

# Wicked Times

## Bratwurst und Sauerkraut

This is an adventure suitable for 4 players  
for the role playing game Operation: Fallen Reich.



## Bratwurst und Sauerkraut

*This adventure is a direct sequel to In Vino Veritas but can be played stand alone as well*

An adventure Module for the role playing game Operation: Fallen Reich suitable for 4 player.

This is the fifth adventure in the series.

All under the common title Wicked Times.

This is a true work of fiction.

If you recognise your name in the text, it can mean one of two things:

(a) It is pure coincidence

(b) You either got a very fancy name or you are a jolly good person, feel honoured.

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***Writers note:** I did not only spend a lot of time making this adventure, I also did spend real money for the DAZ 3D models and the tools to give this adventure a professional look and feel, plus all the faces of NPCs to give the players a face to the names.*

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## ADVENTURE PLOT

This adventure can either be run stand alone, or as a sequel to *Wicked Times: In Vino Veritas*. If you run it as a sequel, just continue where you left off, otherwise, use the adventure start section.

Miss Lili, or Lilith Kunthz, is a famous film star and celebrity who has been making movies in Germany for the past decade or more. She is 32 years old but looks not a day older than 25. She is now back in France, Sarralbe in Lorraine, in her old family house which she recently bought back. She bought it for sentimental reasons, and has spent quite a lot of money modernising with things like running water. The reason she left Germany about six months ago was very personal, her fiancé suddenly disappeared as it was revealed that he was half Jewish. She realised that Germany no longer was a country for her, but to avoid making a public scandal about it, jeopardising her life, she just said she needed some rest and wanted to move back to her old home.

Alsace-Lorraine have been switching flags more often than some men switch shirts. It was under German flag after the Franco-Prussian War (1870-1871), France later reoccupied Alsace in 1918 after the Great War and the Treaty of Versailles.

Miss Lili's father, Albert Kunthz, was a very successful German Naval Officer, that lived through the war, but died shortly after due to complications from an injury in his back that never fully healed. He spent his last years in a primitive wheelchair, and he never could take that Sarralbe now hoisted a French flag.

Albert Kunthz was buried according to his will, with his personal belongings in the graveyard at the small church in his home town, Sarralbe. Among those personal belongings were an item of great importance. This was a key to many German victories at sea during the Great War, and a much sought artefact, Christopher Columbus compass. The compass belonged to Admiral von Tessen, a Fallen of the first wave that was killed in the same explosion that injured Albert Kunthz's back badly. Admiral Von Tessen was the actual target of the attack, or why would the Royal Navy dedicate a large fleet to chase a simple destroyer?

As Dönitz now have declared that war will be fought under the sea, that artefact could be a vital key to success. The Germans have been trying to find the compass, not knowing it has been right under their noses for a long time. Several attempts to dive at the Wreck of the destroyer S34 in the North Sea have been fruitless.

Passing through Lorraine a sunny summer day in 1929, Mr. Demond happens to see this young stunningly beautiful woman, Lilith. He was a rich and generous gentleman and she was just a poor German country girl living in France. He brought her with him to Berlin and introduced her to some friends and she almost instantly became a celebrity and a film star.

The romance died rather quickly, but they kept in touch, and Gestapo found out about the relationship. When the incident at Belgrave Square in London occurred, two blocks from the German Embassy, in August 18, someone up the hierarchy realised what had happened, they send for Mr. Demond, using Miss Lili as bait. The Germans now realised that the plan with the Wine failed, and Henri Demond, a Fallen brother or not, had to pay for this.

Lili tried to warn Mr. Demond about what was going on, by deliberately misspelling the name of her home town, but Mr. Demond was too stressed to take notice of that small but important note. The characters might by a successful *Observation 20* plus a *French 20*.

When Mr. Demond came to visit Miss Lili, on Tuesday, August 22, she was sitting looking at a photo of her father, taken just before he died, and in his hand, he had the compass, Christopher Columbus Compass. Mr. Demond got her to tell him where it was, that it was buried with him. He contacted a few petty thieves at a local bistro, and payed them handsome to fetch an object from a certain grave. The order was to deliver the item to him in his hotel in Sarre-Union, but before he got the compass, he was brought in for questioning by German agents on Wednesday, August 23, and brought back to Germany, and the compass now is in the hands of a group of French criminals. The criminals are, the leader, Mr. Marcel 'Marc' Claremont and his two friends, Mr. Paul Lemieux and Mr. Philippe 'Phili' Dubois.

On Saturday, August 26, the wife of one of the criminals, a very religious catholic woman, overheard a conversation when her husband and two friends discussed what they should do with the object they dug up from the grave now when that old man wasn't answering at the hotel. The woman, Mme. Sophie Claremont, went to the police to report the incident. She was missing in church on the morning Sunday, August 27, and was later found dead in her bed, beaten to death with a blunt instrument. The police suspects her husband and his friends, but haven't made any arrests yet.

Miss Lili doesn't know that her fathers grave had been plundered by grave robbers, as she has been very busy with modelling for a collection by the new fashion designer Christian Dior from Paris. Many photos to be taken, and she has decided the pictures should be taken in her garden as she did not like to travel at the moment, as her doctor has ordered her to rest.

### The state of the world, Tuesday, August 29.

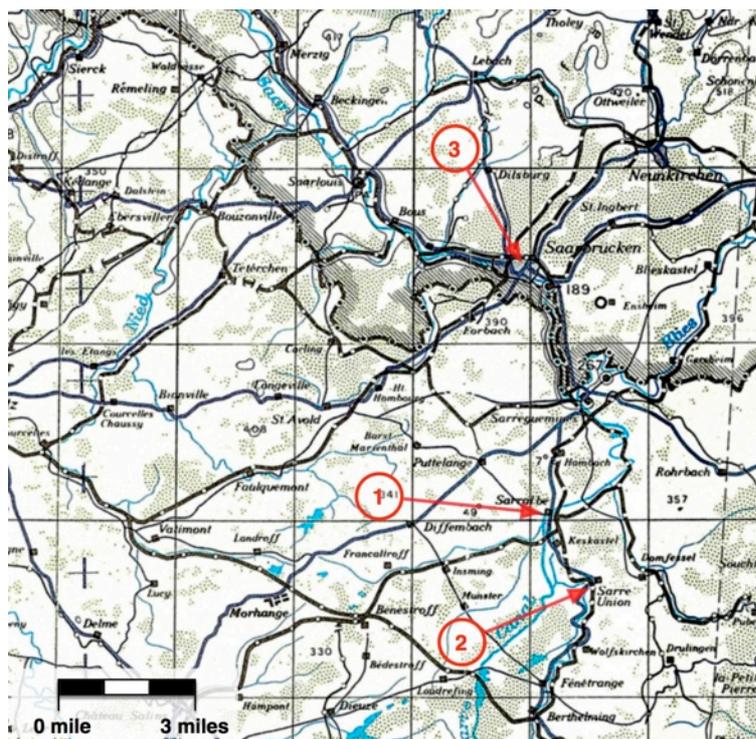
- Germany has ordered all commercial ships to return to port.
- The British and French navies are fully mobilised. Reserves are being called in.
- Poland is mobilised and have massive troop concentrations at the Polish-German border in the Danzig area.
- In Britain, plans for sending children from cities to the country is already drawn up.

