Stalag Luft III

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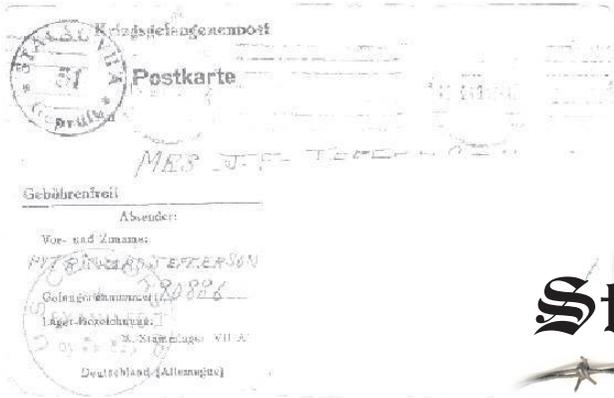
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Stalag Luft III

Foreword

Even if you've never heard of **Stalag Luft III** before now, it's almost certain that you have heard of **'The Great Escape'**, even if you've only seen the movie. The story is a true talel of courage, ingenuity and endurance under extreme conditions.

'The Great Escape' as it became infamously known, was the largest ever single break-out of allied Prisoners of War from a German POW camp, although it is likely that it was the fate of those escapees that brought infamy to the affair. 50 of the 78 prisoners who escaped were executed in cold blood by order of the Gestapo, setting a new precedent for the future treatment of Prisoners of War, which until that point had largely been within the bounds of the Geneva Convention.

The escape was made all the more remarkable by the fact that at the time, Stalag Luft III was the Luftwaffe's newest and most secure compound.   There were many factors which conspired to bring about this most daring of escape attempts but at the heart of it was Squadron Leader Roger Bushell, known as 'Big X' within the escape committee or 'X-organisation'. Sqdn Ldr Bushell bore a particular grudge against all Germans but especially the Gestapo. His arrival at Stalag Luft III would be the catalyst that would reform the X-organisation as the Germans gathered all the most hardened Escapers in this new 'escape proof' camp. Here is where our story begins.

Background

As you have already learned, Stalag Luft III was run by the German Air force or 'Luftwaffe' (up until the Great Escape, after which the running of the camp fell into the hands of the SS and Gestapo). It was standard practice that the Luftwaffe looked after allied Air force prisoners, and similarly the navy or Kriegsmarine were in command of camps containing allied navy prisoners and so on.

It is important to understand that while the camps were heavily guarded, for obvious reasons the personnel who were employed at such camps were not the 'cream' of the German armed forces who could be better employed at the front. Camp life was also tediously dull not only for the prisoners but equally for the Luftwaffe personnel, and as the war progressed the conditions and quality of food rations and supplies deteriorated for both sides.   The nutritional value of camp rations was at best poor, and the arrival of supplies for the POWs from the Red Cross and YMCA brought the best hope of sustenance and news from home.   Conditions were so poor for the guards that often it did not take much more than the promise of a cigarette or a tin of real American coffee to coerce them (the camp coffee was made from ground Acorns and the 'butter' somehow derived from fish heads!). Remember also, that time was on the POW's side, and as amicable and mutually beneficial relationships were struck up between the POWs and the Guards, it was all too easy for a Luftwaffe guard to find himself getting deeper and deeper into trouble. With the threat of being 'sent to the Russian Front' if they were found to have been collaborating the guards could quickly find themselves in an impossible position, forced to yield to the prisoners ever increasing demands.

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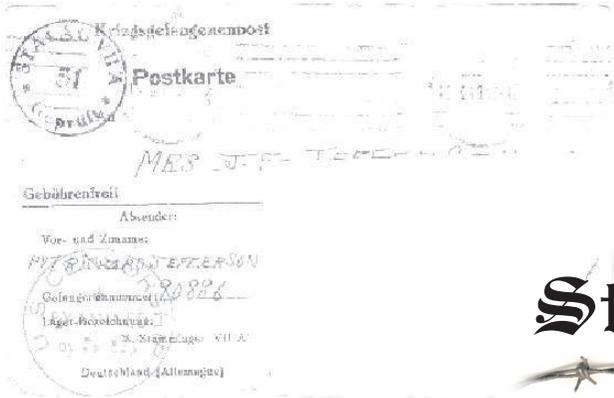
Glossary of terms used hereafter

POW - Prisoner of War.

Ferret - a specialist guard trained in counter escape techniques. A Ferret is identified by his black overalls and cap. Ferrets are keen and tenacious, it is their job to sniff out illegal activities being carried out within the camp and of course to locate any tunnels and contraband. Ferrets were nonetheless the victims of blackmail, and in fact it was a Ferret who was to supply a camera and film after being tricked into signing a receipt for some chocolate by one of the prisoners.

Stooge - a POW lookout. Stooges provided an early warning system to warn of the approach of a Ferret or guard straying too close for comfort to any illegal activity, using a complex system of coded signals. A Stooge positioned close to the only entrance to camp was also able to log the comings and goings of any guards and therefore the no. of guards on duty and their location was always known to the X-organisation.

Stoolie - a German spy in the guise of a POW.

Warning Wire - a single strand of barbed wire strung just above ground level encircling the compound several metres inside the perimeter fence. The warning wire was just that. Any POW found between the warning wire and the perimeter fence was under threat of being shot on the spot.

Perimeter fence - in fact two fences spaced 2 metres apart constructed of barbed wire. More coils of barded wire were packed between the fences.

Guard tower - situated every 150 metres, manned by at least one Luftwaffe guard equipped with binoculars, a search light and heavily armed with an MG42 machine gun.

The Cooler - the solitary confinement block where troublesome or recaptured POWs would find themselves spending much time.

Vorlager - the German compound containing the Kommandant's office, Guard House, Cooler, Hospital block, coal shed and generator.

Tom, Dick and Harry - the codenames assigned to the 3 tunnels that were to be dug simultaneously by the X-organisation for the most ambitious escape ever planned.

