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GENRE
DIVERSION™ *i*

HOME FRONT

NOT EVERYONE GOES OFF TO WAR



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HOME FRONT

It is 1940 and most of the world is at war. With the United States trying to remain neutral, Hitler's juggernaut has rolled over most of Europe and is now poised to attack England, who stands alone, preparing for invasion.

German bomber squadrons fly in large numbers from bases in France to targets in England. This is a nightly reminder of the proximity of the foe, as well as his determination to subjugate the British Isles by force of arms.

With France only minutes away by sea, all of the small towns on the English coast are on edge; anxiously awaiting the German troops to come rolling over the beaches at any moment. All able-bodied men have been called to duty, leaving only the old, infirm, and those who cannot be spared to hold the line in these small villages.

But life goes on, despite the dark clouds hanging over their heads. And with food and gas rationing, and a healthy black market rising to satisfy demand, there is a lot of work for the average policeman, or shopkeeper, or restaurant owner, or...

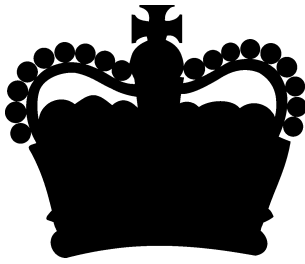
The Setting

Home Front is a stand-alone setting, specifically for use with the system rules from any genre *Diversions* game, such as *HardNova 2*, *Coyote Trail*, or the *genreDiversions* Manual.

Home Front depicts a time in history when the British Isles are under the imminent threat of invasion—those who have remained when the able-bodied have gone off to fight on the front-lines make every attempt to carry on as usual. But it is not the usual—German spies infiltrate the towns to gather information, German sympathizers sabotage what they can to support the Nazi cause, and black-marketeers work the system to line their own pockets at the expense of others.

Far from portraying swashbuckling men and women as is usual with most roleplaying games, *Home Front* characters are either those who have been left behind or those who were disabled overseas and have returned to their homes to await the inevitable. With more and more able-bodied men leaving the home front, the few policemen and investigators are being asked to cover ever-increasing areas along the coast under the dark cloud of possible invasion.





CHARACTERS

THOSE WHO STAYED BEHIND

Although the actual game mechanics are not included with this book, all setting-specific elements for creating characters can be found in this chapter. Characters are assembled by choosing backgrounds, vocations, and gimmicks in addition to determining their ability and skill ratings.

BACKGROUNDS

All characters come from a single background, although the gamemaster is free to invent his own.

Street Vagrant

In every society, people have always lived on the streets, but their numbers rise sharply in wartime. Not necessarily criminals, these characters wander the streets, gathering what aid they can. Social services provide as much assistance as possible, but these characters pretty much forage on their own. As a result, they are very good at extending their meager resources. Street Vagrant characters possess the *orphaned*, *scrounger*, *crippled*, *or discrimination* gimmick.

Underworld

Every society has a criminal element, but there are always people who especially take advantage of a nation in crisis. Law enforcement resources have been depleted with many policemen going off to war, resulting in a sudden burst of opportunities for criminals to thrive and survive. The jails are filling up quickly with characters such as these, who have terribly misjudged the police. Underworld characters possess the *criminal* gimmick.

Military Family

Many families have a long and proud history in the British military, with sons following fathers into the same regiments and companies. Most still remember the Great War and the losses in the trenches, but realize that this new war cannot be avoided. The military must now deal with draftees and volunteers from all areas of British society, unsettling the old guard as new concepts arise to fight the Germans. Military family characters possess any one inherent gimmick.

Middle Class

The majority of British society is made up of hardworking men and women from all walks of life, from the businessman to the butcher and fishmonger. When the bombs fall, citizens retreat to the shelters in or just outside their homes, or to the London Underground, where they wait it out patiently, unwilling to give an inch to the Germans. Another generation of young men is going off to war and these characters willingly help the cause through rationing and conservation, while acting as if nothing has changed.

Upper Class

Just below the nobles in British Society are the upper-class; those who may not necessarily be born to money but have a good deal of it, either from inheritances or wise business dealings. Many of them have avoided the draft with bribes, creating tension around them as their sons continue their flamboyant ways. The war has been hard on them as a lot of their luxuries are diminished or entirely lost due to rationing and their lowered societal positions. Still, these characters have more money than most and are more likely to be able to obtain forbidden goods. Upper class characters possess the *wealth* gimmick.

Nobility

Being a member of a noble family in 1940 does not hold the same position it did one century earlier. Indeed, many families find themselves selling lands and keeping nothing more than the title as reality encroaches—the words baron and duke are nothing more than ceremonial in these times. Nevertheless, characters from this privileged position have more access to information than the average person, but they also have to deal with possible discrimination from the average man on the street, who does not see anything noble about someone inheriting a title. Characters of nobility possess the *famous* and *discrimination* gimmicks, *or the hoarder or infamous* gimmick.



VOCATIONS

As with backgrounds, all characters possess one of the following vocations, but new ones may be introduced by the gamemaster at his discretion.

Clergyman

It falls to the clergy to keep morale high in the face of imminent German invasion and their continued bombing raids. These characters are called upon to justify a death under fire or by air raid, while bearing the brunt of angry families trying to cope with tragic losses. They fill a vital role in British society and are often on the front lines to comfort and do what they can to make things easier.

Recommended Skills: *literacy, music, academics, theology, general knowledge, composure*

Businessman

Money is power, and right now there is a lot of power available to those who can deliver the goods. With the arrival of the Americans, there is a huge demand for everything from nylons to chocolate. Even under the darkness of German invasion, there are opportunities for a good business-minded character to make a quick pound. Businessmen possess the *community leader, hoarder, or wealth* gimmick.

Recommended Skills: *driving, literacy, scavenging, academics, commodities, streetwise, negotiation, street cred*

Police Officer

Working on the front line of law enforcement, the constables and detectives deal with a variety of dangers, from black-marketeers and other common criminal activities to bombing raids and possible gas attacks. These characters are asked to fill so many roles at one time—this is likely unmatched by any other time in history. Even the local constables find themselves with greater power in order to maintain peace in communities that must face anxiety and panic. Police officers possess the *local authority* gimmick.

Recommended Skills: *athletics, brawling, driving, firearms, interrogation, investigation, streetwise, composure*

Home Guard

The Home Guard is made up of men who are either too elderly to enlist or are exempt from service due to their employment. Doing anything and everything, from digging out bombed areas to building pillboxes in preparation for the imminent invasion, these characters are on the frontline at home.

Recommended Skills: *athletics, driving, streetwise, survival, street cred, composure*

British Army Officer

At no other time in history has the British Army been under such pressure—with the threat of imminent invasion looming overhead, many men are signing up to protect their homeland. These characters volunteer knowing that they could be fighting in their own streets and villages. As each country falls to the German juggernaut, the British Army is steadily becoming the last line of defense for freedom in Europe. British Army officers possess the *criminal, crippled, shell-shocked, or drug addiction* gimmick.

Recommended Skills: *athletics, brawling, driving, firearms, melee, stealth, demolitions, composure*

R.A.F. Officer

Canadians, Americans, and Australians are among the many young men signing up for the Royal Air Force. These characters are eager to get into the air and get to fighting. Quickly rushed through training, they are determined to be the thorn in Hitler's heel, forcing him to re-evaluate his entire attack plan for Great Britain and his ultimate goal—the world. Royal Air Force officers possess the *alluring* gimmick.

Recommended Skills: *athletics, firearms, piloting, academics, composure*

U.S. Army Officer

The first American troops arrive in 1942, bringing both hope and concern over the strength of a nation fighting a war on two fronts. As military personnel and supplies arrive in England, the Stars and Stripes become a common sight, along with the sweet-talking American soldiers trying to seduce young British women. Victory is not guaranteed with the German war machine looming on the horizon—it may even be strong enough to overwhelm both countries. American Army officers possess any one inherent gimmick.

Recommended Skills: *athletics, brawling, firearms, melee, survival*

Academician/Scientist

If Waterloo was won on the playing fields of Eton, this War is going to be won in the think-tanks of Britain and America. And on the other side are German scientists, working as hard and as fast as they can to find the ultimate weapon for delivering their own victory. From medicine to the rumor of atomic weapons, the pressure is on to find something—anything to give the Allies the edge.

Recommended Skills: *academics, electrical, engineering, mechanics, sciences*





GIMMICKS

The following gimmicks are recommended for use with *Home Front*, but, as usual, the gamemaster is free to introduce others as he sees fit.