### Some note for the GM

All conversations in France will be on French and will require a *Speak French 10* to succeed. Any character with at least 10 in French is fluent enough and no rolls are needed, unless GM love to feed wrong information on *Oh dear* rolls.

### Map description

- (1) Sarralbe
- (2) Sarre-Union
- (3) Saarbrücken



## ADVENTURE START

### After In Vino Veritas start

The characters will try to get a train to Lorraine and to locate the town of Sarralbe. The way to travel there is to first get a train to Paris, then follow the route described in the next section from Paris.

August							September						
Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su
	1	2	3	4	5	6					1	2	3
7	8	9	10	11	12	13	4	5	6	7	8	9	10
14	15	16	17	18	19	20	11	12	13	14	15	16	17
21	22	23	24	25	26	27	18	19	20	21	22	23	24
28	29	30	31				25	26	27	28	29	30	
8:☉	15:☉	21:☉	29:☉				6:☉	13:☉	20:☉	28:☉			

### Standalone adventure start

It is five am in the morning, Monday, August 28, 1939. The characters are all woken by the doorbell. Outside stands man dressed in a perfect three piece suit, derby hat with an envelope in his hand, saying: -"Morning Sir, sign for this here please, and do not delay reading it, it is extremely urgent."

The envelope contains a note from O:FR, tickets to Paris, France by plane, leaving Croydon Airport at 11.50. According to the news, this must probably be the last flight leaving Croydon Airport, as RAF will be stationed there as war seems to come any day now, and civilian air traffic will no longer be permitted.

### The common start

In Paris, at Gare de l'Est (East Station), the characters will meet the short and rather stressed looking Mr. Duval, working secretly for the British Government, M.I.6. He will approach one of the characters with the following words:

- "Excuse me Sir. I've already read this paper and I thought you might find it useful, as it is hard to find anything to read in a decent language here on the continent."

Hidden in the folded newspaper are train tickets from Paris to Sarralbe, almost the last stop before the train reach the German border. There are also a small bundle of French Francs.

The trip by train from Paris to Sarralbe is rather uneventful, if you choose to ignore the fact that the train was so packed with military personnel heading to their positions at the Maginot line. The train was almost 20 minutes late leaving Paris due to all goodbye kisses and hugs. France is preparing for war. The train arrived on the minute to Sarralbe, you can always trust the French railroad system.

## SARRALBE, TUESDAY EVENING, AUGUST 29

Sarralbe is a small Lorraine town, ten miles from the German border, and a part of the Maginot line defence system. Here the characters have a few different tasks to attend to, and the different obvious ones are listed below as separate entries.

### Miss Lili's cottage

Miss Lili has just finished a photo session for Mr. Christian Dior, and had earlier today a visit from the Police, telling her that her father's grave had been profaned. When the characters arrive, unannounced to her house, her maid Anna, will just tell them that Miss Lili is very tired and do not wish to receive visitors at this moment.

If the characters insist, a *Charm 15*, *Attractiveness 20* (male character only) or *Aura 20* to persuade maid Anna to let the characters inside to meet with Miss Lili.

Miss Lili will be sitting in her great room under a plaid, looking at the picture of her father in the wheel chair. A *Charm 15* or *Politics 15* is required to be able to talk with Miss Lili. Miss Lili speaks both German and French fluently.

{*The Photo*} *Observation 10* and *Myths 15* or *History 15*: The old man in the photo seems to be holding something in his hand. It looks very much like the mythical Christopher Columbus Compass, said to have been used by the German Navy during the great war, but when it was lost at sea, the tide turned in the naval war.

{*The Compass*} You are not the first to ask about this compass, my former sugar daddy, Mr. Demond, asked about it too when he was here. It is buried, or was buried, with my father. I just learned that someone has profaned my fathers resting place. Why this interest in some old thing with only sentimental value to a now dead man?

{*The Father's Grave*} He is buried at the cemetery at the local church on the other side of this town.

{*Mr. Demond*} We met over ten years ago. I was a lonely girl and he was a man of the world. He took me to Berlin and made me a star. We don't see each other much, but I was forced by some Germans to write him a letter recently, I tried to warn him. I even misspelled my home town, but he didn't notice. He came here, but he was gone the next day. He stayed in the hotel in Sarre-Union, just a few miles from here. There is only one hotel in that town. We had such good times, he was so rich and gave me anything I pointed at, anything. He arrived here Tuesday, August 22 in he evening.

{*Her work and time in Germany*} I spent ten years in the Cultural capitol of Europe, Berlin. I've made dozens of films, been in every magazine in the world worth mention. I had everything a girl could dream of, until one day, when my fiancé was taken to a camp for being half-Jewish. I never cared for politics, but when it took the love of my life I had enough of Germany. Look here, this photo was just quickly developed by Mr. Dior's photographer, I can sign it for you. Who knows, it might be worth a fortune someday.

### GM Note

If the characters hurry away without asking about the time in Germany, Miss Lili will pick up the card, sign it and give it to the characters, as it is might be a vital asset for the characters once they cross the German borders.

### The local Police station

As instructions have been passed to all French governmental institutions about possible foreign agents, the Police will be rather difficult to get cooperation from. It will require a *Politics 15* or an *Aura 20* plus either a *Charm 15* or an *Attractive 20* (*female characters only*) to be able to speak with *Inspecteur Yves Lafontaine*. If the characters can prove their good intentions by some kind of recommendation, for example by Miss Lili or by the French General Brisot (from *In Vino Veritas*), they will have a +3 die roll modifier for the attempts at the police station. Inspectuer Lafontaine will when he realises the characters situation, goals and possible information on the case, give them the following forensic information:

- *Mme. Claremont reported that she suspected that her husband and two other men had been grave-robbing, she had no details.*
- *The grave was probably dug up the night between Wednesday 23 and Thursday 24. We have found three different footprints, all almost certainly male.*
- *We have information from the border police that two men, one of them a man fitting the description of Mr. Claremont, passed the German border on the night between Saturday the 26th and Sunday the 27th.*
- *The police in Bliesbruck (on the French side of the border) have arrested a man with the passport of Mr. Claremont, but claiming he is not Mr. Claremont, but Mr. Lemieux, a farmer and until recently a friend of Mr. Claremont. He claims that Mr. Claremont drugged him with cognac and swapped passport with him. He will arrive here later today for questioning.*

### **Hotel Fleur de Lorraine**

The hotel is located in the Town of Sarre-Union, about 10 miles south of Sarralbe, right at the town square. This small but comfortable hotel is owned by Mr. and Mme. Boutin, a couple in their mid fifties, cheerful and helpful as only the owners of a small hotel in the country could be. They will gladly help and they do speak a little *Anglais*, barely enough to make a conversation but enough to answer simple questions. The following information is asked about Mr. Demond. GM should role play the scene, let the characters look in the ledger if they ask for it, but the information should be handed to the players some way or the other.

