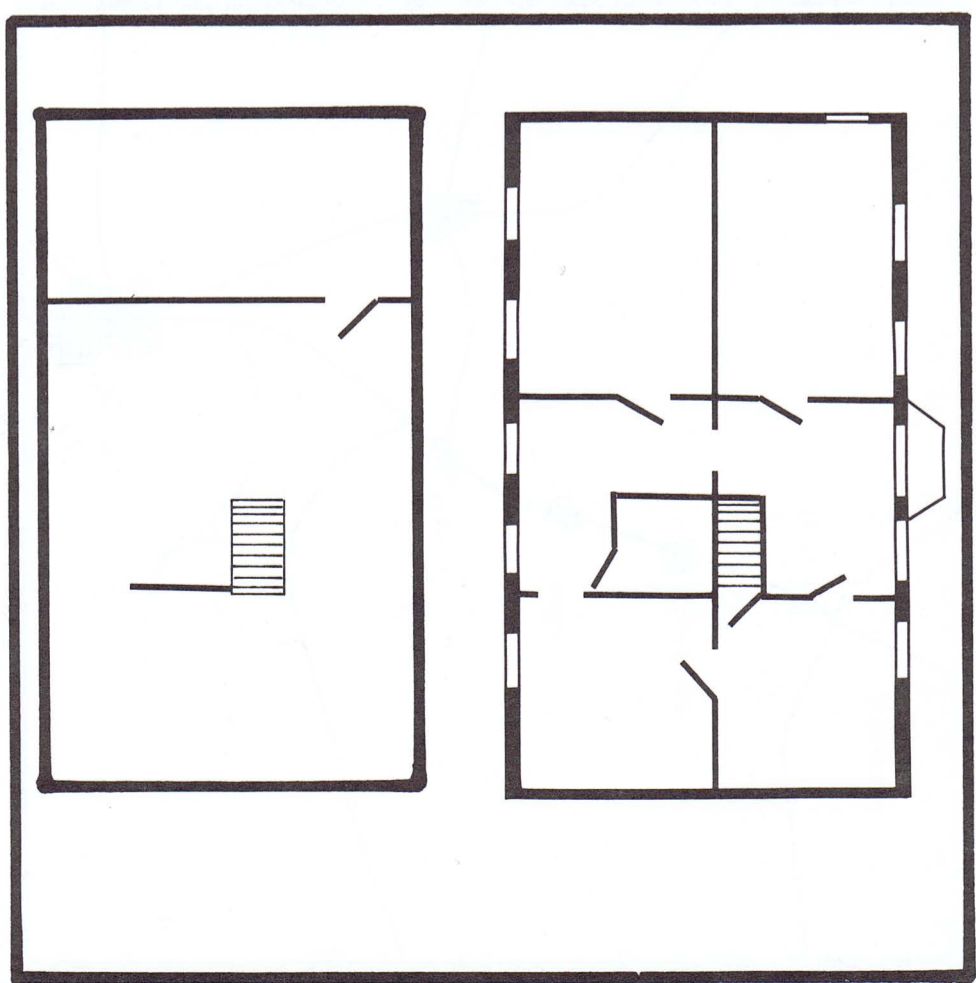
The Long Patrol: Building in Guilmont. Scale - 1/2 inch = 2 yards



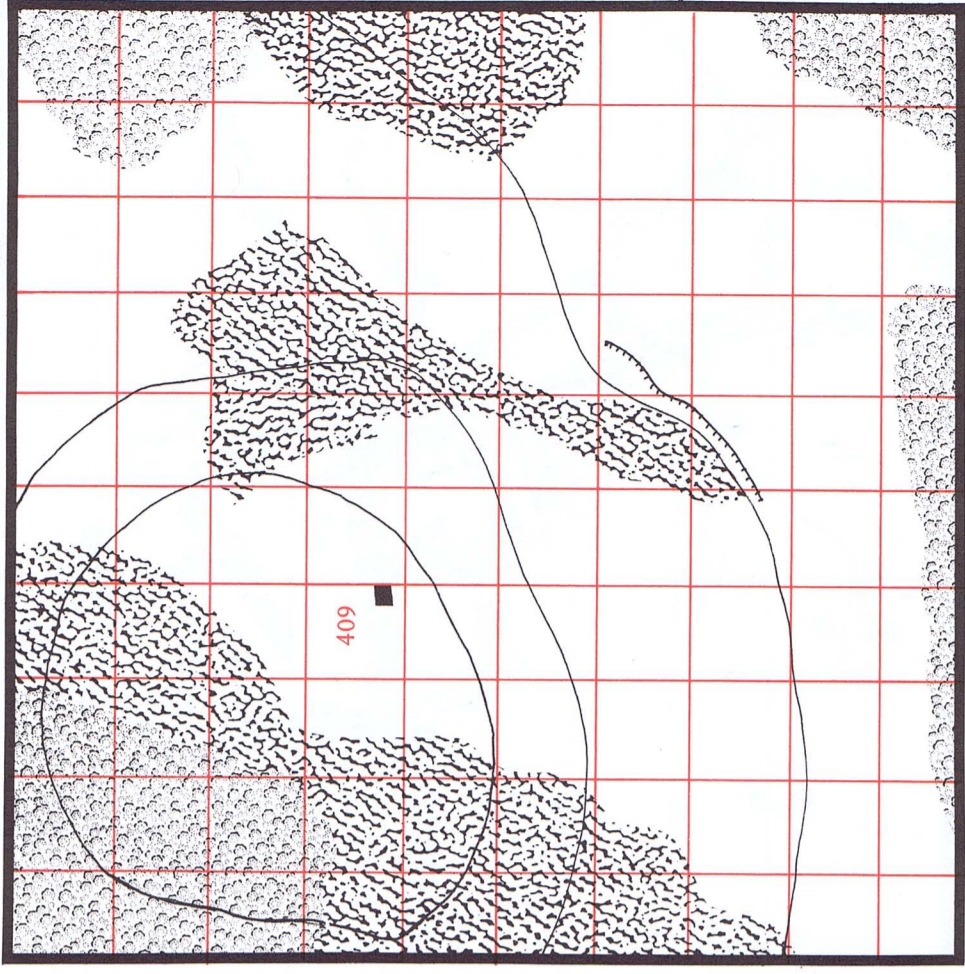
Jaws of the Trap: Bayenne Area Map. Scale - 1/2 inch = 100 yards



