

# A TYPICAL SHABBY NAZI TRICK

## Home Guard Operations with a difference!

It was four o'clock in the morning, and the two soldiers in the shelter at the end of the pier were feeling the cold. "It isn't half nippy out here Mr. Jones," complained Pike, slapping his arms against his sides in an attempt to warm himself.

"Not as cold as the nights out in the desert in the Sudan" replied Lance Corporal Jones. "Did I ever tell you about the time when..." As Jonesy rambled on, Pike let his gaze travel up the beach. Nothing to see, as usual.

Just sand, and waves, and...

"Mr. Jones, look!" yelled Pike, pointing along the beach. Jones peered in the direction of Pike's finger. Rising out of the water were a series of heads - Nazi frogmen, presumed Jones, although they were like no frogmen's outfits he'd ever seen.

"Quick Pikey!" gasped Jones, "Run and tell Captain Mainwaring! Don't Panic! Don't Panic! Don't Panic!....."

**A TYPICAL SHABBY NAZI TRICK is a Doctor Who : Invasion Earth** scenario, pitting the might of the Sea Devils against the.... talents of the Walmington-on-Sea Home Guard. It requires at least two players and an Umpire. The rest of this scenario should only be read by the Umpire.

Figures required are 6 Sea Devil figures, and 6 figures to represent Home Guard Heroes.

## OUTLINE - HOME GUARD

*"Guard this safe with your life, Mainwaring" instructed the General. "There's documents in there that are vital to the war effort. I'll be back in the morning to pick them up."*

*"You can count on us sir!" said Captain Mainwaring. "My men have this town well defended. No Nazi paratroopers will get past us!" Unconvinced, the General left the Home Guard in possession of the vital documents.*

The Home Guard objectives are simple - protect the safe (and the building it is in), and try not to lose more than one man in the process. They may retreat off the table following the road, but may not rejoin the game.

## OUTLINE - SEA DEVILS

In 1974, oil drilling in the North Sea will cause the awakening of a vast city of Sea Devils. They will begin destroying shipping as they assess the strength of the humans that have taken over their planet. The Doctor will be able to convince them to make peace, but the intervention of the Master and some ill-timed retaliatory depth charges from the Royal Navy will force them into all-out war. Humanity will win the war, but the point of this scenario is that the Sea Devils are intelligent enough to want to make peace ~ unless forced into violence by humans.

The small group of Sea Devils in this scenario are all that remains of an outpost a few hundred yards into the English Channel. A damaged battleship sank, crashing into the outpost when it hit bottom. Human casualties from the ship have shown them that their planet has been taken over while they slept, and so they have decided to come ashore at the nearest point, to attempt to make contact with a figure of authority. Using their limited psychic abilities, the Sea Devils brief is to move towards the senior living and active Home Guard figure : the Doctor is first choice, then Mainwaring, then finally Wilson (Jones's behavior is too erratic for them to realise he is next in chain of command). One Sea Devil must make a successful Assault action on the Home Guard leader (capturing him), after which a second Sea Devil must move into contact and perform no actions for 1 turn while it explains their plight. Once this has been done the game ends.

Sea Devils should not fire unless one of their numbers has been hit. Thereafter they may fire at will, but should not lose sight of their main objective. They will not fire on downed troopers or Private Godfrey.

If the Doctor, Mainwaring and Wilson are all killed, the Sea Devils will be unable to achieve their objective and should either retreat into the water, or attempt to wipe out the remaining Home Guards ~ either way they have lost; it just depends on the player as to how badly! Once the Sea Devils cannot win, the restriction on firing on Godfrey and downed troopers is lifted.

## **SCENERY & DEPLOYMENT**

Scenery should be laid out as per the plan. Note the positions of the building with the safe and the Public Conveniences. Home Guard troops start at the indicated positions. Sea Devils may be set up anywhere in the water. Only 3 discovery counters are used ~ one Useless and two Useful Junk.

## **THE BATTLE**

The steps up from the beach should be treated as Difficult Ground. Troops (except for Godfrey) may climb up or down from the pier if desired ~ this takes an entire move. Troops climbing are more likely to be hit ~ add 1 to all Fire action rolls against them. The Sea Wall can not be climbed.

## **THE DOCTOR**

The Doctor will arrive in the TARDIS eight turns into the game, appearing at random in either of the two bus stops. The Umpire should control him UNLESS any Home Guard units have

been removed from the game, in which case he comes under the control of the Home Guard player.

If the Umpire controls the Doctor, he will head for the nearest Sea Devil and will not roll as they attempt to capture him and explain the situation - note that this scenario is therefore unique as far as I am aware, in that the Umpire is able to win the game on behalf of both the players!

## **VICTORY**

This scenario is one that could be **WON** by both sides, as opposed to a draw.

The Sea Devils win if they are able to speak to the Doctor or the Home Guard side, no matter how many of their force are killed, although at least two are required for a successful capture action.

The Home Guard side wins if the building containing the safe remains standing and no more than one Home Guard unit is removed from the game.

If neither side wins as above, the "least losingest" player is the one with the most figures still alive at the end of the game (include Sea Devils and Home Guard that have retreated, and Home Guard that have been wounded).

## **NOTES FOR THE UMPIRE**

As you will know by now, this is a most unusual scenario in that both players can win without a shot being fired - it's therefore vital that the players are allowed to read only their own briefings and the introductory narrative. The more experienced player should play the Sea Devil side.