- *He checked in on Tuesday, August 22, in the afternoon.*

- *He was checked out on Thursday, August 24, by his nephew, a good looking young man who spoke terrible French with a very strong German accent by the way. The nephew left a message to anyone coming to ask for Mr. Demond.*

- *On August 25, three men came here to look for Mr. Demond. They were not very pleasant at all, and they spoke with the local accent, probably from some village around here. I handed them the message and they read it, took some notes and left.*

- *I still have the message if you are interested.*

### **The church where Albert Kunthz is buried**

The church is a small, very old church that has rather recently, in the mid twenties, been restored as it was heavily damaged by shells during the Great war, as the western front did not go far from this village.

The vicar, a gentle middle aged man, is very upset with the fact that someone has been plundering a grave in his graveyard, in his church. If questioned, the vicar has made some observations:

- *I did see three men that normally do not go near the church, specially on Sundays. I am sure it was that son of a devil, Mr. Claremont and his two not so bright friends Mr. Lemieux and Mr. Dubois. They walked by my church several times whispering and looking. I thought they were planning to hide some loot from a robbery or something, but I did not expect this, I really did not. What have the world come to? I know that Mr. Kunthz fought on the German side in the great war, but why violate his grave? I know war is soon upon us all, but why indeed?*

### Talking to Mr. Lemieux

In the afternoon the same day the characters visit the local Police station, at least a few hours after the visit, Mr. Lemieux will be present at the Police station for questioning. Inspector Lafontaine will let the characters ask questions to Mr. Lemieux, as long as least one French police officer is present during the interrogation. Mr. Lemieux has been badly beaten up, which is obvious when looking at him.

This is the information Mr. Lemieux will reveal on a successful *Interrogation 15*.

- *We were contacted by this businessman, Mr. Demond, at our local Bistro one evening. He bought us beer and wine and asked if we would like to do a little job for him, making some good money. The job was simple. Dig up something from a grave in a graveyard. Marc, Mr. Claremont, made the deal, I was busy drinking, I never know it was about helping a stinking German.*
- *We should take the item to him at a hotel in Sarre-Union, where we would get paid, but he was gone to Germany, and we were to go there. I didn't want to have anything to do with stinking Krauts. They killed my dad and now we're going to war soon. Both my brothers are already in mobilised units. One is in the Navy, the other is in one of the bunkers in the line. I didn't wanna do this, but Marc and Phili kept dragging me with them.*
- *When we came to the border, I said I didn't wanna go, and then Marc pulled out a bottle of Cognac from his pocket and said I needed a drink. It must have been spiked, I don't remember much, I woke up in a ditch when the cops woke me up, and I had Marc's passport on me.*
- *Marc and Phili said something about silencing Sophie for good as she had heard the talking, and she had threatened to go to the police.*
- *Marc talked about making that Mr. Demond pay extra for all the problems he had caused us. I know they brought guns with them, I did too but they took my sawed-off shotgun, I guess, as it was missing when I woke up.*
- *I admit being a thief and a burglar and even a grave robber; but I am no collaborator. I will never do anything for the Germans, ever.*



## GETTING INTO GERMANY

By now the characters might have figured out that they should make it to Germany. If they have come this far and the date have been September 3, the border will be closed at France will be at war with Germany. Before September 1, getting into Germany is easy as long as you have your papers in order, between September 1 and September 3, it is a little tricky both to leave France and get into Germany. If it is September 3 or later, there are several ways to get into Germany without crossing the border at the border crossings, but it will take some guts to do that. The characters will have to come up with a plan, and you as a GM has to play along, as long as it doesn't involve gunfire. Most ways to cross the border into Germany will work, getting out is much harder than getting in.

### Saarbrücken

This small German border town is a mix between French and German architectures. The streets now bear German names, but some blocks still have French names. Fitting into the town is not that simple, as tweed and Derby hat doesn't seem to be the traditional German clothing. The Germans do wear a coat and a hat, but with a much different look.

What is very obvious for any sharp eye (Observation 15), is that the military presence here is overwhelming. German soldiers march openly in the town, and the presence of the Gestapo is frightful.

### Getting caught

No matter how well they perform their act, when they come close to Hotel Riviera at 27 Bismarckstrasse, or just walking about in Saarbrücken, they will be surrounded by a platoon of SS, all armed with the MP-38, and the Hauptsturmführer Helmut Fries, shouts to them:

- *"Halt, zeigen Sie mir bitte Ihre Papiere"* (Speak German 10: *"Halt, show me your papers please"*).