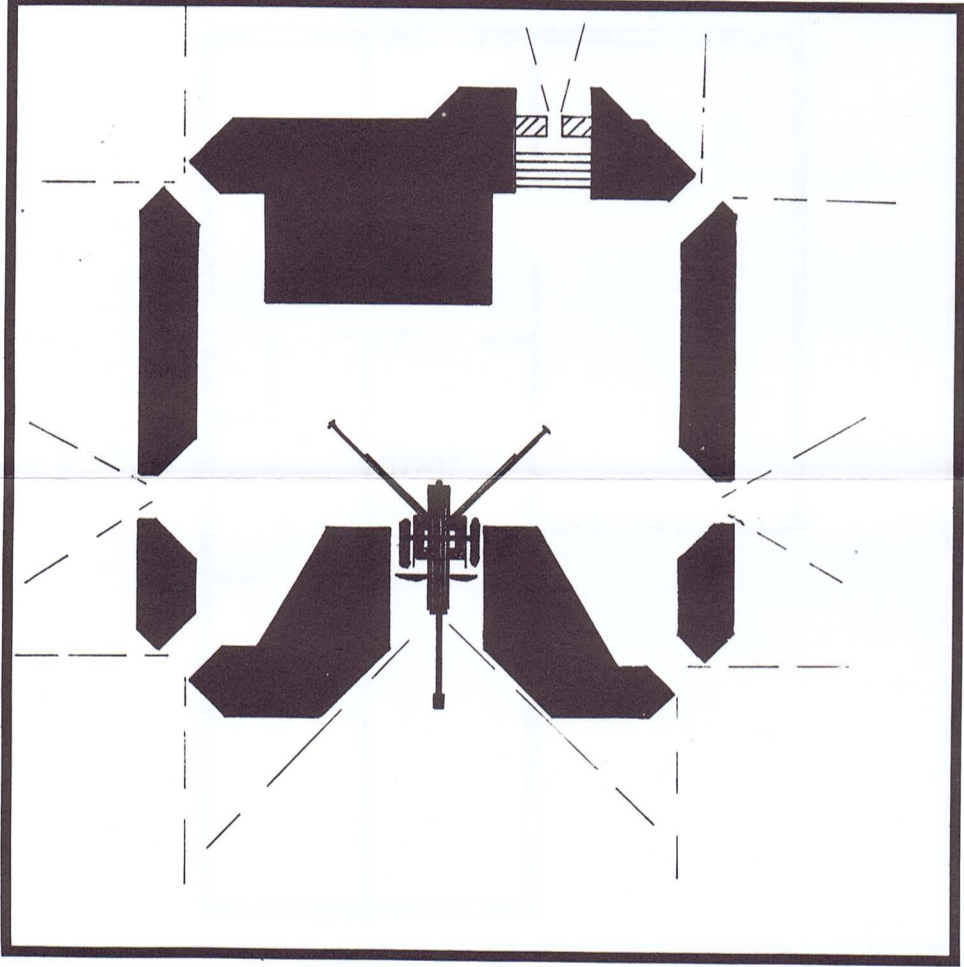
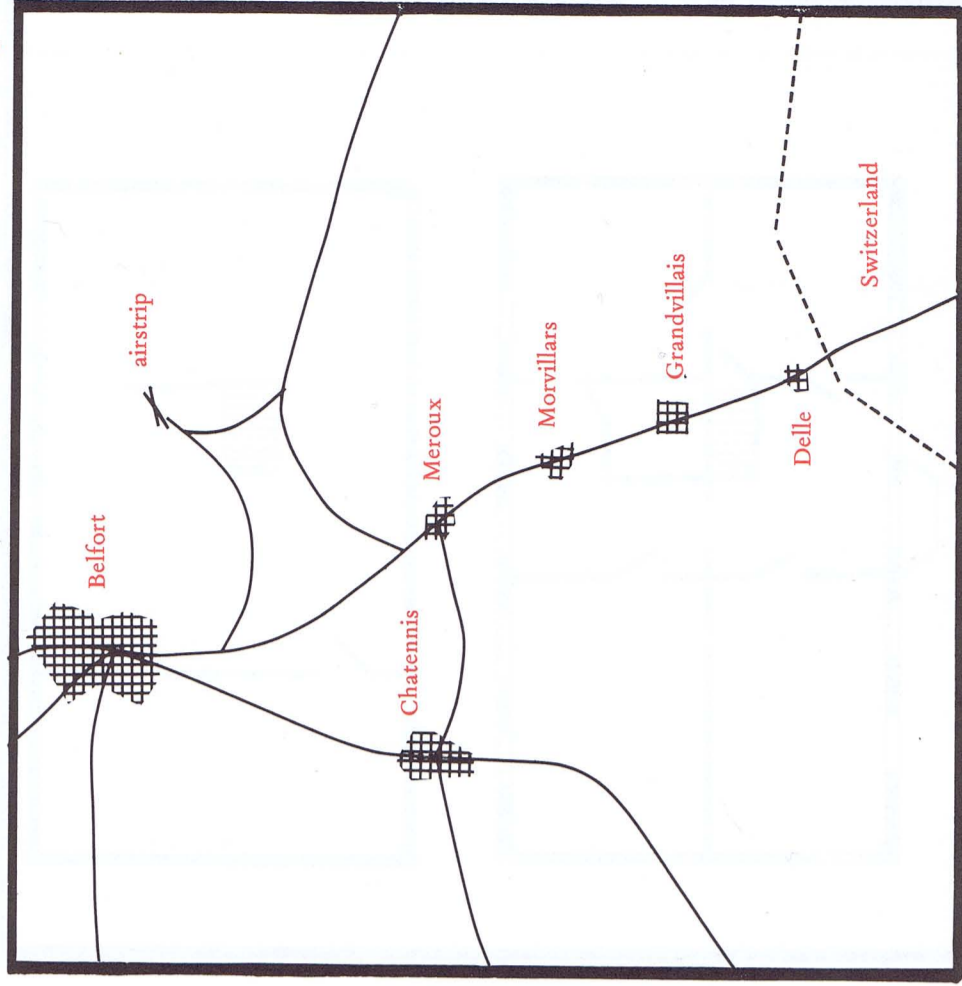
The Long Patrol: Guilmont. Scale - 1/2 inch = 100 yards