Once the game has been won, it's hard to play it again as the surprise has gone, so try these alternatives:

1) The Sea Devils (perhaps controlled by the Master) are in reality after the secret plans.

2) A third player (or Umpire) controls a group of German paratroopers, who land anywhere in the street 4 turns into the game. Their objective is to neutralise all Home Guard opposition, and capture any equipment or plans that may be useful. The paratroopers could land in the original scenario or as an addition to alternative 1. Their stats should be the same as Pike or Fraser, but with no saves and with an Extreme Range roll of 6 for Rifle-armed troops.

3) A small force of Zygons (or whatever else you have) were the ones really responsible for the sinking of the battleship. This alternative could be combined with the other alternatives, with the end product being (possibly) Home Guard and Sea Devils versus German Paratroopers and Zygons!

## PROFILES AND SPECIAL RULES

<b>Title.</b> CAPTAIN MAINWARING	<b>25 PTS.</b>
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<b>Actions Available</b>						
Move	Sneak	Hide	Fire			

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
1	5	-	180	(u)5	-	2

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Pistol	1	-	3+	4+	5+	6+	-

### Special Rules.

1) Due to the positive influence he has over (some of) his troops, when Wilson, Jones, Godfrey or Pike are within 10" of him, they receive a +1 modifier on all dice rolls

<b>Title.</b> SERGEANT WILSON	<b>2 PTS.</b>
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<b>Actions Available</b>						
Move	Sneak	Hide	Fire			

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
1	5	-	180	(u)5	-	2

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Enfield Rifle	1	-	4+	4+	4+	5+	-

### Special Rules.

1) Due to the positive influence he has over his troops, all Home Guard within 5" of Wilson gain +1 on all dice rolls. Troops do not receive this bonus if Captain Mainwaring is within 10".

<b>Title.</b> LANCE-CORPORAL JONES	<b>2 PTS.</b>
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<b>Actions Available</b>						
Move	Sneak	Hide	Fire	Assault		

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
1	5	+2	180	(u)5	-	2

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Enfield Rifle	1	-	4+	4+	4+	5+	-

### Special Rules.

1) At the beginning of each round, roll 1 die. On a score of 1, Jones becomes IMPETUOUS. Continue to roll at the start of each round until he rolls a 6, at which point he reverts to normal. Continue rolling each round until a 1 is rolled, etc. Jones will automatically stop being impetuous if another Home Guard unit is in base-to-base contact.

<b>Title.PRIVATE PIKE</b>	<b>1 PTS.</b>
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<b>Actions Available</b>						
Move	Move Fast	Sneak	Hide	Fire	Move & Fire	Assault

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
1	5	+1	180	(u)5	7	2

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
SMG	1	-	3+	4+	5+	6+	-

**Special Rules.**

1) The SMG causes 2 points of damage at Point Blank range.

<b>Title.PRIVATE FRASER</b>	<b>1 PTS.</b>
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<b>Actions Available</b>						
Move	Sneak	Hide	Fire			

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
1	5	-	180	(u)5	-	2

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Enfield Rifle	1	-	4+	4+	4+	5+	-

**Special Rules**

1) "We're doomed...doomed!" At the start of each turn, roll 1d6 for each member of the Home Guard within 6" of Fraser. On a 1 they have become demoralised for that turn by his continual tales of doom, and may take only Hide or Sneak actions that turn.

<b>Title.PRIVATE GODFREY</b>	<b>25 PTS.</b>
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<b>Actions Available</b>						
Move	Sneak	Hide				

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
1	5	-	-	(u)5	-	2

**Special Rules**

1) Mr. Godfrey is an extremely old man, who has some trouble with his waterworks. At the start of each turn, roll 1 die. On a score of 1, Godfrey must start to Move directly towards the Public Convenience building. He may make no other actions until he has reached and spent 1 turn inside this building. Begin rolling again each turn after he leaves.

2) Godfrey is the medic in the group. If a member of the Home Guard is reduced to 0 hits, the figure is laid down instead of being removed. If Godfrey spends 1 turn in contact with a downed figure performing no actions, that figure is restored to 1 Hit and may rejoin the battle as if never wounded. Figures that take damage that reduces them to below 0 Hits are removed from the game as normal.

### HOME GUARD SPECIAL RULES:

Note that no member of the Home Guard may fire at Extreme Range. They are all quite old, and their eyesight isn't really up to it! Pike's eyesight is good, but his SMG only works to Long Range anyway.

<b>Title. SEA DEVILS</b>	<b>15 PTS.</b>
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Actions Available						
Move	Fire	Move & Fire	Turn (180)	Assault		

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
2	-	+2	180	(45)5	-	-

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Beam	1	-	3+	4+	6+	-	-

Sea Devils are larger than humans. The head of a Sea Devil is bony and dominated by two bulbous eyes and a large beak-like nose. A tough reptilian skin and bony protrusions provide natural armour. Their handheld beam weapon is small, but delivers a powerful charge.

### EPILOGUE

The Sea Devils moved back into the ocean, their leader pausing to raise one hand in acknowledgement of the help the Home Guard had given them. As they did so, a worried look crossed Pike's face, and he tugged at Wilson's sleeve.

"Uncle Arthur, does this mean that we shouldn't eat fish and chips any more?" Mainwaring turned to him with a sigh.

"Stupid boy", he muttered.

