



Introduction for the GM

Charles De Gaulle wants to take back Paris, and he wants Leclerc's division to do it, for that, he needs the help of the Allies. However, the U.S. and U.K. have other plans and plan to skip Paris, delaying the liberation as long as possible to prevent the Provisional Government of the French Republic from taking control of liberated France and thus put in place an Allied Military Government for the Occupied Territories (AMGOT). General Pierre Koenig, Chief of Staff of the French Forces of the Interior (FFI), has been ordered to precipitate a civil uprising in the capital and thus force the Americans to intervene and liberate Paris as soon as possible.

August 16, 1944 - Paris

- The resistance has begun its attacks on the German positions, which have sent an SS division to reinforce the Wehrmacht.
- The Subway workers, the national Gendarmerie, the Police and, just today, the Postal workers have joined the insurrection.
- The commander of Great Paris, **Dietrich Von Choltitz**, has orders from Hitler to destroy the city before letting it fall into the hands of the Allies.
- The British and American intelligence services knew what De Gaulle was planning and has activated a clandestine cell with the order to assassinate the communist **Henri Rol-Tanguy**, head of the FFI in Paris, together with the Gaullist **Jacques Chaban-Delmas**, and leader of the insurrection. The objective is to calm the resistance and stop the revolt before a bloodbath forces the Allies to intervene.

August 17, 1944 - Paris

- The Germans begin to leave Paris, they know something is happening. However, the Wehrmacht and SS patrols continue to operate normally and even more alert than ever.

The attack

British agents infiltrated among the Gaullists convinced Chaban-Delmas, who arrived on August 16 from London, to summon a meeting of the National Council of the Resistance on August 17.

This meeting will bring Rol-Tanguy out of his lair, under the Denfert-Rochereau square. A car bomb located somewhere along the route will do the rest.

The agents

All the agents are members of the French Communist Party (PCF), some may be Spanish (former members of the Republican People's Army). Rol-Tanguy has received a tip-off that someone wants to make a terrorist attack on his life, but he does not know who, when or where. Therefore, and not wanting to unleash an internal war in the FFI between communists and Gaullists, he has ordered the agents to investigate that discreetly. The only clue they have is the name of the informant, Maddelaine Cotillard, a Parisian prostitute.

Background

One of the agents is a traitor and works with the British and Americans. Below is a list with interesting backgrounds for the characters in this adventure, the only one that is mandatory is that of the traitor Agent:

- **Traitor agent:**
 - You are one of the agents working for the British who will participate in the attack, giving Marcel Dupont the route of Rol-Tanguy and the place where he must place the car bomb.
 - You are a convinced communist, and you admire Rol-Tanguy, but you cannot allow yourself to exchange from a fascist (Hitler) to a nationalist (De Gaulle).
 - If you were able to find a way to stop the insurrection without assassinating Rol-Tanguy, you would try to do so.
- **Guerrilla for love:**
 - You don't have very deep political ideals, you got into this because you were in love with someone, and that someone, who doesn't even know that you love him/her, is imprisoned in the German barracks.
 - You dream of being the first to enter after the liberation and release your loved one. No doubt, he/she will fall surrendered at your feet.

- **Anti-fascist hatred:**
 - You have fought the fascists for as long as you can remember, many comrades have fallen in the struggle.
 - Causing as much damage as possible to that garbage gives you great satisfaction.
- **Patriot:**
 - You are a proud Frenchman, your homeland is all that matters, you cannot bear the humiliation of seeing it subjected to the feet of Germany.
- **Revenge:**
 - The Nazis killed your family, you will not rest until you get your revenge.
- **Trade unionist:**
 - French millionaires disgust you almost as much as Nazis, they are the same shit.
 - Most German soldiers are just working-class people forced to fight for the interests of the elites, if only all workers could unite to banish the ruling classes...
 - This does not apply to SS, those are not even human, sadistic daddy's boys playing games, not one should be left alive.
- **Resigned:**
 - You don't quite know how you got into this, but you know that someday it will end, and you want to be alive to tell the tale.
 - You don't trust anyone, not even your friends, and you always play it safe.
 - Even so, if someone takes a risk for you, you won't rest until you've paid them back; you would rather not owe anyone anything.
 - You tend to question orders when they seem too risky compared to the value of the target.

