

1940 - England Invaded!

The role playing game of
British 'Bulldog Spirit'
vs the might of Nazi Germany
by
Simon Washbourne

Credits

Inspiration

Dads Army (BBC TV Sitcom)

The Secret Army (BBC TV drama series about the French resistance running from 1977 to 1979)

Enemy At The Door (LWT TV drama series about the occupation of the Channel Islands, which ran from 1978 - 1980)

Island at War (ITV six part drama series, 2004)

When Hitler Invaded Britain (ITV drama documentary, 2004)

The Eagle Has Landed (Novel by Jack Higgins and a 1976 movie starring Michael Caine).

Thanks to Evan Paliatseas for helpful suggestions.

Playtesting

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If you like this game, check out my site for other unusual and exciting free roleplaying games

http://www.geocities.com/simonwashbourne/Beyond_Belief.html

****PLEASE NOTE, THIS VERSION DOES NOT INCLUDE THE SAMPLE SETTING OR ANY SAMPLE SCENARIO IDEAS. I AM STILL WORKING ON THIS!****

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Introduction

This is a complete revision and update of a game that I initially designed in response to a challenge on The Forge forum to design a complete role-playing game within 24 hours. I actually worked on the first draft for only 16 hours.

Whilst the final thing was completely playable, it wasn't really the game I wanted it to be. There was much more work that I wanted to do to flesh out character generation, the system, equipment and in particular the background. I also envisaged a complete sample setting, the fictional village of Hockleton, complete with its church, pub, manor house and the village green. There would be maps and details of the people who lived there, including the German contingent posted to Hockleton.

I have now realised my dream - this is the fully revised and expanded of 1940 - England Invaded. I think it's a great setting for role playing. I hope you enjoy it too.

What is role-playing?

In a role playing game, you portray a character in a world created in the imagination of you and your friends. In that world you can play any character you want that is appropriate to the world you are playing in. If you are playing a sword & sorcery setting, you can portray a character like Thongor or Conan. In a space opera, you might want to play a character like Han Solo or a Jedi Knight. There are as many settings for role playing as there are settings for books or movies. 1940 - England Invaded is just one of them.

The rules of a role playing game are there to help you design a character, with abilities and skills so that you know what your character is capable of. The rules also help you determine something of your character's personality and background, so that you are able to portray him or her as a real life person and not just a set of statistics.

In most role playing games, you use dice to determine the

outcome of some of the actions that your character undertakes during the game. So, if she is attempting to persuade a German soldier to 'look the other way' during a curfew, you need to know how he might react to this. There is a chance that he might do as she asks and there is a chance he might arrest or even shoot at her. The result of the dice roll helps you determine the path that the game will take.

One player does not take the role of a character in the game, but portrays all of the other non-player characters (npc's) that the characters will meet in their adventures. That player is called the Gamemaster (GM). It is the job of the GM to set the scene and describe events that happen and to which the other players can react, in their guise as characters in the game.

The GM will make determinations based on the rules set out in this game, so for example he will decide when he requires a player to roll a dice or he will decide whether there are any modifiers to a dice roll and so on. He will also roll the dice for the npc's when they are taking action, such as when they are under fire from the characters and want to shoot back.

Although the dice are required a fair amount of the time in 1940 - England Invaded, there will be times when the flow of the game will be destroyed by the need to look up a rule to see what dice score is required. In these instances, it is often better not to roll dice at all or for the GM to make a decision on the spot. Often the players will help with reasonable suggestions in these circumstances and this can save the GM trying to make an agonising decision.

Remember, this is not a game of winners & losers. The GM holds all the cards anyway because he plays the Germans, with all of their superior training and firepower, so if the players come up with some fun ideas or their character's want to do things that are brave but ultimately doomed, then they must be allowed to try. Finally, just remember, this is only a game.



The Setting

1940 - England Invaded has a fictional setting that is based upon events that could have been, had the Germans invaded England during the autumn of 1940 as they had planned. Essentially, the game poses the question "What if...?"

The characters will all be from, or based, in a village in the south of England shortly after the Germans land. A small German force is posted to the village and the characters must live under enemy rule whilst all the time seeking ways to disrupt the Nazi plans.

The Nazis have a certain agenda and whilst they will try to do nothing to incite resistance in the local population (which could be troublesome to their occupation), they are still required to carry out their orders, which will ultimately be at odds with the British way of life.

This is a time for ordinary people to stand up for themselves and become heroes at a time when England most needs them.

There is a sample setting included in a separate file of these rules, which is for the GM's eyes only. The GM can use as much or as little of this setting as he wishes or is welcome to make up his own.

The Background

By June 1940, less than a year after the start of the World War 2, the German Army had overrun

France, Poland, Holland, Belgium, Denmark and Norway. The beaten British Army had withdrawn from Dunkirk leaving behind many of its tanks, heavy weapons and equipment.

Britain now stood alone against a German dominated Europe, with only 25 miles of the English Channel separating it from the victorious German armies.

Before the outbreak of war in 1939, Germany had also been secretly conducting surveillance along the East Coast of Britain. In 1938, the German airship; Graf Zeppelin was sighted off the coast of Aldeburgh in Suffolk on a tour of the British Isles.

There is evidence that German forces actually tried to make a landing on a desolate stretch of coast called Shingle Street, in Suffolk. This landing was picked up on RADAR and at the critical moment, the sea defences were activated. There are reported to have been many German casualties. In the aftermath of the attack, there were unconfirmed reports of many bodies littering the shoreline from Shingle Street to the port of Harwich (further to the South)- some wearing British uniforms.

During the attack, a regiment of the Local Defence Volunteers stationed at Aldeburgh (to the North) had been placed in a state of red alert and watched as in the distance, the sky lit up to the sound of gunfire and explosions. A witness who was serving in the LDV at the time estimates that the gunfire lasted for several hours.

Many of the bodies of German soldiers killed at Shingle Street were washed up on the shoreline from Shingle Street south as far as Felixstowe. Bodies continued to be washed up for many months, even years afterwards. Local inhabitants who came across bodies were sworn to secrecy not to reveal what they had seen.

In Britain defences were hastily erected. On 14th May 1940 the Local Defence Volunteers were formed. It was made up of men too old, or too infirm to join the regular army. The LDV later became known as the Home Guard after Churchill used the phrase in his famous "we shall fight them on the beaches" radio broadcast on 4 June 1940.



Hitler expected Britain to surrender, but because that didn't happen, on 16 July 1940, Hitler issued his Fuhrer Directive No 16 for the Conduct of the War. Its key sentence read, "As England, in spite of the hopelessness of her military position, has so far shown herself unwilling to come to any compromise, I have therefore decided to begin to prepare for and, if necessary, carry out an invasion of England."

The operation was codenamed Seelowe (Sealion). Key to the success of Sealion was the destruction of the Royal Air Force (RAF).

Operation Sealion was the name given by Hitler for the planned invasion of Great Britain in 1940. Operation Sealion was never carried out during the war as the Germans lost the Battle of Britain and it is now believed that Hitler was more interested in the forthcoming attack on Russia as opposed to invading Britain.

The projected invasion on Britain included

Army Group A (6 divisions) invading Kent via the areas near Ramsgate, Folkstone and Bexhill.

Army Group A (4 divisions) invading Sussex and Hampshire via the area around Brighton and the Isle of Wight.

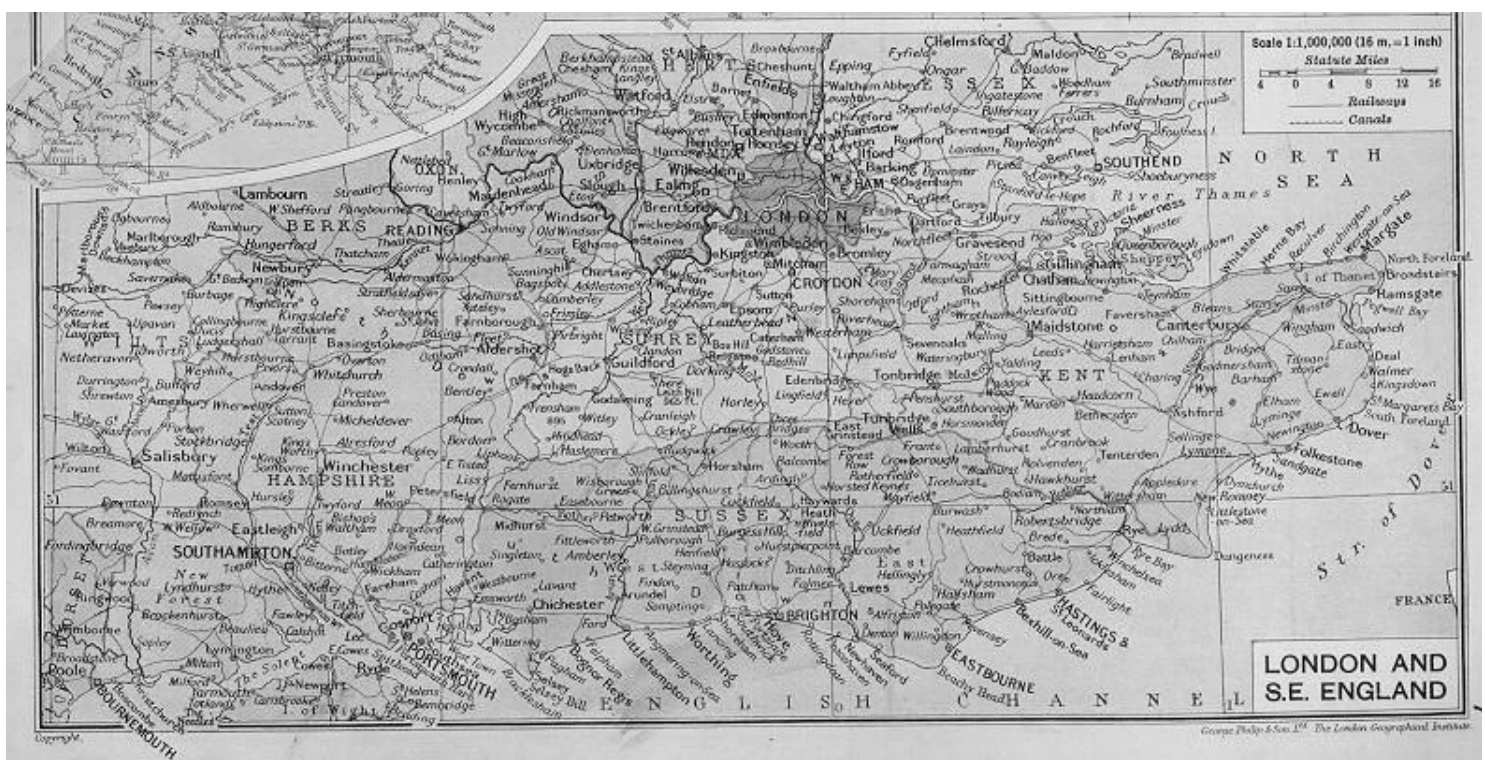
Army Group B (3 divisions) invading Dorset via Lyme Bay

From Kent, Army Group A would advance to south-east London and then to Malden and St. Albans north of London.