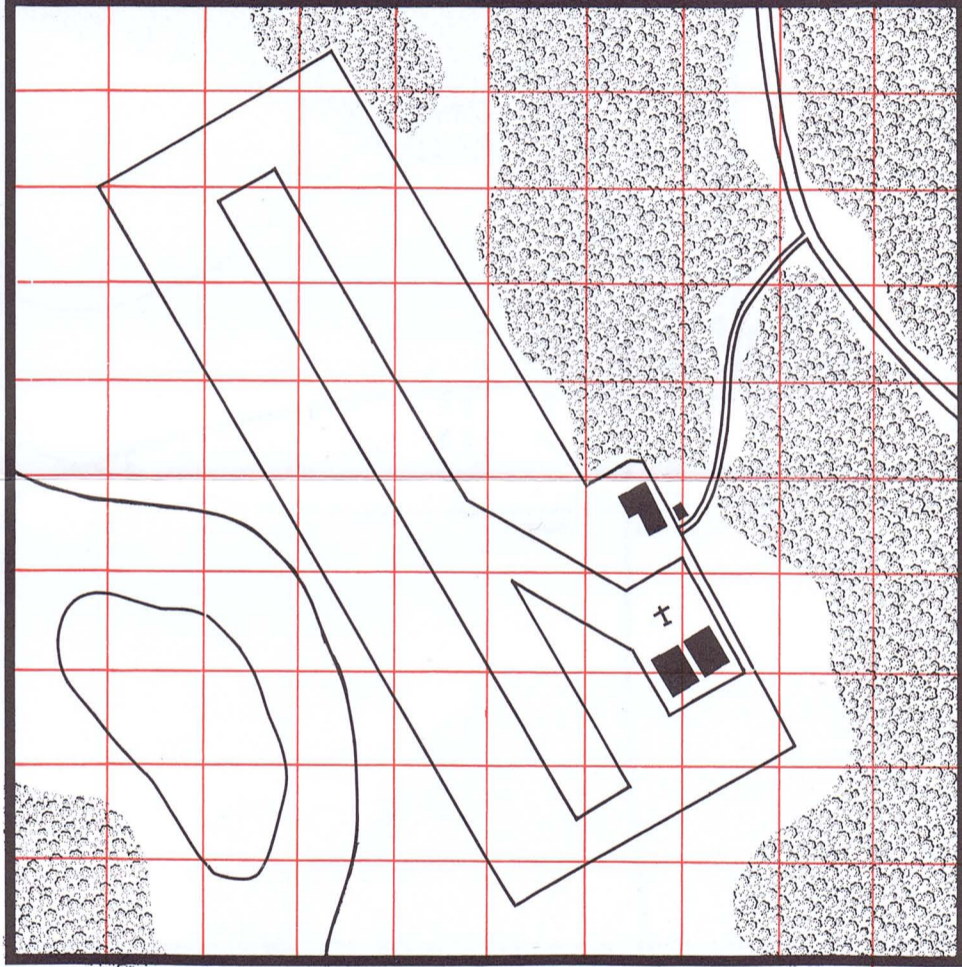
The Long Patrol: Building in Guilmont basement and 2nd floor. Scale - 1/2 inch = 2 yards