Hardarser - term used for a persistent escaper, prepared to walk many hundreds of miles, and sleeping rough.
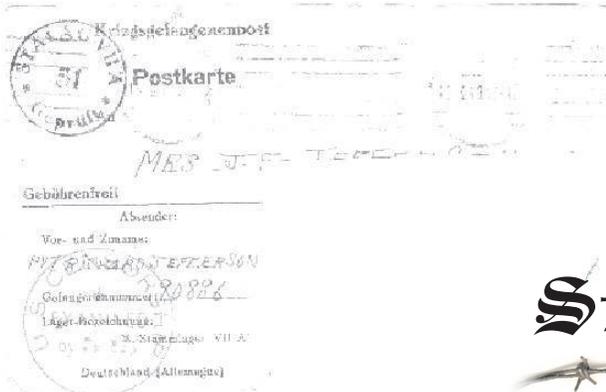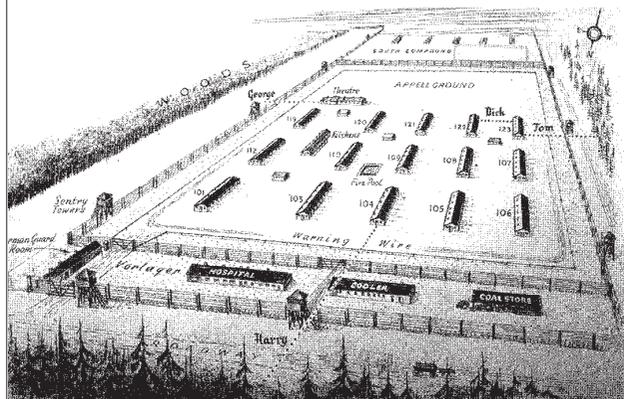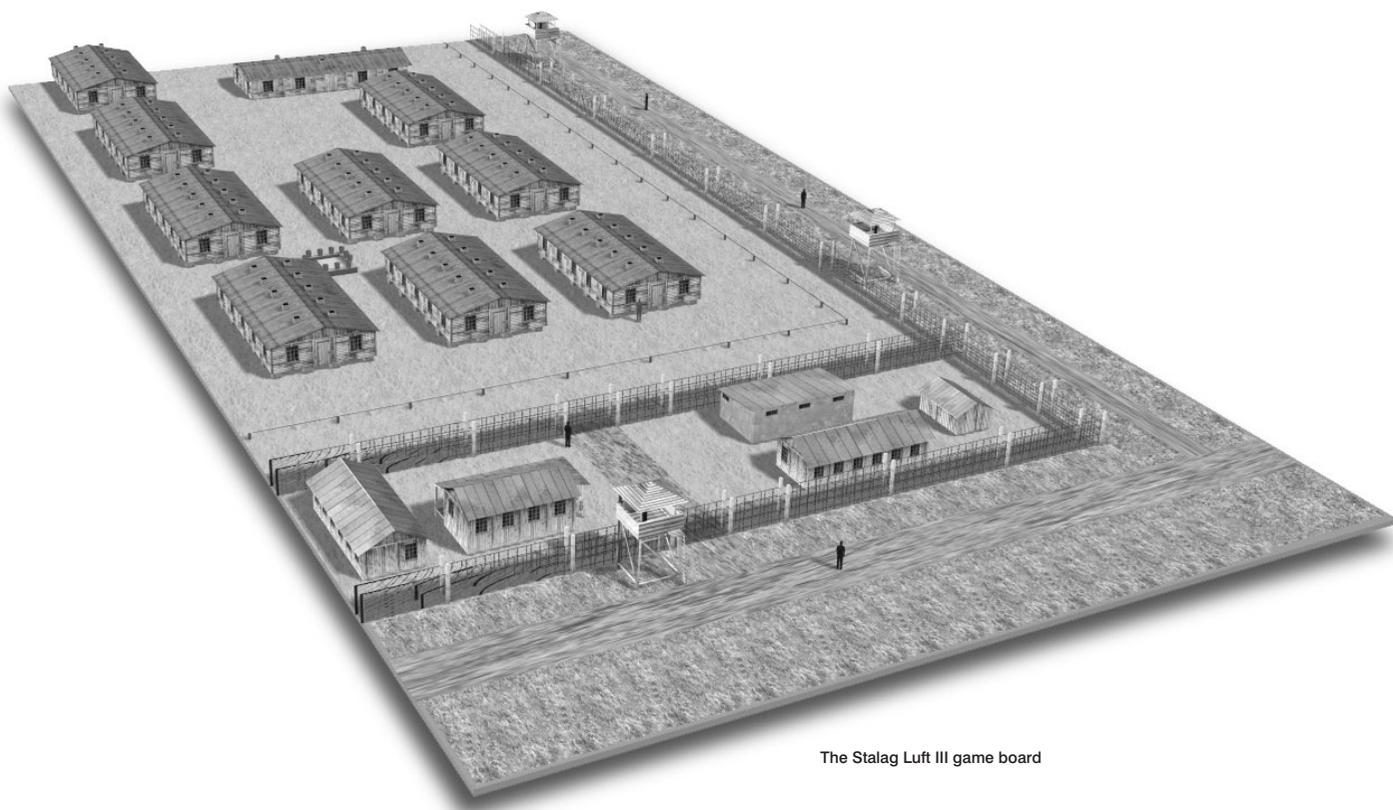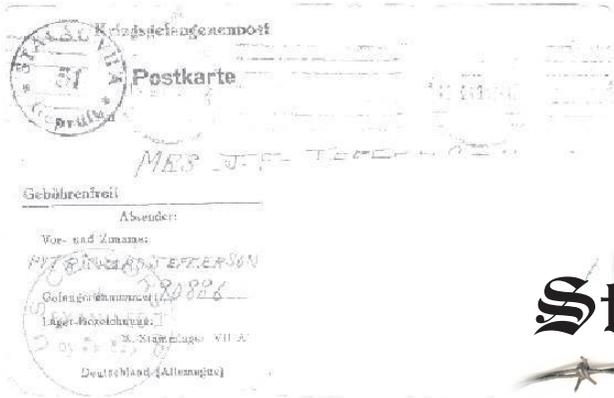
Stalag Luft III

The North Compound

The real Stalag Luft camp was vast and included several compounds. For the purposes of this game we are only concerned with events at the new North compound. Nonetheless the North compound was itself huge and housed up to 2,000 prisoners crammed into 15 huts. The game therefore will concentrate on just 8 of those huts situated in the North West corner of the compound. The size and spacing of the huts and the dimensions of the camp have been compressed for the purposes of game play.

Drawing of the actual North Compound at Stalag Luft III

The Stalag Luft III game board

The Game

Objective

Stalag Luft III is designed to be a two player game. The objective of the POW player is to construct a tunnel and effect the escape of as many prisoners as possible in a single escape. The German player's objective is clearly to prevent the escape of any POWs from the camp.

The game is played over 2 hours, or an agreed time period. If the escape has not occurred in that time period, the POW player is deemed to have failed.

Scenarios

In addition to the building of a tunnel, the POW player may attempt to effect various forms of escape by hardened individuals not directly connected with the X-organisation. These include walking out through the main gate disguised as a guard or maintenance worker, scaling the wire at night, tunneling 'mole fashion' under the perimeter wire, hiding in a vehicle which enters the compound and so on. These 'scenarios' may be played at any time by the POW player at the end of a turn.   Many of the scenarios are essential to the main escape plan and include using stealth to enter the Vorlager to steal the latest form of ID papers, or escaping to reconnoiter the immediate area surrounding the camp and locate the nearest town and railway station before returning to the camp. These X-scenarios must be completed successfully before the main escape can commence.

The X-Organisation

The X-organisation or escape committee includes the SBO or Senior British Officer, 'Big X' head of operations, 'Big S' head of Security as well as Tunnel Kings, Manufacturers, Tailors, Forgers, Stooges, Dispersal and Distraction teams.