From Sussex/Hampshire, the 4 divisions of Army Group A would advance to the west of London and meet up with the other 6 divisions of Army Group A, thus encircling London. Other parts of the group would head towards Gloucester and the River Severn region.

From Dorset, Army Group B would advance to Bristol.

The whole plan relied on Germany having complete control of the English Channel, which, in turn meant that Germany had to have control of the skies so that the Royal Air Force could not attack German ships crossing the Channel. Hence victory in the Battle of Britain was an integral part of the plan.



The Battle of Britain

The Battle of Britain started officially on 10 June 1940, when the *Luftwaffe* attacked a convoy of ships off Dover. But the real air war started on 12 August (when the *Luftwaffe* attacked the RAF), and lasted until 31 October.

At first the *Luftwaffe* attacked radar stations and airfields. Although the *Luftwaffe* lost more planes than the RAF, by the 31 August the RAF was at its last gasp – in the previous fortnight the RAF had lost 295 planes destroyed and 170 damaged, 103 pilots killed and 128 wounded.

Flying five or more ‘sorties’ a day, the young British fighter pilots were becoming exhausted; more importantly, the RAF was not training new pilots as fast the pilots were being killed. The weekend 30-31 August was the worst weekend of the battle for the RAF, with 65 fighters destroyed and 6 of the seven sector stations in the vital south-east Group out of action.

Just as Fighter Command was about to collapse, however, a miracle happened. On 24 August, by accident, some *Luftwaffe* bombers had dropped their bombs on London. The next few nights, the RAF replied by bombing Berlin. Hitler was angry. On 2 September he ordered his bombers to attack London. On 7 September the Nazi bombing raid was so huge that a false alarm went round the south-east of England: code-word ‘Cromwell’ – invasion imminent. Church bells rang and the Home Guard mobilised.

The Battle of Britain was really the first part of Hitler’s invasion of Britain. Four developments laid the foundations of Britain’s survival:



“The gratitude of every home... goes out to the British airmen who, undaunted by odds, unwearied in their constant challenge and mortal danger, are turning the tide of the world war by their prowess and by their devotion. Never in the field of human conflict was so much owed by so many to so few”.

Winston Churchill, in the House of Commons, 20 August 1940

Firstly, Britain had built a series of radar stations (July 1935). British radar was superior because, not only could it tell where the enemy planes were coming from, but it had a way to telling the fighters so that they could go and attack them.

Secondly, in July 1937, Air Chief Marshall Dowding was appointed Commander-in-Chief of Fighter Command. He was a brilliant commander who – on a small budget – was able to reorganise the RAF into four Groups, each divided into a number of sectors (each with a main sector airfield with a number of supporting airfields).

Thirdly, the British developed two brilliant planes – the Hurricane (Nov 1935) which was reliable and was used to shoot down the *Luftwaffe* bombers; and the Spitfire (March 1936), the fastest plane in the world, which was used to destroy the Nazi fighters which protected the bombers.

Fourthly, in May 1940, Churchill put Lord Beaverbrook (owner of the *Daily Express*) in charge of aircraft production. He ran one appeal for aluminium – ‘We will turn your pots and pans into Spitfires and Hurricanes’ – and another scheme where towns, groups or individuals could ‘buy’ a Spitfire (for £5000) and send it off the fight the Nazis. He also set up a Civilian Repair Organisation, which made new planes from the left-over pieces of planes which had been shot down. Beaverbrook cut through government red tape, and increased the production by 250%; in 1940, British factories produced 4,283 fighters, compared to Germany’s 3,000.

Hitler’s decision to stop attacking the RAF gave it time to recover. On 15 September, the *Luftwaffe* came by day in huge numbers. It expected to sweep the RAF from the skies. But the RAF fought them off.

At one point every British plane was in the sky – soon, some would have to come in to refuel and there were no reserves to protect them. But the *Luftwaffe*, too, was at the limit and – just in time – it turned back.

The occupation of the Channel Islands

Paris had surrendered to the German army on 14 June 1940. The following day the British government announced that the Channel Islands were of no strategic importance and would not be defended.

The experience of the Occupation period provides a fascinating insight into the way in which things might have been had the Germans been equally successful in their invasion of mainland England. The civilian population was staunchly patriotic and determined to defy the Germans at every opportunity, but the islands' severely restricted land area, coupled with vast numbers of enemy troops, meant that organised resistance was futile.

Later in the Occupation, severe punishments were meted out on those who listened to the BBC on clandestine radios, or who were caught engaging in other acts of patriotism, such as attempting to escape to England, hiding escaped Russian forced labourers, disseminating Allied propaganda, defacing road signs or sabotaging German equipment.

The islands were heavily fortified and used by the Germans as holiday destinations for German troops serving in France. The Germans brought in many foreign prisoners and staff of the Organisation Todt to work on the construction of fortifications.

Channel Islanders were forbidden by the Germans to communicate outside the islands (except by means of censored 25-word Red Cross messages which took many months to reach their destinations). Nor were they permitted to travel outside the islands or to listen to radio broadcasts or to run cars. There were heavy penalties if found in possession of a radio. Small quantities of new clothing and domestic goods were imported from France but in general supplies of most commodities were in very short supply and often impossible to obtain.

During the occupation, 2,000 people including whole families with children, were forcibly deported to camps in southern Germany. No reason for this was given at the time.

About 30,000 people out of a total island population of 104,000 left their homes hurriedly to evacuate to England. They included almost the whole population of Alderney, but few from Sark. Nearly all the school-age children of Guernsey were shipped, without their parents, to England.

Guernsey was occupied by German forces on 30 June, Jersey on 1 July, Alderney on 2 July and Sark on 3 July, 1940.

The two Island Governments, - the States of Jersey, and the States of Guernsey - were permitted to remain. However, they had only limited power, and devoted their energies and meagre resources to diluting some of the harsher military orders and looking after the islanders' general welfare; newspapers were censored, a curfew was imposed, and much of the coastline was put out of bounds by the creation of military zones.

Field Marshal Karl Rudolf Gerd Von Runstedt (DOB 1875)

He was commander in chief, west, of German forces and was in overall command of forces occupying the Channel Islands. Eisenhower described him as "the ablest of the German generals of WW2". He is said to have been highly disdainful of Hitler and Nazism.

Operation Sealion

The German Army wanted to land on a 200 mile wide front stretching from Lyme Regis in the west to Ramsgate in the east, however the German Navy was constantly worried about the threat from the Royal Navy insisted on a narrower landing. A compromise was arrived at where the landings would be from Brighton in the west to Folkestone in the east. The first wave of about 60,000 men was to secure the beaches while the second wave comprised of the tank divisions that were to break out of the beachheads and capture the secondary objectives. The landings were to be assisted by airborne troops landing on the Downs above Brighton and north-west of Folkestone to help with the capture of crossings over the Royal Military Canal.

With the failure of the German Air Force to defeat the Royal Air Force the German High Command became increasingly nervous about the chances of a successful invasion. Initially it was

intended to invade in August but on 3 September the High Command postponed Sealion to the 21st and then the 27th, which would be the last time that year the tides would be suitable.

Hitler wanted to invade Britain. He called his plan 'Operation Sealion'. He had detailed plans of who would rule Britain after it was conquered. His propaganda machine had already made a newsreel of the 'victorious' German soldiers and the British they had 'captured'.

But Britain was defended by the Royal Navy, which was much stronger than the German Navy. If Hitler was going to mount an invasion of Britain, he would have to find a way to defend his invasion barges from attack. The German airforce – the *Luftwaffe* – could defend the invasion, but, to do that, Hitler would first have to knock out the Royal Air Force (RAF).

On 15th September the German Air Force launched a major attack designed to destroy the RAF and to signal the start of the invasion. It is here where fiction diverges from fact.....

A Twist of Fate

In 1940 – England Invaded, history is differs to what actually happened. The premise of this game is that the German Air Force decisively win the Battle of Britain, destroying much of the RAF and winning control of the skies. On 19 September 1940 the German Army hits the beaches at dawn, with the first wave of a planned 330,000 man invasion force. Elements of 9 divisions landed between Folkestone and Rottingdean (near Brighton). In addition 7th FJ Div land at Lympe to take the airfield.

The invasion fleet suffered minor losses from Motor Torpedo Boats during the night crossing, but the Royal Navy had lost several ships to

On 15th September the German Air Force launched a major attack to destroy the RAF and to signal the start of the invasion. The Germans lost twice as many planes as the RAF in The Battle of Britain. This signalled the end for Sealion. Hitler had it postponed indefinitely, while his attention was drawn towards the Soviet Union.

It was not known at the time but one section of coast identified by the Nazis as a landing ground was defended by a Home Guard platoon with just one machine-gun!

the German Navy and the *Luftwaffe*.

Within hours of the landings, which overwhelmed the beach defenders, reserve formations were despatched to Kent. Although there were 25 divisions in the UK, only 17 were fully equipped, and only three were based in Kent, however the defence plan relied on the use of mobile reserves and armoured and mechanised brigades were committed as soon as the main landings were identified.

Meanwhile the air battle raged, the *Luftwaffe* flew 1200 fighter and 800 bomber sorties before 1200 hrs. The RAF even threw in training planes hastily armed with bombs.

By 20 September, the Germans had captured the ports of Dover and Newhaven and had started the drive for Folkestone. Shipping unloading on the beaches suffered minor losses from the remaining RAF bombers, but taking Dover helped no end.

The British government based in London made a hasty withdrawal to the north of England, setting up their new government in York. Meanwhile the Royal family fled for Canada.