Cultural Gimmicks

Criminal

the character has been in prison and is known to the law—while he may be straight now, the character is always under suspicion and may be denied access to some areas by the authorities; fortunately, he can still make use of old, underground and black market contacts

the character is well-known in the seedier parts of town and many criminal elements are willing to assist him—roll one die to determine how many underground, black market, or other criminal contacts are present in any given local neighborhood; -1DIFF on all influence-based tasks involving the criminal element

Multilingual

the character grew up in a multilingual home and may speak an additional language

Local Authority

the character is a member of the local civilian or military authority and can gain special access to items and information that would not regularly be available to the public; through this position, the character also gains some influence over the public, providing a bonus of -2DIFF on all influence-based tasks when dealing with crowds

Community Leader

before the war started, the character already enjoyed a good reputation within the community, but current events have shoved him into the spotlight; he organizes various drives and plans, such as recycling materials and stretching food supplies—the character receives a bonus of -2DIFF on all influence-based tasks when dealing with the local members of his community

Famous

the character is well-known to folks by way of reputation; a roll of one die indicates the number of people in his local area who recognize him on-site—he receives -2DIFF on all influence-based tasks involving these people

returning soldiers are often hailed as war heroes, whether they have seen much action or not—the character also receives -2DIFF on all influence-based tasks when wearing his uniform in unfamiliar circumstances

Hoarder

the character stockpiles his resources and even allows food to go bad rather than share anything with others—even when chastised by his fellow countrymen, he continues to keep the goods in this time of need; the character can produce just about any foodstuff or household item from his stash, but also gains the *infamous* gimmick if anyone sees his stash or unusual items are produced more than three times per game

Infamous

the character is well-known to folks by way of a bad reputation which may or may not be true—suspicion of hoarding resources, refusal to serve by becoming a conscientious objector, or evading the draft by less than legitimate reasons; a roll of two dice indicates the number of people in his local area who recognize him on-site—he receives -2DIFF on all intimidation tasks involving these people

Orphaned

the bombings have left the character without a family or property—he receives +1DIFF on all creativity and influence-based tasks due to emotional trauma, and is destitute

Wealth

the character comes from an opulent family or has been extremely lucky in business or criminal activities—he can usually scrape together enough cash to purchase even rare goods



HOME FRONT

Inherent Gimmicks

Acute Hearing	the character's sense of hearing is better than normal—all awareness-based tasks in which hearing is a factor receive -2DIFF
Acute Smell	the character's sense of smell is better than normal—all awareness-based tasks in which smell is a factor receive -2DIFF
Acute Vision	the character's sense of vision is better than normal—all awareness-based tasks in which eyesight is a factor receive -2DIFF
Alluring	the character's personality is one of style, eloquence, and sex appeal; he receives a bonus of -2DIFF on all influence-based tasks involving members of the opposite sex
Battle-Hardened	the character has experienced the stress and horrors of war, and now possesses a mental wall protecting him from the traumatizing experiences of the battlefield—he receives -2DIFF on all composure tasks made during bombing raids and other combat situations
Constitution	the character's immune system is extremely powerful, making all infections, toxins, and drugs ineffective against him
Dextrous	the character is unusually nimble with his hands, able to manipulate small objects and better direct their positioning and movement—his fitness rating is two greater for all tasks involving manual coordination
Hardened	the character is tough, and does not receive penalties due to fatigue
Internal Compass	the character can never become lost in the wilderness or a city, and can extrapolate his general location from signs in nature
Jack of all Trades	the character is a jack of all trades, but master of none—he may attempt any skill without training, but no skill may be raised above a rating of five (5)

Musclebound	the character is unusually strong for his size—his fitness rating is two greater for all strength-related tasks (this also includes damage rolls)
Night Worker	because the character has worked underground for years, he is able to adapt to the lack of light quickly and efficiently—the character receives -2DIFF on all awareness-based tasks as long as it is totally dark
Peripheral Vision	the character is unusually perceptive when it comes to noticing moving objects and details on either side of him—his awareness rating is two greater for all tasks when the focus of his observation/instincts is outside of his normal field of vision, but not directly behind him
Quick	the character is unusually fast and receives a bonus of two on all reaction rolls
Scrounger	the character has a natural talent to make a little go a long way, and receives a bonus of -2DIFF on all creativity-based tasks when attempting to create something with limited resources (whether food, metal, or fabric)
Sure-Footed	the character is unusually graceful for his size—his fitness rating is two greater for all agility-related tasks (this does not apply to tasks involving hand-eye coordination, rather physical grace and balance)
Tolerant	the character is forgiving and easy-going, allowing him to ignore most insults and slights—he receives a bonus of -2DIFF on all composure tasks in which he must resist the urge to take revenge, strike back, or otherwise become impulsive due to mere words cast in his direction
Woodcraft	the character is adept at moving around in the wild—when in a wilderness setting, the character receives a bonus of -2DIFF on all tracking and stealth tasks; this bonus is not applied when the character is in a town or village





Detrimental Gimmicks

Military characters cannot possess the following gimmicks unless they also possess the *crippled* gimmick: *amputee*, *poor hearing*, *poor vision*, *reduced stamina*, and *weak*.

Amputee the character has lost a limb due to severe injuries from combat, bombings, or other circumstances—he receives +2DIFF on all fitness-based tasks

Clumsy the character is unusually clumsy for his size—his fitness rating is two less for all agility-related tasks (this does not apply to tasks involving hand-eye coordination, rather physical grace and balance)

Cowardly because the character possesses very little courage, all composure tasks attempted when facing danger receive a penalty of +2DIFF

Crippled the character has been severely wounded due to military service and has been discharged honorably—a lost limb (gains the *amputee* gimmick), horrible disfigurement (gains the *disfigured* gimmick), or internal injuries (gains the *reduced stamina*, *poor vision*, *poor hearing*, or *weak* gimmicks) are common; if the character's wounds are apparent, he receives a bonus of -2DIFF on all influence-based tasks due to the patriotism of the community

Discrimination the character faces considerable discrimination and prejudice as a result of his cultural differences, political beliefs, or country of origin; all influence-based tasks against these bigoted people are considered impossible

a roll of two dice in any given city indicates the number of bigoted people present in any public scene (roll for each scene)

Disfigured the character's appearance is considerably less than attractive; he receives a penalty of +2DIFF on all influence-based tasks

Drug Addiction

as a result of being injured in battle, the character has become addicted to painkillers—cocaine, opium, and morphine are the most common painkillers at this time; the character also has both legal (doctors) and illegal (black market) connections to obtain his drugs; the character receives +2DIFF on all fitness-based tasks due to continued abuse, and if he cannot get his fix, the character reacts in a variety of ways depending on the depth of his addiction, possibly receiving a penalty of +2DIFF on all reasoning-based tasks or even becoming violent at the gamemaster's discretion

Lecherous the character has an unnatural obsession with the opposite sex, which causes him to be more susceptible to their charms—all influence-based tasks directed at the character by members of the opposite sex receive a bonus of -2DIFF

Poor Hearing the character's sense of hearing is below normal—all awareness-based tasks in which hearing is a factor receive +2DIFF

Poor Vision the character's sense of vision is below normal—all awareness-based tasks in which sight is a factor receive +2DIFF (i.e. aiming and searching)

Reduced Stamina the character receives 2FAT after two hours of continuous physical exertion in addition to +1DIFF on all fitness-based tasks until he can rest

Shell-Shocked the character has been severely traumatized, either from combat or its horrific results; the character receives +2DIFF on all tasks when faced with stressful situations, from barfights and bombing raids to unearthing bodies in the resulting rubble

Weak the character is unusually weak for his size—his fitness rating is two less for all strength-related tasks (this also includes damage rolls)



HOME FRONT

SKILLS

The following skills are recommended for use with this setting. Descriptions of each are not included since they can be found in other genre *Diversion i* games that provide the mechanical rules.

Fitness-based Skills

Athletics	Boating
Brawling	Driving
Finesse	Firearms
Melee	Piloting
Riding	Stealth

Awareness-based Skills

Gambling	Interrogation
Investigation	Tracking

Creativity-based Skills

Design	Disguise
Forgery	Literacy
Music	Scavenging

Reasoning-based Skills

Academics	Business
Commodities	Demolitions
Electrical	Engineering
General Knowledge	Mechanics
Medicine	Sciences
Streetwise	Survival
Theology	

Influence-based Skills

Negotiation	Performance
Seduction	Street Cred

Other Skills

Composure

CREATING CHARACTERS

The steps required for creating *Home Front* characters are similar to those in any other genre *Diversion i* game. If you wish to forego this process, the sample characters provided in the back of this book may be used instead.

Step 1

Choose character background and vocation. Backgrounds are optional—every character need not possess a background.

Step 2

Allocation Method: Divide ten (10) points among abilities.

Random Method: Roll one die for each ability, re-rolling sixes.

Optional: Allocate an extra one to four points for more heroic games.

Step 3

Divide twenty (20) points among skills.

Optional: Allocate an extra five to ten points for more heroic games.

Step 4

Write down all gimmicks required by the chosen background and vocation on your character sheet. Optional gimmicks may be chosen by any character, but each one reduces an ability by one (1) point or a skill by three (3). Detrimental gimmicks provide one (1) extra point for abilities or three (3) extra points for skills.

Optional: The gamemaster may assign cultural gimmicks based on the character's background and/or his vision of the story.

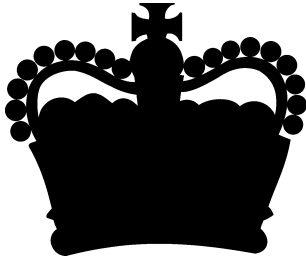
Step 5

The gamemaster should either prepare a list of gear to be purchased by players or allow you to decide whatever gear is appropriate to the character's background or training.

Personal Weapons Reference

WEAPON	ACCURACY	DAMAGE	RANGE	AMMO
revolver	-	2 <i>INJ</i>	75m	6
rifle	-	4 <i>INJ</i>	300m	30
club	-	1 <i>FAT</i>	-	-
lead pipe/tire iron	-	2 <i>FAT</i>	-	-
knife	-	1 <i>INJ</i>	-	-
sword	-	3 <i>INJ</i>	-	-
axe	+1 <i>DIFF</i>	3 <i>INJ</i>	-	-
garrotte/rope	-	1 <i>INJ</i> ^{plus} _{asphyxiation}	-	-
poison	-	1-4 <i>INJ</i> /turn	-	-





ST. JOHN'S-ON-THE-HILL

A SETTING FOR HOME FRONT

"It's not right." Jock Hampton snorted into his beer, taking another deep mouthful of the warm liquid. "Women driving cars and being mechanics and all. Unhealthy, to say the least." He scowled at the young man sitting opposite him. "And you ain't going to convince me otherwise."