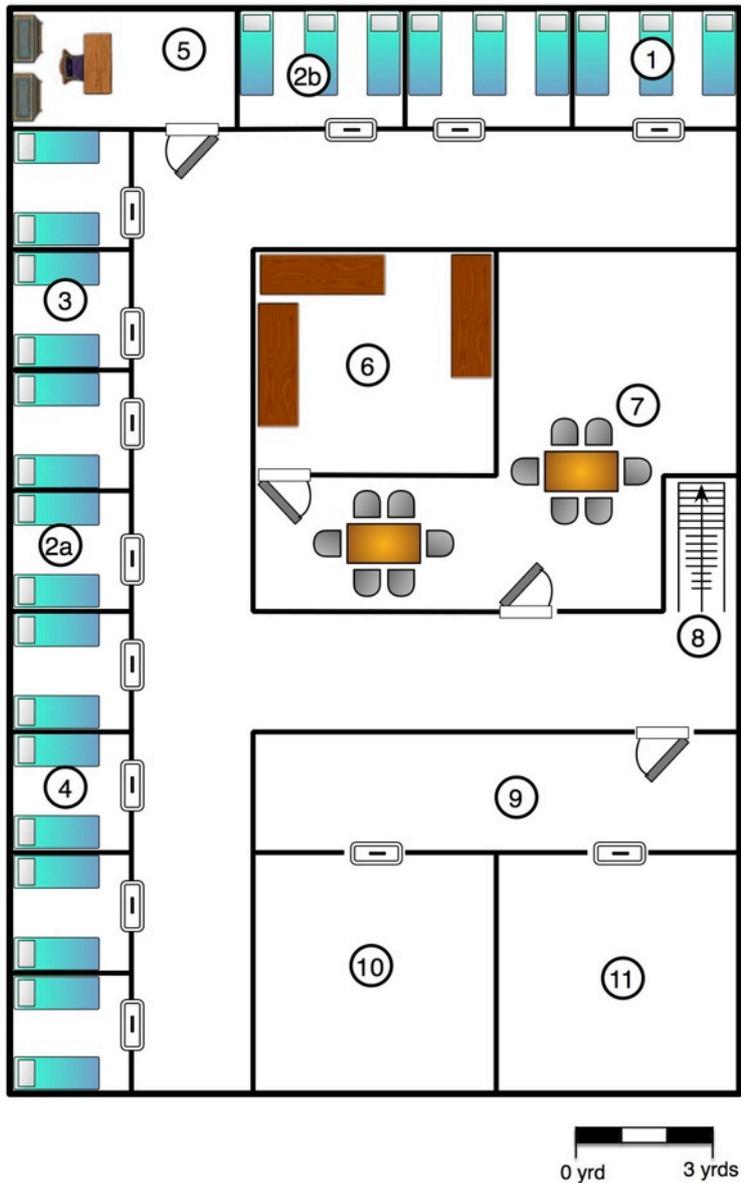
### GM Note

This is not the time to play heroes, or the adventure will end here. As the characters papers, no matter how much they paid for the forgery, will give them away, and they will be taken to the local SS detention facilities for questioning. They will get any weapons removed, but any other items, including the signed picture of Miss Li will be missed by the guard who is instructed to only look for weapons of any kind.

If they have tried to bribe them selfs out, or even tried with the Miss Li photo, tell them that there is one guard, Schütze Kopp, who seems to be very interested in that Miss Li picture, but he says that he needs to wait for the right moment. This is not the kind of prison you escape from, no matter how good you are, not in a month at least.

The characters will now spend enough days in prison for the calendar to hit early morning, Thursday, September 7. The Gestapo headquarter is located in the corner of Beethovenstrasse and Sulzbachstrasse.

## The SS/Gestapo headquarter in Saarbrücken



### Description of the basement

All cells have two story bunk beds. If the party is five or more, the characters are placed in cell 2b, else they are placed in cell 2a, that cell is referred to as cell 2. Prisoners are tortured randomly, and at different levels, depending on the reason for torture. Mostly, torture is used to make someone else talk.

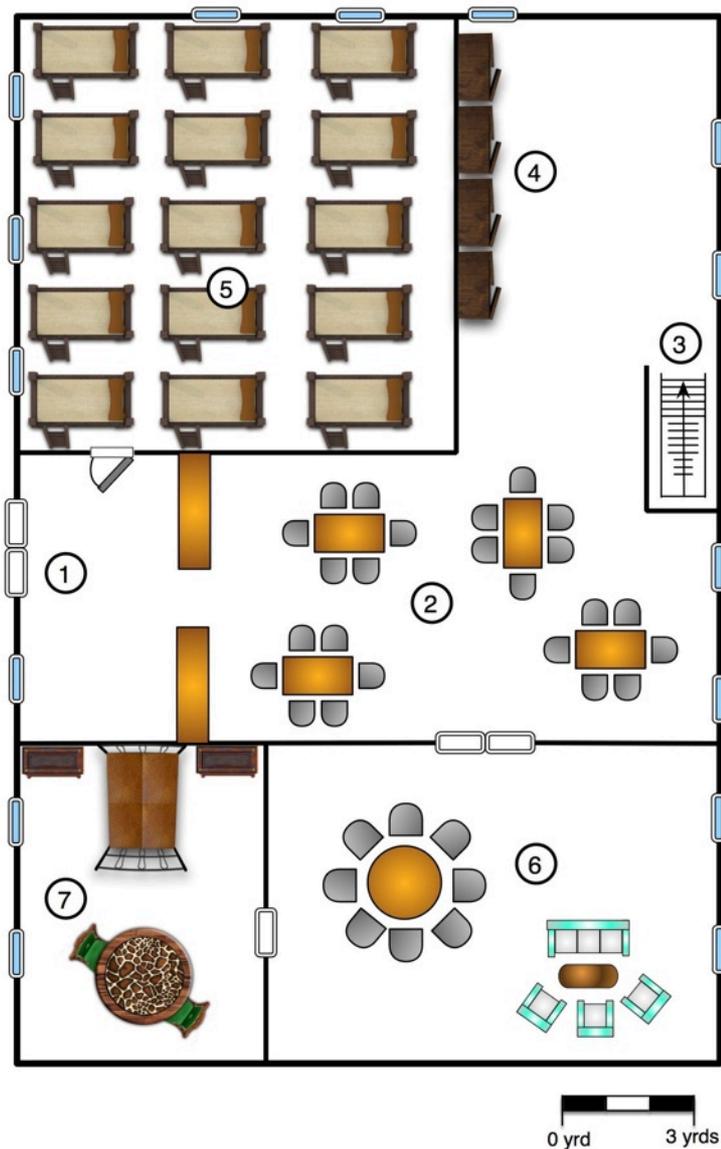
- (1) Cell with 5 prisoners accused of being Communists and spies for the Soviet Union.
- (2) The cell in which the characters are.
- (3) The cell with Mr. Marcel 'Marc' Claremont and Mr. Philippe 'Phili' Dubois.
- (4) A cell with two young men accused of being enemies of the Reich, will be sent to Dachau at first possible moment.
- (5) The interrogation room and the office used by the Commandant. The prison Commandant is the only person on this floor.
- (6) The kitchen. Food is stored here, as well as sharp kitchen knives.
- (7) The dining room for the guards.
- (8) The stairs leading up.
- (9) The hallway of pain, where prisoners is forced to sit and listen to their friends being tortured.
- (10, 11) The torture rooms. Blood splattered walls, where the prisoners where being tortured to break down.

### The sounds in the night

During this time, all the characters will suffer different types of torture, ranging from fake drownings to whipping and night stick beating to the feet. They will all roll 2d20, this is the percentage of blunt damage from their Maximum Damage they have suffered at the time for their rescue. The Commandant is a very mean person, always watching the tortures, laughing and really enjoying it.

During the nights, they hear the guards torturing two Frenchmen in a cell down the hallway, asking them questions about their clandestine operation on German soil. The Frenchmen don't say a word, but the characters can guess who they are. With a successful *Observation 15* and a *Speak French 15* (One attempt per day for both skills) the characters will hear the two Frenchmen talk about how they tricked the Germans, and that the item is still hidden in the French soil, in the hen house at one of the Frenchmen's farm.