The first British counterattacks by 42nd Div supported by an armoured brigade halted the German 34th Div in its drive on Hastings. 7th Panzer Div was having difficulty with extensive anti-tank obstacles and assault teams armed with sticky bombs etc. Meanwhile an Australian Div had retaken Newhaven (the only German port), however the New Zealand Div arrived at Folkestone only to be attacked in the rear by 22nd Air landing Div. The division fell back on, lost 35% casualties.

By the end of the day, the Germans had 10 divisions ashore, but in many cases these were incomplete and waiting for their second echelon to arrive that night. The weather was unsuitable for the barges however, and the decision to sail was referred up the chain of command.

"The Battle of France is over. The Battle of Britain is about to begin. Upon this battle depends the survival of Christian civilization... The whole fury and might of the enemy must very soon be turned on us. Hitler knows that he will have to break us in this island or lose the war... Let us therefore brace ourselves to our duty, and so bear ourselves that, if the British Empire and its Commonwealth lasts for a thousand years, men will still say, *This was their finest hour*".

Winston Churchill, speaking in the House of Commons (11 June 1940).

The RAF meanwhile had lost most of its remaining fighter planes. The airfields of 11 Group were cratered ruins, and once more the threat of collapse, which had receded in early September, was looming.

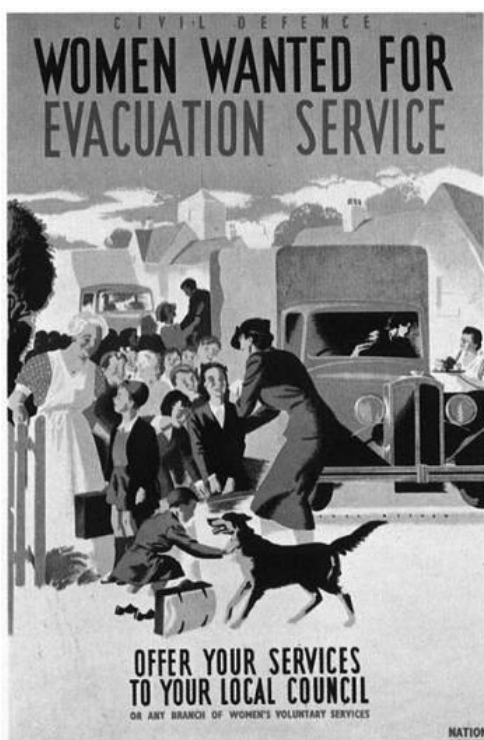
On the ground the Germans made good progress towards Canterbury, however they suffered reverses around Newhaven when the 45th Div and Australians attacked. At 2150 Hitler decided to launch the second wave.

The 6th and 8th divisions at Newhaven, supplied from Le Havre, were reinforced and began to push back the opposition and forcing their way inland. Resistance began to crumble.

By 24 September the Germans had established strong beachheads and were beginning to push inland in greater numbers.

The British forces retreated back to the Thames, ready to dig in. Many thousands of British, Canadian, Australian, French and Polish troops were captured and much vital equipment was destroyed or added to the Nazi war machine.

The German occupiers are now landing the third wave, bringing tanks and artillery in greater numbers. They are now fighting their way northwards, awaiting the time that the British government surrenders.



Living with the enemy

English life under the Nazis is not nearly as bad as it was for the Poles or Russians, but it is still a terrible existence. The Germans will routinely search, harass and arrest innocent citizens, taking whatever they want (including slave labour) and ration any valuable goods.

German soldiers will likely be housed in English homes, with officers taking the largest and best of the English stately homes for their HQ's.

As in other countries in the Reich, streets will be renamed in German, historic artefacts stolen or destroyed and Nazi paraphernalia will be posted everywhere.

Much of the propaganda is against the Jews and they will even set up exhibits to teach the English of the Jewish "misdeeds" and their "influence" on politics. Even so, with all things considered, the Germans will treat the British rather better than the majority of the people they conquered. The Nazi ideology views the British as a cultured people, therefore for the most part they are treated with respect. Individual officers will treat their beaten enemy in different ways, of course.

The British, for their part will largely have the utmost hatred for their invaders and will continue to resist them as far as possible, intentionally ignoring the German soldiers and all their ceremonious presence. In most cases they will band together as a nation in defiance against the Germans. In any community though, there will be those who see this as an opportunity or others who simply carry on regardless.

There will be spot checks of identity papers and checkpoints set up on main roads into and out of towns and villages. As is the case in nearly all of wartime Europe, identity papers are crucial to getting around. If you cannot physically prove who you are in writing, nothing you say will be believed, and you run the risk of imprisonment, interrogation, or even death if you are in the wrong place at the wrong time.

To walk outside without the proper paperwork is literally putting your life at risk. The Germans will turn the British against one another by bringing up false charges against each other and encourage them to seek revenge for past grievances,



England Will Fall!

England will fall! That's what the Fuhrer said
And its vassals too. The day is coming soon
Germany will win. Europe will be free
Of Churchill's lies, of England's hypocrisy!

England will fall! We know for sure
May it resound with a terrifying din
Germany will win. Europe will be free
Of Churchill's lies, of England's devilish work.

England will fall! Who still doubts that
Soon its great delusions will burst
Germany will win. Europe will be free
Of Churchill's lies, of England's tyranny!

England will fall! That's what the Fuhrer said
And its vassals too. The day is coming soon
Germany will win. Europe will be free
Of Churchill's lies, of England's hypocrisy!

By Robert Franke (Translation by Patricia O'Brien).

which will help to create an atmosphere of suspicion and fear.

Of course, because of the evacuation, there are few, if any children left. In some cases whole families upped and left, so houses will stand empty. Most of the young men have signed up, although there were over 50,000 conscientious objectors, so some of these may still be around. They won't be very popular though.

There was a fascist movement in Britain under Oswald Moseley (who was arrested earlier in the year) and this will be a good opportunity for fascists to make their mark in the world. Some will work for the Germans in various capacities, the most obnoxious of which may actually be to spy for them and report any suspicious activities.

Some of the regulations and changes the Nazi occupiers will begin to put in place will include the following

Cinema

Only Nazi propaganda films will show in the cinema.

Curfew

There will be movement restrictions, like nobody being allowed on the beach or at the harbour. Nobody allowed out of their homes during certain hours, particularly after dark. No large gatherings of people. Everyone to have ID papers on them for inspection at all times. Those without ID are liable for arrest and possible long-term



detainment at the very least.

Jews

Jewish people are also required to give themselves over to the Nazis. The occupiers are not terribly forthcoming about what is to be done with them.

No radios or pigeons

The Germans will do all they can to stop people receiving uncensored news. Radios will be confiscated and people will be imprisoned or deported for keeping a radio receiver at home. It is also an offence to keep pigeons as they can be used to send and receive messages.

Military personnel

Any military personnel will have to give themselves up, to be taken to a POW camp in Germany. Any that don't and are found out of uniform will no doubt be accused of spying and will be shot.

Police salute

The civil police will be allowed to

carry on wearing the usual British uniform throughout the Occupation but uniformed policemen will be required to salute German officers when they pass them in the street. Local policemen will be prosecuted and fined by the German military police for not saluting. Local policemen will also be expected to chauffeur Nazi officers around.

Vehicles

Motor vehicles and probably even bicycles and horses and carts will be commandeered for the German war effort.

Weapons

Needless to say, all weapons are to be handed in and confiscated. Anyone found bearing a weapon will be arrested and imprisoned. If they are found not to have a good reason for having a weapon and especially if there have been any recent acts of sabotage, then they are likely to be shot.



Rationing

During the war and even more so during the occupation, rationing has become a way of life. Petrol was first to be rationed in September 1939 and this quickly extended to butter, sugar, bacon and meat.

England was not self sufficient in food production. Just to feed the nation, large quantities of food had to be imported. All of the cotton, the primary raw material for clothing, was imported. All of the country's oil had to be imported.

Not only are food stuffs going to be hard to obtain, but quantities are severely limited. Many feel hungry and housewives complain about the time they wasted queuing for food.

Clothing is heavily rationed. Every Briton, man, woman and child, has been issued with a ration card and a National Registration card (an identity card). The ration cards have to be presented to shopkeepers who cut the appropriate number of coupons for the rationed item at the time of purchase. The Germans will continue with this rationing, but under their control everything is even harder to come by. They themselves are also supposed to pay for things, but just as often there will be those that simply take what they want.

The Board of Trade had issued prescriptive regulations to manufacturers concerning the quality of fabrics, length of hems, and other such matters. Shirts could not have double cuffs. Jackets had to be single breasted. Trousers could not have turn-ups. Girls were more affected by the regulations than boys, as their dress styles were seriously curtailed to preserve fabric. School uniforms were affected, but some schools insisted on retaining traditional uniforms. This will continue under German rule.

MINISTRY OF FOOD PAGE 1

RATION BOOK SUPPLEMENT

This is a Spare Book

YOU WILL BE TOLD HOW AND WHEN TO USE IT

HOLDER'S NAME AND REGISTERED ADDRESS

Surname HERRING

Other Names William R

Address 1 Walton Way
Mitcham

If found, please return to

MITCHAM

FOOD OFFICE

Date of Issue 7 JUL 1944

NATIONAL REGISTRATION NO.

CNCZ 37 1

Class and Serial No. of Ration Book already held

RBI PP 609997

R.B. 9



A thriving black market operates in Britain throughout the occupation. It has become very dangerous but also quite lucrative. People are often ambivalent about the black market. People engaged in black marketing are roundly condemned. Yet some of those same people do not see the harm in indulging a bit themselves. One can pay extra in some shops and get rationed items. Or you can discretely buy rationing coupons. Many people lose their ration books. Under German rule, they are not replaced, whereas previously the Authorities might issue another.

There are also forgers. They take advantage of the fact that ration coupons are not elaborately engraved bank notes. Ration books and coupons are relatively easy to copy. One of the primary concerns of authorities is farmers holding back production because of the price controls.

There is simply not enough of anything to go around and with the Germans requisitioning everything it is a question of finding cheap alternatives, looking on the black market, growing your own and stretching everything as far as possible.

Bread

Because of the shortage of wheat flour, bakers mix potatoes with the dough before baking bread. They use sea water for mixing it because salt is largely unobtainable. White bread is basically no longer available.

Coffee

A common substitute for coffee will be dried acorns. A dealer advertised in the local paper that he would pay 3d (three pence) per pound for acorns.

Bananas and oranges

These are a rare luxury.

Milk and milk powder

Reserved mainly for children and invalids. Most other people had none, or very little.