Each escapee must be equipped with current ID papers, civillian or German military clothing, a map and compass and in some instances, even a railway timetable and tickets. There is a huge amount of preparation required - Big X plans to effect the escape of as many as 250 prisoners in one escape!

Tom, Dick and Harry

Bushell's plan called for 3 tunnels to be dug simultaneously, the idea being that if one tunnel was found, work would continue on the other two, increasing the chances of success.   The problem with the plan was that the large size of the camp would call for exceptionally long tunnels to be built, and since the Germans had installed listening devices around the perimeter of the camp capable of 'hearing' any excavation work ungerground, the tunnels would have to be dug deep below the surface.
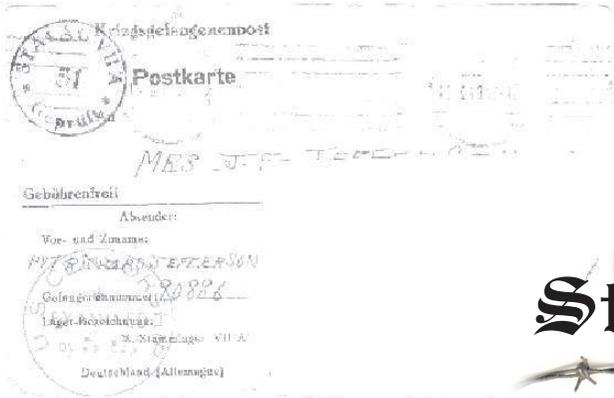
Tunneling would be even more difficult than any previous experience the men had, as the Germans had been careful to site the camp in an area of particularly sandy soil. The tunnels would need to be in excess of 300 feet in length and would have to be strengthened their entire length with wood - like a mine shaft - a daunting prospect. Moreover, the enormous amount of soil and sand excavated would have to be dispersed within the compound, a problem made worse by virtue of the top soil being a totally different colour to that excavated from lower down.

A 'rail' system would also need to be constructed to ferry the diggers to and fro and pull the freshly dug soil out, as well as lighting and a system to pump fresh air to the far end of the tunnel.

Forgers and Scroungers

At the same time the Forgers would be working furiously on reproducing by hand, typed letters, passports, rail tickets and ID papers copied from stolen or borrowed papers from the guards. It was the job of the 'Scrounger' to obtain by hook or by crook whatever he could to aid this effort.

Tailors

Clothing would also need to be tailored from what was available, such as blankets, sheets and battle dresses died with ink. Elaborate forgeries of Luftwaffe uniforms were painstakingly made complete with 'leather' belts and holsters fabricated from cardboard and copious amounts of boot polish, and wooden 'weapons' hand-carved and stained to make replica rifles and pistols.

Stooges

All this activity would need to be carried out under the very noses of the camp guards, and it was the job of the Security division of the X-organisation to ensure the complete secrecy of the workshops. The elaborate system of 'Stooges' or lookouts was known to the Germans, but was nonetheless extremely effective. If a guard came anywhere near the location of a workshop, the activity could be shut down and concealed in minutes - even seconds.
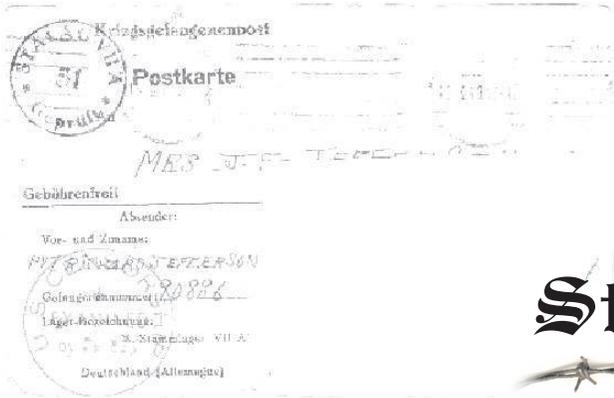
Initial Setup

The Board
These rules assume that you will be using the maximum size playing area, which is a table top 8ft x 4ft in size. This is very big however, and it is quite feasible to play the game on a much smaller board simply by employing fewer huts etc. Full instructions on how to build Stalag Luft III and downloadable card buildings and towers are available from the website.

Table Top Board Game version
The game can also be played as a standard board game. A revised board game version of the rules is available from the Ebob website, and a 2D version of the board can be simply printed out on an inkjet printer and pasted together onto an A1 size piece of card. Refer to the website for more information on the board game version of Stalag Luft III.

huts and out-houses
All the buildings required to play Stalag Luft III are available to download from the website. Simply download the pdf files, print them using a colour printer and stick to card and cut out ready to assemble.

Setting up the board
Using the full 8ft x 4ft gaming table, the board should be set out as shown. Full details on how to build Stalag Luft III are on the website.

Suggestions for layout of smaller gaming boards are on the website.
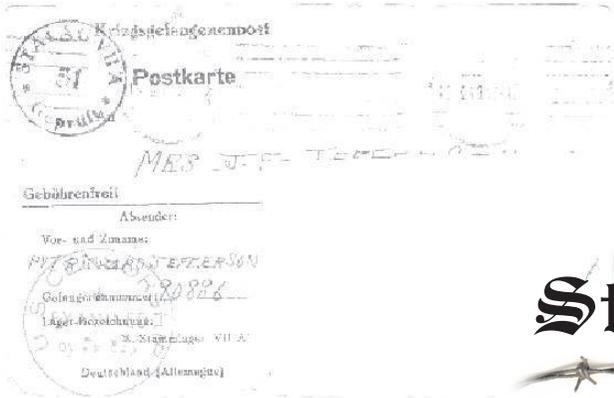
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Preparation

Cards and Counters

Print out the cards and counters at the end of this document using a colour printer. Glue to card and cut out.

POW Character Cards

The POW character cards should be shuffled and stacked to one side. The German player should take the top 6 cards, examine them and hand over to the POW player. While the camp housed many hundreds of prisoners, we need only concern ourselves with key characters from the x-organisation for the purposes of the game, so these first 6 characters represent the initial intake of new prisoners to the camp. As the game progresses, other character will be drafted in from other camps.

Place the appropriate miniatures for the 6 POWs (or use the card versions at the back of these rules) in the Vorlager near the main gate.

Sand, Wood and Air Duct Counters

Sand counters will come into play when you come dig a tunnel - for now glue to card, cut out and place in a pile to one side. Do the same for the wood and air-duct counters.

German Deployment

Place one Tower Guard miniature in each of the three towers. Place one armed guard at the Sentry box at the inner gate and likewise at the outer gate. Place the Kommandant near his office in the Vorlager along with the Captain miniature. Place the 5 Ferret miniatures inside the compound spaced out in a line facing the North fence and main gate.   Place 10 armed guards in the vorlager to guard over the new intake of POWs.