Pillbox on 409 Area Map. Scale - 1/2 inch = 100 yards

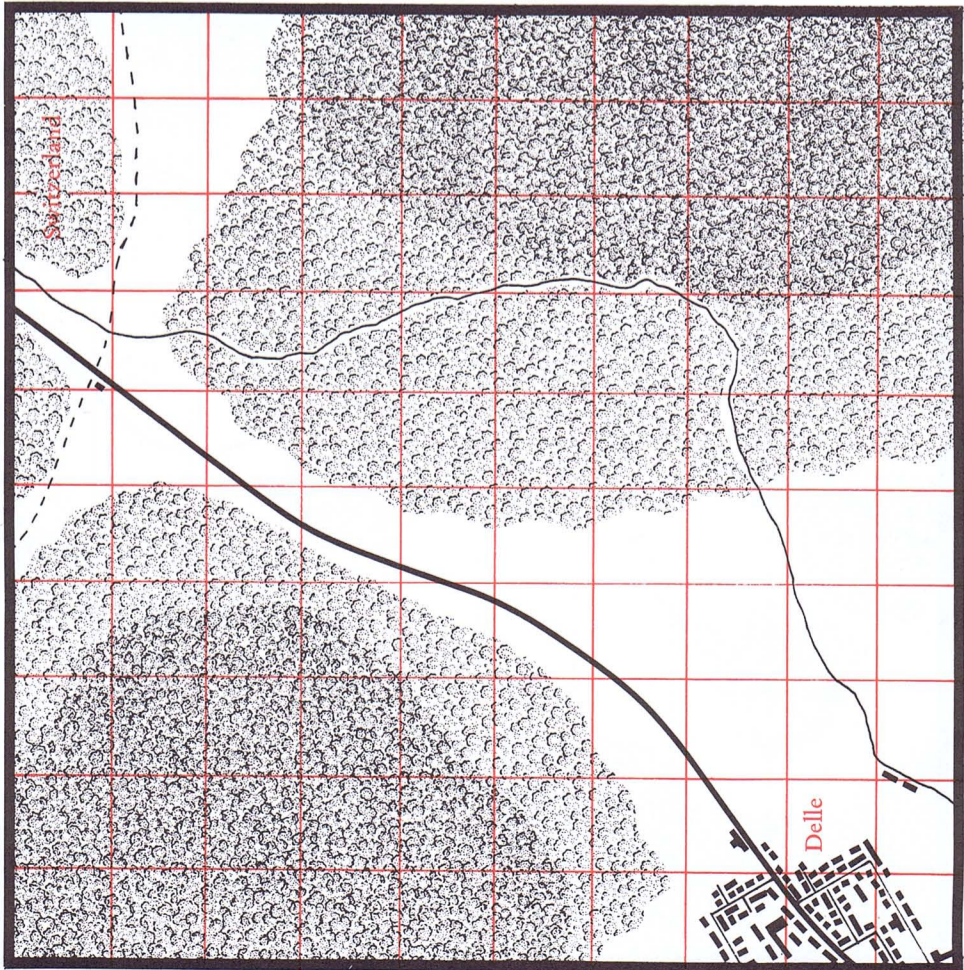


Scale - 1/2 inch = 2 yards Pillbox on 409:

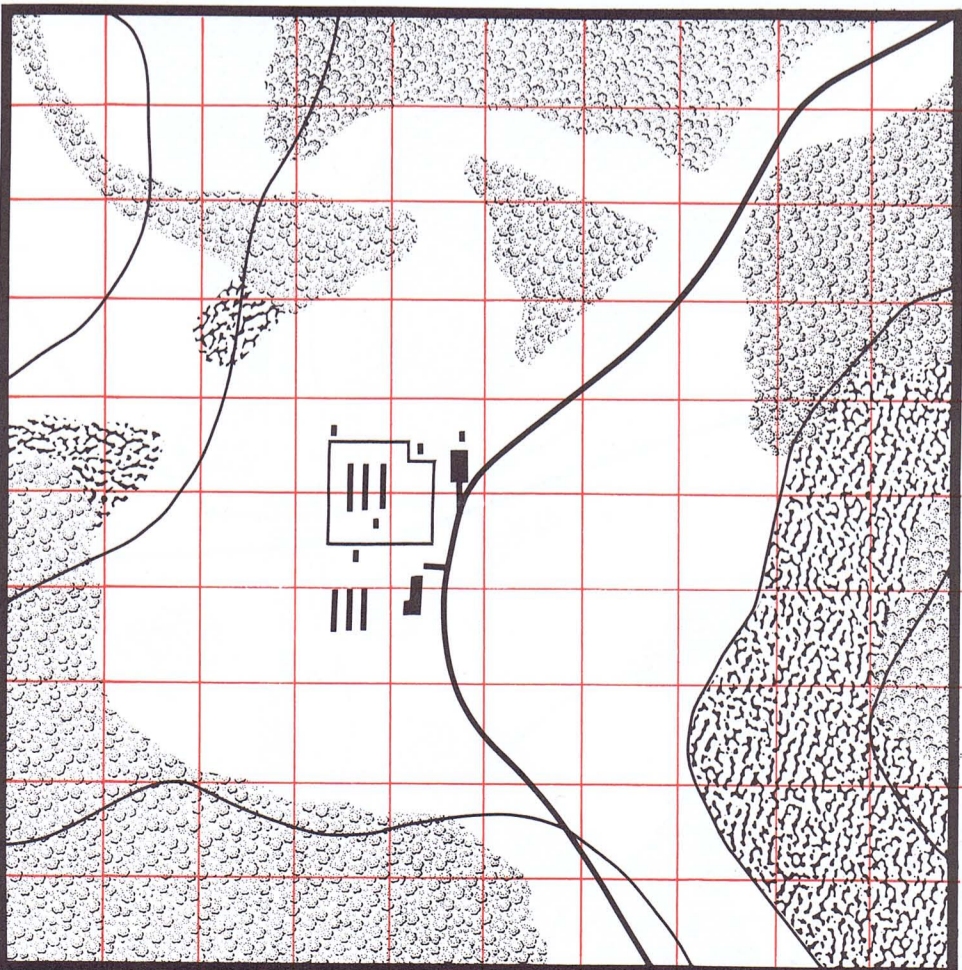


Rescue from the Sky: Airfield Area Map.