Petrol and oil

These of course are reserved for essential services and for the German military. The ordinary person had none or very little. Not many people have cars anyway and those that do find that they are rapidly commandeered.

Salt

Salt will probably be scarce. The black market price for salt in December 1940 is 5/6d per pound. People on the coast resort to obtaining salt from sea water.

Woolton Pie

Due to the shortages people have come up with many ingenious ways to stretch their food allocation. Woolton Pie was one of these, named after Lord Woolton, the Minister of Food. It was essentially a vegetable pie made with a marmite stock and topped with mashed potatoes and a little cheese.

Clothing cost in coupons

Item of clothing	Coupons to buy
Mackintosh or rain coat	7
Jacket	6
Shirt	4
Cardigan	5
Trousers	6
Short trousers	2
Dress	5
School dress	4
Skirt	4
Knickers	2
Shoes	2
Socks	1



The Home Guard consisted of volunteers aged from 17 to 65 who had offered to serve as unpaid, part-time soldiers. They would become full-time once the Germans had landed. Their original purpose was to keep watch for airborne landings. The Government expected 150,000 to volunteer, but by the end of May over 300,000 had signed up, and at the beginning of September a million and a half were in its ranks. A shortage of uniforms meant all many had was a armband with the letters LDV, although by July uniforms had arrived of ill fitting denims.

One of the aims of the Home Guard was to hold up the enemy whilst regular troops could be deployed, therefore with the lack of weapons ingenuity had to be used. Among the tactics was to leave open all manhole covers so Germans would fall down them in the dark. Another was to place containers on the road propped up with a small stick. Attach a string to the stick and trail it off to an unseen position, the Germans would have to inspect each one to detect any bombs. It was recommended to make sure that a live bomb was placed every so often. Householders were to be asked to prop open a window and place a straight stick or piece of tube out the window to simulate a sniper position.

Initially the Home Guard was desperately short of weapons. The regular army had priority over the Home Guard due to the losses of equipment at Dunkirk. Even by September many



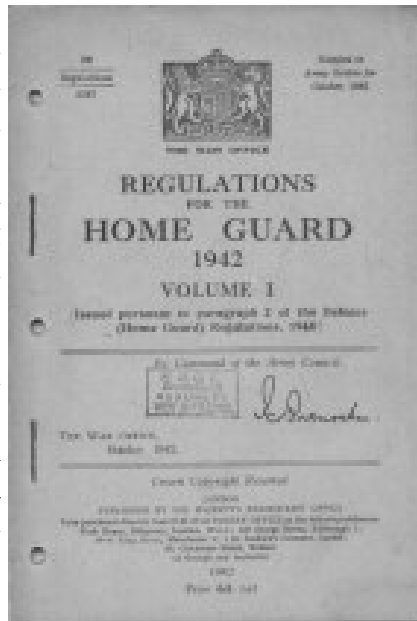
units were virtually unarmed. Many units improvised by using shotguns, air rifles, old hunting rifles, museum pieces, bayonets, knives and pieces of gas-pipe with knives or bayonets welded on the end. The most popular early improvised weapon was the molotov cocktail. This consisted of a bottle filled with petrol, with wick through a cork that was lit just before it was thrown. The bottle was intended to break igniting the contents. The weapons situation was improved by the delivery of a million old US rifles in mid July, although each had only 10 rounds a piece. 20,000 revolvers and shotguns were located as a result of an appeal.

Formed in 1940, the Auxiliary Units were men recruited from Home Guard units to form "stay behind" guerilla units if part of the UK was occupied. They were intended to operate from secret operational bases known as 'Hides'. They were given only ten days rations and they were expected to live off the land if they lasted longer than ten days.

Those best suited for the job included gamekeepers, miners, woodsmen, fishermen and especially poachers. Once enrolled the "auxiliaries" were schooled in the

art of sabotage and survival. A handbook was produced, labelled *The Countryman's Diary 1939*, which contained a catalogue of ideas for killing, maiming, blowing up or incapacitating whatever or whoever came the way of its well-versed owner.

These men were not actually on the Home Guard roster. This was purely a cover and as they were not enrolled, they were not strictly covered by the Geneva Convention. Their uniform may have given them some protection against being shot out of hand if captured.



Timeline to invasion

1939

1 September In Britain, general mobilisation declared.

2 September National Service Act passed in Britain.

3 September After Germany rejects the Anglo-French ultimatum of 1st September, which called for the withdrawal of all German forces from Poland. Britain declares war on Germany.

7 September King George VI gives assent to National Registration Bill, introducing identity cards.

9 September First British casualty list published.

1 October British men between 20 and 22 now liable for conscription.

18 December The first Canadian troops arrive in Britain.

1940

1 January Conscription extended to 20 - 27 in Britain.

8 January Britain introduces ration cards for butter, sugar, bacon and ham.

8 March Gas masks issued, to be carried at all times.

11 March The first example of an aircraft sinking a U-boat, the U-31 is attacked and sunk off Wilhelmshaven by a RAF Blenheim.

18 March Italy joins the war with Germany.

5 April Norwegian government-in-exile established in London.

9 April German troops invade Denmark and Norway.

15 April British troops occupy the port of Narvik, Norway, also Namsos, Trondheim and Andalsnesd.

25 April New evacuation scheme introduced in Britain.

27 April Himmler order to built Concentration Camp Auschwitz, Rudolf Höss becomes Commandant.

3 May Pro-Nazi Norwegian Army Major Vidkun Quisling becomes leader of Norway,

King Haakon flees from Norway.

9 May Age for conscription in Britain is raised to 36.

10 May German troops invade the Netherlands, Belgium and Luxembourg. British Prime Minister Neville Chamberlain resigns. Winston Churchill becomes Prime Minister of Great Britain.

13 May Queen Wilhelmina flees the Netherlands and arrives in England. First Speech of Winston Churchill: "Blood, Sweat and Tears".

14 May German troops, the 12th Army, invade France. The British Secretary of State for War, Anthony Eden calls for volunteers to form the Local Defence Volunteers force (LDV).

15 May The Netherlands surrenders to Nazi Germany. An official announcement by the British government says that the weekly butter ration will be reduced from 8oz to 4oz per head.

21 May Over 250,000 men enrolled into the LDV in just the first 24 hours.

23 May Sir Oswald Mosley and other British fascists arrested. 76 IRA men arrested in Northern Ireland.

26 May Coastal towns from Great Yarmouth to Folkestone are declared evacuation areas.

27 May The start of the Dunkirk evacuation. The sugar ration is reduced from 12oz to 8oz per head.

28 May Belgium surrenders to Germany. Allies capture Narvik, Norway.

29 May Dunkirk is encircled by German artillery and fired on by the Luftwaffe but the evacuation continues.

1 June All signposts which might be helpful to parachutists landing in Britain are taken down.

3 June Dunkirk; Operation "Dynamo". Only 40,000 troops are left to be captured. 338,000 escape. All aliens and stateless persons living in Britain are forbidden to leave home between 10:30pm and 6am.

4 June Churchill tells Commons "We shall fight on the beaches, in the fields, in the streets and in the hills. We shall never surrender". Holiday camps are banned within 10 miles of east and south-east coasts of England and Isle of Wight.

5 June Home Defence commander Ironside announces the creation of the 'Ironsides',

small groups of highly mobile, armed men for defence against parachutists.

6 June Production of hundreds of household goods banned in Britain. All Germans and Austrians living in UK ordered to surrender their wireless sets.

8 June German troops recapture Narvik, end of the evacuation of Allied troops from Narvik..

10 June Norway surrenders. The Fascist Government of Italy declares war on England and France.

14 June German troops, 6th German Army, enter Paris, France. General Frere (French 7th Army) leaves Paris without fighting and von Studnitz leads the 87th Infantry Division in its triumphal entry march.

16 June Paul Reynaud resigns as Premier of France.

17 June Churchill broadcasts to the nation, saying the British will defend their island home and fight on until the curse of Hitler is removed.

18 June From London Charles de Gaulle, becomes "Leader of the Free France", and makes a plea for the first time to the people of France not to give up and carry on the fight. Churchill speaks to Commons, declaring 'let us so bear ourselves that . . . men will still say, "This was their finest hour"'. General de Gaulle forms the French National Committee in London and vows to continue the war on the side of Britain, saying that 'France has lost a battle, but France has not lost the war.

19 June 'If invaders come' leaflet is issued by Ministry of Information to all British households.

22 June The fall of France; German troops occupy northern and western France. Collaborationist Vichy government set up in south-eastern France. 100,000 children evacuated to the West Country and Wales.

26 June De Gaulle forms French Volunteer Legion in Britain.

28 June Channel Islands demilitarised and partially evacuated.

30 June German forces land in Guernsey in the Channel Islands, intending to use it as a stopping off point for invasion of the mainland.

1 July German troops occupy Jersey and complete the capture of the Channel Islands. British milk price maximum is raised to 4d a pint.

2 July August Bank holiday cancelled in Britain.

8 July British Metropolitan Police to be armed when guarding vulnerable positions.

9 July Tea rationing of 2oz per head per week introduced in Britain.

10 July As the initial stages of 'Operation Seelowe' are put in place, the Battle of Britain begins.

14 July British commandos raid Guernsey in the Channel Islands, with negligible results.

15 July Home Office bans fireworks, kite and balloon flying.

19 July Adolf Hitler broadcasts for peace to England, it is immediately rejected. General Sir Alan Brooke takes over from Ironside as C-in-C, Home Forces. Ironside becomes a Field Marshal.

22 July The Special Operations Executive (SOE) is created in Great Britain to train and activate people to act subversively against the German forces in occupied Europe.

23 July Secretary of War announces that Local Defence Volunteers to be called the Home Guard, more than 1,300,000 now enrolled.

8 August The first large wave of German bombers assault England.

12 August Raids by German planes on radar stations along the coasts of Kent, Sussex and the Isle of Wight finally begin to have an effect and many British fighter planes are brought down and radar stations destroyed. Wasting food becomes illegal in Britain

13 August The Luftwaffe begins its main offensive and The Battle of Britain intensifies. Without radar, there is a gaping hole in the defences and gradually, despite gallant efforts it just becomes too much for the RAF, who are pushing patched up planes and tired pilots back into the air.

14 August Ministry of Home Security announces that parachutes had been found in Derbyshire, Yorkshire and Scotland, but no evidence of Germans discovered.