The POW map

In addition to the main gaming board, the POW player must also keepa map of the compound hidden from the German player. This map will be used by the POW player to track the location of workshop, tunnel progress and the whereabouts of any POWs deployed in huts.

Stalag Luft III

Tactical Game Turn Sequence

German deployment

POW deployment

German movement phase

POW movement phase

German routine - roll d6

POW routine - barter, dig, disposal, manufacture etc

POW player declare scenario or draw 1 idea card

German player resolve capture of escapees

End Turn

German routine - random event (d6)

1 New prisoner arrival

2 Shakedown - all huts and out buildings

3 Red Cross delivery

4 Routine Maintenance work details

5 Ferret search

6 Redeployment of Guards

Tactical Turn Sequence - Expanded

German deployment

If there are no Ferrets on the table at the start of the turn, the German player may roll a d6 to determine the no. of Ferrets on duty. The maximum no. of Ferrets is 5, so on a roll of 6, 5 Ferrets are deployed plus the Camp Kommandant. New Ferrets must be deployed either entering the camp from the Vorlager or anywhere along the open East side of the compound. Once deployed, Ferrets starting at the Vorlager may only exit the table via the East side of the compound, and similarly, Ferrets entering from the East side may only exit by returning to the Guard House in the Vorlager.

POW deployment

Any new arrivals waiting in the Vorlager compound should be assigned hut nos. by the German player. The names of the POWs and their assigned hut nos. should be noted by both players for reference. New arrivals are then deployed to main compound - placing the miniatures ouside one of the entrances to their assigned hut.
The POW player may also move any figures already deployed in the compound to new locations anywhere within the boundaried of the main camp (not in the Vorlager). Tunnel Kings, Manufacturers, Forgers and Tailors should be deployed to huts on the POW player's map. A Tunnel King may be assigned to any hut, however, if any progress is to made to a tunnel, then a Tunnel King must be present at the location of the entrance. Similarly, the Forger, Manufacturer and Tailor must be located at their respective designated workshops if any work is to be carried out this turn.

German Movement Phase

Guards are moved 4" directly towards their 'change direction' marker.   Ferrets may move freely in any direction up to 6", however if a Ferret starts the turn in a position where he cannot be observed by a 'Stooge' he may move directly to any location on the board provided he can trace a path which does not cross the LOS of any Stooges - this may include moving through huts via the entrances - and move up to 6" from his new position.

Ferrets may end their move in a hut, however a single Ferret may not conduct an impromptu hut search on his own, but if 3 or more Ferrets enter a single hut from each doorway, effectively sealing off the building then the POW player must declare the presence of any characters in that building. If any POWs not assigned to that hut/building are present then a **'spot search'** may be conducted (see spot searches).

POW Movement Phase

The POW player may move any of his figures up 6" - with the exception of Stooges who may not leave their posts and may only be moved in the deployment phase.

German Routine - Roll d6
1. New prisoner arrival
The German player Rolls 1 d6 to determine the no. of new prisoners. If all character cards are in play then no other action is required this phase, otherwise the appropriate no. of POW character cards is
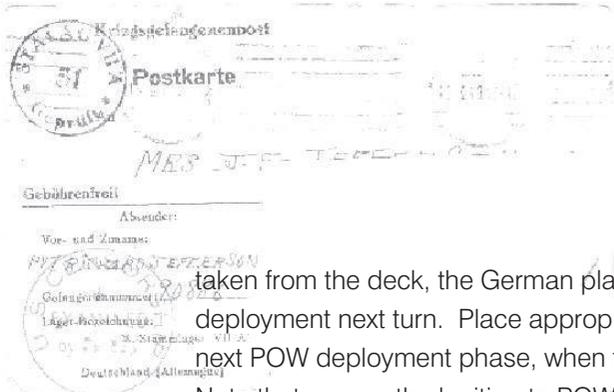
taken from the deck, the German player should examine before handing over to the POW player for deployment next turn. Place appropriate POW miniatures under armed guard in the Vorlager until the next POW deployment phase, when the German player should assign each new POW a hut no.
Note that among the legitimate POWs are a no. of **'Stool pigeons'.**

'Stool Pigeons'

Stool pigeons are German spies in the guise of POWs. Trained by the Gestapo, their job is to successfully infiltrate the X-organisation and ultimately discover the nature and location of any illegal operations such as tunnel excavations and workshops. Prisoners who were not known to anyone else in the camp were quickly marked as potential spies by the security section of the X-organisation, and rigorous questioning was usually sufficient to identify them.

If a Stool Pigeon is present in the camp, he is under the control of the German player. The German player may deploy his spy directly after the POW deployment phase, placing him either within the compound or locating him in a chosen hut or out-building. The presence of a Stool Pigeon in a workshop or a hut containing a tunnel entrance will deny the POW player access to that facility while the 'Stoolie' remains therein. The presence of the 'Stoolie' within 6" of a dispersal team will deny them the chance to disperse any sand (the sand must be returned to the tunnel).

Once each turn only, the POW player can attempt to remove the 'Stoolie' by successfully identifying him by rolling 6 on a d6. If Big 'S' or Big 'X' question the 'spy' (if they are in the same hut or within 12") then he will be identified on a roll of 5 or 6. If the SBO himself interrogates the suspect he will be identified on a 4, 5 or 6.

Each turn, the spy can attempt to learn the location of a workshop or tunnel. The German player rolls two dice. On a roll of 2 or 12, the spy learns the location of a tunnel (if one exists). On a roll of 3 or 11, the spy learns the location of a workshop - the POW player must declare the hut no. of one of his workshops.

### 2. Shakedown - all huts and out buildings

The purpose of a Shakedown is to determine where certain POW characters are spending much of their time. A pattern of movement might indicate which huts are being used as workshops and the possible locations of tunnel excavations. This knowledge will help the German player to determine the appropriate target for a detailed Ferret search or spot check.

Conducting a Shakedown:

The German player declares the 'Shakedown' and positions all Ferrets and guards currently on duty in the compound and Vorlager in key positions to maximise coverage of the camp and prevent the movement of POWs until the main body of guards are deployed from the Guard House.
Once the German player has positioned his men around the camp, the POW player may move any POWs who are not in LOS (Line-Of-Sight) of any guards, towers or Ferrets up to 6". The POW player
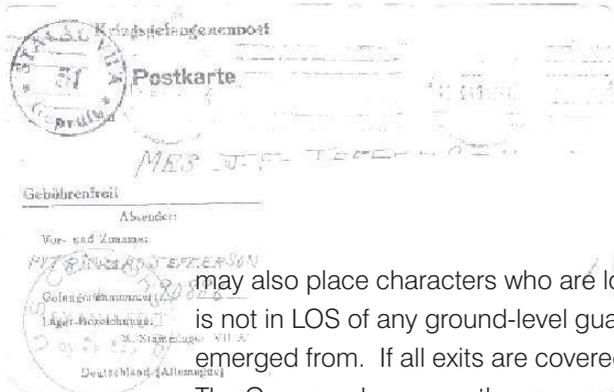
may also place characters who are located in huts up to 6" from a hut entrance provided the entrance is not in LOS of any ground-level guard or Ferret, placing the figure so as not to give away which hut he emerged from. If all exits are covered, no one may exit the hut.

