

Behind Enemy Lines is a Mystique Enterprises trademark for it's World War II role-playing game.
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BEHIND ENEMY LINES

The chatter of machinegun fire and the crack of rifles sounded from just over the hill. Private Tolstuk continued his advance flat on his belly through mud and dead leaves, foot by painful foot as he worked his way through the underbrush toward the crest of the ridge. From there, if he'd read the lay of the land correctly, he should be looking right down into the Kraut machinegun nest that had his squad pinned.

There was a noise off to his right: a snapping of branches, and the harsher "snick-snick" of a machine-pistol bolt being drawn. Tolstuk hurled himself to one side, bringing his M1 to bear on the half-visible grey-on-grey shape above. His weapon bucked, spitting flash and teeth-rattling noise. Slugs from the German's MP 40 splintered tree bark at Tolstuk's shoulder, then stopped short in a silence that was louder than gunfire. Tolstuk ducked, rolled, and slithered further along the ridge, not knowing if he had hit the ambusher; unless you were sure, it was always better to pretend that the other guy was still out there. You lived longer that way.

Tolstuk reached the crest of the ridge, homing in on the intermittent yammer of the Kraut gun. Shapes moved behind camouflage and underbrush 30 yards below. He'd made it! His squad was still pinned further down the defile, but the enemy was not expecting an attack from the flank. Carefully, quietly, he slung his M1 over his shoulder, pulled out a grenade, and pulled the pin.

The German machinegunners had seen him; one yelled and pointed as he raised up to throw. The machinegun had been hauled around now, and bullets were stitching up through the brush. Something dealt him a sledgehammer blow in his left shoulder, spinning him back and around; somehow he steadied himself, somehow he kept his grip on the grenade. Somehow, with the enemy gun yammering in his ears, he lined it up and hurled the grenade with all his strength.

He could not quit, not now . . . not when his buddies were counting on him. They were depending on him to lead them out from...

BEHIND ENEMY LINES

Behind Enemy Lines is a game of action and individual combat set against the backdrop of World War II. Unlike most games of this period, Behind Enemy Lines is a role-playing game, which allows the players to take on the characters of individual soldiers within an infantry squad. The players, rather than recreating the moves and counter-moves of entire regiments, divisions, or armies, will be seeing the war from the point of view of individual soldiers. Combat will involve them in skirmishes, patrols, ambushes and sniper attacks and the sudden fury of individual hand-to-hand combat, far more than in pitched battles.

Unlike other role-playing games, Behind Enemy Lines attempts to create real men in real situations. The heroes here are ordinary infantrymen in a typical squad with a mission to complete. Their reward is not treasure or fame, but their actions and sacrifices are the stuff from which

history is made.

In Behind Enemy Lines, a group of players usually numbering between 1 and 8 and a Game Master or Referee interact to create a squad-level action in World War II. The Game Master is responsible for setting up a mission, such as sending out a patrol to locate enemy positions. He creates the obstacles the mission must overcome, such as enemy snipers, patrols, pillboxes, minefields, or tanks. The simplest scenarios can focus on a single obstacle: one sniper, for example, who has pinned down the entire squad. These can present the players with the ideal introductory game, or with games ideal for those evenings when half the squad has had to go home early. On the other hand, ambitious Game Masters can create involved campaigns woven into historical actions, at Normandy or the Ardennes perhaps, with the squad playing through a succession of scenarios, and fighting many battles.

In all cases, the Game Master controls those actors in the drama not controlled by the players, called Non-Player Characters or NPC's. Friendly NPCs might be other squad-mates created by the Game Master to fill out the squad: allied troops, the officer who briefs them and gives them their orders, partisans, civilians, or anyone else they might encounter. Enemy NPCs include both the faceless hordes over yonder who are firing artillery, and single individuals met in desperate hand-to-hand combat.

The Game Master creates the weather conditions, keeps track of enemy and friendly forces on a large situation map, and uses the rules presented in this book to create random events and encounters which will simulate actual patrols and combat situations. He sets the goals, the obstacles, and the rewards, then uses the rules and his own creativity and initiative to lead the characters through the situation he has created.

Players in Behind Enemy Lines each assume the character or the role of an American soldier in World War II. These player characters have certain traits and abilities, called characteristics, which govern their actions to some extent. They also have training or skills which improve their chances for accomplishing certain tasks. The players use these characteristics and skills, together with their own creativity and initiative, to create a well-rounded and interesting character with a distinct personality. The rules for this game provide a framework for interaction between the player characters and the Game Master, the most vital factor in this interaction being the player's imaginations.

In order to play Behind Enemy Lines, the Game Master must know the rules thoroughly, and the players should at least be familiar with the broad outline of the game. Dice, paper, pencils and similar aids are necessary. Miniature figures such as soldiers, tanks and vehicles, cardboard counters, and the like may be helpful but are not essential in helping picture the relative positions of troops during combat. Gamers interested in miniatures combat may wish to adapt Behind Enemy Lines for use with miniatures figures.

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Other Behind Enemy Lines Releases Coming Soon!

The Long Patrol

MYQ 2002

Set in Western France shortly after the events of D-Day, Mystique Enterprises first full-length mission for Behind Enemy Lines brings the players on a treacherous mission behind German lines in search for information on nearby troop strengths and plans.