7 September The start of the air raid of London and many factories and other key sites, dubbed the "Blitz". More than 900 aircraft attack London and they are largely unchecked due to the virtually non-existent RAF. Morale stays high despite the bombing.

19 September Operation "Seelöwe" (after several false starts) finally commences, with landings between Folkestone and Rottingdean.

20 September British Government moves North to establish a new parliament in York.

21 September British Royal family leave for Canada.

Characters

The characters in 1940 – England Invaded are ordinary individuals – shopkeepers, farmers, publicans and postmistresses. They are the backbone of the communities they live in. However, they are probably not the young fit men that go to make up the armed forces or they would already have joined up and would now either be in German POW camps or still fighting in the front lines in the North of England. They are either too old or too young for active service or they are women or they have disabilities that mean they had to stay in their homes and jobs when the war started and continued to carry on despite the war.

However, when the Home Guard was formed, many of these men joined up and received at least some training before the Germans arrived. They still do their jobs and live their family lives by day, often under very close scrutiny by the German occupiers, but at night time they go out on missions to disrupt the German war machine by striking at military bases, destroying communication lines, attacking vehicle columns and destroying rail, road and bridge links to the north.

Your characters live in constant fear of discovery – not only for themselves but for their families at home. But, it is for their families and families of free thinking people everywhere that the characters become heroes by night to do whatever they can to slow and upset Hitler's plans.



Creating a character

Where is your character from?

First of all, agree with the other players (or ask the GM) where the game is based. It is recommended that it is a small village or town maybe just inland from the coast, where there is likely to be a range of possible professions but where it is also not likely to be a major centre of German activity. The idea is that there will probably be a small German contingent in town, perhaps with a half-track, machine – gun and little else. They are not really expecting trouble here. A sample location is provided in these rules - the village of Hockleton.

Job

This is what your character does in the daytime. It is a normal job. Examples are vicar, publican, bank manager, farmer, gamekeeper, nurse, vet, barmaid, policeman, solicitor, butcher, retired soldier and so on.

Description

Think about your character and what he looks like, what his attitude is, his age and distinguishing marks and so on. Remember, your character is likely to be older than other characters you play in a role-playing game.

Family

Is your character married, single, a widow? Does he have any children, grandchildren? What about close friends? Write a few important ones down. They will be used by the GM, to create situations and adventures that will actually have some meaning for your character.

Combat experience

Put in here whether your character is a veteran of the Great War (WW1) or whether he has had some training in the Home Guard or whether he has had none of these experiences. This will help to determine the combat skills your character can have.

Other notes

Anything else you have not mentioned about your

character – is she passionate about anything or anyone? Is he religious, does he own anything of note? Think about these things to round out your character.

Attributes

Characters are defined by the following four attributes; Physical, Coordination, Mental and Social. The average person has 10 in each. You can take 40 points and spread them around where you like. This creates an ‘average’ character, albeit that she might be above average in one or more attributes at the cost of being below average in another. However there are limits to the minimum and maximum attribute score.

For all four attributes the minimums are 5.

Mental and Social have maximums of 15.

For Coordination the maximum is also 15. However, the maximum is 1 lower for each full 10 years of age over 40 that your character is (e.g. a character of 60 will have a maximum Coordination allowed of 13).

For Physical, the maximum is less 1 per full 5 years over age 40. So a character of 60 will have a maximum Physical allowed of 11.

Physical

This is a measure of the character’s strength, fitness, athleticism, endurance and speed. It reflects a character’s inherent physical conditioning and so is used as a basis for any skills that involve doing anything physical from combat to climbing over walls and running from pursuers.

Coordination

This is a measure of the character’s steadiness of hand and dexterity. It reflects a character’s inherent deftness and so is used as a basis for any skills that involve fine manipulation, such as setting tripwires, driving a jeep, bomb disposal, safecracking and many handicrafts.

Mental

This is a measure of the character’s intellect, awareness, knowledge and will. It reflects a character’s inherent reasoning ability and is used as a basis for skills that require memory and recall such as local area knowledge, aircraft recognition, languages and so on.

Social

This is a measure of the character’s social position, interactive ability, general appeal and charisma. It reflects a character’s inherent personality and is used as a basis for skills that require skilful negotiation such as persuasion, bribery, seduction and public speaking.

Skills

You have 18 points to buy skills for your character. A character who is older than 40 can have 19 skill points. A character over 50 can have 20 skill points. A character over 60 can have 21 skill points.

For the first point, you buy the skill at basic level, which is the same level as the attribute that governs the use of the skill (see the skills list for this). For each point spent thereafter, you can raise the starting skill level by one. For example, a character with a 10 in Mental gets Awareness of 10 for the first point spent. If the player uses another skill point, his character then has an Awareness of 11.

You can choose a maximum of 10 skills. You can spend a maximum of 5 points in any one skill and the highest starting level is 15.

If your character has no combat training at all, then she can choose only 1 combat skill at the basic level.

If your character has been Home Guard trained, then he can choose 2 combat skills at basic level and one skill in which you can put up to five points in up to a maximum of 15.

If your character is a veteran of The Great War he can choose up to five combat skills – three at ba-



sic level and two at higher level (up to five points spent in each, with a maximum of 15).

Skills that require a character to have combat training are marked in the skill list with a 'C'.

Skills that anyone can use, even without spending points are called 'everyman skills' and are marked in the skill list with an 'E'. These skills are used at a level equal to half the governing attribute for the skill, where no points are spent on taking them.

Any other skills that you do not select for your character are not available to your character.

Awareness (Mental - E)

The skill of the character to notice things and to recognise the implication of what they have noticed and put it into perspective in the situation they are in. Useful for spotting a distant cloud of smoke or hearing a twig crack in a wood or even the bulge of a gun in someone's pocket.

Aircraft Recognition (Mental)

The ability to tell the nationality, type, features and weaponry of bombers, fighter planes and so on. If your character is going to spy on an airfield, he might need to know what planes are there.

Climbing (Physical - E)

The skill of getting over vertical obstacles such as walls, cliffs or into windows and so on. The skill can be used without ropes and so on, but bonuses could apply if your character has appropriate equipment.

Bomb Disposal (Coordination - C)

The skill to diffuse bombs, mines and other explosive devices as well as making such things from whatever is available.

Hand-to-hand combat (Physical – E, C)

Fighting in close quarters, with fists, knives, im-



proved weapons and so on. You cannot put more than one point into this skill if your character does not have a background that would give him any specialist training in it. In other words anyone can do it, but to be good at it requires training. Some backgrounds might enable your character to have a higher start level – e.g. an ex-boxer or a criminal.

Information Gathering (Mental or Social - E)

The ability to find stuff out by either going out and talking to lots of people, listening to gossip and so on, or by looking at troop movements, getting snippets of information here and there and putting it all together. This skill is used when you don't want or need to role-play through all of the conversations and so on – to speed the game up. The player can choose his characters style of Information Gathering and therefore decide whether it is based on Mental or Social.

Driving (Coordination)

Choose vehicle type – wheeled or tracked. This is the skill of driving it in difficult conditions, under fire, at speed, over rough terrain and so on. To choose tracked vehicles, your character needs to have had some combat training.

Engineering (Mental)

The knowledge of civil and military engineering. Ability to design and direct construction (and destruction) of buildings, bridges, dams and fortifications.

Forgery (Mental)

The skill of making and spotting fake papers, documents, passes and money.

Handicrafts (Coordination - E)

Choose something that is your characters profession or hobby – it could be carpentry, blacksmithing, jewellery making, costume-making (useful for making or altering German uniforms!) or any

other craft that you might want to flesh out your character.

Languages (Mental)

Knowledge of and fluency in reading and speaking a foreign language of choice.

Local Area Knowledge (Mental - E)

One of the few advantages characters have is they know the area better than the invaders. They know the roads, the tracks, the bogs and marshes, the good hiding places and so on. A good skill for finding the best ambush sites.

Mechanics (Mental)

The character is able to repair machinery – car and tank engines and so on.

Medicine (Mental)

The knowledge of and treatment of diseases and injuries. See ‘recovering wounds’ for more information about the use of this skill.

Military Vehicle Recognition (Mental)

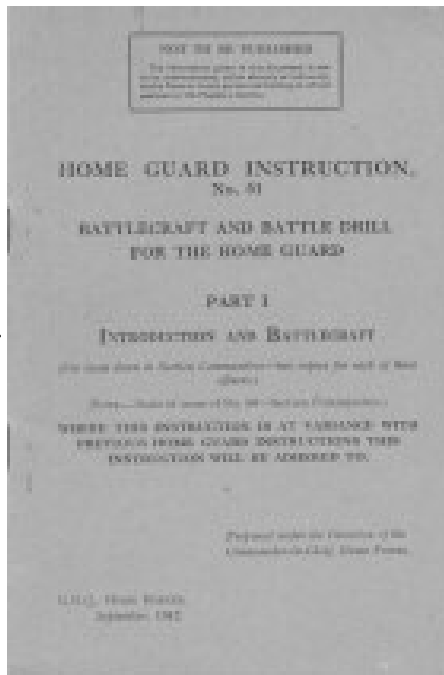
The ability to tell the nationality, type, features and weaponry of vehicles used by the military, such as tanks, armoured cars, half-tracks and so on.

Pistols (Coordination - C)

The use of handguns – revolvers and automatics as well as sub-machine guns. Policemen characters and perhaps criminals can take this skill without specialist combat training.

Persuasion (Social - E)

The skill of the character to talk another person into doing something he or she wasn’t originally planning to do.



Pick Pockets (Coordination)

The ability to remove items from another persons clothing or body – watches, identity cards, passes, money and so on. Your character is only likely to have this skill if he has a criminal background.

Public Speaking (Social)

The ability to talk eloquently to large groups of people and instil in them something of the passion that your character has for what she believes. The ability to sway crowds over and talk them into fighting back or giving them something of the ‘bulldog spirit’.

Radio Operation (Mental)

This is the skill of the character to tune and operate radios. The skill also allows a character to repair or even build radios if they have the right components.

