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Luft Stalag 13, the toughest POW camp in Greater Germany (a few miles outside Hammelburg) whose Colonel Klink boasts a flawless record, not one escape. Secretly, this is because the prisoners, led by Colonel Bob Hogan, have been running an extremely effective resistance cell (the Unsung Heroes) and waystation for escaping prisoners. They certainly don't want anyone to take too good a look at their operations.

The show seems to take place over the last year and a half or so of WWII, but is definitely out of order when historical events are portrayed. There is a D-Day support op most of the way through season 3 of the show. Well, we'll say one year stay anyways. Have **1,000 commando points (cp)** to get you through.

Location:

You start in Luft Stalag 13, sometime in the winter of '43 or '44.
Doesn't mean you have to stay there.

Origins

Unsung Hero - You are a prisoner at Stalag 13, but secretly, a very active part of the resistance.

Nazi - You're a Nazi. Who even wants to be a Nazi? Especially in '44.

Age, Race and Sex

Pick whatever you want within reason.

Perks

These cost 100 points unless otherwise stated. You get 4 Red Cross Tokens.
These can be redeemed to get any basic (100 cp) perk for free.

Achtung!: You'd be surprised how much people miss because they simply weren't paying attention. Fortunately, you have the eyes of a hawk and immediately notice anything unusual in your field of vision, no matter how tired or distracted you otherwise would be.

Alfie the Artiste: You are extremely familiar with the seven methods of safecracking and can get into any lock. It's only a question of how much time you have, how loud, and if you care if someone notices the intrusion after.

Comedic Timing: You always have a pithy comeback or a crack, and excellent sense for physical comedy, like dumping a roof-full of snow on someone.

Commando: You underwent rigorous training for special forces (worst three days of your life!) from the OSS, SOE or Maquis. You are a crack shot, in excellent physical conditioning, and extremely aware of small group tactics and asymmetrical warfare. You can improvise a simple bomb and know how to kill a man silently with a knife.

Civilian Career: Choose a career, such as a doctor or a mechanic or a vaudevillian. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future. You may take this multiple times.

Get on the Horn: Normally radio, while a fine means of communication over distance, has several drawbacks. Signals can be interfered with by metallic objects, dense materials, solar activity. You can only broadcast, so must use secret codes for military communication. And while the Axis didn't figure this out for most of the war, with HF-DF stations you can triangulate and locate any

transmission source. But this is TV land, your messages are never intercepted, tracked, tapped or interfered with, whether you're using a radio set or a phone.

Gopher: You can tunnel like the best of them, and understand a surprising amount of engineering. Like how to prop up Stalag 13 while practically every inch of it is over some tunnel.

He Said "No.": Like the talented prisoners, you are fully fluent in English, French and German. Also Arabic, Russian, Chinese... any language you are likely to encounter. You also clearly understand what people are saying and will never confuse 'nine' for 'nein.'

Kommandant of the Year: You are a skilled administrator, easily handling problems of personnel, finding the right person for a job, etc. You have an encyclopedic knowledge of the rules and regulations of any organization you are a part of or have reason to have studied even casually. All your paperwork does itself while no one is looking, as if you had carefully gone through it yourself.

Like a Hawk: You are a keen investigator, easily able to find shenanigans like hidden tunnels or the culprit for any incident.

Like a Steel Trap: You have a perfect memory for anything you've ever seen or heard.

Man In A Box: Lebeau is often tapped for jobs because he is smaller than the others, five foot even, and can fit inside a dumbwaiter or a radio tank. You are also small and flexible enough to fit into some amazingly tight spaces, without losing a bit of strength. And if worst comes to worst, you make a smaller target.

Most Escape-Proof Camp I've Ever Escaped From: You are an experienced escape artist, a real Houdini. Cuffs, chains, locked rooms, a safe. You can bust out of anything given time and motivation, though it's a whole lot easier to rig the game ahead of time.

Pilot: You are a skilled pilot, like many of the prisoners.

The Prisoner's Prisoner: You are very good at appearing inconspicuous, unremarkable, a part of the scenery.

Professor Emertius: Like Carter, you are an expert in chemistry, able to do anything from making blackpowder and TNT to whipping up penicillin from

random bread mold (seriously, don't try this in real life). As far as the anarchist's cookbook goes, you may as well have written the thing.