Scale - 1/2 inch = 100 yards

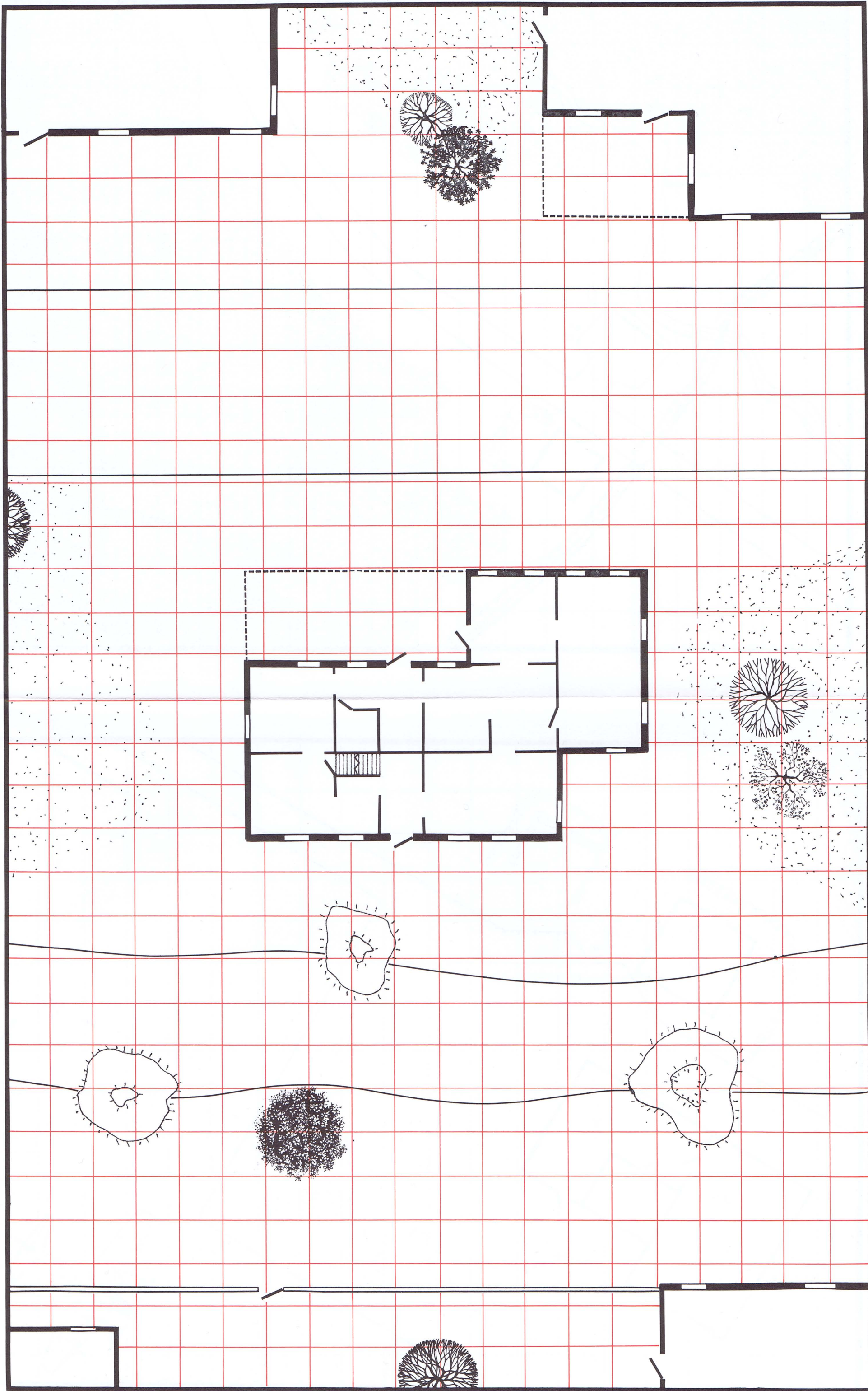


Rescue from the Sky: Border Station Area Map. Scale - 1/2 inch = 100 yards

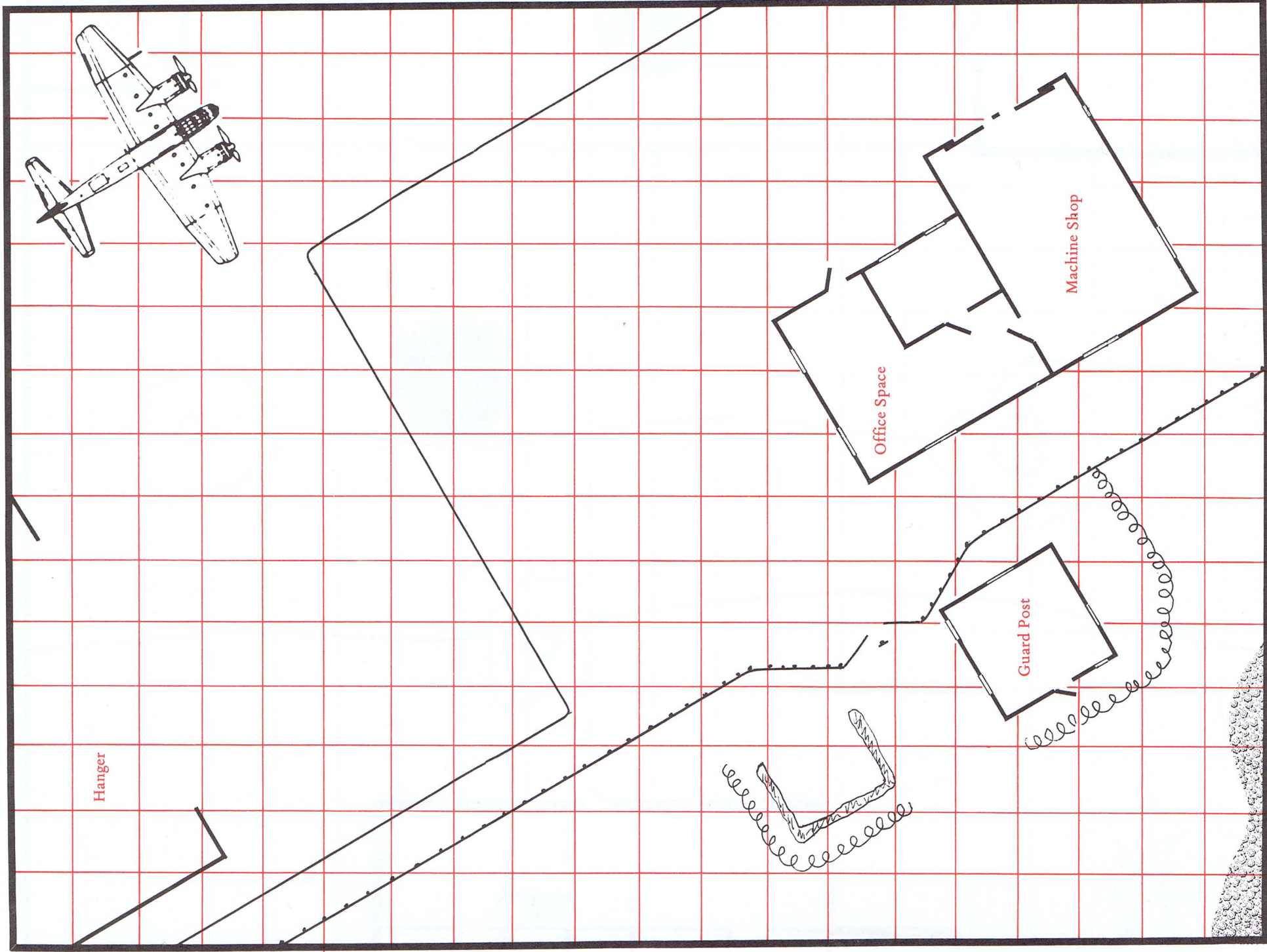


Rescue from the Sky: Gestapo Camp Area Map.