The German player may then request that the location of all POWs is revealed to him - the characters being placed outside the entrance to each hut as they are declared.   Any characters located in huts to which they are not assigned are deemed as suspicious and a 'spot search' of the hut may be made if 3 or more Ferrets are present in the compound (see spot searches).

Following a Shakedown, all guards return to their normal duties and all Ferrets retire to the Guard House. If the Kommandant is present within the compound then he returns to his Office.

3. Red Cross Delivery

For each special character in the camp - the POW player should take one Red-Cross card from the deck. These will go to the Scrounger as bartering tools.

4. Routine Maintenance work details

On a large camp like Stalag Luft III there is constant maintenance required on lighting, fencing and plumbing etc. However the presence of a Maintenance crew presents an irresistible chance for an opportunist POW to take advantage.

The work detail is placed at a random location on the map according the following table and must remain in place until the end of the turn.

Roll d6:

1-2 The Bathhouse.

3-4 At the inner fence opposite the Guard House.

5-6 At the inner fence midway between Guard Tower 2 and Guard tower 3.

If at the end of the turn the Scrounger is within 12" of a work detail and there are no guards or Ferrets with 12" of the work detail then with the expertise of an experienced pick-pocket, he successfully acquires a full set of papers from one of the work detail.

If there are any other POWs within 12" of the work party at the end of the turn they may roll on the table below in an attempt to steal from the work party.

Roll d6

1 unsuccessful - spotted by tower guard - go to cooler for 5 turns.

2 unsuccessful - work detail become weary - no further attempts may be made to steal by POWs.

3 unsuccessful - no opportunity to steal

4 successful! acquire 1 roll of lighting cable.

5 successful! acquire 1 tool belt, including wire cutters, hammer, screw drivers, and pliers.

6 successful! acquire 1 ladder and a pick axe.

5. Ferret search
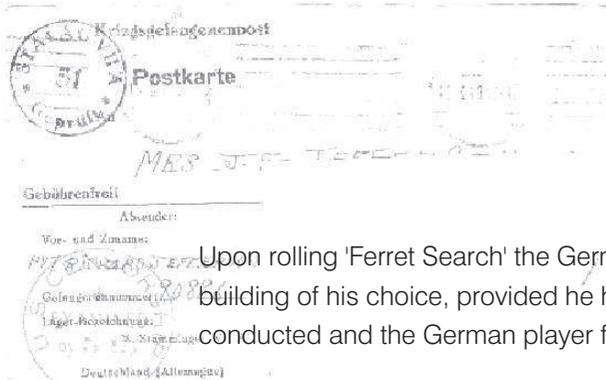
Upon rolling 'Ferret Search' the German player may declare a detailed search on one hut or out-building of his choice, provided he has 3 or more Ferrets on duty - if not then the search may not be conducted and the German player forfiets this phase of the turn.

Conducting a 'Ferret Search'

To conduct a Full search of a hut, the German player must declare which hut he intends to search, placing one Ferret figure at each of the hut exits to seal off the building.

The POW player must then declare the presence of any POWs inside the hut and place the appropriate minatures in a line at one of the exits, the German player placing them under armed guard.

The Ferrets then enter the hut and for each of the Ferrets the German takes a d6. So if 4 Ferrets are searching the hut the German player will need 4 dice. In response the POW player takes 1 dice for each member of x-organisation present in the hut. Note that this does not include 'independant' characters, and that stooge, dispersal, and distraction teams may not be deployed in a hut so they are also excluded.

Roll off

The German player now rolls all his dice at once. The POW player then rolls his dice. The POW player uses his dice rolls to cancel out the German player's dice. If the POW player rolls higher than the German player than the dice is removed.

example:

4 Ferrets search hut 104. The German player takes 4 dice. The POW player has a Tunnel King, Big 'X', the SBO and McDonald from Intelligence present in the hut, so he also takes 4 dice.

The German players rolls as follows; 3, 4, 2 and 5.

The POW player in turn rolls; 6, 2,1 and 4

The POW player uses the 6 to cancel out the German players' roll of 5. Similarly the POW players 4 cancels out the German players' roll of 3. The POW players' rolls of 2 and 1 are discarded as they are not high enough to cancel the German players' rolls of 2 and 3.

This leaves the German player with 2 successful rolls of 2 and 3. The '2' and the '3' are referenced on the following table.

Results of the search

Using the table below the results of the search are calculated.

- **1** Any sand hidden in the hut is discovered
- **2** Any wood missing from the hut is found to be missing and any sand hidden is discovered.
- **3** If any contraband (escape clothing, forged documents, tools, etc) are hidden then 1 item is discovered and confiscated. 1 prisoner of the German's choice present in the hut may be sent to the cooler.
- **4** All contraband hidden in the hut is discovered and confiscated. 1 prisoner of the German's choice present in the hut may be sent to the cooler.
- **5** If the hut is being used as a workshop then this fact is discovered, the workshop is closed down and all contraband is confiscated. Anyone present in the hut who was using the workshop is sent to the cooler.
- **6** If there is a tunnel entrance, then it is discovered and closed down. All contraband is confiscated and if present the Tunnel King is sent to the cooler. If the hut is a workshop see 5.

With the search completed, the Guards and Ferrets leave the compound returning to the Guard Hut in the Vorlager.
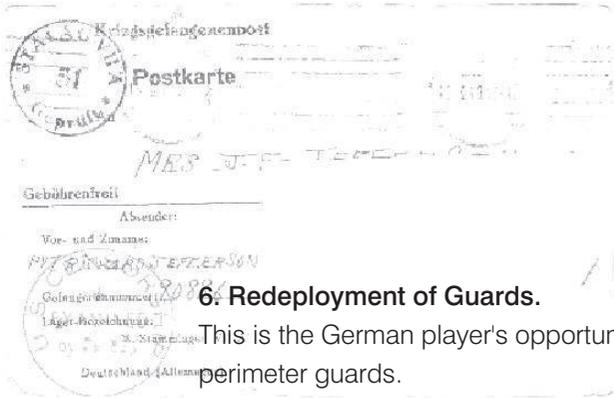
This is the German player's opportunity to adjust the 'change direction' markers for the compound and perimeter guards.

POW Routine

The POW player may attempt any of the following if the appropriate conditions are met:

1. Barter with Guard/Ferret

requirements: Scrounger, items for offer

conditions: The 'Scrounger' must be within 12" of a guard or Ferret, who is isolated (not within 12" of any other German personnel).

Process: The Scrounger must roll on the 'Scrounge' table. If the roll is successful, then he may request any item up to the value of the items he is exchanging. The difference will increase his chances of success. So for example, if the Scrounger requires the loan some ID papers (trade value 40) he will need to be offering goods totally at least 40pts. However for every 10pts over the required trade value he may adjust his die roll by +1.