Rol-Tanguy

The Communist leader is busy directing attacks on German positions from Denfert-Rochereau.

- If asked about **his agenda**, he does not plan to leave the Refuge until the meeting on the 17th, where he will demand the Gaullists and the uprising unions for an intensification of the resistance attacks.
- If they ask Rol-Tanguy with **Renné's description**, he will not know who you are talking about; if you go with a name, he will tell you that he is very close to Chaban-Delmas and that you must deal with him very discreetly.
- If they propose to change the meeting, or postpone it, he will strongly oppose it. "If I don't go to that meeting, the uprising will deflate, and it will be the same as if I had died. Find those scoundrels!"

Maddelaine Cotillard:

From her position, she has been working as a snitch for the PCF since the beginning of the occupation. She is proud of what she does and wishes to collaborate with the agents.

- The man who told that to her was very drunk and let slip something about how they were going to finish off that damned communist Tanguy.
- He was a rather short man, with a bushy red beard and sparse blond hair covered with a beret.
- He was wearing brown corduroy pants and a green shirt, similar to that of the Germans.
- He had a pear-shaped birthmark on his right side and was limping slightly due to an injury to his left foot.
- He spoke perfect French, even drunk, but Maddelaine would swear a slight British, or German, accent escaped him during sex.
- She doesn't think it's German, they're usually cleaner, but you never know.
- Keep the bills with which he paid her (there is nothing of interest).

Renné Martin.

Martin is French but grew up in London and works for MI5. He is infiltrated into the Gaullist faction of the resistance in Paris and is one of Chaban-Delmas' confidants. He lives alone in a small apartment near Montmartre, on the first floor.

Looking for Renné Martin

- The description Cotillard gives of him is enough for **any of the agents to know him**, passing a Knowledge roll.
- If none of them know who he is, with that description and a Charisma test **asking among the members of the resistance**, it won't take them long to

know his name. With more than one Hit they will also get an address. If they do not want their investigation to reach Martin's ears, they will have to get at least one Hit in a new Charisma test and role-play how they go about asking the questions.

- **Asking around the area** of Paris's **darkest brothels and slums** will require 2 Hits in Charisma to get a name, but no Charisma test will be necessary to do so discreetly.
- **A contact in the Gaullist faction** will immediately identify him and provide Martin's address.
- **A contact among the Germans** will identify him as a member of the resistance and nothing more.

During the day he will be out, planning the attack with his henchmen or doing some work for Chaban-Delmas.

- It will not be possible to locate him without a **contact among the Gaullists** or by obtaining the information, by torture or seduction, from a Gaullist who knows where he is (3-6 on 1d6).
- Another option will be **to go to places where the resistance supports strikes** and uprisings (the Subway, the Gendarmerie, the Police, or the Post Office) to find him in any of these places by chance will require 3 Hits in a Perception test, but he will be surrounded by hundreds of strikers and 2d6 + 4 Gaullist allies.

At 11:00 p.m. he will come to the apartment to rest, until 5:00 a.m.

- **If the agents have been careless, and he is aware that someone is looking for him**, he will arrive in a car and two Gaullists will stand guard all night in the vehicle. Entering the building unseen will require a stealth test against the perception of the two Resistance vigilantes. If they discover the agents, a shootout will start, in two turns Martin will appear and will get behind the wheel of the car to flee.
- If he is not aware, he will arrive alone on a motorcycle.

Renné Martin's apartment

- **Opening the door** of the apartment will require one Hit in mechanics, doing so without being discovered by a neighbor, or by Renné himself, will require 2 Hits.
 - **Entering without waking Renné** will require a stealth test, Renné will roll 1d6 less to perception for being asleep.
- If there is a **confrontation**, Renné will try to flee by jumping out the window, taking the motorcycle, or the car, and starting a chase.
 - The chase will begin with a single Hit lead.