The Commandant will also randomly torture the characters at night, asking questions about their whereabouts, accusing them of being spies, beating them senseless before tossing them back into the cell



### GM Note on prison food and escaping

The food is sparse and very German, dry bread and watery coffee for breakfast, a bowl of smelly porridge for lunch and bratwurst und Saurkraut for dinner, every day the same.

Let the characters slowly know that Schütze Kopp seems to be a nice guy, he will toss them some extra bread etc, small discreet actions, from which they can build a relationship that leads to the possible escape.

If the characters think it is safe to not escape (or they say they wait for the French to rescue them), they will about ten minutes after Kopp has left hear the telephone in the Commandants office signal. Then, they will hear the Commandant walk to the cell (1), open the door then fire his gun, killing all the prisoners in that cell. This might trigger the characters will to escape. The Commandant will then continue sequentially, making the characters cell the next cell for execution.

### Description of the ground floor

At a first glance, this looks much like an ordinary police station, except for the order in which the desks are placed and the few piles of papers on the desks, all in perfect order.

- (1) A large ornamented oak double door leading out to the Beethovenstrasse.
- (2) The police office area, all behind a very large desk.
- (3) The stairs leading down to the basement.
- (4) The weapons and uniform locker.
- (5) The soldier barack area, 45 men can sleep here in 3 story army bunk beds.
- (6) The officers dining room. This is where guests are met when discussion important matters.
- (7) Hauptsturmführer Helmut Fries's private room.

## Radio

During the days in prison, it can be several depending on how fast they characters got into Germany, there will be radio broadcasts with speeches by the Führer. Here is the timetable and basic content of those speeches, to cheer up the players who have their characters in a German Gestapo Prison right now. Depending on when the characters ended up in prison, select the proper radio broadcast.

### September 1 - 10 A.M.

*Poland has directed its attacks against the Free City of Danzig. Moreover, Poland was not prepared to settle the Corridor question in a reasonable way which would be equitable to both parties, and she did not think of keeping her obligations to minorities.*

*I must here state something definitely; German has kept these obligations; the minorities who live in Germany are not persecuted. No Frenchman can stand up and say that any Frenchman living in the Saar territory is oppressed, tortured, or deprived of his rights. Nobody can say this.*

*For four months I have calmly watched developments, although I never ceased to give warnings. In the last few days I have increased these warnings. I informed the Polish Ambassador three weeks ago that if Poland continued to send to Danzig notes in the form of ultimata, and if on the Polish side an end was not put to Customs measures destined to ruin Danzig's trade, then the Reich could not remain inactive. I left no doubt that people who wanted to compare the Germany of to-day with the former Germany would be deceiving themselves.*

*An attempt was made to justify the oppression of the Germans by claiming that they had committed acts of provocation. I do not know in what these provocations on the part of women and children consist, if they themselves are maltreated, in some cases killed. One thing I do know - that no great Power can with honour long stand by passively and watch such events.*

### September 3 - 10 A.M.

*Great Britain has for centuries pursued the aim of rendering the peoples of Europe defenceless against the British policy of world conquest by proclaiming a balance of power, in which Great Britain claimed the right to attack on threadbare pretexts and destroy that European State which at the moment seemed most dangerous. Thus, at one time, she fought the world power of Spain, later the Dutch, then the French, and, since the year 1871, the German.*

*We ourselves have been witnesses of the policy of encirclement which has been carried on by Great Britain against Germany since before the war. Just as the German nation had begun, under its National Socialist leadership, to recover from the frightful consequences of the Diktat of Versailles, and threatened to survive the crisis, the British encirclement immediately began once more.*

*The British war inciters spread the lie before the War that the battle was only against the House of Hohenzollern or German militarism; that they had no designs on German colonies; that they had no intention of taking the German mercantile fleet. They then oppressed the German people under the Versailles treaty.*

*As long as the German people was united it has never been conquered. It was the lack of unity in 1918 that led to collapse. Whoever offends against this unity need expect nothing else than annihilation as an enemy of the nation. If our people fulfils its highest duty in this sense, that God will help us who has always bestowed His mercy on him who was determined to help himself.*

## Agent Helga Wolmayer

Agent Wolmayer have been a pain in the rear for any group of characters that have played the *Wicked Times* series or *7.50 from Victoria*. She has been eavesdropping the cell of the two Frenchmen through a hidden microphone and any information about the farm that the characters have picked up, she will also know after her quick visit to the Gestapo headquarters. She will take a plane and parachute over France to try to beat the characters to the farm, and she will be at the farm, waiting for them when they come.

## Freedom at last

The characters suddenly wakes up by the sound of exploding shells, not very far from where they are held prisoners. It is early morning as it is still dark outside, flickering lights and flashes and explosions reveals that shells are still hitting, setting buildings on fire. There is much screaming and orders in German shouted in the building, and the sound of heavy military vehicles passing by make the building rattle.

Schütze Kopp suddenly comes by, he looks at the characters and says (speak German 10 to understand):

- *"Hand me that Miss Li picture and I will release you. Its is chaos here, the French are attacking us, we are all leaving to the front to build defences, no one will miss you."*

He then unlocks the door and says:

- *"Give me 3 minutes to board my ride, we are the last group out."*

A successful *Aura 20* or *Charm 20*, and Schütze Kopp will give the characters a loaded Luger Po8 as well.

## ESCAPING FROM THE GESTAPO HEADQUARTER

When the characters get the chance to escape, they will need to take out the Commandant really quickly, before he can call in reinforcements from other SS garrisons. He will be in his office, with the door closed, but everyone knows that he will be alarmed when any cell door is opened. The characters then have about 20 seconds (5 rounds of actions) to stop the Commandant from lifting the telephone and make the alarm call. If the alarm is called, a truck with 12 SS soldiers with dogs will arrive within 5 minutes to hunt for the escaped prisoners. If the characters let more prisoners out, there is a slight chance that the dogs will pick up their trail instead. Remember that as the town is under heavy artillery bombardment from the French army, running in the open can be very dangerous, see below.

Commandant, Franz Hessler			
Ordnung, Ordnung!			
Reaction: 4	Defence: 14	Toughness: 10	All melee: 2
Pain limit: 15	Aura: 2	Courage: 8	Al Physical: 2
Dodge: 6	Pistol: 5	Blades:5	
Walter P38, three mags, 1870 war German officer sabre			

## WALTER P-38

Mag	Range	Rec	Dam
8	3	4	5

## 1870 Officer Sabre

Damage: 1d20+4

### Things to discover

This is a golden moment to spend a few minutes snooping about, if the characters feel they have time to do that. Ten minutes after the characters escaped, the telephone in the Commandants office will sound, and if it is not answered correctly, the garrison will dispatch a truck with 12 SS soldiers to investigate.