Daniel Noseworthy shrugged. "Well, it's the way things are going to be, at least for the time being." He lifted his own beer, leaning to one side as his empty left arm sleeve flapped free. "Besides, I don't mind being driven around by some of those birdies, hmm?"

The two men laughed as Mackenzie Sotherby wiped down the bar with a wet towel. "It's good to see Danny laugh again." He paused at the far end of the bar, talking to the young woman sitting quietly and nursing a gin and tonic.

"He deserves it," she murmured. "Although I don't know how being a copper is going to help him get over his arm."

"Ah, Mary..." The elderly man tossed the towel over his shoulder. "You'd be surprised how strong a man can be when he has to be. Besides, he'll be pretty busy, what with the tourists coming back again."

Mary O'Dell shook her head. "And we all suffer for them to eat meat every day and get sugar in their tea." The blonde took another sip of her drink. "If the Germans don't kill us, the rationing will."

"Maybe." The bartender looked around the near-empty bar, lowering his voice. "I happen to have obtained a nice roast, just enough for two people. Might I interest you in a bit of dinner, later on?"

She smiled, twirling her near-empty glass. "Why, Mac... I never saw you as the type to deal with the black market."

"Me? Never." He looked towards the table where the two men were busy laughing again. "Besides, I don't think it's worth the good Constable's attention, hmm?"

St. John's-On-the-Hill is a small English town on the coastline, one of many that have sprung up over the centuries. Nothing more than a tourist resort originally, it has continued to survive even under the threat of imminent invasion. While the tourists may not be rushing to the nearby beaches, the rich are always seeking an escape from London and the ever-present air raids.

With a good degree of the male population away at war, it falls to the women to shoulder most of the burden of keeping the town running. This has led to some conflict between older men who were left behind due to their age or infirmities and the women who are beginning to realize their own strength.

THE TOWN

St. John's-on-the-Hill was settled centuries ago by a group of monks who built a monastery atop the small hill overlooking the sea. A town grew nearby, enjoying the bountiful fishing and the pleasant climate, as well as the blessings of the monks who specialized in beekeeping, harvesting, and selling their own honey. As time passed, the monks disappeared, but the monastery remained a popular site for tourists and religious visitors seeking a spiritual retreat.

The monastery was eventually purchased by Arthur St. James, who turned it into a resort for those seeking a quiet place to rest and rejuvenate themselves. The town remains closely attached to the resort, each supplying the other with goods and revenue as the beekeeping continues and *St. John's-on-the-Hill Honey* is rumored to have healing properties.

Thanks to an arrangement with St. James, there are five retired monks left on the actual grounds. They harvest the honey and are permitted to stay, provided they do not interfere or interact with the tourists. This arrangement has worked well so far to both parties' benefit.

But with the start of the war, the tourist trade has dwindled, as has St. James' patience with the local merchants. If and when he can get a full house, he feels that the town should go



to all extents to supply the resort with fresh meat, milk, and sugar in order to keep his customers happy. He is willing to pay for it, but only what he sees fit.

Resentment towards St. James is growing as rationing continues, but no one is willing to call the young businessman's bluff—he already managed to avoid being drafted with a medical release. And if the resort is closed, there is a good chance that the town may never recover economically.

MAJOR POINTS OF INTEREST

St. John's-on-the-Hill Resort

The monastery has not survived the decades well, with most of the outlying buildings on the five-acre estate falling into disrepair as the monks slowly left. The church remains separate from the other structures, however, and is still used for daily services, held by the town vicar, Jacob Campford.

The resort has a kitchen and stables, and can accommodate up to twenty people living in the modified monk cells. The resort prides itself on simple but healthy meals along with the peace and quiet for which many Londoners yearn, away from the nightly air raids. This comes at high prices, but most are glad to pay for the privilege.

The staff of five reside in the village and make their way up the hill to the resort daily, as they are eager to keep the few steady jobs in the area. Many villagers refuse to work for St. James due to his condescending attitude.

St. John's-on-the-Hill (the Town)

This town of less than five hundred people subsists primarily on the fresh fish caught daily by the small fleet that runs in and out of the harbor without fail. While most of these fish are sold and transported inland, the locals make do with the leftovers. With a new Royal Air Force field being constructed nearby, a boost in the economy is possible, even if it does make the town a potential target for German attacks.

ACCOMODATIONS

Mother Anne's Bed and Breakfast

Anne Hossworth almost always has a room to let to travelers. This, of course, all depends on how many souls the resort must turn away. She provides a healthy if sparse breakfast, lunch, and dinner for five crowns per day or thirty crowns per week, which must be paid in advance (see page 21 for more information about British currency). If asked, Mrs. Hossworth can also make up a box lunch for an extra crown. And if a guest contributes ration stamps to help make the communal meal better, Mrs. Hossworth is extremely grateful and lowers her charges accordingly.

The Bloody Spear

Owned by Dennis Gilbert, the Bloody Spear is named after an antique spear that hangs on the wall behind the bar. The spear is supposedly from a failed Viking invasion. Mackenzie Sotherby has been employed by Gilbert for years, having married into the family. Gilbert is now in uniform and the bar has fallen totally into Sotherby's hands, for better or worse. There are two rooms upstairs that he rents for a crown per night, albeit the flea and spider infestation. The beer flows freely for as long as coin can be produced.

BUSINESSES

Frank's Fresh Fish

The best and only fishmonger in town, Frank Willingham sells what he catches daily. Thanks to being self-sufficient, he is able to offer fish to anyone who can afford it as long as supplies last.

Jock's Garage

Jock Hampton owns a small garage, keeping the few cars and trucks operational in the small town. A trained mechanic, he is able to jury-rig almost anything thanks to the lack of parts available to the public. Still, he suffers from the same rationing problems that everyone else has—with the exception of the military, of course.

General Store

Kelsey Janson is the unfortunate shopkeeper of a store with more bare shelves than full, the severe rationing creating a problem with not only the public but also his pocketbook. He has applied many times for an increase in the rations sent to his store, but has been turned down on each occasion. The one product in his store that is always available is the honey produced by the monks—a cut goes to St. James, of course.

Time Matters

David Conners is a trained watchmaker, taking after his father in the family business. He can fix and repair almost any sort of timepiece and is eager for work. His ability to deal with small gears and fine workings may also be used in other capabilities should the need arise.

Isaac's Jewelers

Isaac Steinberg runs this small store, specializing in creating rings and broaches for his customers. While business has been slow, he has also opened up a small pawn shop on the side, offering fair deals to those visitors and residents looking to make a little cash for their prized possessions.



Heinz Delicatessen

Heidi and Franz Heinz are German immigrants, having escaped from Germany only a few months before Hitler came to power. As the only butchers in town, they have an extraordinary amount of power over the inhabitants, thanks to the rationing system. Deliveries are infrequent and small, leaving many at the mercy of the Delicatessen when it comes to getting a cut of meat for Sunday dinner.

THE SURROUNDING AREA

Due to the expanding air war, a Royal Air Force airfield is being built just north of the town, creating both problems and blessings. While some welcome the arrival of the military as an economic boon to the area, others see it as painting a large target on St. John's-on-the-Hill for German bombers. At present, there is only a single runway, a squadron of Spitfires, and tents housing the pilots and rest of the aircrew from the elements.

Rumors have it that a radar station is next, possibly being placed in or near the monastery itself thanks to a deal brokered by St. James with the military authorities. This also brings up the concerns that many residents share—German spies or saboteurs. Whether the concerns have a basis or not is irrelevant, with the Germans only a short boat ride away even the smallest fear can be magnified into a major crisis.

A series of farms ring the town, each providing what they can for the war effort and for the locals. Due to the evacuation of children from London, many of the farmers now have plenty of time on their hands, taking advantage of the free labor by putting their new wards to work. These children are also an item of local concern, since many of them have taken to thieving in order to supply themselves with extra food, because to the farmers' harsh treatment.

The beaches of St. John's-on-the-Hill are a big tourist draw, having fine, white sand and plenty of it. They also provide the possibility of an invasion from the sea, however, with only a few hurdles to a German landing. Despite this, the residents and visitors still enjoy the shoreline on good days and watch carefully at night for anything suspicious.

THE PEOPLE

Arthur St. James

With two brothers ahead of him in line for the family fortune, Arthur realized quickly that he was alone if he wanted to continue to live in the luxury of his childhood. It was on a day-trip to St. John's-on-the-Hill when he realized the possibilities of turning the near-abandoned monastery into a resort. After procuring the proper papers, he invested a lot of family money into the project, with the promise of hearty returns to

his parents. The profits have been slow in coming, however, thanks to the war crippling the tourist trade. There are still rich people seeking a restful weekend away from the stressful war atmosphere, so he provides just that—at a price, of course.

Story Ideas

- The tourists are being scared away by rumors of a ghost on the grounds. St. James thinks that it is nothing more than villagers seeking to bankrupt his resort and hires the characters to investigate.
- St. James is seeking guards to help accompany a shipment of food from a large, nearby town to the resort and is afraid of black-marketeers hijacking the truck.

Anne Hossworth

Mrs. Hossworth's story is a common one. Her husband was one of the first soldiers sent to France to fight the Germans, and is presently listed as "Missing In Action." She carries on as best she can, living on his military pay and her earnings from the boarding house. Business has been sparse, but with the resort becoming more popular, she is looking forward to getting more tenants. The arrival of the Royal Air Force airfield might also bring more income—along with a visible reminder of her missing husband.

Story Ideas

- Mrs. Hossworth swears that she has seen her missing husband wandering in the woods nearby and wants the characters to search for him.
- A wedding picture in a silver frame has gone missing from her home and she suspects that local black-marketeers are seeking to melt down the silver so they can sell it.