2. Start Tunnel

requirements: Big 'X', Big 'S', Tunnel King, Manufacturer, Diversion Team, pick axe.

conditions: Big 'X' is required to plan and organise the construction of a tunnel, though he need not be present at the chosen location. A Tunnel King must be located at the hut/building where the tunnel is to commence. A distraction team must be positioned within 6" of the hut/building to disguise the noise. The Tunnel King must be in possession of a pick axe, and Big 'S' must be present to at the location to supervise the concealment of the tunnel entrance. Lastly, the POW player must be in possession of a 'Manufacturer' located in his workshop to work on the new 'trap' for the entrance.

process: If all the above conditions are met, place a tunnel entrance counter at the hut location on the POW map. The commencement of a tunnel must be declared to the German player and proof shown that all the conditions can be met - though obviously the location of the tunnel is kept secret.
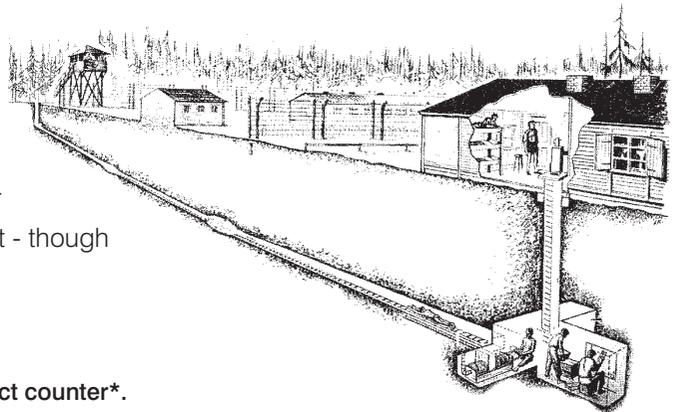
3. Dig Tunnel

requirements: Tunnel King, 1 wood counter, 1 air duct counter*.

conditions: A Tunnel King must be located at the hut where the tunnel commences. There must be no 'sand' counters located at the tunnel. 1 'wood' counter is required. If the tunnel exceeds 12" then no further work may be carried out until an air-pump is fitted and from this point on 1 'air duct' counter is required each turn in addition to the wood counter before work may commence again.

process: If the entrance shaft is not yet completed then a distraction team must be located within 6" of the hut. the POW rolls 2 d6. If either dice rolls a 6 then the tunnel proceeds 1 inch. In the case of
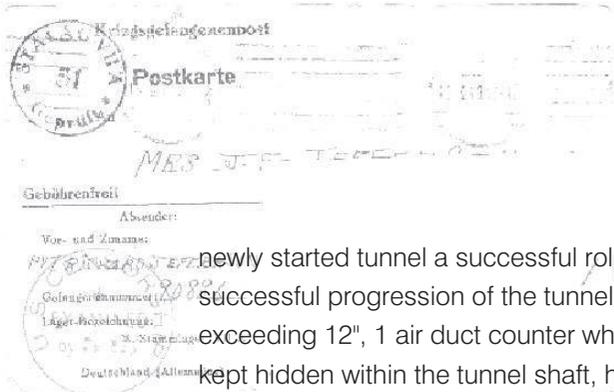
newly started tunnel a successful roll will indicate the completion of the entrance shaft. Each successful progression of the tunnel generates 3 sand counters, and uses up 1 wood and on tunnels exceeding 12", 1 air duct counter which may be returned to their respective piles. The sand may be kept hidden within the tunnel shaft, however all sand counters must be removed before further work can begin.

4. Sand Dispersal

requirements: minimum 1 dispersal team.

conditions: A dispersal team is required to remove 1 sand counter from the tunnel. If there are no dispersal teams available, then the sand must be deposited in one of the POW huts.

process: In order to 'lose' the sand, a dispersal team must be located in an outside location within the camp - not within 12" of a guard, tower or Ferret - If these conditions are met at the end of the turn the sand counter may be removed altogether, otherwise the sand counter must be returned to the tunnel. Alternatively, a sand counter may be hidden directly in any of the POW huts. A maximum of 2 sand counters may be hidden within each hut, however their presence will be discovered in the event of a detailed hut search, thus alerting the Germans to the presence of a tunnel. From this point on, the German player may choose at any time to conduct a **detailed hut search** once per turn until a tunnel is found.

5. Manufacture

requirements: Manufacturer, materials, Diversion team, workshop.

conditions: The Manufacturer and any of his team must be located in the hut designated as his workshop. The materials required must in the POW player's possession. A diversion team must be located with 6" of the workshop.

process: If the above conditions are met, the POW player rolls 2 dice. If either dice shows a 6 then the item is successfully manufactured and may be used next turn.

6. Escape clothes/uniforms

requirements: Tailor, material, workshop

conditions: The Tailor must be located at his designated workshop. The POW player must be in possession of the materials required.

process: Rolling 2 dice - if either dice rolls a 6 then the item is successfully made.

7. Forgery

requirements: Forger, materials, workshop.

conditions: The Tailor must be located at his designated workshop. The POW player must be in possession of the materials required.

process: Rolling 2 dice - if either dice rolls a 6 then the item is successfully made.

Scenario: Reconnaissance

In preparation for the planned escape of 250 POWs it is essential that intelligence is gathered concerning the area immediately surrounding the camp. Information such as the distance and direction of the nearest town or village and the location of the closest railway station are vital if the men are to make good their escape once they leave the compound.

'Big X' has requested that one man should escape from the compound under the cover of darkness and make a comprehensive reconnaissance of the local area before submitting himself for recapture.

There's only one man crazy enough to volunteer for such a mission...

Time: Nighttime

Weather: Clear, cold - visibility good

No. of Escapees: 1

Method of Escape: Cut through wire at 'blind spot' in the wire using wire-cutters

Special Requirements: Wire-cutters

Starting position: Under hut 107

Guard Deployment: Each tower is manned by one guard armed with machine gun and search light. Standard ground deployment of 4 guards on foot outside the perimeter fence in 'beat' mode. One Ferret is on duty within the grounds of the camp in 'patrol' mode.