- Talking with the French prisoners and force them to spill where they have hid the item, or on which farm it is hidden.
- Release some or all the other prisoners, might be risky, but might be good deed to do.
- Gather some weapons from the weapon lockers on the ground floor, and even some uniforms might prove to be good, or bad.
- Browsing through the secret papers on the office floor might be dangerous but rewarding.

### Things to find

- In the weapons cabinets are both MP-38s and Kar-98 rifles, plus Walter P-38s. SS-uniforms are also possible to retrieve. (*Lock Picking 15* or *Strength 20* to open to cabinets).
- In the Hauptsturmführer Helmut Fries's room, several documents and photos can be found regarding a kind of new secret weapon. (*Search 20* to find the documents), the VI. There are also documents showing the German defence positions, which will make escaping much easier, and if handed over to the French, will give the French army a major tactical advantage.
- There are some normal German clothes here too, like overcoats and German style hats.

SS Standard Soldiers			
Soon I will be a hero			
Reaction: 4	Defence: 11	Toughness: 6	All melee: 2
Pain limit: 13	Aura: 1	Courage: 10	Al Physical: 4
Dodge: 6	Pistol: 5	Rifle: 5	
Kar-98 30 rounds, Luger P08			

### KAR-98

Cal	Box	Range	Rec	Dam	Enc
7.92mm	5	12	12	10	5

## A LONG WALK HOME

Now, all the characters have to do is to get home, but the German and French army are both in the way, and on top of that, we have the evil German agent Helga Wolmayer now hunting the characters as well. This will be a jolly interesting trip. She has been informed about the Frenchmen and the characters and as she knew about Mr. Demond's business, she is on her way to interrogate the prisoners herself.

### Beethovenstrasse

When the characters look out through a window, they will see the German soldiers on the street, giving them a hint of how dangerous this escape might be.

### GM Note

If the characters decide to take the SS-uniform approach, they will be rounded up and sent to meet the French aggression, fortifying along the eastern bank of the River Saar. Anyone failing *Speak German 10* when receiving an order will be looked upon as suspicious unless someone quickly comes up with an explanation, like *he is deaf due to an explosion close to his ears*.

At the front, the characters have a good chance to capitulate to the French forces who will overrun the German defences and occupy Saarbrücken. Still, shelling and small arms fire can be deadly.

If the characters choose the civilian approach, they will have to face the difficulties of passing military areas, the perils of incoming artillery shells and trigger-happy French soldiers. This part of the adventure, as you see, is very free and open to for the GM to handle in his or her own way. Provided are a few typical encounters that can be inserted by the GM where it seems to fit.

If the characters did find the military maps, they will have a +5 to all Observation rolls involving spotting Germans. Those rolls are written as for example 15/20.

The three encounters will happen in the order that GM decides, much depending on the actions of the characters, except the last encounter, *Meeting the frog eaters* which will be the last. The characters will realise that crossing the River Saar at Saarbrücken won't be possible at all, so they need to walk either north or south to find a suitable crossing, with the riverbanks crowded with Germans on one side and Frenchmen on the other side.

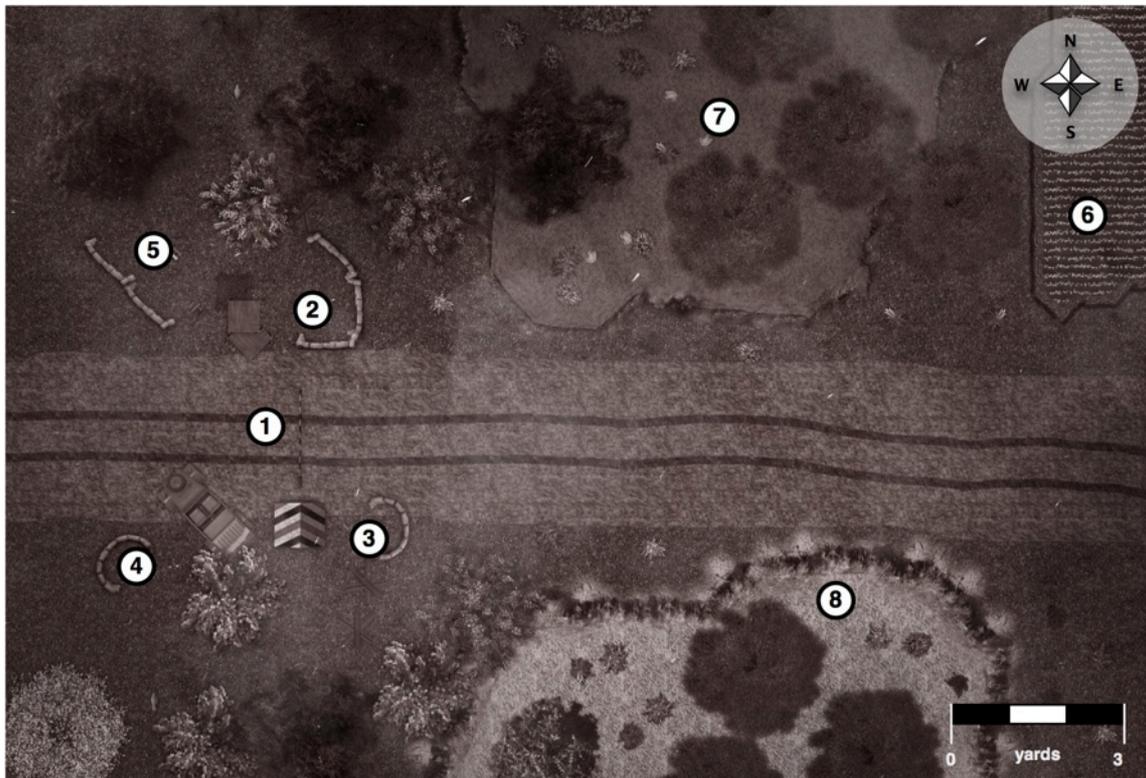
As time is a matter here, depending on how fast the characters move, they might, or might not get a chance to get even with Helga Wolmayer and save the life of Miss Lili. To prevent this from being an impossible scenario, the characters have about 15 hours from they wake up until called by artillery in the morning until they need to be at the farm outside Sarralbe that belongs to Mr. Marcel 'Marc' Claremont.

The route to the River Saar is just a few miles, even making the detour north or south of the Saarbrücken bridges. This can be covered in three hours, keeping heads down. Then the debriefing with the French army will take two hours, unless the characters insist on that they are in a hurry, then they will be out in less than one hour, so theoretically if everything goes smooth, they could be on their way to Sarralbe about 10 a.m. The 3 miles to Sarralbe could be walked in another hour and a half, carrying some weapons, or even faster if they can persuade the French army to lend them some transportation, but they will not get any troops, they are all needed in the front this time. So, they have a margin for errors of about five hours before they are too late.