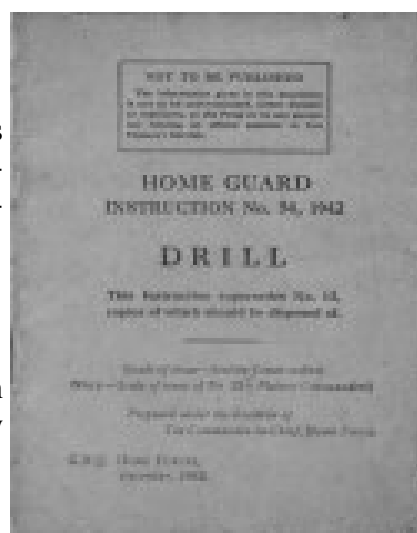
Rifles (Coordination - C)

Shooting at targets with military bolt-action rifles and non-military hunting rifles. Covers the use of shotguns too. Some character types can have more than a basic level in this - poachers, farmers and gamekeepers and so on.

Specialist Weapons (Coordination - C)

The skill to use machine guns, anti tank guns, bazookas, flamethrowers and so on. With no specialist training, you cannot pick this skill at all.

Stealth (Physical - E)



The ability to move unnoticed and use terrain features and shadow to full advantage.

These are just examples of the skills available in the game. If you think of any others to round out your character, just check with the GM and spend the points.

Using Skills

When you want your character to do something for which she has a skill, roll a dice to see if she succeeds. The dice used in this game is a twenty-sided dice (called a d20).

If you roll a number that exactly matches your characters skill level, then she did very well at whatever she was trying to do. If you roll under the skill level she did it adequately. If you roll over the skill level your character fails.

A natural 1 (the number on the dice, without modifiers) always succeeds and a 20 always fails.

Modifiers

Sometimes the GM will decide that what your character is doing is quite easy or particularly difficult. If this is the case he might decide that there is a modifier to the chance of success – this is represented by a bonus or penalty to your character's effective skill level.

Task modifiers table

Task difficulty	(Range to target)	Modifier
Easy		+3
Straightforward		+1
Moderate	(short)	0
Hard	(medium)	-1
Very Hard	(long)	-3
Formidable		-5

Bulldog Spirit

Sometimes even ordinary people are capable of extraordinary feats when they dig deep and their friends or their own lives are on the line. This 'Britishness' is represented here by Bulldog Spirit, that 'never say die' attitude, when everything looks hopeless.

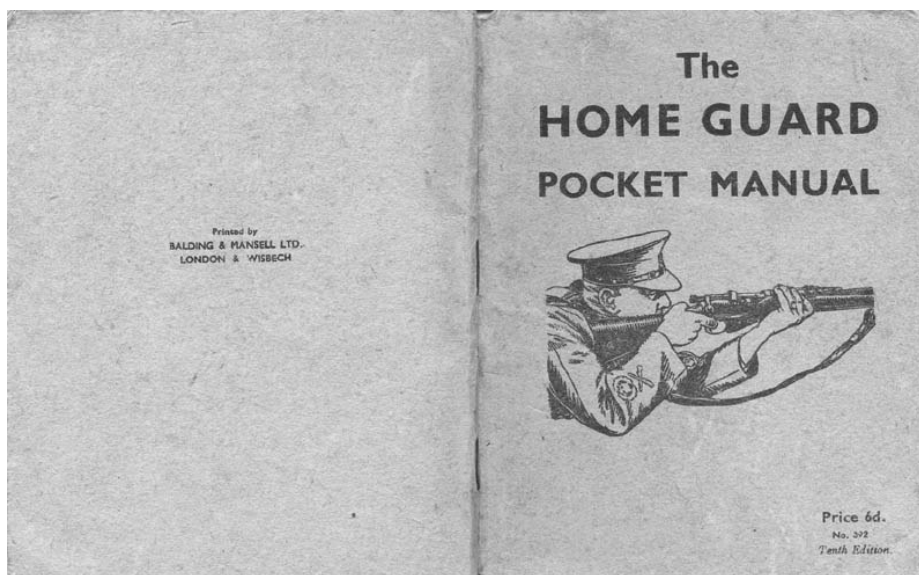
Each character starts the game with one Bulldog Spirit point. It can be used at any time by the player, to make a success out of a failed roll or to reduce a wound received by one level to a lesser result or for any other equivalent purpose that the player thinks up and the GM allows.

At the end of an adventure or mission, the GM should award more Bulldog Spirit Points. The number of points awarded depend on the success of the mission. Use the following as a guide

Bulldog Spirit points awards table

Mission result	Points awarded
Abject failure	0
Partial success	1
Reasonable success	2
Major success	3
Complete success	4

Bulldog Spirit Points may be traded for skill improvements on a point-for-point basis or attribute improvements at a cost of 5 points per point of attribute.



Fighting

Combat uses 5-second combat turns. In this time a character can perform one of the following actions

1. Use aimed fire once – this uses one round of ammo and takes a full combat turn.
2. Use rapid fire twice – this uses one ammo per shot and gives a -1 modifier 'to hit' the target for each shot.
3. Use rapid fire once and move – it uses one ammo and gives a -1 modifier 'to hit', but the character is able to move after or before firing, up to 20 yards.
4. Use burst fire – (if weapon capable of burst fire – e.g. sub machine gun). It takes the full round and allows a character to fire 5 times at up to 5 targets at -3 'to hit' each.
5. Use opportunity Fire – that is, hold fire until a target presents itself. If no opportunities present themselves the character can do nothing that turn. Where an opportunity does arise (for example somebody breaks from cover to across a gap to another piece of cover) the character awaiting opportunity can interrupt the target at any point in his turn.
6. Charge into hand-to-hand combat – attack at end of the move at +1 'to hit' for the first turn only. Move up to 25 yards.
7. Hand-to-hand fighting - attack and block. Blocking is at half the characters normal hand-to-hand chance, but completely stops a hand to hand attack, if successful..
8. Dodge or keep low. Either of these gives your opponent a modifier of -2 on his chance 'to hit'. A 10 yard move can also be made.
9. Clear weapon jam – make a moderate weapon skill roll.
10. Run – your character may move for the whole round up to 35 yards.

Who gets to go first?

Actions are performed in order of who has the highest coordination. Where coordination is equal, compare physical. Where this is also equal, roll a dice to see who acts first, with the highest score being the winner.

What about cover?

Cover is vitally important when bullets and what-not are whizzing around. Cover breaks up line-of-sight and provides protection and/or makes it difficult for the target to be seen. Modify the chance 'to hit' in ranged combat by -1 if target in soft cover (bushes, shrubbery etc) or by -3 if target is in hard cover (wall, doorway etc).

What happens if there are several modifiers?

There are going to be times when your character is firing on say rapid fire, at targets at long range who are in bushes. In these circumstances add all modifiers together. So in this example the modifier would be rapid fire (-1), long range (-3) and cover (-1) for a total of -5.

Other modifiers

The GM may apply other modifiers too - in the darkness he might say that all firing is very hard (-3, see Task Resolution Table).

What happens if I hit my target?

When you roll the number or less after modifiers that is needed for a hit, your character has hit his intended target. Next you need to determine what injury, if any, was caused. You need to roll a further d20.

There are five levels of wound, from *stun* to *kill*, set out in columns on the Weapon Table. The result of the dice roll, is cross referenced against the appropriate weapon, to find the appropriate column for the severity of the wound. Once you know the wound severity, check the following description of the wound effects.

Stun

This does not necessarily represent an actual hit - it could be a near miss. As a result though, the character will immediately fall prone. He can do nothing further for the rest of the round.

Light

This is a flesh wound, causing bleeding or bruising, but not severe enough to put a character out of action, albeit painful. The effects are the same as being stunned, plus the character is at a

-2 modifier on all skills used until recovered. A second light wound becomes a heavy wound.

Heavy

This represents a nasty wound that not only hurts but puts the character at a severe disadvantage if he wants to continue to do anything. The results are as a light wound, only all skill use is at half (round down). A second wound (Light or heavy) results in incapacitation.

Incapacitated

You must immediately make a roll against your character's Physical attribute. (I.e. roll lower than the attribute on a d20). Failure means your character passes out. Otherwise he can take one action then pass out or lie there doing nothing but just about being conscious. He could do with some urgent attention.

Kill

Your character is killed outright. If you have a *Bulldog Spirit* point left, this might be a good time to use it.

Recovering from wounds

Stun

This is not necessarily a wound, it can be the shock of a near miss, or a winding hit, that doesn't draw blood. The effects only last 5 seconds or thereabouts.

Light

A character will usually recover in a week. However, with medical attention (successful Medical skill roll of Moderate difficulty) the recovery is cut to 5 days.

Heavy

Usually reduces to a light wound in a week. However, with a successful Medical Skill roll (Hard) the recovery to a Light wound is cut to 5 days. Once the wound is reduced to light, use the light wound healing rule.

Incapacitated

The character needs immediate (within a number of rounds equal to the Physical attribute of the character) stabilization, which is a Moderate Medical Skill roll. After the wound has been stabilized, the wound will reduce to a heavy wound in a week. With a further successful Medical Skill roll (Very Hard), the wound is reduced to heavy after 5 days. Then use Heavy wound healing rule.

These rules assume bed rest and general care and attention. Without such care, the wound is likely to get worse. Failed, or no medical rolls, result in the wound becoming the next level worse after a day if the character fails to make a Physical roll (roll under the characters Physical).

Wounded characters are best kept well hidden from the German occupiers. The Germans will be aware when raids have been carried out and will be suspicious if any characters appear injured the following day. They are very likely to carry out random searches of people's homes and stop people in the streets for a few days after any 'terrorist' action, and anyone with any sort of wound (accidental or otherwise) is likely to come under severe scrutiny.

THE WEAPON TABLE (Page 33)

What it means

Jam

When you roll a 20 in combat, it is an automatic miss and you roll again. If the second roll is equal to or higher than the number here, the gun jams too. Otherwise you simply miss and nothing else happens. To clear the jam, make a standard weapon skill roll on the next combat round.

Rounds (Rnds)

This is how many rounds of ammunition (bullets, projectiles) the weapon will fire before you need to reload. Some weapons have a box or magazine that is full of bullets that clips into the weapon. Others might need bullets to be reloaded individually.

Type

Whether the gun can fire single shot (s), rapid shot (r) or burst fire (b).

Range

In yards Short, Medium and Long. Modifiers are Moderate (0), Hard (-1) and Very Hard (-3) respectively (see Task Modifiers Table).

Wounds

This has been dealt with in a separate section earlier.

vs Vehicles

If the weapon is fired at a vehicle, and hits, roll again as you would for wounds.

This is the chance of the round penetrating and knocking the vehicle out. Some weapons have no chance of knocking a vehicle out (a pistol vs a heavily armoured vehicle, for example).