Mission: Make your way unseen to the bathroom block where the wire-cutters are hidden below the steps. Find the cutters (roll 5 or 6) and make your way to the blind spot in the perimeter fence. Cutting through the first fence will take 3 to 8 turns (roll d6 and add 2). Same again for second outer fence. You may withdraw and return to finish the job if a guard comes near. avoiding the guards outside the camp, make your way into the safety of the woods and make good your escape. Good luck.
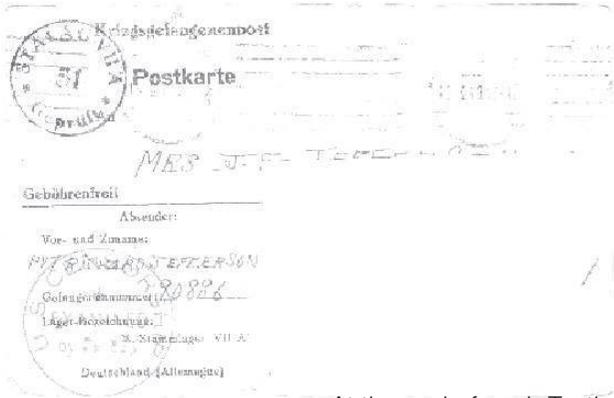
Scenarios

At the end of each Tactical Turn, the POW player may elect to play a scenario. Some of the scenarios are 'opportunist' actions by individuals tacking advantage of a situation, such as attempting an escape dressed as a Russian POW while a Russian work detail exits the compound, or hiding in the back of a truck as it proceeds through the compound. However, some scenarios (the X-scenarios) are key to the success of the planned tunnel escape - for example, an individual escaping on a reconaisance mission to scout the area immedaitely sounding the camp and reporting back to Big X, or stealing into the Vorlager to obtain the latest work permits for the forger to copy etc.

Upon declaring a scenario, the tactical game is suspended while the scenario is played out to a conclusion. Upon conclusion of the scenario as set out by the scenario conditions for success, the tactical game resumes with the start of the next turn.

Scenario conditions

Each scenario has specific conditions set out which must be met before the scenario can be played. For example; in 'Baltic Breakout' a number of POWs may attempt to join a Russian work party as they are marched to the main gate after completing duties within the compound. This scenario can only be declared if a Russian work party is present within compound and a distraction team is on hand to create a diversion. Similarly in 'Blind Spot' the POW player must be in possession of a pair of wire cutters.

If the scenario conditions can be met then the scenario may be played.

Deployment

The scenario will specify if it is daytime or nighttime. The Perimeter guards and Ferrets should be deployed by the German player as set out by the scenario. Similarly, POW deployment is described by each scenario.

Unlike the Tactical game, during a scenario deployment takes place only at the start of the scenario, from this point on all miniatures have movement rates given in inches.

Scenario Turn Sequence

For scenarios there is a new turn sequence. In most cases the POW player will be trying to move unseen within the compound - the slower he moves the less noise he will make and the less chance the guards will have of spotting the movement in the dark if the scenario is at night.

Dedicated to all who fight for freedom and against oppression
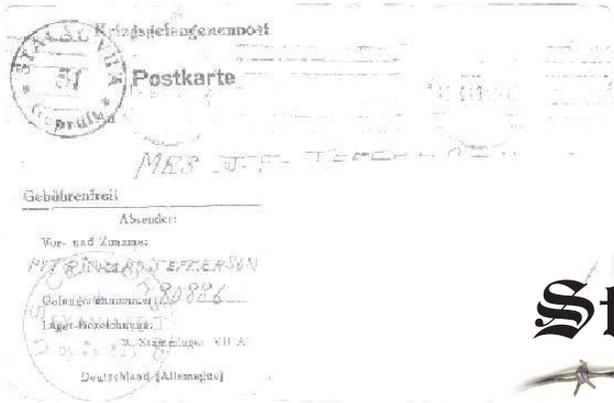
Stalag Luft III

Scenario Turn Sequence

German Guard movement

POW movement

Ferret movement

POW action

End Turn

Movement Table

Action	Move	Noise	Spotting
Crawl	1"	2"	6"
Creep	2"	3"	8"
Tip-Toe	3"	4"	10"(+1)
Walk	4"	6"	14"(+1)
Run	6"	12"	20"(+2)
Sprint	8"	18"	30"(+3)
Cut wire	0"	(d6)"	6"
Dig	0"	(d6)"	6"
Prone	0"	0"	3"
Freeze	0"	0"	6"

Scenario Turn Sequence - Expanded

Some of the scenarios are set during the daytime in which case the POW will often be moving at a casual walking pace so as not to draw attention - perhaps attempting to bluff his way passed a guard disguised as a member of a work party. Most of the scenarios however are set at nighttime, when POWs are forbidden to be outside their huts. The POW must therefore move stealthily to avoid detection by the guards in the towers and the perimeter guards.   The trick here to move cautiously. The slower the POW moves, the less noise he will make and also he will have less chance of being spotted in the dark if he is moving slowly.

Noise

At night the POW's worst enemy is noise. In the virtual silence of nighttime the sound of a boot on loose chippings, or the sudden report of wire cutters snapping through barbed wire can seem greatly amplified. On the movement table the column headed 'noise' gives the relative sound radius for each catergory of movement or action. If a guard is within this radius when the POW moves or performs the action then a dice is rolled - on a roll of 1 or 6 the guard makes a noise himself and so does not hear anything. Any other roll however will cause the guard to stop and look in the direction of the sound.

Spotting

On the movement table a range is also given for spotting. This again is used only at night. During the day spotting is determined by Line of Sight - if the POW can be seen, he is seen. At night, spotting a figure in the dark is much harder. In the dark it is movement which catches the eye and so again, the slower the POW moves, the less chance he will have of being spotted. Using the movement chart, based on how far the POW moved, if he is in LOS of any guards or towers at any point during his move and the guard was within the range shown on the movement table for **'spotting'**, then a roll is made for each guard that has a chance of spotting him- adding the dice modifer in brackets to the roll. On a roll of 6 or greater the POW has been spotted.

For example: *the POW runs between two huts - a patrolling Ferret can see the gap between the huts and he is less than 20" away. The German player rolls a 4 and adds the +2 modifier to give a result of 6. The POW player has been spotted - the guard shouts '***Halt!***' and runs to intercept.*