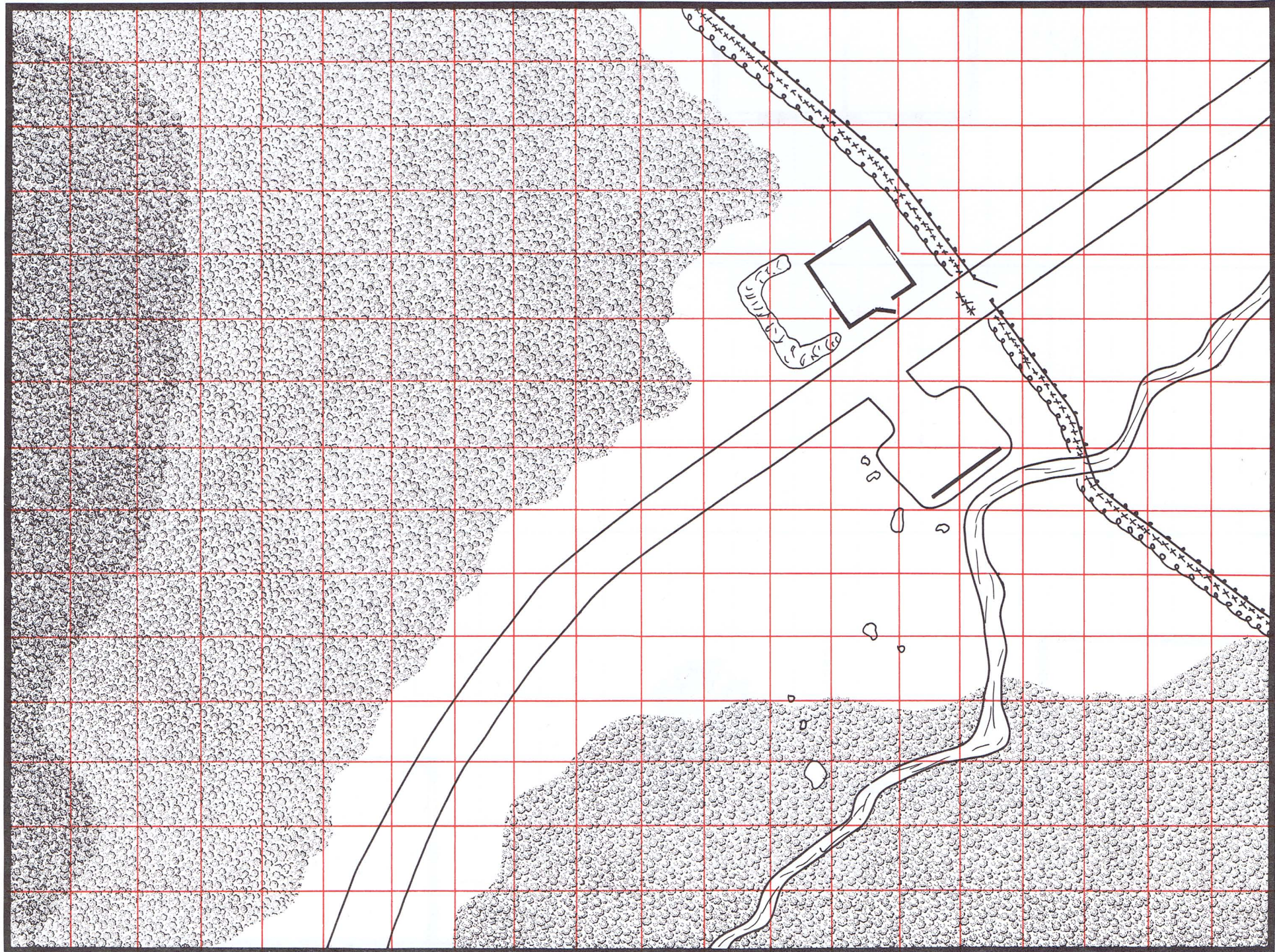
Scale - 1/2 inch = 100 yards



Scale - 1/2 inch = 2 yards Machinegun Hilton



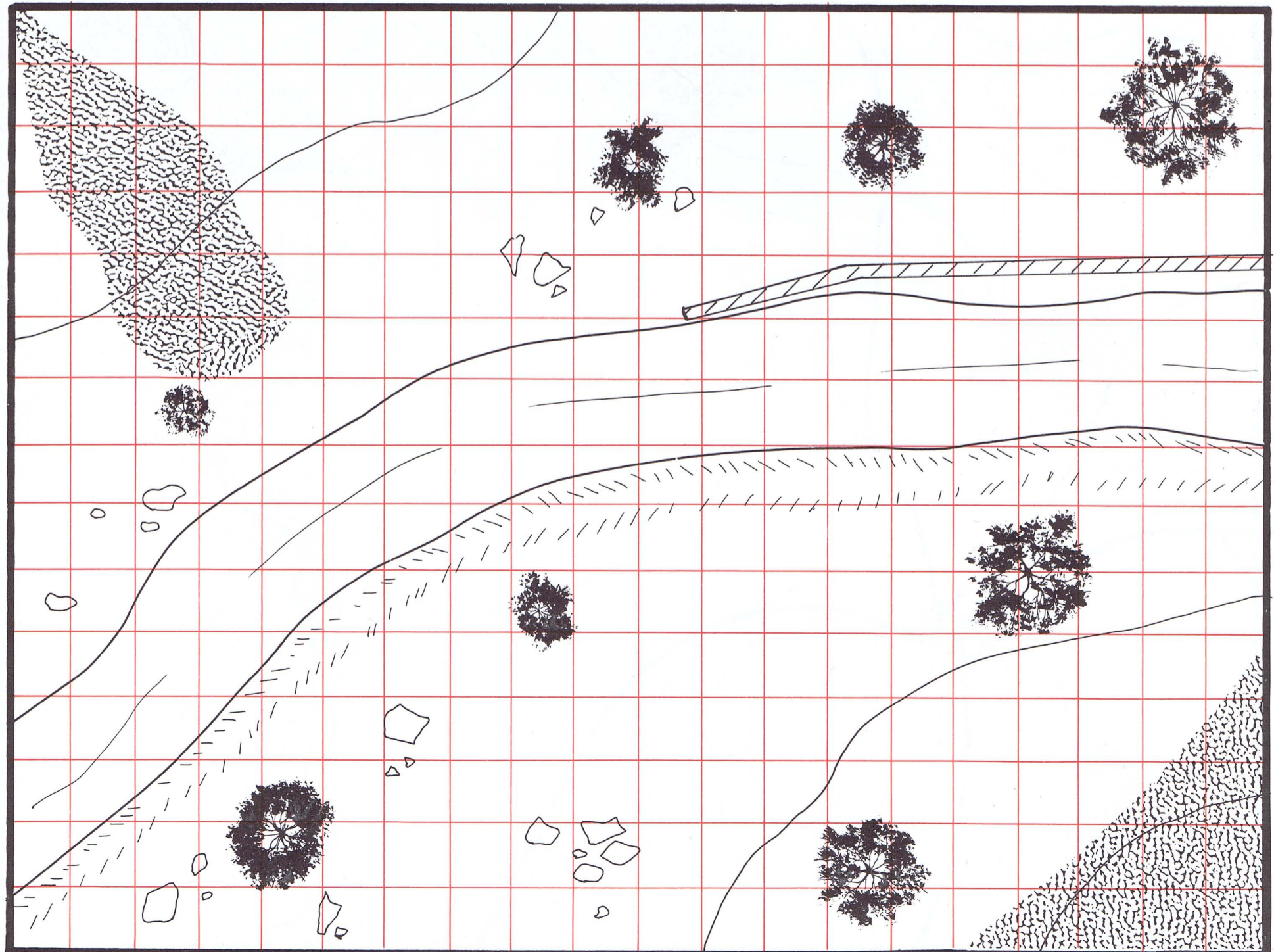