## DIFFICULTIES ON THE ROAD TO FRANCE

### 1. The checkpoint

The route on which the characters are taking is sealed off by a Wehrmacht checkpoint, no one is let through without a good cause and papers in order. There are eight soldiers (Schütze) and one sergeant (Unteroffizier) at the checkpoint. An *Observation 15/20* to see the Germans before the characters are spotted. The characters are moving east to west.



Explanation to the map:

- (1) The checkpoint, one Schütze in the hut, one standing guard.
- (2) Sandbags with three Schützen
- (3) Sandbags with MG-34 and two Schützen
- (4) Sandbags with MG-34 and two Schützen and Unterpfizier Kobler
- (5) Sandbags with three Schützen
- (6) A field surrounded with a 4 feet high stone wall
- (7) Higher terrain, low grass and trees.
- (8) Higher terrain, high grass, bushes and trees.

The soldiers are not really paying much attention to anything except the direction of the frontline, but one soldier is standing guard at the checkpoint. There is also a Kübelwagen at the checkpoint.

Unteroffizier Hermann Kobler			
Follow orders			
Reaction: 2	Defence: 12	Toughness: 4	All melee: 2
Pain limit: 12	Aura: 1	Courage: 6	AI Physical: 2
Dodge: 4	Pistol: 3	Rifle: 3	Orientation: 2
Luger P08, 2 mags, Kar-98 30 rounds.			

Wehrmacht Schützen			
I do my part			
Reaction: 1	Defence: 11	Toughness: 2	All melee: 1
Pain limit: 11	Aura: 1	Courage: 3	AI Physical: 2
Dodge: 2	Pistol: 2	Rifle: 2	Orientation: 1
Kar-98 30 rounds.			

### LUGER P-08

Mag	Range	Rec	Dam
8	3	4	5

### WALTER P-38

Mag	Range	Rec	Dam
8	3	4	5

### KAR-98

Cal	Box	Range	Rec	Dam	Enc
7.92mm	5	12	12	10	5

## 2. Artillery strike

Suddenly a whistling sound is heard (*Observation 15* to hear it), and 3 seconds later, the first shell hits the ground about 100 yards from the characters. A *Tactics 15* to identify the shell as a French 105 mm howitzer. Now, anyone not diving for cover in a ditch, behind a tree or a stone, will suffer 1d20+6 sharp damage when the next shell hits much closer. Then another shell, and another. The barrage will slowly move away to the East. An *Observation 20* the hear the sound of panicked German soldiers from the spot where the first shell hit.

If the characters investigate the impact of the first shell where the sound came from, they will find Schütze Kopp there, with a severed leg, and another soldier that seems to have taken a really bad hit, as he is missing the lower part of his body. If the characters help Schütze Kopp as repaying the favour, they will have a friend for life, who will help them cross the border to France, where he will surrender to the French forces. Having Kopp with them, will slow them down if they are still on foot, but will increase the chance of passing the German lines as he knows very well where they German positions are. Kopp will add another +2 to any *Observation* or *Stealth* rolls involving passing through German lines.

### 3. Refugees

An *Observation 15* to detect that up ahead is a line of German civilians moving away from the war zone. They all look weary, carrying suitcases or dragging carts with a the few belongings they could bring with them when they left their homes in a hurry. If the refugees spot the characters, they will depending on what cover the characters use perform differently.

If the characters are in civilian clothes, the refugees will try to bring them with them, if not for anything else than a helping hand to carry things, and at the same time they will question why fit men are not defending the Reich from the evil Frog eaters invading the peaceful country of Germany.

If the characters are in German military outfit, SS or Wehrmacht, they refugees will ask them about what is happening, where the reinforcements are, what outfit they are assigned to, who their commander is. These questions can be very problematic to answer.

Among the refugees are two secret Gestapo agents, trying to identify two Jews that that have been reported to try to escape to France, and now might be among the refugees. The Gestapo men, V-men, can be spotted (*Observation 20*) as they are military fit and carry almost no luggage at all. When questioned, they have been using the cover of being soldiers that have been home for leave and now are heading back to join with their regiments for a glorious fight against the French aggressors.

V-Men: Fritz Kettler & Johann Faust			
Smoke out those Jews			
Reaction: 3	Defence: 12	Toughness: 8	All melee: 3
Pain limit: 14	Aura: 2	Courage: 9	AI Physical: 3
Dodge: 3	Pistol: 4	Blade: 5	Orientation: 4
Walter P-38, 2 mags, Dagger			

#### WALTER P-38

Mag	Range	Rec	Dam
8	3	4	5

#### German skull dagger

Damage: 1d20+3

#### 4. Meeting the frog eaters

When the characters are close the River Saar, they will hear (Observation 10) she following screamed in German: "Rückzug! Französisch haben die Brücke überholt." (Speak German 10) "Retreat! The French have overtaken the bridge."

A handful soldiers of the Wehrmacht comes running like scared rabbits from the river bank, and the characters need a successful *Stealth 5/10* to just hide from the oncoming Germans.

- **Characters wear civilian clothes**

If the characters are detected, the Germans will try to drag them along with them away from the advancing French soldiers.

- **Characters wear military uniforms**

The German soldiers shout to them and order them to retreat. A successful *Aura 15* or *Tactics 15* will persuade the German soldiers that the characters are ordered to hold the position, to cover the retreat of the other soldiers.

A few minutes after the last Germans have left the area, a company of French soldiers supported by two Renault-R35 tanks approach the characters hiding place.

The soldiers seems to be very trigger happy. A bird makes some noise in a tree about 50 yards from where the characters are, and three soldiers opens fire until an officers shouts: "Cessez le feu!", "Cease Fire!".

Now, if the characters wear German uniforms, or have Schütze Kopp with them, they need to hoist that white flag really carefully, or they might get shot at.

*(If you played Wicked Times: In Vino Veritas)*

When the characters are discovered, they will recognise several of the French Foreign Legionnaires under the command of Captain Landry.

*(Otherwise)*

*(Observation 15)* You see that the troops have the insignia of the French Foreign Legion, and you are brought to speak to the commander, Captain Landry.