Dennis Gilbert

Currently serving in the Royal Air Force, Dennis Gilbert was one of the first to sign up when war was declared. The Bloody Spear has been in his family for three generations, so it was an extremely hard decision leaving it in Sotherby's hands. Gilbert is determined to keep atop the business, writing frantic letters daily and demanding financial accounting for anything and everything. When he does return, it will be to both a changed world and a changed business.

Story Ideas

- Returning from the war is hard enough, but now Gilbert has to deal with a small network of thugs extracting payments for his bar. Unable to fight them himself, he hires the characters to teach the thugs a lesson.
- Gilbert receives threatening letters from someone in the village saying that they will blow up the Spear unless he pays them. He is willing to pay the characters to catch the extortionist, but is not willing to pay a ransom.



HOME FRONT

Arthur St. James (Nobility)

2 FITNESS	2 AWARENESS	3 CREATIVITY	3 REASONING	4 INFLUENCE
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Skills

athletics 5, boating 5, brawling 5, driving 6, firearms 6, riding 6, gambling 7, literacy 7, music 7, academics 6, commodities 8, general knowledge 5, negotiation 6

Gimmicks

famous, discrimination

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -

Anne Hossworth

2 FITNESS	3 AWARENESS	3 CREATIVITY	3 REASONING	3 INFLUENCE
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Skills

driving 3, riding 3, design 4, literacy 5, music 3, scavenging 5, academics 3, commodities 4, general knowledge 5, medicine 3, streetwise 4, negotiation 5, street cred 5, composure 5

Gimmicks

scrounger, alluring

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -

Dennis Gilbert (RAF Officer)

5 FITNESS	5 AWARENESS	3 CREATIVITY	5 REASONING	2 INFLUENCE
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Skills

athletics 5, brawling 5, driving 5, firearms 5, melee 5, piloting 7, gambling 5, literacy 5, academics 4, general knowledge 3, streetwise 3, survival 5, street cred 4

Gimmicks

alluring, shell-shocked

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -

Mackenzie Sotherby

2 FITNESS	3 AWARENESS	2 CREATIVITY	3 REASONING	3 INFLUENCE
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Skills

brawling 5, driving 5, firearms 5, melee 5, gambling 5, scavenging 3, general knowledge 5, streetwise 5, street cred 5

Gimmicks

jack of all trades, scrounger

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -

Mackenzie "Mac" Sotherby

Mac was unable to sign up for the military because of his club-foot, a disability that never bothered him until recently. Unable to join the other able-bodied men of the area in battle, he has resigned himself to working for Gilbert and keeping the Bloody Spear going. A true patriot, he feels guilty for allowing others to fight for him, and has considered bribing the local board to clear him for duty. He realizes that his disability is too obvious for such a bribe to work, however.

Unfortunately, the business has been slow of late and Mac has been forced to borrow money from the bank in order to keep the bar open. The bank has been lenient given the circumstances, but there is a possibility that Sotherby may have to start looking for less legal ways to obtain money if he wants to keep the bar open and fulfill the promise to his friend, Dennis Gilbert.

Story Ideas

- Unable to keep the bar financially solvent, Sotherby has fallen into debt with a local loan shark. He has the money to pay the debt, but the man in question keeps hiking up the interest rates. The characters would come in handy for convincing the loan shark to take the original payment and leaving town.
- Ashamed of not being able to fight, Sotherby has begun taking dangerous risks in order to prove himself, especially in arranging the local defenses with the Home Guard. But he has now gone missing and Mary O'Dell needs help finding the overeager bartender before he gets himself in major trouble.

Frank Willingham

A roly-poly smiling man, Frank Willingham has seen a lot of blood working the fishing boats until he inherited the shop from his father. A nasty scar runs down the side of his right face, accentuating the loss of his left eye thanks to a wild cable breaking free in a storm. Through all this, he still has kind words for everyone, as well as a smile and saucy wink for the women in the area. The Smyth boys have been seen hanging around his back door at times, moving crates of fresh fish in and out of the store.

Story Ideas

- Frank Willingham is upset, having been accused by St. James of selling spoiled fish to the resort. He wants the characters to accompany his next delivery and monitor the preparation in the kitchen to make sure this rumor is put to rest before it damages his reputation for good.
- Cain Houndsworth has been refusing to sell to Willingham, claiming that he has been getting better offers from black-marketeers. Is this the truth or is Houndsworth just trying to get more money from the beleaguered fishmonger?



Frank Willingham

3 FITNESS	3 AWARENESS	2 CREATIVITY	2 REASONING	2 INFLUENCE
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Skills

boating 7, brawling 5, gambling 5, scavenging 5, streetwise 5, general knowledge 5, negotiation 6, street cred 5

Gimmicks

woodscraft, scrounger, poor vision, disfigured

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -

Jock Hampton

2 FITNESS	3 AWARENESS	2 CREATIVITY	3 REASONING	2 INFLUENCE
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Skills

gambling 3, electrical 3, engineering 3, general knowledge 3, mechanics 4, streetwise 4, street cred 4

Gimmicks

none

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -

Kelsey Janson

2 FITNESS	3 AWARENESS	2 CREATIVITY	3 REASONING	4 INFLUENCE
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Skills

boating 3, brawling 3, firearms 3, gambling 4, literacy 5, scavenging 5, commodities 5, general knowledge 5, streetwise 4, negotiation 6, street cred 5

Gimmicks

scrounger

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -

David Conners

3 FITNESS	3 AWARENESS	3 CREATIVITY	3 REASONING	2 INFLUENCE
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Skills

athletics 3, brawling 4, driving 4, finesse 4, firearms 4, melee 4, stealth 2, gambling 4, interrogation 4, investigation 4, forgery 3, literacy 3, demolitions 2, streetwise 3, survival 3, negotiation 2, street cred 3

Gimmicks

hoarder

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -

Jock Hampton

Hampton is bitter and incensed at the waste of human life, and has secretly written to the underground groups seeking a truce with Hitler. He does not want to work with the military in any way and often refuses to repair military vehicles, claiming a lack of parts or skill. Hampton grumbles and whines into his beer while waiting for a chance to help create peace—even at the expense of his own country's freedom. He has recently been writing letters to the editor of the local weekly paper, bringing himself to the attention of the authorities.

Story Ideas

- Jock Hampton has organized a meeting of fellow pacifists from the local area and needs protection from those who would disrupt the gathering.
- Random acts of sabotage have begun to plague the Royal Air Force field with Hampton being the main suspect. He denies it and needs help proving his innocence.

Kelsey Janson

One of the worst positions to be in during wartime is that of a shopkeeper trying to deal with rationing. Janson's shelves are bare most of the time, and he has to placate angry customers wanting more than he can deal out by law. Frustrated and upset, he has put out feelers to find and deal with the black-marketeers in the area so he can accommodate his customers and avoid further conflict. Terrified of confrontations, Janson is more likely to agree to an exchange just to get it out of the way rather than actually benefiting from it.

Story Ideas

- A vital shipment of supplies is due from a local town and Janson needs guards to make sure they arrive on time.
- Counterfeit coupon books have started flooding the area and Janson needs help finding the criminals.

David Conners

David Conners is an old man with a secret—he supports the National Socialist Party and would like nothing more than to see the Swastika flying over Buckingham Palace. Discontented with the monarchy and what he perceives as an unjust system, he has already made contact with the underground Nazi sympathizers in London and is waiting to find out what he can do to help facilitate the inevitable invasion. Unlike Hampton, he is willing to kill to achieve his goals of seeing an occupied Britain.

Story Ideas

- Strange lights have been spotted on the coastline near Conner's house. Are the lights signaling German ships or is Conner just disobeying the blackout rules? Someone needs to surveil the area.
- Two pilots at the local airfield have been taken ill, possibly by poisoning. Conner is suspected and needs his name cleared—or his guilt proven beyond a doubt.



Isaac Steinberg

2 FITNESS	3 AWARENESS	4 CREATIVITY	3 REASONING	2 INFLUENCE
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Skills

boating 3, design 7, literacy 7, music 7, academics 5, commodities 7, general knowledge 5, theology 5, negotiation 6, street cred 5

Gimmicks

scrounger, infamous

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -

Franz Heinz

2 FITNESS	3 AWARENESS	2 CREATIVITY	3 REASONING	2 INFLUENCE
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Skills

driving 3, literacy 5, commodities 5, general knowledge 5, streetwise 4, negotiation 5, street cred 4

Gimmicks

none

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -

Heidi Heinz

2 FITNESS	2 AWARENESS	3 CREATIVITY	3 REASONING	2 INFLUENCE
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Skills

music 3, literacy 5, music 3, commodities 5, streetwise 4, general knowledge 5, negotiation 5, street cred 4

Gimmicks

none

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -

Richard Lyonsworth

3 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	2 INFLUENCE
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Skills

brawling 4, driving 3, firearms 4, melee 4, gambling 4, scavenging 3, general knowledge 3, streetwise 3, street cred 3

Gimmicks

hoarder

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -

Isaac Steinberg

A widower of twenty years, Isaac runs his shop with a smile and a kind word for anyone who enters. As an expert craftsman, he has designed broaches and rings for decades with St. James as a frequent customer. He is also financially stable, and has opened a pawn shop to get material for his creations. His wealth has been seen in a negative way by some villagers, who feel that he is taking advantage of the situation. He has been seen handing a few coins to the Smyth twins once in a while at the back of his shop.

Story Ideas

- A delicate broach commissioned by St. James has gone missing and Steinberg needs it retrieved immediately, if not sooner.
- The shopkeeper is found unconscious at the back of his store and his safe emptied. Someone must find the culprits and bring them to justice.