- Attributes: (Charisma 3, for indoctrination) (initiative 1d6 + 1)
 - Difficulty 5 and 4d6 to all Charisma and Mechanics tests.
 - Difficulty 6 and 3d6 to all other attribute tests.
- Light firearm (P38): impact damage 2 // difficulty 6 // 3d6
- Light melee weapon (Dagger): impact damage 2 // diff 6 // 3d6
- Defense dice: 1 (Athletics)
- Health 8 // Will 8

What does Renné Martin know?

If the agents manage to capture Renné Martin alive, they will need to use Torture to get him to give up his associates.

- One of them is **Marcel Dupont**, a Gaullist, and member of the Resistance and the FFI, the other is one of the Agents. If the Agent is present, he will do his best not to be betrayed by Martin, in any case, he will first talk about Dupont and, if the torture is taken further, he will betray the Agent.
- He knows that the **attack** will take place on the 17th, using a car bomb on the way to the meeting, but he does not know the exact location (this information must be provided by the traitor agent at the last minute).
- He has no idea where Dupont is, but he knows the car will be a black Citroën Avant Mod 7A.

If asked why, he will reply that he does not want to exchange one fascist, Hitler, for another radical nationalist, De Gaulle, that it is better for the Allies to take over temporarily. This is a **test of indoctrination against the Agents**, who could end up agreeing with Renné and helping him to stop the insurrection (Maybe the traitor agent wants to participate in the debate).

Marcel Dupont

Marcel Dupont is a fervent French nationalist, he doesn't understand the orders or the motive, but any excuse seems good enough to kill a communist. He is the explosives expert, he has the car bomb prepared, ready to place it and blow it up wherever the traitor Agent tells him to. If cornered, he will blow up the car and try to flee on a motorcycle. He will fight to the death, unless he is knocked out.

- Attributes: (initiative 1d6 + 1)
 - Difficulty 5 and 4d6 to all Perception and Mechanics tests.
 - Difficulty 6 and 3d6 to all other attribute tests.
- Light firearm (P38): impact damage 2 // diff 5 // 3d6
- Defense dice: 0
- Health 8 // Will 8

How to find Marcel Dupont?

- A **contact among the Gaullists** might know where he has his workshop.
- **Interrogate Gaullists**, it will take 2 Hits in a Charisma test or the use of torture, seduction, or indoctrination.
- **The traitor agent** knows it. If he has been unmasked, he could be made to talk.

How does the adventure end?

Finding and neutralizing Dupont and Martin should be enough to thwart the attack, unless the traitorous agent has other plans.

- **If they do not succeed before the attack**, they will have the opportunity to identify Dupont on the way to the meeting with a very difficult roll, at least 3 Hits in Perception. If they succeed, they will see him fleeing from the crowd in one of the streets and will stop Tanguy's vehicle just in time to avoid the worst of the explosion, which will take the lives of some civilians and will cause the arrival, in 2 turns of an SS patrol.
- **If the attack kills Rol-Tanguy**, the resistance will stop the revolt and the presence of the Germans will be prolonged for a few more months. France will end up led by an Allied military government, like Warsaw.
- **If they manage to save Rol-Tanguy**, the next day a General Strike will begin in Paris, called by the French Communist Party, the insurrection will increase in intensity and on August 24 the city will be liberated by the Leclerc division, led by "La Nueve".

Pursuits in Paris

Paris is a complex city, within the city, **during the day**, a pursued will have managed to **throw off** his pursuers when he gets **4 Hits of advantage**, during the **night he will only need 3**.

The chases in motor vehicles **will attract the attention of the Germans**, after 4 turns a Wehrmacht couple will appear on motorcycles, every turn thereafter another one will appear, up to a total of 6. The initial advantage of the agents over each new vehicle will be 1 Hit.

Dangers of walking in Paris

Every trip through Paris involves the possibility of encountering Germans:

During the day:

- Roll 1d6, with 4 and 5 it will be a Wehrmacht patrol, with a 6, SS.
- If agents walk around with **heavy weapons**, or with **light weapons in the open**, patrols will attempt to stop them, ordering them to surrender their weapons.