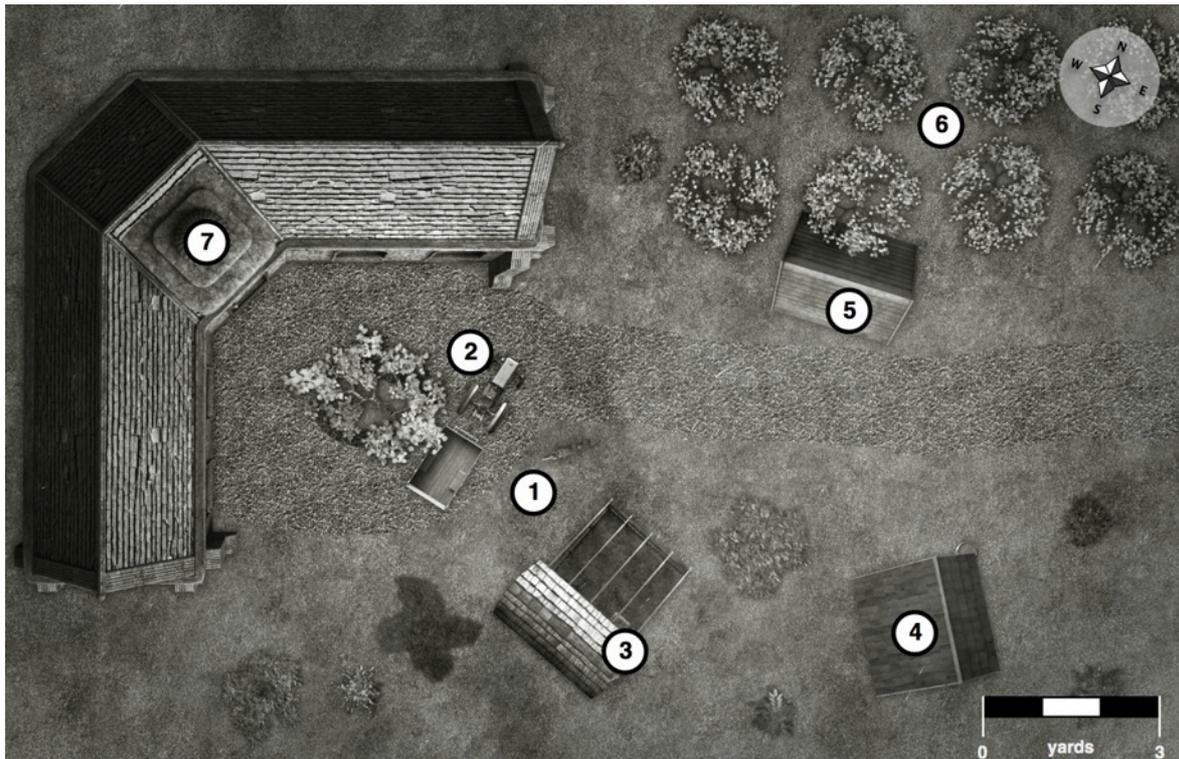
The characters will be quickly brought back the line and onto French soil, and depending on how well they know Captain Landry, the debriefing and questioning will take a different amount of time.

French Soldier - Foreign Legion			
La France!			
Reaction: 6	Defence: 16	Toughness: 6	All melee: 4
Pain limit: 13	Aura: 2	Courage: 8	AI Physical:5
Club: 6	Rifle: 6	MAS 36	

#### MAS 36

Cal	Mag	Range	Rec	Dam	Enc
7.5mm	5	9	9	10	5

## THE FARM OUTSIDE SARRALBE



Explanation to the map:

- (1) The motorcycle
- (2) The tractor
- (3) The hen house
- (4) A tools shed
- (5) A small shed
- (6) The apple orchard
- (7) The main farm house

If the characters arrive here later than 5 p.m. on Thursday, September 7, they will arrive to a scene of fire and destruction as the farmhouse and the three small buildings on the side will be on fire. The fires set on fire by Helga Wolmayer and her friend. The compass will be in Helga's possession. Tracks from a motorcycle will lead from the farm in the direction of the house of Miss Lili, and when the characters arrive there, they will find Miss Lili shot in the head, dead.

If the characters realise the importance of speed here, they will arrive at the farm, seeing a motorcycle parked outside, and there is a man on watch beside it (*Observation 10*). The voice of a woman swearing in German can be heard from inside the hen house (*Observation 15*).

The guard, Agent Walter Königsmann, will spot the characters if they either drive close to the farm in a vehicle or if they fail a *Stealth 15* roll. He will instantly throw himself in cover behind the tractor, and fire upon the characters with his pistol. This will alarm Helga Wolmayer, who is searching inside the hen house and will use it for cover, firing her scoped rifle, aiming carefully before each shot (aiming two rounds, skill level x 2).

Agent Walter Königsmann			
I follow orders			
Reaction: 6	Defence: 12	Toughness: 11	All melee: 3
Pain limit: 15	Aura: 3	Courage: 8	Al Physical: 3
Dodge: 5	Pistol: 6		
Walter P-38, 3 mags			

Helga Wolmayer - Lesser fallen			
For my beloved Führer!			
Reaction: 9	Defence: 14	Toughness: 22	All melee: 7
Pain limit: 20	Aura: 12	Courage: Unlimited	Al Physical: 6
Dodge: 8	Pistol: 9	Rifle: 12	
Scoped Kar-98 30 rounds, Luger-P08 3 mags			

### WALTER P-38

Mag	Range	Rec	Dam
8	3	4	5

### LUGER P-08

Mag	Range	Rec	Dam
8	3	4	5

### SCOPED KAR-98

Cal	Box	Range	Rec	Dam	Enc
7.92mm	5	12	12	10	5

## AFTERMATH

If the characters, or at least one of them survive the rather dangerous firefight with Helga Wolmayer, they will find, hidden in the hen house, *Christopher Columbus Compass*, a real trophy to bring back home to England.

This concludes the Wicked Times adventure series for the Operation: Fallen Reich RPG.

**THE END**

The letter to Mr. Demand



## Mr. Duval at Gare de l'Est



### Hotel note English

I'm so sorry but I had a business crisis that I had to take care of back in Germany. You can find me at this address

Hotel Riviera  
27 Bismarckstrasse  
Saarbrücken

### Hotel note French

Je suis désolé mais j'ai eu une crise de l'activité que je devais prendre soin de retour en Allemagne. Vous pouvez me trouver à cette adresse

Hotel Riviera  
27 Bismarckstrasse  
Saarbrücken



The photo of the late Albert Kunthz



Signed photo of Miss Lili



**Mr. Lemieux**



**Hauptsturmführer  
Helmut Fries**



**Commandant  
Franz Hessler**



**Shützen Kopp**



# Documents from the office of Hauptsturmführer Helmut Fries



## German soldiers on the street



## Christopher Columbus Compass



+10 skill level on Navigation

+5 skill level on Orientation

Can be used only once per day.

The star map in the lid will show other vessels, fish and land masses within 40 nautical miles from the compass, much like today's radar systems.

The compass was created in ancient times but was discovered by Christopher Columbus father, Domenico Colombo, and handed to his son, which made him the great explorer he was.

# The Checkpoint encounter map



# The farm outside Sarralbe encounter map