The vehicle descriptions detail the armour type of an armoured fighting vehicle.

Soft

Unarmoured or soft-skinned targets are trucks, jeeps, and so on.

Light

This means the vehicle has thin armour, usually proof against small arms fire, but little else. Normally light tanks, armoured cars and half tracks have light armour.

Medium

The normal main tank of the day will probably be medium armoured. The Panzer III is a good example. It would take the standard anti-tank gun of the day (2-pounder, German 37mm) to knock it out.

Heavy

This armour is proof against the standard anti-tank gun of the day. It requires a heavier gun to destroy it. No heavily armoured examples are given, but the British Matilda tank would be one of the best examples.

Grenades

These are dealt with a little differently. A successful 'to hit' roll means you landed the grenade in the general area that you intended. A roll of the exact number needed means that it landed exactly where you wanted it. A failed roll means that it landed over (1-5), under (6-10), left (11-15) or right (16-20) of the target. A 20 means there is a chance it is a dud and fails to go off.

There are two burst areas. The first is a radius of 5 yards, from the point of explosion, and the second is a 10 yard radius. Anyone in the first radius suffers according to a roll on the Weapon Chart (roll for each target in the zone). If they are in hard cover, compared to where the grenade landed, then deduct 3 from the dice roll for the wound result.

Anyone in the second zone suffers according to the Weapon Table, with -2 from the wound roll. Again, hard cover applies as above.

Equipment and Weapons

This isn't a game about equipment and great arsenals of weapons. It is a game about living with the enemy whilst trying to undermine them in every way you can. Characters in the game will have little in the way of gear anyway.

Any characters that were in the Home Guard may know where a secret little cache or two of weapons and useful equipment has been hidden away. Farmers, poachers and landowners may have a shotgun or sporting rifle or two, if the Germans haven't found them yet. However, they'd best be hidden away if they are to be kept for any length of time.

A character that was or is in the military, will no doubt have a revolver or something locked away in a cupboard. This is best hidden even better, especially if there is a military uniform too, as any ex military personnel will come under heavy suspicion from the Germans.

Characters can have any everyday item that is appropriate for who they are, their job, their hobbies and so on. So, a publican will have his own pub, everything he needs to run a pub, 5 changes of clothing and a couple of pairs of shoes, a gas mask, ration book and so on. If he was also in the Home Guard, he may be lucky to have a Springfield rifle locked away upstairs and a few rounds of ammunition.

A farmer will own his own farm, may be lucky to have a tractor but more likely will have a couple of draft horses (not for too much longer, perhaps), a cart, maybe pigs or sheep and chickens and a farm dog or two. He will have a couple of shotguns with a box or two of shotgun shells alongside his gas mask.

Talk through with the GM what your character owns, especially if you want something special or peculiar. You are going to have difficulties getting hold of things after the Germans invade.

To the right are a few examples of the type of equipment that a German soldier will have on him, which is pretty typical of a soldier of any army at that time.



Belt

Leather black or brown belt with solid buckle.



Binoculars

Mainly only issued to officers or observers.



Boots

Issued to every soldier, good sturdy leather footwear.



Entrenching tool

Essentially a short-handled shovel for digging foxholes and trenches to defend a position.



Gas mask

Not only for the military, as all British civilians were issued these.



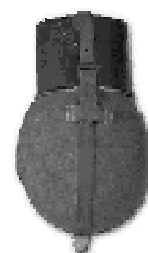
Helmet

Standard issue German helmet. Helmets of other armies differed widely in shape.



Mess tin

Metal box used as plate & bowl containing metal cutlery and so on.



Water canteen

Made of metal in a felt case or leather case.

Pistols

Webley Pistol (British)

Length 11.25in
Weight (unloaded) 2 lb 6.5oz
Magazine 6 round cylinder
Caliber .455

This revolver was made between 1887 and 1915 and saw six main models over the time. It is amongst the strongest and most accurate handguns ever made and the standard of workmanship means they will take a long time to wear out. They are still used today.

Enfield Pistol (British)

Length 10.25in
Weight (unloaded) 1lb 11oz
Magazine 6 round cylinder
Caliber .38

After WW1, the British Army decided that the .455 bullet demanded too heavy a weapon. There were three models of Enfield revolver but only Mark 1 was available in the early part of the war.

S&W .38 Pistol (British use)

Length 10.13in
Weight (unloaded) 1lb 8oz
Magazine 6 round cylinder
Caliber .38

This is virtually the regulation Smith & Wesson Police Model fitted with a 6-chambered cylinder. 900,000 of these were issued to Allied troops of many nations, commencing in 1940).

Webley, Self-loading (British)

Length 8.50in
Weight (unloaded) 2lb 8oz
Magazine 7 round detachable box
Caliber .455

This pistol was introduced into the Royal Navy in 1915. It is a solid reliable weapon. It could be fitted with an elaborate shoulder stock for greater accuracy.

Walther PP (German)

Length 6.38in
Weight (unloaded) 1lb 9oz
Magazine 8 round detachable box
Caliber 7.65mm

Introduced in 1929, it was a radical improvement on anything that had passed before. It was originally produced as a police pistol and was later employed by the German services. It was produced in 9mm versions too.

Luger (German)

Length 8.75in
Weight (unloaded) 1lb 15oz
Magazine 8 round detachable box
Caliber 9mm

There are various models and designs of the German 9mm parabellum. Lugers first patents were granted in 1898. They went through many changes and this is based on the M08 Model, introduced in 1904 for the German Army. This is Luger's most famous design. A shoulder stock was available for greater accuracy.

Mauser M34 (German)

Length 6.25mm
Weight (unloaded) 1lb 5oz
Magazine 8 round detachable box
Caliber 7.65mm

First produced in 1910, this weapon went on to three models, 1910, 1914 and 1934. It was taken into service as a substitute standard pistol and issued to the Kriegsmarine (Navy) and to the Luftwaffe (Airforce).

Sub machine guns

The British didn't actually have a sub machine gun in 1940. With the threat of invasion they rushed some designs through and the Lanchester and the Sten first came off the production lines in 1941. Accordingly, these first two weapons may not fit in with your own campaign.

Lanchester (British)

Length 33.5in
Weight (unloaded) 9lb 9oz
Magazine 50 round detachable box
Caliber 9mm

This weapon was nothing more than a direct copy of the German MP28. It was highly reliable and was made exclusively for the British Navy.

Sten Mk 1 (British)

Length 35.25in
Weight (unloaded) 7lb 3oz
Magazine 32 round detachable box
Calibre 9mm

Despite the cheapness of this weapon to make it was an outstanding feat of design. It was very simple and over 100,000 of this mark alone, were made.



MP38 & MP40 (German)

Length 32.75in
Weight (unloaded) 9lb 0oz
Magazine 32 round detachable box
Calibre 9mm

The most famous military sub machine gun, going down under the incorrect name of Schmeisser. It had a folding stock and was the first to be made without wood in its stock. The MP40 was simpler in design and was less prone to jam.

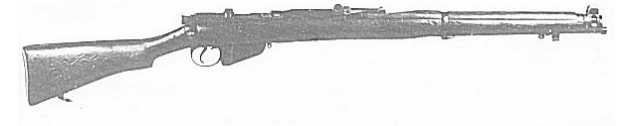


Rifles

Lee-Enfield (British)

Length 44.57in
Weight (unloaded) 8lb 2oz
Magazine 10 round detachable box
Calibre .303in

The Lee-Enfield became one of the finest combat bolt-action rifles ever produced.



Thornycroft (British)

Length 39.12in
Weight (unloaded) 7lb 8oz
Magazine 5 round integral box
Calibre .303in

It didn't actually see use by the army, but a few might have got into the hands of some Home Guard units.

Springfield 1917 (British use)

Length 46.25in
Weight (unloaded) 9lb 10oz
Magazine 5 round integral box
Calibre .300in

This was essentially the British Enfield 1914 pattern rifle, redesigned in the USA to take the standard American .30in cartridge. They were sold to Britain for use by the Home Guard.

Kar 98K

Length 43.60in
Weight (unloaded) 8lb 9oz
Magazine 5-round internal box
Calibre 7.92mm

The standard German rifle of the war. It first appeared in 1935. It was reliable and durable.



Machine Guns

Bren

Length 45.25in
Weight (unloaded) 22lb 5oz
Magazine 30-round detachable box
Calibre .303in

Introduced in 1938, to replace the Lewis. It was one of the finest light machine guns ever made. It was accurate and reliable.



Lewis Machine Gun

Length 50.50in
Weight (unloaded) 26lb 2oz
Magazine 47 or 97-round pan
Calibre .303in

Marks 1 to 3 of the Lewis machine gun were produced between 1915 and 1918. After Dunkirk, many were issued to units as a temporary measure, until sufficient Brens were available. It had a complicated mechanism and was prone to malfunction.



Vickers Machine Gun

Length 45.50in
Weight (unloaded) 40lb 0oz
Magazine 250-round fabric belt
Calibre .303in

Introduced in 1912, it was a vast improvement on the old Maxim. It remained in service well past

the war. It was reliable and was used in aircraft, in ships, in tanks and as a AA gun.

MG34

Length 48in
Weight (unloaded) 25lb 8oz
Magazine 50-round belt or 75-round drum
Calibre 7.92mm



This weapon could be used in a variety of roles - it could have a bipod mount to use in a light machine gun role, and a heavy sprung tripod to convert it into a heavy machine gun. However, in this role only the belt feed could be used. It was in use from 1936. The belts could be linked together to give a 250-round belt. It had a tendency to jam but lasted throughout the war.

Other weapons

Shotguns

This is a catch-all for the very many types of sporting and vintage shotguns that will be found either in a farmer's hands or a country gentleman's collection. They can have a double barrel, in which case they can fire two shots before needing reloading.

Knives

Knives come in all shapes and sizes. This is a fairly generic knife - it could be a British commando knife or even a good butcher's knife.



Cudgels

This is basically any stout length of wood, used to clobber someone with. It could be a cricket bat,

an American baseball bat, a police truncheon or even a stout walking stick.

Bayonet

A standard military issue bayonet, fitted onto a rifle (or by the Home Guard on the end of a length of lead piping or similar) as a kind of spear. Gives the thrust more power than the blade alone. Unfitted, use a knife stats for a bayonet.