In the evening:

- Roll 2d6, a 6 on any d6 will be a Wehrmacht checkpoint, a double 6 will be a group of drunken, armed, and brawling SS.
- A Wehrmacht **checkpoint** will stop them and ask them to **identify themselves**. If they have weapons in sight, they will be arrested, if not, each agent will need a Hit in Resources to be allowed to continue. (An agent may lend Hits to another in this test)
- **The SS group** will insult them to **provoke them**, whatever the response, they will attack the Agents with their fists, if any agent draws a weapon, a shootout will begin.

The patrols or controls of the Wehrmacht will be composed of as many soldiers as twice the number of Agents present in the scene (one of them will be an officer). If there is combat, from the fourth turn, and every 3 turns, a new squad will arrive with as many soldiers as agents.

The SS patrols or controls will be composed of as many soldiers as the number of Agents present in the scene, plus one (who will be the officer). If there is combat, from the fourth turn, and every 3 turns, a Wehrmacht squad will arrive with as many soldiers as agents.

The group of drunken SS soldiers will have as many soldiers as twice the number of agents, will have no armor and, instead of k98 (heavy), will use a P38 (light) and a Bayonet (light).

Wehrmacht Soldier: (Minion)

- Attributes: (initiative 1d6 + 1)
 - Diff 6 and 3d6 to all tests.
- Heavy firearm (k98): impact damage 4 // diff 6 // 3d6
- Defense dice: 2 (Light armor)
- Health 4 // Will 4

Wehrmacht Officer (Super-minion):

- Attributes: (initiative 1d6 + 1)
 - Diff 5 and 4d6 to all Perception tests.
 - Diff 6 and 3d6 to all other attribute tests.
- Heavy automatic firearm (MP40): impact damage 4 // diff 5 // 3d6
- Defense dice: 2 (Light armor)
- Health 8 // Will 8

SS Soldier (Super-minion):

- Attributes: (initiative 1d6 + 1)
 - Diff 5 and 4d6 to all Perception tests.
 - Diff 6 and 3d6 to all other attribute tests.
- Heavy firearm (k98): impact damage 4 // diff 5 // 3d6
- Defense dice: 2 (Light armor)
- Health 8 // Will 8

Drunken SS Soldier (Super-minion):

- Attributes: (initiative 1d6 + 1)
 - Diff 5 and 4d6 to all Perception tests.
 - Diff 6 and 3d6 to all other attribute tests.
- Light firearm (P38): impact damage 2 // diff 5 // 3d6
- Light melee weapon (Bayonet): impact damage 2 // diff 6 // 3d6
- Defense dice: 2 (Light armor)
- Health 8 // Will 8

SS Officer: (Villain):

- Attributes: (initiative 1d6 + 2)
 - Diff 5 and 4d6 to all Perception and Athletics tests.
 - Diff 6 and 3d6 to all other attribute tests.
- Heavy automatic firearm (MP40): impact damage 4 // diff 5 // 3d6
- Defense dice: 3 (Light armor and Athletics)
- Health 8 // Will 8

Wehrmacht or SS (Motorcycle) pilot (Super-minion):

- Attributes: (initiative 1d6 + 1)
 - Diff 5 and 4d6 to all Mechanics tests.
 - Diff 6 and 3d6 to all other attribute tests.
- Light firearm (P38): impact damage 2 // diff 5 // 3d6
- Defense dice: 2 (Light armor)
- Health 8 // Will 8

Member of the Resistance (Super-minion):

- Attributes: (initiative 1d6 + 1)
 - Diff 5 and 4d6 to all Perception tests.
 - Diff 6 and 3d6 to all other attribute tests.
- Light firearm (P38): impact damage 2 // diff 5 // 3d6
- Light melee weapon (Bayonet): impact damage 2 // diff 6 // 3d6
- Defense dice: 2 (Light armor)
- Health 8 // Will 8

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Presents

An adventure for:



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