Dog Handler

An additional hazard at nighttime is the likely pressence of a dog handler patrolling the compound. Dogs trebble the radius' given on the movement table for **noise** and for **spotting**. Worse than this, a dog's most sensitive sense is of course smell. If a dog handler is present then a **wind directional dice** is rolled to determine the wind direction and strength. If the dog is determined to be down-wind of the POW then a d6 is rolled. On a roll of 1 or 6 the dog picks
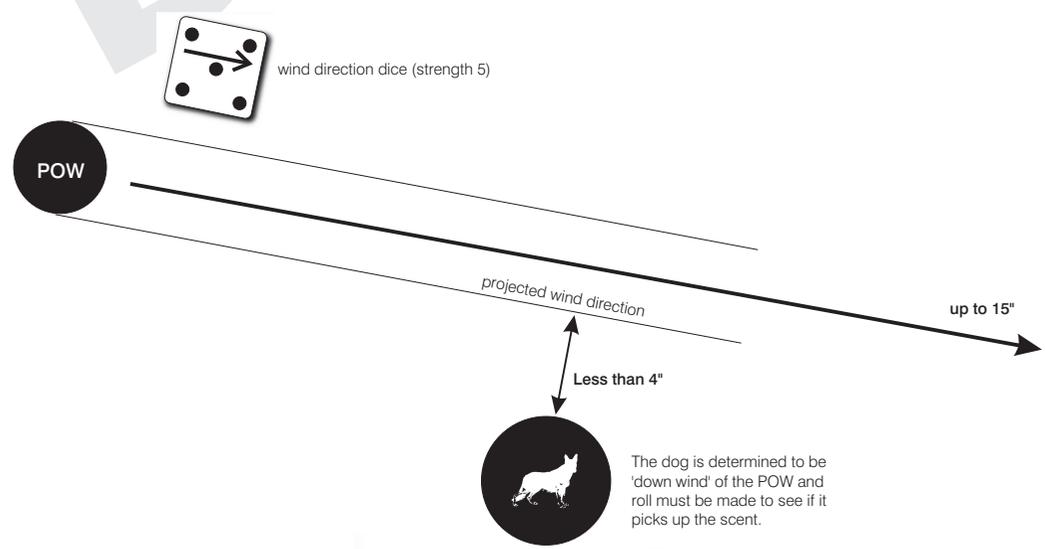
up the POW's scent. The dog stops and turns to face the in the direction of the POW (roll for the dog spotting the POW). The dog will then lead his handler (at walking pace) towards the POW's position - rolling each turn to maintain the scent. If the scent is lost then the dog will spend 2 turns trying to pick it up again before the dog and handler return to their previous duties.
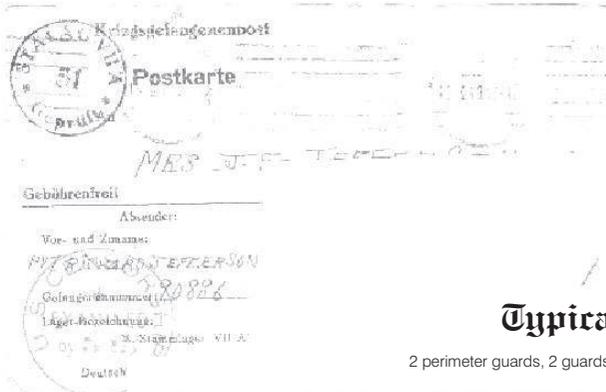
Wind Direction
To determine wind strength and direction you need to make a 'wind direction dice'. This is done very simply using any white six sided dice and permanent marker pen. Simply draw an arrown on each face of the dice. When rolled the Arrow will show the direction and the number rolled is the wind strength. Keeping the arrow pointing the same direction as rolled - place the dice on a corner of the board for reference.

Determining 'Down Wind'
To determine if a dog is down wind of a POW and able to pick up his scent the dog must firstly be within range. This is determined by trebbling the wind strength and converting to inches. So if the wind strength rolled was 5 - then the dog must be within 15" in order to pick up the scent of the POW. Projecting a line from the POW miniature's base - in the direction of the wind, the dog and handler must be within range and no more than 4" from the projected wind direction. The only obstacle that will prevent a dog picking up a scent is a building that is <u>not</u> raised off the ground such as the Theatre or Latrine block - otherwise the huts and objects such as oil drums and crates do not prevent the dog from detecting the scent. If no agreement or decision can be reached as to determing wether the dog is 'down wind' then both players must roll the dice - and the highest roll wins the decision.

wind direction dice (strength 5)

POW

projected wind direction

up to 15"

Less than 4"

The dog is determined to be 'down wind' of the POW and roll must be made to see if it picks up the scent.

Stalag Luft III

Typical Daytime Guard Deployment

2 perimeter guards, 2 guards inside compound + sentry on main gate and 1-5 free-roaming Ferrets (not shown)
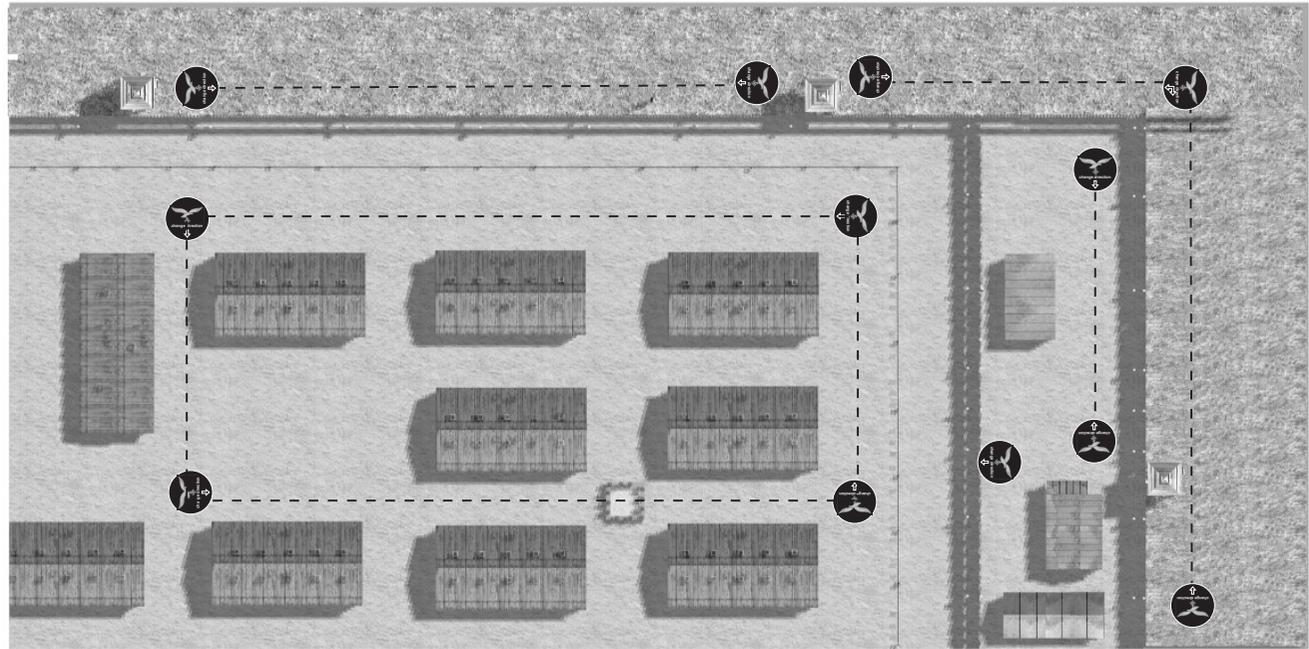
Typical Nighttime Guard Deployment

4 perimeter guards + sentry on main gate and 1 roaming dog handler

Stalag Luft III

Sentry direction markers

Dog handler

Sentry change direction	Sentry change direction	Sentry change direction	Sentry change direction	change direction
Sentry change direction	Sentry change direction	Sentry change direction	Sentry change direction	change direction
Sentry change direction	Sentry change direction	Sentry change direction	Sentry change direction	change direction
Sentry change direction	Sentry change direction	Sentry change direction	Sentry change direction	change direction
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