Sleight of Hand: You're very good at palming objects, planting them, swapping or pick-pocketing. Very handy in this venue.

Smooth Talker: No few episodes involve the Gestapo trying to seduce information out of the prisoners with pretty women, or the Heroes doing this to the Germans. Not to worry, you're charismatic and coo;-headed, the one who does all the seducing here.

Stealth: You are remarkably skilled at sneaking, able to easily cross even a crowded beerhall without being spotted.

Voice Tricks: You're really good at imitating voices and sounds. Very important for birdcalls or impersonating someone over the phone.

Watch the Trains Go By: No need to synchronize watches, you have a perfect sense of timing and always know how long it is to roll call, and can easily work out when a bomb laden train will be passing near that important refinery.

Idea Man (-200 cp) You're an unconventional thinker, with a talent for coming up with outside-the-box plans to get at inaccessible targets.

The Ultimate Weapon (-200 cp) Multiple episodes involve the Heroes going to great lengths to convince Klink or Schultz that they have ESP. You actually do, having uncanny instincts for both danger and opportunity. Before major events in your life, you will have a dream or vision giving you a basic overview.

Winging It (-200 cp) The enemy always ruins your finely crafted plan, that's why they're the enemy. Lucky you, you're brilliant when it comes to improvising new plans to save an operation when enemy action or sheer dumb luck interferes. At the very least you'll always be able to get your people out.

Items

Coffee Pot: A coffee pot. Inside the lid, which will never be found by accident or any search, is a speaker linked to a bug in the Kommandant's office. In future Jumps, you can designate any one figure to have their home or workspace untraceably bugged.

Gold Rush: In an early episode, the gang steals a bunch of gold bars taken from the Bank of France, to the tune of about 50,000 Reichsmarks or in 2025 currency... about half a million. You have such a stock of gold, or equivalent value in the currency of your choice, which replenishes each year. This can be taken multiple times, each adding a zero to that sum.

Officer's Club: A comfy little place to get a drink, and listen to some music. What? Sometimes you need some creature comforts, especially in a frozen camp in the middle of Germany.

Oil For the Lamps of Hogan: You are the sole owner of a vast oil field. In future Jumps this becomes a similarly outsized form of mineral or land wealth.

Radio Tank: A remote-controlled tank, packs a surprising punch.



Secret Base (-200 cp) Your very own top-secret hidden base, such as exists beneath Stalag 13. Including all the comforts of home and multiple secret entrances. In future Jumps you can choose a location for this to be hidden under, and thus provide access to.

Supplement Mode: You can choose to use this jump as a supplement and attach it to any other jump.



Crossover Mode: Import another period jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.



Companions

All free. It's good to have friends.

New Recruits: *Free!* Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: ***Free!*** You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got. Companions cannot take drawbacks for more points.



Drawbacks:

Each of these gives 200 points unless otherwise stated.

Longer Stay: You'll spend 10 whole years here. This may be purchased up to twice.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Cretin-don: You are a pompous ass who assumes competence in one area means you know everything. You will not take advice, criticism or suggestions.

Happiness Is A Warm Sergeant: You have a serious drinking problem.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

They're Aware Of His Whereabouts At All Times: Your enemies and/or bosses always know where they can find you. Maybe not exactly what you're doing, but they'll know if you leave Stalag 13.

One in Every Crowd: You are plagued by a seemingly endless parade of snitches, spies and traitors. Every couple of weeks, a new one.

Butt of the Joke: You're never getting the better of anyone in dialogue and are constantly the victim of slapstick or humiliating stunts.

Don't You Know There's A War On!?: Normally this show is pretty light-hearted. Assassination comes up once or twice, but mostly nobody dies onscreen and nothing really bad happens. Well, with this drawback, you waive the protections of being in a gentle sitcom. Prepare to experience war in all its horrors, and the realistic issues of operating a fifth column under the enemy's nose.

Will the Real Jumper Please Stand Up Against the Wall?: Your side has credible evidence that you're turned traitor and provided valuable intelligence to the enemy. Be a real shame if the Gestapo or OSS got their hands on you.

End

What will you do now? Stay here? Go home? Move on to the next jump?