Rescue from the Sky: Airfield Battlefield Map.
Scale - 1/2 inch = 5 yards



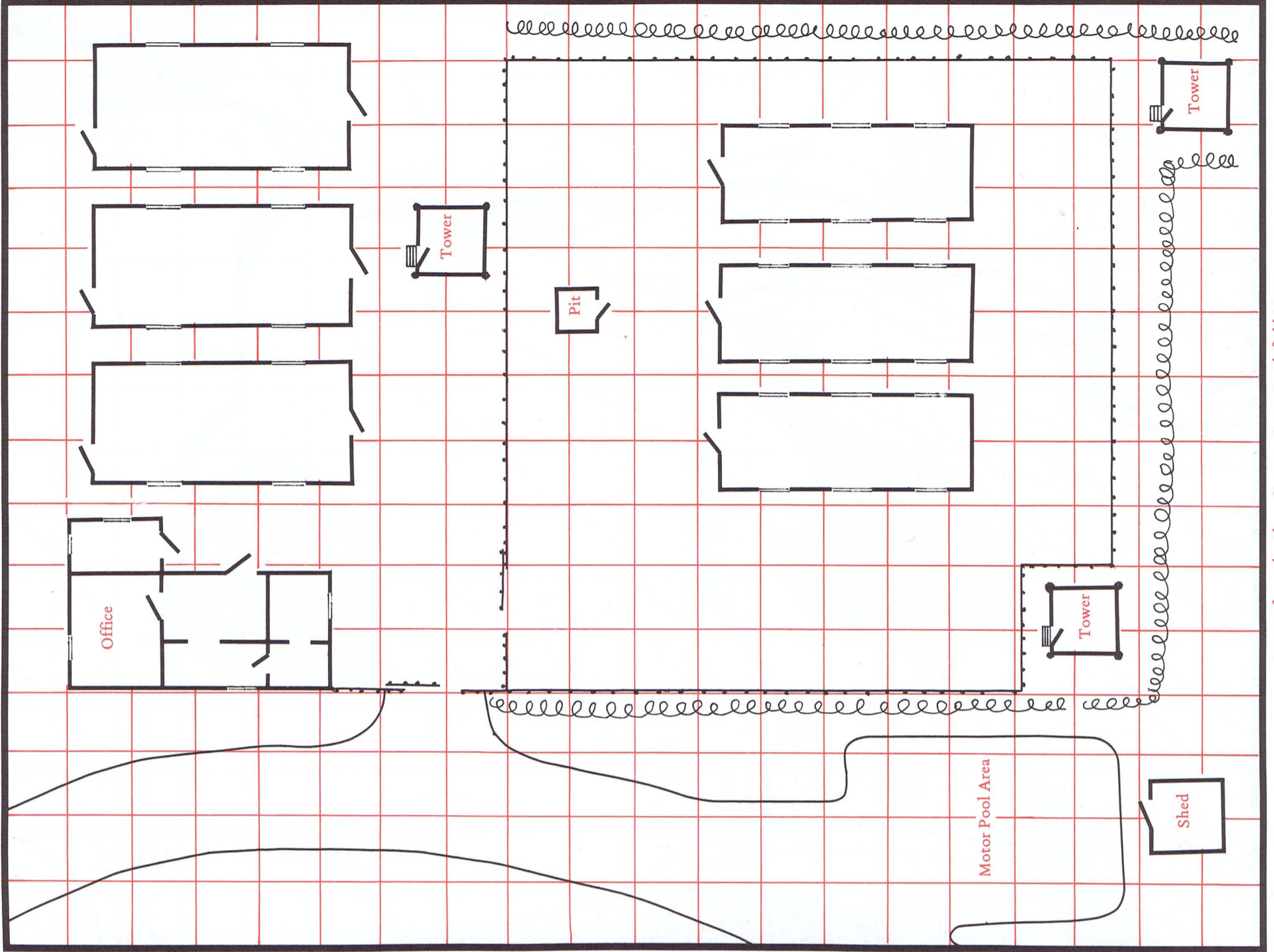
Rescue from the Sky: Border Post Battlefield Map.
Scale - 1/2 inch = 5 yards