Heidi and Franz Heinz

The Heinz Delicatessen is a popular place in St. John's-on-the-Hill, with Franz creating miracle cuts from what would normally seem to be useless bits of meat. The rationing has hit the area hard, however, forcing them to turn away more than one customer due to a lack of meat. Worried about their future, they monitor the wartime news with a passion, leaving the radio on in the store and the apartment above where they live twenty-four hours a day. Even as vocal opponents of Hitler, they have been accused of sympathizing with the enemy and of even being fifth columnists working for the Germans—all this because of their heritage.

Story Ideas

- A swastika is painted on the front of the store, making the Heinz family nervous. They have no wish to be associated with the Nazis and need to find out who has done this.
- Word comes to the family that relatives are on the mainland, waiting to be ferried to England. They need the characters to help make this happen.

Richard Lyonsworth

Lyonsworth is the last of his family to work the land, having never married. Quick to sign up to board evacuated children from London, he saw the opportunity as a chance to get free labor. As a result, he mistreated the boys, placing them in an empty shed and providing them with only the minimum needs of survival. Within two weeks, the boys ran away but are now unable or unwilling to travel back to London to find their parents. Lyonsworth has given up his hunt for the children, suspecting the villagers of keeping them fed and safe from his wrath. But with the disappearance of the Smyth boys, he finds himself in a bit of a dilemma—if the twins do not turn up soon and the authorities come looking, it could mean disaster for him.



Story Ideas

- The Smyth parents have sent a note—they are arriving in a week’s time to take back their children. Lyonsworth scrambles to find them and is willing to pay for help.
- Thanks to the Smyth twins, the local crop is about to rot in the fields and extra help is needed to harvest it. Lyonsworth is willing to pay the characters at first, but then backs out at the last minute after all the work has been done.

Eric and Marty Smyth

The Smyths are twin eight-year-old boys that have been evacuated from their homes in London and put to work on a local farm. The farmer, Richard Lyonsworth, mistreated the boys, causing them to run away. They are now living hand-to-mouth on the land, taking what they can steal and beg. Most villagers are sympathetic to the boys and often leave food unguarded, hoping that the young lads find it and take advantage of their charity.

Story Ideas

- The twins are accused of stealing jewelry from the Steinberg store, having been caught with a special brooch in their possession. But are they guilty of being thieves or are they being framed?
- The boys rush into the Bloody Spear with a wild story of seeing a German submarine on the beach. Are they just imagining it or is there an actual threat of invasion?

Daniel Noseworthy

Daniel Noseworthy is one of the first walking wounded returning from the front lines, having lost his left arm in battle. Accepting a position as Constable for the area, he has returned home to find it a changed place, and not necessarily for the better. But he is not the young, blonde man with the bright smile who walked off to war; he has become jaded and prone to angry fits as he tries to readjust to his new life. He is the law for the town and does his duty, just as he did his duty for his country and lost his arm for it.

Story Ideas

- Rumors of an imminent invasion has Noseworthy recruiting help to boost the shoreline defenses.
- Black-marketeers have targeted the town as prime pickings—no foodstuffs are safe. Noseworthy needs help to capture them and keep the town safe.

Mary O’Dell

Mary is the single barmaid for The Bloody Spear. She waits for the right man—as long as he is wearing a uniform. With the Royal Air Force base being built just outside of town, she sees a great opportunity to snag herself an airman and hopefully a bright future either as a military wife or as a widow with a pension. Either goal is sufficient for this redhead, who is always there with a saucy wink and a grin.

Story Ideas

- Mary O’Dell is accused of stealing a gold chain from an RAF officer whom she “entertained” the previous night. She needs assistance in clearing her name, and the characters may be the patrons to do just that.
- The barmaid overhears two men discussing some sort of black market deal and attempts to insert herself into the deal. The problem is that now she is in too deep and needs help extricating herself from the criminals.

Marty Smyth				
3 FITNESS	3 AWARENESS	3 CREATIVITY	2 REASONING	2 INFLUENCE
Skills athletics 3, boating 3, brawling 3, melee 2, stealth 4, scavenging 4, streetwise 4, survival 4, negotiation 4, street cred 4				
Gimmicks jack of all trades				
FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DIFF +1 +2 +3 —		INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 +2 +3 —		
Eric Smyth				
3 FITNESS	3 AWARENESS	2 CREATIVITY	3 REASONING	2 INFLUENCE
Skills athletics 4, boating 2, brawling 3, melee 2, stealth 4, scavenging 3, streetwise 4, survival 4, negotiation 5, street cred 4				
Gimmicks jack of all trades, scrounger				
FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DIFF +1 +2 +3 —		INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 +2 +3 —		
Daniel Noseworthy				
2 FITNESS	3 AWARENESS	3 CREATIVITY	3 REASONING	4 INFLUENCE
Skills athletics 3, boating 3, brawling 4, driving 4, firearms 6, melee 6, riding 4, interrogation 5, investigation 6, literacy 7, academics 3, demolitions 2, general knowledge 7, streetwise 6, survival 6, negotiation 5, street cred 6				
Gimmicks battle-hardened, crippled, amputee				
FAT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> DIFF +1 +2 +3 —		INJ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 +2 +3 —		



Mary O'Dell

3 FITNESS	3 AWARENESS	3 CREATIVITY	2 REASONING	2 INFLUENCE
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Skills

brawling 2, scavenging 3, general knowledge 3, streetwise 3, performance 4, seduction 5, street cred 4

Gimmicks

none

FAT INJ
 DIFF +1 +2 +3 - +1 +2 +3 -

Cain Houndsworth

3 FITNESS	3 AWARENESS	3 CREATIVITY	2 REASONING	2 INFLUENCE
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Skills

boating 5, brawling 3, driving 3, firearms 3, melee 4, scavenging 3, general knowledge 4, streetwise 4, survival 3, negotiation 5, street cred 4

Gimmicks

none

FAT INJ
 DIFF +1 +2 +3 - +1 +2 +3 -

John Bucketsworth

2 FITNESS	2 AWARENESS	2 CREATIVITY	3 REASONING	2 INFLUENCE
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Skills

literacy 6, music 5, scavenging 5, academics 4, streetwise 2, general knowledge 4, negotiation 6, street cred 3

Gimmicks

scrounger

FAT INJ
 DIFF +1 +2 +3 - +1 +2 +3 -

Ethel Bucketsworth

2 FITNESS	2 AWARENESS	2 CREATIVITY	3 REASONING	2 INFLUENCE
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Skills

literacy 3, scavenging 5, academics 3, general knowledge 4, streetwise 2, negotiation 6, street cred 2

Gimmicks

scrounger

FAT INJ
 DIFF +1 +2 +3 - +1 +2 +3 -

Cain Houndsworth

Cain is the owner of the Flighty, the largest fishing boat running out of the cove. Unable to sign up for service due to flat feet, he has been consistently returning with huge amounts of fresh fish for the village and reaping the benefits. But he has also been working a second job, illegally ferrying fleeing civilians across the waters between Britain and France. Businessmen, deserting soldiers, possible German spies—he does not care who he ferries as long as they pay and keep quiet about his involvement.

Story Ideas

- A smuggling run turns sour when Cain discovers a dead body in his hold with a bullet hole between the eyes.
- Cain appears at the Bloody Spear yelling something about seeing a German submarine in the cove near the ships.

John and Ethel Bucketsworth

This married couple has always lived in town and refuse to acknowledge any changes in their lives, even under the shadow of an imminent invasion. Both seniors, they live on a small government pension from John's time with the Royal Mail, and are determined to continue their daily routines without interruption. The shortage of tea has recently been a strain on their lives, and Ethel is discreetly offering to pay extravagant amounts of money or ration coupons for continued deliveries of their favorite beverage.

Story Ideas

- Counterfeit ration coupons have made their way into the Bucketworth household and now they have no tea. They are willing to pay the characters to obtain a new supply through less-than-legal connections.
- Mr. Bucketworth pawned a ring at Mr. Steinberg's shop to purchase some flour and eggs on the black market. Now that his wife has discovered it missing, she blames the Smyth boys along with Mr. Steinberg for accepting stolen goods. The characters are asked to help Mr. Bucketworth clear the boys as well as himself without confessing to his wife.

Vicar Jacob Bryansford

The good Vicar is a recent addition to the community, taking over the Anglican services at the church. This is his first posting and he wishes to make a good impression, but already finds himself at odds with St. James. The clergyman is determined to keep daily services going and maintain a vital presence in the community. At the same time, St. James has expressed a wish to cut back on the nearly-empty daily services, concentrating more on the tourist aspect of the ancient church and promoting it more as a place to visit rather than worship.



Story Ideas

- A German seeks sanctuary in the church, claiming to be a refugee. Everyone, but the Vicar thinks he is a spy. Bryansford asks the characters to help maintain the Church's reputation while finding the truth.
- A mysterious fire breaks out in the church, but it is caught just in time by the Vicar. He suspects that St. James is trying to burn down the church to create a tourist buzz as well as drive him from the premises.

Harold Sweet

Harry Sweet managed to buy his way out of the draft with his father's help. Technically classified as "color-blind," he now intends to earn back the money and then some by taking advantage of the situation as a black-marketeer. Counting on his family connections to network back and forth, he gets anything for anyone so long as they are willing to pay.

Story Ideas

- A dead body appears in the back of one of Sweet's trucks. It is that of a transient worker with a bullet-hole in his head. Is this a warning to Sweet or a private feud?
- A legitimate trucking job from the military has Sweet in a panic and in need of bodyguards, because of the inevitable highway robbery attempt by his black-marketeer buddies.

