

# Rescue From The Sky

by Brian L. Bird

*July 1st, Belfort: Captain Ralph Meyers, Lieutenant Arnold Fitzpatrick, and Sgts. Andrew Vandenberg and Richard Franklin made up on of the best Jedburghs. They are taken by the Gestapo. These men know a great deal about SOE and OSS operations in Alsace Lorraine.  
1400 July 7th: Allied paratroopers land outside Belfort, with the aid of*

*Maquis they plan a rescue. Its going to be rough for our friends over there...very rough.*

## OBJECTIVE:

Americans & Maquis win if they fulfill the following objective:  
\* Rescue Capt. Meyers and his squad before the Gestapo can break them, and cross the Swiss Border by

moving them through the shaded hex on map 5B.

\* Maquis must cut some Telephone Wires (see Special Rules)

Germans win if they fulfill the following objective:

\* Prevent the Americans from fulfilling their objective by the end of round 12.

*"Whats a Jedburgh?"*

**Rounds:** 12  
**Starting Initiative**  
Americans

**Actions**  
4

**Special Rules**  
Shared Strategy Deck  
-Disruption

Additional Operations Cards  
- Allies: Satchel Charges (Viva la Resistance!)  
- Germans: Elite Formations (SS and Gestapo)

Prisoners are identified by a Light Green base. This unit should be constructed first from the Paratrooper forces.  
- 1 Light Green Squad Base  
- 3 Elite Infantry (Lt. Fitzpatrick, Sgt. Vandenberg and Sgt. Franklin)  
- 1 Officer (Capt. Meyers)  
Prisoners cannot control the Control Marker on map 7A/9B

Maquis are represented by British forces.

Telephone Wires  
To assist their American friends, The Maquis must provide some mischief.

- The two Victory Point markers need to be replaced with 2 British control markers (1 point each).

- A Maquis squad located in a hex with a control may spends an action to cut wires. They immediately gain the command points and the control marker is removed. These command points are for the Maquis alone and can be used to immediately buy any card available in the Allied HQ. The card bought can only be used by The Maquis.

Airfield Personnel will not venture more than 2 hexes away from airfield.

Vehicles  
- Opel Blitz vehicles are considered Equipment for use by any force. Once used by Paratroopers or Maquis, replace it with the appropriate forces own truck.

**Campaign Rules**  
This is the first scenario of an ongoing campaign based off of scenarios first presented in FASA's WW2 RPG Behind Enemy Lines. After this scenario, advance the Paratroopers as you would normally through a Campaign Phase. Any survivors of Captain Meyers Squad will be attached to the Paratroopers for the rest of the campaign.

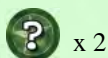
Note: A Jedburgh is a special team of men who drop into occupied territory as an Allied liaison team to work with local French Resistance groups.



## Allies

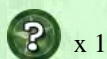
### Paratroopers

- 4 Squad Bases
- 7 Regular Infantry
- 8 Elite Infantry
- 1 Officer



### Maquis

- 4 Squad Bases
- 9 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



### Starting Strategy Cards: 3

#### Strategy Decks

- Command I
- Ground Support I

#### Operations Cards

- Camouflage

#### Deployment Zone

Paratroopers

Any of the Dark Green shaded hexes on map 12A

Prisoners

In the Light Green hex on map 9B

Maquis (Represented by British forces)

-Any of the Yellow shaded hexes on map

2B

#### Special Rules

Paratroopers

- 1x Alpha Unit

Maquis

- 1x Demolitions

## German

### Airfield & Patrol

- 7 Squad Bases
- 18 Regular Infantry
- 8 Elite Infantry
- 1 Machine Gun Crew
- 2 SdKfz 251 Half Track
- 1 Opel Blitz Truck

### Gestapo & Swiss

- 5 Squad Bases
- 14 Regular Infantry
- 2 Elite Infantry
- 2 Officer
- 1 Machine Gun Crew
- 2 SdKfz 251 Half Track
- 2 Opel Blitz Truck



### Starting Strategy Cards: 3

#### Strategy Decks

- Morale I
- Supply I

#### Operations Cards

- Intelligence Report

#### Deployment Zone

Airfield (Any of the Dark Gray shaded hexes on map 6B/11B)

- 3-4 Squad Bases
- 1 Opel Blitz
- 1 SDFKZ 251 Half Track



Patrol (Any of the Dark Gray shaded hexes on 4B)

- 3-4 Squad Bases
- 1 SDFKZ 251 Half Track

Gestapo (In the Black hexes in and near the building on 7A/9B)

- 2 Squad Bases
- 1 Opel Blitz
- 1 SDFKZ 251 Half Track

Swiss Border (Any of the Light Gray shaded hexes on map 5B)

- 3 Squad Bases
- 1 Officer
- 1 Machine Gun Crew
- 1 Opel Blitz
- 1 SDFKZ 251 Half Track