Scale - 1/2 inch = 1000 yards

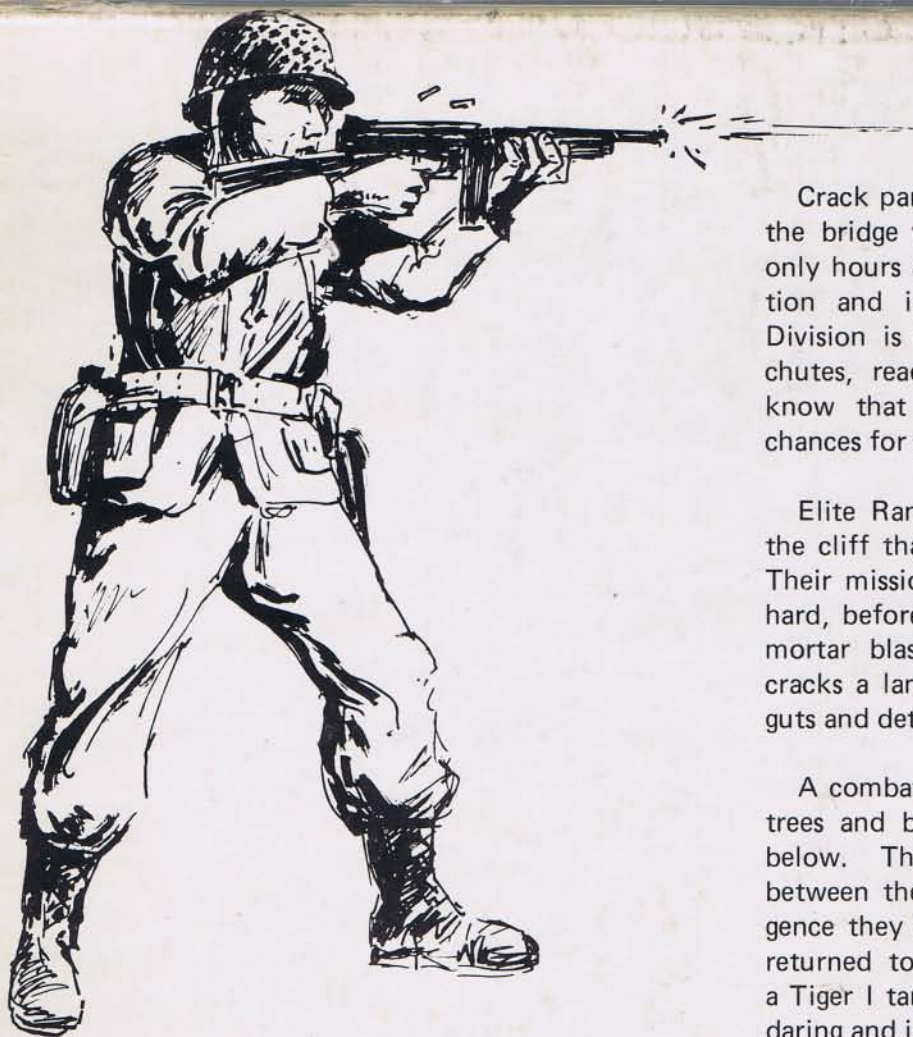


Any Road Scale - 1/2 inch = 5 yards



Scale - 1/2 inch = 5 yards

Rescue from the Sky: Gestapo Camp Battlefield Map.



Crack parachutists descend out of the night. Their target: the bridge vital to the success of a spearhead allied attack only hours away. The bridge is wired and mined for detonation and intelligence reports suggest that an SS Panzer Division is in the area. As the paratroops gather in their chutes, ready their gear, and form up their attack, they know that split-second timing and speed are their only chances for success.

Elite Rangers check their weapons and grapples and eye the cliff that rises from the beach into the pre-dawn mists. Their mission: hit the German battery at the top and hit it hard, before the Allied invasion fleet comes into range. A mortar blast geysers water beside the boat and someone cracks a lame joke about the welcome mat being out. Raw guts and determination are the only hope now. . .

A combat infantry squad peers from the cover of scattered trees and boulders along the crest of a ridge at the river below. Their problem: the last bridge over the last river between them and friendly lines lies below and the intelligence they have gathered about Panzers in the area must be returned to HQ, and fast. There is a slight complication: a Tiger I tank squatting by the road on the near bank. Only daring and ingenuity can get them back from. . .

BEHIND ENEMY LINES

Book 1 — Character Generation and Basic Rules. 96 pages of information and tables ranging from character generation, tank data and equipment weights to the basic sighting and fire tables. Simple and complex games can be played with selected use of this information.

Book 2 — Event tables — 48 pages filled with event tables for all types of terrain and situations. In all, 38 tables giving detailed Game Master information and general player descriptions are included.

Book 3 — Missions — A 56 page booklet containing three full length missions, four incidents, historical biographies, and 192 non-player characters. A 16 page booklet filled with maps for the missions and incidents is also included.

112 illustrated counters depicting American and German soldiers, civilians and special equipment, are provided. The counters are two-sided, showing active and incapacitated states of the various characters.

Four cardstock sheets of the charts and tables most used in play. Also included is a sample character sheet.

Two six-sided die.

Behind Enemy Lines is a role-playing game which allows you to take on the character of a U.S. infantryman in World War II. Parachute drops, night raids, sniper ambushes, pitched battles, combat patrols, and long-range reconnaissance probes are the challenges you face. Your enemy is cunning, well-trained, and well-equipped. Your ingenuity, your courage, and skill are all that stand between you and disaster.