Vicar Jacob Bryansford

3 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	3 INFLUENCE
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Skills

athletics 3, driving 3, literacy 7, music 7, academics 7, general knowledge 4, streetwise 2, theology 8, negotiation 6, performance 5, street cred 3

Gimmicks

tolerant

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -

Harold Sweet

2 FITNESS	2 AWARENESS	3 CREATIVITY	2 REASONING	3 INFLUENCE
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Skills

athletics 3, brawling 3, driving 4, firearms 3, melee 3, gambling 5, scavenging 6, academics 4, general knowledge 4, mechanics 3, survival 7, negotiation 3, streetwise 5, street cred 6

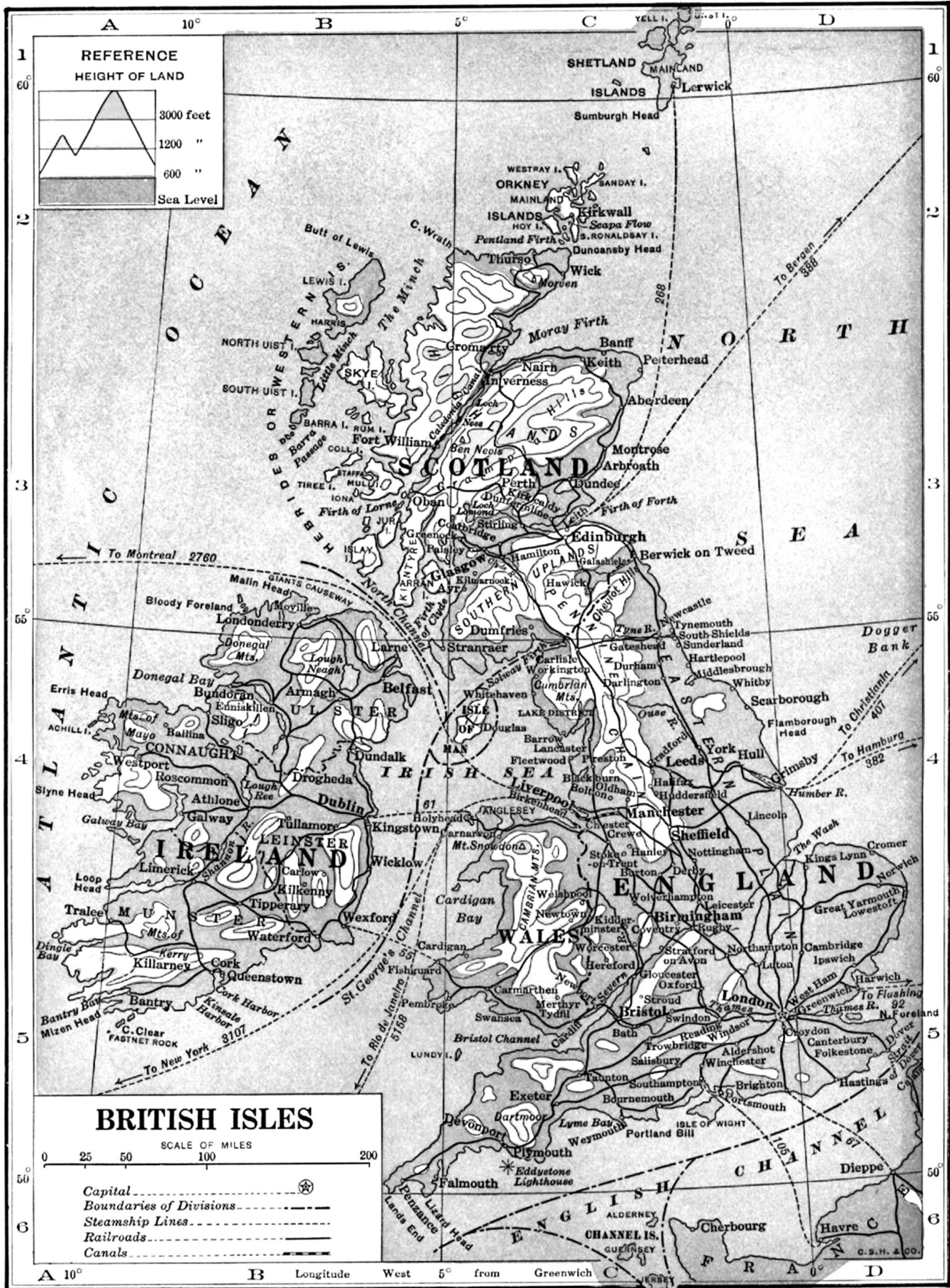
Gimmicks

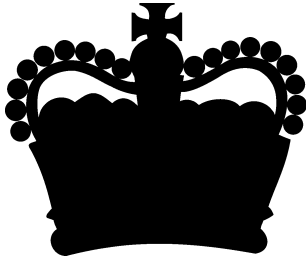
hoarder

FAT INJ
DIFF +1 +2 +3 - +1 +2 +3 -



HOME FRONT





THE STORIES

THE WAR AND ITS EFFECTS

The Women's Land Army

Originally founded in 1917, this volunteer organization was reborn in 1939 with over eighty-thousand young women joining by the end of 1944. These women are dispatched to work in the fields, keeping the local economy strong. Each county has its own representatives and secretaries to make sure that local needs are met, since this is not a military organization despite the generic uniform each of them wear. While this is a good way to travel and see the country, many girls grow homesick and must depend on their new friends to keep their spirits high as they become a major part of the Home Front effort.

The Royal Air Force

Before the Battle of Britain, no one thought of the Royal Air Force as being more than an annoyance for the German Luftwaffe who had easily rolled over enemy forces and led the ground invasion. But soon enough, the Luftwaffe found out exactly how deadly these eager young pilots are and how dangerous the air over Britain could be.

Many Americans are joining the Royal Air Force long before the United States enters the war officially in 1941—they see the danger from Hitler long before their government does or is willing to act upon it. Along with Australians, Canadians, and pilots from other Commonwealth nations, the Royal Air Force is a deadly thorn in Hitler's side and almost single-handedly holds back a major land invasion of the British Isles.

The Home Guard

During the spring of 1940, the call goes out for all able-bodied men between the ages of seventeen and sixty-five who are not in military service to sign up for the Local Defense Volunteers (LDV). Thousands come forward to defend their homeland, with some well into their eighties. Winston Churchill renames the organization the "Home Guard" not soon after. These eager members patrol their towns after working their regular jobs, armed with everything from shovels to packets of pepper. As the war continues, they receive uniforms and weapons, making these patriots appear more official.

Being a member of the Home Guard does not keep one safe from the dangers of war, however. Over a thousand men are killed as they man anti-aircraft batteries, while others patrol the area, keeping the ground safe from German infiltration.

The Home Guard is often called to deal with the disposal of bombs as well as more mundane tasks, such as cleaning up bomb-sites. Thousands of men build concrete pillboxes and place barriers in fields to hinder aircraft landings, while holding down their regular jobs. Their efforts help free the regular military from such activities and contribute a great deal to the war effort.

The Women's Voluntary Service

With most able-bodied men in uniform and off to war, there is a need for people to perform trivial tasks, such as driving ambulances and dealing with local evacuations. Often mistaken for actual military personnel, these patriotic women are trained as mechanics and work in a variety of fields, providing a valuable resource and freeing up men for active duty.

The Women's Voluntary Service (WVS) was organized specifically in 1938 to fill in the gaps, with over a hundred-thousand women wearing the uniform by the end of the war. This is the first job for many of these young women, empowering them to a spirit of independence that would extend far beyond the war's end. There are many who do not like the idea of women in military uniforms and those who resent this new idea, whether it is necessary or not.

The British Police Constabulary

The Police Force during this time suffers on a variety of fronts. Many of their officers are called to military service, and with the criminal element not ceasing their activities during wartime, many even exploit the needs of the population to make money. As a result, many retired officers are called back to patrol the streets despite their age. Many who are exempted from military service also sign up to work as special constables during their off-hours, literally working around the clock to help keep the general population safe.



The police serve a variety of duties other than just basic law enforcement during this time. Aside from protecting vital buildings like power plants, they are also responsible for dealing with foreigners who may be in their area—either legitimate refugees or possible German spies. The police also help secure bombed-out areas from looters, rescue injured civilians, and distribute gas masks to the general public. With the addition of new, war-related problems, such as smuggling and black-marketeering, the average policeman is severely overworked, to say the least.

In times of need, an inspector might be sent from London or another major city nearby to deal with a situation, but the local police force typically has to cope on its own. Most of the civilian population realizes this and helps as best they can to maintain law and order in their communities.

The Lost Children

Thousands of London children gathered at train stations with their parents on September 1, 1939. They were prepared to be evacuated to the countryside away from the dangers of German bombing raids. Often carrying nothing more than a gas mask, single change of underwear, towel, and toothbrush, they were packed onto trains and sent out of harm's way—or so they thought.

The children often ended up in totally different places than their parents had been told. At times, billeting officers walked through towns with packs of evacuees behind them, literally knocking on doors to see if anyone could give them shelter. While many of these children were sent to families who welcomed them into their homes for the duration of the war, a number of them ended up working as slaves for unscrupulous businessmen. The psychological effects of such a mass evacuation is felt for years.

Rationing

Rationing is introduced to conserve resources for the military and civilians alike; making sure that it was not going to be a case of the rich getting richer and the poor having to do without the basics of life. In January of 1940, the first rationing plan is announced, with sugar, ham, butter, and bacon being the initial products to be conserved. This is later expanded to include meat, cheese, milk, eggs, and tea (the latter being a major concern). Petrol (or gasoline) is also strictly rationed, with most of it only available to the military. It is not uncommon to see more horses on the road than automobiles, depending on the location.