Grenades



Grenades come in all shapes and sizes. The Germans use a 'stick' grenade, with a short wooden handle and a metal head full of explosives, looking a bit like a medieval mace and the British used a small hand-sized pineapple-shaped grenade. All have some form of mechanism to set them to detonate after several seconds, during which time they are supposed to be thrown at the target, when they blow up sending fragments everywhere.

Anti-tank guns

Boys anti-tank rifle (British)

Length 63.50in

Weight (unloaded) 36lb 0oz

Magazine 5-round detachable box

Calibre .55in

Developed in the mid 1930's, this was an enlarged bolt action weapon feeding from a top mounted magazine. It didn't see much service, but is available to second line troops.

2-pounder anti-tank gun (British)

Until the spring of 1941, the main tank and anti-tank (AT) gun used by the British and Canadian armies was the 2-pounder (British guns were frequently named for the weight of projectile they fired).

6-pounder anti-tank gun (British)

Intended to replace the 2-pounder gun in 1938, production is slow and there will be very few around when the Germans invade and the few that are available will be captured and put to use by the Germans. The good thing is that ammunition

is in short supply too.

20mm anti tank gun (German)

Based on an AA design, even now only really useful against light armour. Often found in armoured cars, such as the Sdkfz 222 and Sdkfz 231.

37mm anti tank gun (German)

Referred to as the 3.7 cm PAK, it is outdated now and being replaced by the 50mm anti-tank gun. Still found on the Panzer III, although many of these are in the process of being up-gunned.



Weapon Table

Weapon Type	USE			RANGE			WOUNDS					VS VEHICLE ARMOUR			
	Jam	Rnds	Type	Short	Med	Long	Stun	Light	Hvy	Incap	Kill	Soft	Light	Med	Hvy
Pistols															
Webley .455	20	6	s/r	25	50	100	1-7	8-13	14-18	19	20	12-20	-	-	-
Enfield .38	18	6	s/r	25	50	100	1-7	8-14	15-18	19	20	13-20	-	-	-
S&W .38	19	6	s/r	25	50	100	1-7	8-14	15-18	19	20	13-20	-	-	-
Webley, SL	17	7	s/r	25	45	90	1-7	8-13	14-18	19	20	13-20	-	-	-
Luger	18	8	s/r	25	45	90	1-7	8-13	14-18	19	20	13-20	-	-	-
Walther PP	18	8	s/r	25	45	90	1-7	8-14	15-18	19	20	13-20	-	-	-
Mauser M34	17	8	s/r	25	45	90	1-7	8-14	15-18	19	20	13-20	-	-	-
Sub machine guns															
Lanchester	16	50	r/b	30	60	100	1-5	6-8	9-13	14-18	19-20	8-19	20	-	-
Sten	15	32	r/b	30	60	100	1-6	7-9	10-14	15-18	19-20	9-19	20	-	-
MP38	15	32	r/b	30	60	100	1-5	6-8	9-13	14-18	19-20	8-19	20	-	-
MP40	16	32	r/b	30	60	100	1-5	6-8	9-13	14-18	19-20	8-19	20	-	-
Rifles															
Lee-Enfield	19	10	s/r	100	300	500	1-6	7-11	12-15	16-19	20	10-19	20	-	-
Springfield 1917	17	5	s/r	100	250	450	1-6	7-12	13-16	17-19	20	10-19	20	-	-
Kar 98K	18	5	s/r	100	300	500	1-6	7-11	12-15	16-19	20	10-19	20	-	-
Machine guns															
Bren Lmg	16	30	s/r/b	100	300	550	1-3	4-6	7-13	14-18	19-20	5-17	18-20	-	-
Lewis Lmg	14	47*	r/b	150	400	700	1-2	3-5	6-12	13-18	19-20	3-15	16-20	-	-
Vickers Hmg	15	250	r/b	150	400	700	1	2-5	6-10	11-17	18-20	4-16	17-20	-	-
MG34 Lmg***	15	50**	s/r/b	100	300	500	1-3	4-6	7-13	14-18	19-20	5-17	18-20	-	-
MG34 Hmg***	15	50	s/r/b	150	400	700	1	2-5	6-10	11-17	18-20	4-16	17-20	-	-
Other Weapons															
Shotgun	18	2	s/r	20	40	60	1-5	6-11	12-16	17-19	20	15-20	-	-	-
Fist	-	-	-	-	-	-	1-14	15-17	18-19	20	-	-	-	-	-
Grenade	16	-	-	10	20	30	1-2	3-5	6-9	10-17	18-20	-	-	-	-
Knife	-	-	-	5	10	20	1-9	10-15	16-17	18-19	20	-	-	-	-
Cudgel	-	-	-	-	-	-	1-10	11-15	16-18	19	20	-	-	-	-
Bayonet	-	-	-	-	-	-	1-5	6-12	13-16	17-18	19-20	-	-	-	-
Anti-Tank guns															
Boys A-T Rifle	18	1	s	100	300	500	1	2-4	5-7	8-15	16-20	3-12	13-18	19-20	-
2-pounder	19	1	s	150	400	700	1	2	3-5	6-12	13-20	2-11	12-16	17-19	20
6-pounder	19	1	s	200	600	1000	1	2	3	4-5	6-20	2-7	8-13	14-18	19-20
20mm	19	1	s/r	100	300	600	1	2-3	4-6	7-15	16-20	3-10	12-17	18-20	-
37mm	19	1	s	200	600	1000	1	2	3-5	6-12	13-20	2-11	12-16	17-19	20

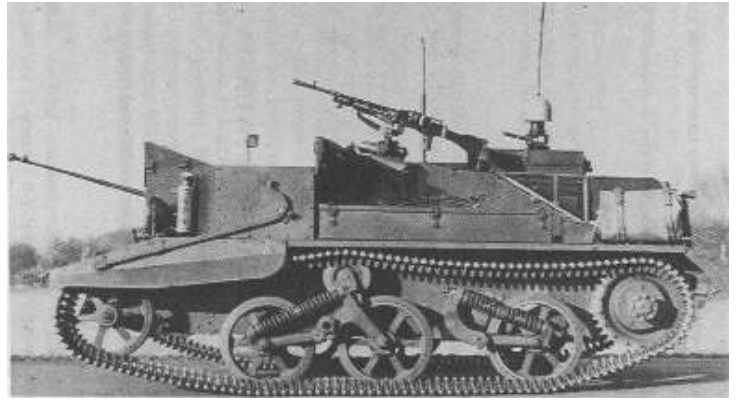
What it means: **Jam** – When you roll a 20 in combat, it is an automatic miss and you roll again. If the second roll is equal to or higher than the number here, the gun jams too. To clear the jam, make a standard weapon skill roll on the next combat round. **Rnds** – how many round the weapon will fire before you need to reload **Type** – whether the gun can fire single shot (s), rapid shot (r) or burst fire (b) **Range** – in yards Short, Medium and Long. Modifiers are Moderate (0), Hard (-1) and Very Hard (-3) respectively (see Task Modifiers Table).

Vehicles

Universal (Bren Gun) Carrier (British)

Weight 3 tons
Speed 25mph
Crew 2
Armour 11mm max (light)
Armament 1x bren gun

The ubiquitous British work horse. Some were fitted with a Boys anti-tank rifle. Many captured after the landings by the Germans and put to use pulling anti tank guns and ammunition carts.



Rolls Royce Armoured Car (British)

Weight 3.5 tons
Speed 45mph
Crew 3
Armour 7mm max (light)
Armament 1x mg

A handful of these First World War relics saw action in North Africa. There are likely to be a few available for the defence of Britain, although mostly these will be readily knocked out by the more powerful German opposition.

Cruiser I (also known as the A9) (British)

Weight 12 tons
Speed 25mph
Crew 6
Armour 14mm max (light)
Armament 2-pounder gun, 3 mgs

A tank that saw service in France in 1940, it is no match for the German Panzers.

Light Tank VIB (British)

Weight 12 tons
Speed 35mph
Crew 3
Armour 14mm max (light)
Armament 2-pounder gun, 2 machine guns

The most widely used British light tank of the war - it was used in large numbers in France in 1940 and it will be available in numbers when the Germans invade. Some will be put to use by the Germans, but it is largely inferior to their own armoured vehicles.



Panzer I Tank (German)

Weight 5.4 tons
Speed 25mph
Crew 2
Armour 13mm max (light)
Armament 2x MG34

This tank was used in great numbers during Hitler's blitzkreigs of Czechoslovakia and Poland and is likely to be used in numbers in Britain too.



Panzer II Tank (German)

Weight 9.5 tons
Speed 25mph
Crew 3
Armour 30mm max (medium)
Armament 20mm cannon, 1x MG34

The backbone of the German armoured forces that invaded Poland, this tank will be used in numbers in the invasion and occupation of Britain.



Panzer III Tank (German)

Weight 19.5 tons
Speed 25mph
Crew 5
Armour 30mm (medium)
Armament 37mm cannon, 2x MG34

The best tank of its kind during the early years of the war. It was rushed into service in France and saw action against the BEF, before the Dunkirk evacuation.



Sdkfz 222 Armoured Car

Weight tons
Speed 50mph
Crew 3
Armour 11mm (light)
Armament 20mm cannon, 1x MG34

A four-wheeled, light and fast reconnaissance vehicle that will see much service early in the campaign.



Sdkfz 231 Armoured Car

Weight 6 tons
Speed 53mph
Crew 4
Armour 14mm (light)
Armament 20mm cannon, 1x MG34

An eight-wheeled heavy armoured car, with steering to all wheels, making it highly mobile it will see much service early in the campaign.



Sdkfz 251 half-track

Weight tons
Speed 31mph
Crew 2
Armour 10mm (light)
Armament 2x MG34

For patrolling, skirmishing and forward reconnaissance, the German forces will be reasonably well supplied with armoured cars and half-track personnel carriers like this.



Opel-Blitz truck

Weight 3 tons
Speed 70 mph
Crew 1
Armour none (soft)
Armament none

Keeping the supply chains open will be key to winning the campaign, especially if the battle is prolonged and drags on further north. This is an example of the type of truck the Germans will use to transport supplies and troops to the battle front. However, they will also use many captured British vehicles, like Bedfords and Leylands, together with horse drawn carts and anything else they can get their hands on.



Other vehicles

An odd assortment of vehicles will be used to carry supplies and pull artillery. Trucks and cars will be commandeered and locally, motorcycles horses and even bicycles will be much in demand, especially the latter two as fuel supplies become harder to obtain.