Ration books contain coupons that are turned in to shopkeepers for specific items on a weekly or monthly basis. Coupons are also used to buy clothing, because of the lack of materials for public use.

A black market sprang up, of course, to supply both civilians and the military with hard-to-find items or extra supplies. Counterfeiting is also a major problem as the criminal element does quite well from the wants and needs of the public. There are also disreputable shopkeepers willing to take advantage of their positions to extract favors from and make demands of their customers.

Because of these restrictions, saving and reusing each and every scrap of food, metal, and material until it is truly gone is a part of life. The government creates dinner recipes that meet both dietary requirements and rationing limitations, while still appealing to the public. No one is happy with the current conditions, but most understand the need to sacrifice.

The Battle of Britain

In 1940, Hitler sends the German Luftwaffe into the skies over the British Isles. It was assumed by Hitler and his generals that they would make fast work of the Royal Air Force, and clear the way for his lethal ground troops to land and begin the invasion. The Royal Air Force meets the challenge head-on, throwing everything they have at the seasoned veterans of the Luftwaffe. This conflict becomes known as the Battle of Britain. From July to October of 1940, hundreds of young men take to the skies, fighting back the Germans. They are supported by hundreds more men on the ground, who give of their time and energy to keep the planes flying.

Stunned by the loss of German air power, Hitler finally retreats from the skies, but continues the V-1 rocket attacks. The Royal Air Force manages to resist the German Luftwaffe in the first significant German loss of the war.

Dunkirk

Operation Dynamo goes into effect between May 29 and June 4 of 1940, evacuating over five-hundred-thousand troops from Dunkirk and other French ports. Three-hundred-thousand men are retrieved from Dunkirk alone, utilizing almost a thousand civilian and naval ships to pluck the troops from the beaches and bring them home before the German forces arrive. The Luftwaffe does their best to hinder the evacuation through bombing and attack runs. Over one-million allied soldiers become prisoners of war despite these valiant efforts, but the operation is still seen as a success as well as a great morale-booster for the British people.

German Bombing Raids

Nightly bombing raids make life in London and other areas of the British Isles a literal hell, with entire city blocks crumbling in a single night. Thousands of Londoners move towards air-raid shelters either in their own backyards or the London Underground (the subway), waiting out the inevitable bombing raids and the V-1 rockets being fired at their island.



The smaller towns do not escape unscathed either. Important targets, such as factories and airfields, that can be found on German maps are all possible targets on any given bombing run. This puts anyone and anything in the area at risk. There are also the dangers from unexploded ordinance that can remain dormant for days, weeks, or even years—until they either detonate or are disarmed.

Currency

British currency is divided into pounds (£), shillings (s), and pence (d) during this time. There are a variety of other denominations that go by other names, such as the farthing and guinea. For purposes of simplicity, we focus on only one other denomination—the crown (5/-) which has roughly the same worth as the American Dollar (\$).

Currency Conversion Rates

1 pound (1£)	= 5 crowns (20/-)	= 20 shillings (20s)	= 240 pence (240d)
1 dollar (1\$)	= 1 crown (5/-)	= 5 shillings (5s)	= 60 pence (60d)
		1 shilling (1s)	= 12 pence (12d)

Currency Slang

Pound	Quid
Crown	Dollar
Shilling	Bob

THE GROUP

One of the problems that many gamemasters face is how to justify why the particular characters stay together. This often takes time and discussion as they meet in a pub and introduce themselves to each other. The following suggestions are included to get a game started more quickly by providing a number of ways in which the characters are associated.

The Military Group

The group is made up of men from the Royal Air Force, British Army, or even American soldiers, possibly all from the same outfit. These brothers in arms are on leave, visiting local pubs to spend their few free days. There is a great amount of diversity within the group, since not all the members are from the same town or even from the same country in some cases.

The Local Boys

Made up of local members of the community who are serving in the Home Guard, this group can be of any age or background, all seeking to keep the area safe. The unifying theme here is that they are all either unfit for military service due to an infirmity or are already holding down an important full-time job that exempts them from the draft.

London Evacuees

There are more than just children being evacuated from London—this group of adults may be single men or women seeking the safety of a rural area. Rushing out of a war zone, all they want is a quiet place to rest. Whether rich or poor, the group is tired of waiting for bombs to fall and is able to enjoy the countryside.

The Gang

Unable to sign up due to their age, this group of young men and women are chomping at the bit to serve their country. They spend their time by hanging out in local pubs and seeking adventures in their own small towns until they turn eighteen.

Veterans

Even during the early stages of the War, soldiers return home, usually with some sort of infirmity that removes them from overseas service. They may also be decorated heroes returning home for a respite before returning to the fight. In some cases, these veterans also remain in England permanently, with work in London or touring the countryside in hopes of inspiring and recruiting those coming of age.

SUBPLOTS

The following examples can be used as a starting point for gamemasters and players to liven up individual characters.

The Gold-Digger

A beautiful woman latches onto one of the characters, seeking to marry him. It may be because of his military pay or his status, but she intends to become his wife before too long. Does the character allow himself to be seduced and how does it affect the group? And if they do marry, how long does it last if the character is called away to active duty?

Family First

The character has lost contact with his family because of the London bombings. There is a good chance they have already been evacuated to the country and are just unable to make contact, but it could be a constant source of worry for the character.

I Owe You

The character has either saved or been saved by another member of the group, and a lifelong debt has been vowed. This can be an ongoing source of aggravation or used as a deep source of bonding between two characters.



I Don't Like You

The character has an ongoing grudge against another member of the group; either from a legitimate grudge or an imagined slight. This can lead to continued conflict as they disagree on everything, even more so if one of them has a higher status than the other.

Double-Agent

The character is a German sympathizer, possibly even a German spy. He may even have already made contact with the Germans and is passing information to them or just waiting for the right time to switch sides.

Hidden Cowardice

The character is secretly terrified of any sort of conflict and takes any opportunity to avoid it, possibly to the extent of deserting if ordered into battle.

Family Honor

The character signs up for the military since his family traditionally serves in wartime, but he really does not want to be there. His illustrious family history follows him around and restricts his freedom to an extent.

STORY IDEAS

The Spy

A dead body wearing fisherman's clothing and carrying the identification of Hank Miller washes up on the beach. No one recognizes him and there are tales of a German submarine in the area. Is this a spy who attempted to land on British soil and was murdered before he could complete his mission? And are there locals who were supposed to help him in some way? Or is he just an unlucky kid serving on a fishing boat from another village who fell into the water and drowned?

Smuggler's Blues

Strange lights are being seen off the coastline nightly, and the rumor is that ships are running either illegal immigrants or supplies. The locals claim to know nothing about this, but are reluctant to support an investigation. Are these just black-marketeers seeking to make a profit from the suffering of others or could the lights be from German vessels seeking a landing area for a possible invasion?

Black Market Trouble

A major shipment of food destined for local shops has been hijacked, leaving the villagers at the mercy of the black-marketeers. Can the characters find the shipment as well as obtain sufficient evidence to put the criminal(s) in jail?

The Deserter

A soldier wearing the insignia of a unit known to be posted overseas shows up in the local pub. If the characters gain his confidence, he reveals that he has gone AWOL in order to prove his innocence—the man has been accused of murdering one of his officers while still on British soil. Can the characters prove his innocence or deliver him to the appropriate authorities before he disappears again?

Racketeers

A group of local thugs have started extracting protection money from the shops, taking advantage of the lack of policemen in the area. They claim to have important connections all the way in London. Can the characters stop them?

Aircraft Down

A German pilot was seen parachuting out of his fighter during a recent dogfight over the area. He is presumed to still be alive and hiding somewhere, waiting for a chance to get back to his unit. With the police service already stretched to the limit, can the characters help capture the enemy pilot or lose him to a smuggler eager to make money by taking him back across the Channel?

Sabotage At The Airfield

The small Royal Air Force field has come under attack with three planes blown up in a single night. Who is responsible for this and can they be stopped before the next delivery of replacement fighter planes? Are these the actions of a disgruntled pilot, German sympathizer, or black-marketeer seeking to make money from the misfortunes of the military?

Blackmail

One of the more affluent guests at the monastery has been photographed in a compromising situation with another guest and seeks both the photographs and the blackmailer to be "taken care of." Of course, he is willing to pay highly for the deed and for future assistance. The authorities also wish to find the culprit as cameras are a potential security threat.

Hate Crime

Swastikas are showing up around town, dabbed onto walls with red paint—mostly on businesses owned by Jews. Is it the work of juvenile delinquents or an attempt to see how many German sympathizers are in the area in preparation of a German landing? And does it advance to the next step—attacks on the shops themselves or possibly the storekeepers?



Ghost Story

The ghost of a monk who died suspiciously years ago is rumored to haunt the monastery. Strange lights are being seen in the church steeple when there is a full moon, and a man in white robes appears in the nearby cemetery. Is this a real ghost or just an attempt to spook the locals—a stunt to boost business at the resort or possibly a German spy or sympathizer exploiting the rumor?

The Lost Boys

New shipments of evacuated children, fresh from London and the recent bombing raids, arrive in the area. Taken in by the majority of the residents, all but three little girls have been assigned to homes. These three sisters left London on the train, but disappeared shortly thereafter. Rumors of a child slavery ring are rampant as is the possibility of them getting off at the wrong station, or even running away. Can the characters help find them before their frantic parents arrive in town?

Royal Visit

There is a rumor that a member of the Royal Family may be visiting the area and security has to be tightened. But there is also the chance that an assassination may be attempted with the Royal Personage away from London and familiar territory. The characters may be assigned as extra security or volunteer to help the local constabulary. But the danger may not come from only the Germans—there is a chance that Nazi sympathizers may attack, but criminals wishing to maintain authority on their own streets may also be interested in sending a message to the local constabulary.

Keeping The Peace

Fights break out between the locals and the military men due to accusations of a woman who claims she was sexually assaulted by one of the soldiers. Whether this is true or not, the increased tension creates casualties both physically and psychologically in the town. The characters must either prove or disprove the accusations beyond a shadow of a doubt in order to preserve the community.

The Broach

A jeweled broach appears in the pawnshop, as it has been stolen from one of the resort's patrons. The thief must be found quickly before the resort's reputation is damaged and the town loses the tourist income it so desperately needs. The characters must investigate the theft and discover what really happened.

Finders Keepers

Crates of canned goods appear on the beach, having been washed ashore from a shipwreck. The boxes are addressed to British towns and communities, all of which will suffer if the goods are not returned. But the black-marketeers and the locals are already on the beach, grabbing what they can. If the characters successfully retrieve the shipments without starting a small war within the community, they are performing their patriotic duty.

War Hero

A decorated soldier is on a tour of the region, attempting to boost morale and sell war bonds. He is suddenly injured in an automobile accident that was no accident—the brakes were deliberately disabled. Is this a personal attack on the soldier or an anti-war statement? The characters must find out quickly as rumors begin to run rampant in the community and fingers are pointed at each other.

Counting Sheep

The local sheep herds are being threatened by poachers seeking to sell the meat on the black market—the local economy will suffer if it continues much longer. Add to that, the nervous shopkeepers worried about their reputations of selling “legitimate” meat, and a disaster is possible. The characters must track down the thieves and restore confidence in the local butcher.

Loose Lips...

An anonymous letter is sent to the local constable. It accuses the Heinz couple of sedition and spreading rumors that the British are about to fall and that everyone should prepare to welcome the German Army. The constable has questioned the couple and they deny writing it, but are now afraid for their lives, since someone is trying to frame them for sedition. Can the characters track down the perpetrators before the town rises up against the German couple?

Paper Trail

A sudden increase of forged banknotes is threatening to destroy the local economy as people worry over the validity of their currency. The trail leads to a local forger who is not only turning out British banknotes, but also counterfeit Deutschemarks for use by the British government. Just when local officials nab the suspect, Military Intelligence shows up to turn him loose. Such a talented forger is necessary to the war effort, but do others see it this way?

Other Sources of Inspiration

Foyle's War, starring Michael Kitchen; written by Anthony Horowitz, Greenlit/ITV, 2002...

Mrs. Miniver, starring Greer Garson and Walter Pidgeon; directed by William Wyler, 1942

Remains of the Day, starring Anthony Hopkins and Emma Thompson; directed by James Ivory, 1998

HOME FRONT



EVACUATED CITIZEN

Your home has been bombed, and you had no choice but to seek shelter far from familiar territory. Confused and weary of war, all you want is a safe place to sleep and perhaps a job to take your mind off of the dangers that await you if you ever return home.

2	2	3	2	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

Fatigue

- Dazed
- Stressed
- Strained
- Exhausted
- Unconscious

Injury

- Bruised
- Sprained
- Wounded
- Maimed
- Incapacitated

Skills

- athletics 2
- general knowledge 3
- negotiation 3
- literacy 3
- survival 3

Gimmicks

- orphaned
- shell-shocked

HOME FRONT



BLACK-MARKETEER

You do not see yourself as a criminal—merely someone taking advantage of situations as they arise. You are actually helping your fellow countrymen stay alive through the goods and services that you provide. It is a shame that the authorities do not see it your way.

3	3	3	3	4
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

Fatigue

- Dazed
- Stressed
- Strained
- Exhausted
- Unconscious

Injury

- Bruised
- Sprained
- Wounded
- Maimed
- Incapacitated

Skills

- athletics 5
- finesse 3
- firearms 4
- stealth 4
- forgery 4
- commodities 4
- streetwise 5
- negotiation 5
- brawling 5
- melee 3
- driving 3
- literacy 2
- disguise 4
- scavenging 5
- survival 5
- street cred 5

Gimmicks

- criminal
- scrounger
- hoarder

HOME FRONT



WAR VETERAN

Having survived the battlefield, you return home to find that the front line may be on your doorstep within weeks. Unable to return to duty, you decide to do what you can to secure your hometown and keep your community safe.

3	3	2	2	4
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

Fatigue

- Dazed
- Stressed
- Strained
- Exhausted
- Unconscious

Injury

- Bruised
- Sprained
- Wounded
- Maimed
- Incapacitated

Skills

- athletics 3
- melee 4
- driving 3
- stealth 4
- general knowledge 4
- survival 4
- composure 4
- brawling 4
- firearms 4
- melee 4
- demolitions 3
- streetwise 4
- street cred 6

Gimmicks

- famous
- crippled
- battle-hardened

HOME FRONT



FACTORY WORKER

Unable to sign up for military service due to your job, you do what you can to help out your friends and family. You may not be wearing a uniform, but you see yourself as serving your country as much as those on the front lines.

3	2	2	2	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

Fatigue

- Dazed
- Stressed
- Strained
- Exhausted
- Unconscious

Injury

- Bruised
- Sprained
- Wounded
- Maimed
- Incapacitated

Skills

- athletics 2
- general knowledge 3
- survival 3
- composure 3
- driving 2
- streetwise 3
- street cred 3

Gimmicks

community leader

scrounger

HOME FRONT



FISHERMAN

Every time you go out on the water you know that German ships and submarines may be waiting for you, preparing to launch an invasion of the British Isles. But you have to keep supplying your community with fresh food, so you continue to go out every morning, rain or shine.

3	2	2	2	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

Fatigue

- Dazed
- Stressed
- Strained
- Exhausted
- Unconscious

Injury

- Bruised
- Sprained
- Wounded
- Maimed
- Incapacitated

Skills

- athletics 4
- boating 7
- literacy 4
- academics 2
- general knowledge 4
- negotiation 4
- street cred 4
- brawling 3
- driving 4
- scavenging 4
- commodities 5
- streetwise 4
- survival 4
- composure 3

Gimmicks

dextrous

hardened

HOME FRONT



AFFLUENT FARMER

You have lived off your family estate for years, allowing the locals to farm for you, so you can reap the profits. This war is annoying, to say the least, and the implementation of rationing is putting a cramp on your lifestyle.

2	2	1	1	3
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

Fatigue

- Dazed
- Stressed
- Strained
- Exhausted
- Unconscious

Injury

- Bruised
- Sprained
- Wounded
- Maimed
- Incapacitated

Skills

- athletics 2
- riding 3
- music 3
- academics 5
- commodities 5
- boating 2
- gambling 3
- literacy 4
- business 5
- sciences 4

Gimmicks

famous

discrimination

HOME FRONT



HOUSEWIFE

Making ends meet was a tough chore even before the war started, but now with the men across the channel and rationing affecting every factor of your life, you have managed somehow to not only make ends meet but also keep ahead of your neighbors when it comes to gathering food and supplies.

2	3	4	2	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

Fatigue

- Dazed
- Stressed
- Strained
- Exhausted
- Unconscious

Injury

- Bruised
- Sprained
- Wounded
- Maimed
- Incapacitated

Skills

- athletics 2
- scavenging 5
- literacy 2
- general knowledge 4

Gimmicks

scrournger

HOME FRONT



TOWN CONSTABLE

Keeping the peace has never been so difficult—with the majority of young men off to war and the criminals on the prowl, your day never ends. You represent peace and authority to the people in your area, however, so you must show no fear, even in the face of the impending German invasion.

3	3	2	2	4
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

Fatigue

- Dazed
- Stressed
- Strained
- Exhausted
- Unconscious

Injury

- Bruised
- Sprained
- Wounded
- Maimed
- Incapacitated

Skills

- athletics 5
- driving 4
- melee 5
- interrogation 5
- academics 4
- streetwise 5
- negotiation 4
- composure 5
- brawling 5
- firearms 5
- investigation 5
- literacy 3
- general knowledge 5
- survival 3
- street cred 5

Gimmicks

local authority quick

HOME FRONT



DISPLACED CHILD

Hundreds of children have been evacuated from London to escape the German bombing attacks. Now you are in a strange area with a strange family, wondering when you will ever be able to go home.

2	3	3	2	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

Fatigue

- Dazed
- Stressed
- Strained
- Exhausted
- Unconscious

Injury

- Bruised
- Sprained
- Wounded
- Maimed
- Incapacitated

Skills

- athletics 3
- stealth 2
- streetwise 2
- street cred 4
- boating 3
- scavenging 2
- survival 2

Gimmicks

orphaned, scrournger

HOME FRONT



Name. Background & Vocation _____

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
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Fatigue

- Dazed
- Stressed
- Strained
- Exhausted
- Unconscious

Injury

- Bruised
- Sprained
- Wounded
- Maimed
- Incapacitated

Skills

Gimmicks & Notes _____

HOME FRONT



Name. Background & Vocation _____

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
---------	-----------	------------	-----------	-----------

Fatigue

- Dazed
- Stressed
- Strained
- Exhausted
- Unconscious

Injury

- Bruised
- Sprained
- Wounded
- Maimed
- Incapacitated

Skills

Gimmicks & Notes _____

HOME FRONT



Name. Background & Vocation _____

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
---------	-----------	------------	-----------	-----------

Fatigue

- Dazed
- Stressed
- Strained
- Exhausted
- Unconscious

Injury

- Bruised
- Sprained
- Wounded
- Maimed
- Incapacitated

Skills

Gimmicks & Notes _____