The players characters find themselves being sent on a mission spanning several days march across enemy controlled territory. Enemy forces are everywhere, and stealth may be the only way to survive.

The Long Patrol includes several random encounter tables, pre-generated characters, multiple plot twists, detailed NPCs, and 10 Pre-Generated characters from the 82nd Airborne. The Long Patrol is sure to challenge your players, and force them to use every skill at their disposal if they hope to succeed.

British Commandos

MYQ 2003

The British Commandos were an elite branch of the British Armed Forces during World War II. Theirs was the job of infiltrating behind enemy lines for missions such as reconnaissance, sabotage, lead elements of larger assaults, and leading partisan fighters against the Axis powers.

This book gives all the information necessary to make British Commandos part of Behind Enemy Lines. Character generation, special skills, and British Equipment are included. A historical mission, Operation Frankton, is also included. This mission involved naval sabotage in the occupied French port of Bordeaux and was successfully completed by 12 commandos. It is typical of the commando missions and will help both Game Masters and Players alike, understand what was expected of commandos and what they actually accomplished during World War II.

Join The Squad!

We want you to sign up to be a member of the Behind Enemy Lines E-Company E-Mail list! Get advance notice of future Behind Enemy Lines New Product releases, as well as free Missions, send directly to your email!

Simply send us an email at recruits@mystiqueenterprises.com and ask to be added to the E-Company E-Mail list! Please make sure you include the name and address of the store where you purchased your copy of Behind Enemy Lines, so we can say thanks to our retail supporters!

Don't wait...*join the squad today!*



An Introduction to Roleplaying

Role Playing is at one time among the newest and oldest forms of human entertainment. A role playing game is a way of telling a story, making it up as you go along. It is also a co-operative effort since the story is usually the product of several people acting together. One person, called the referee or Game Master, and on occasion less flattering names, leads the game. He creates the background of the story and the problems the story's characters have to overcome. The players become the characters, making the decisions and attempting the feats required of them by the situation of the moment. This interplay between the players and the Game Master and among the players themselves is what role playing is all about.

There are hundreds of role playing games on the market today, offering escape into the wild and diverse worlds of fantasy, science fiction, adventure, and history. Behind Enemy Lines fills a long standing gap in this list by allowing players to act out the parts of World War II combat infantrymen. Depending on their tastes, their recreation can be of historical campaigns and situations or they can rewrite and live the parts of characters in movies, novels, and television series. (Be sure to catch Mystique Enterprises' Behind Enemy Lines adventure release The Long Patrol.)

The characters created by the players in a role playing game are described by numbers which represent their various strengths and abilities. These abilities vary from game system to game system, but essentially they create boundaries within which the character can act. The rules of the game convert these boundaries into a description of what he can do: how high he can jump, how successful he may be in combat, how fast he can run, and so on. They also provide a measure of the character's well-being, just like in Hollywood a particular character can be wounded or killed only to appear again in another movie later on.

The characters handled by the players are, reasonably enough, player characters. Non-player characters are the bit-part players in the same drama, minor characters, enemy soldiers, spear-carriers and assorted extras created and operated by the game master to complicate (and some-times clarify) the story. These extras are frequently the opponents of the player characters in combat or in confrontations. They too are described by numbers suggesting their abilities and it is by comparing the abilities of two characters that combat between them can be arranged. Dice (in Behind Enemy Lines, ordinary six-sided dice are used) provide random numbers when an element of chance is involved. Will the sentry see the heroes? Will Sarge's rifle shot pick off the enemy at 500 yards? Die rolls, modified by factors such as the character's skill, range, sighting conditions and what the combatants are doing at the time, give results which advance

the narration of the story. The sentry did see them, but he was grabbed and silenced before he could sound the alarm. Sarge missed, but he might have time for another shot before his target dives for cover.

Behind Enemy Lines offers a wealth of information to game masters who want to recreate the war in Europe for the players. Data on tanks, weapons, pillboxes, factors which affect movement at night or combat, and almost anything else they may need to know is presented so that they, with a bit of practice, can involve their players in a narrative simulation that can pit them against an enemy fortress, a Gestapo headquarters, or an enemy held bridge. The players might find themselves seeking help from the French Maquis, parachuting far behind enemy lines, storming a machinegun nest, or holding off an all-out attack by the SS. One of the great things about role playing is that after you have experienced all that mud, blood, noise, and terror, after you have matched wits with a German squad leader and saved your own squad from an enemy ambush, after all that, the only casualties are your characters. Your imagination will have been severely stretched, you will have learned something about co-operation and dealing with other people and your mind may never be quite the same again, but it sure beats the heck out of staring at the TV night after night.

We, the designers and publishers of Behind Enemy Lines would like to join in welcoming you to one of the most challenging and popular forms of recreation in the world today: role playing. We hope you enjoy this simulation of World War II combat patrols and action; so long as you do not become too attached to your character, we think you will like it.

Good luck! Give'em Hell!

GLOSSARY

ROLE-PLAYING GAME: Abbreviated RPG. A game directed by a referee or game master with players who assume the personalities, or roles, of characters who interact with the game master and each other to act out a game situation in story form.

CHARACTER: One of the personalities in a role-playing game. Characters may be the heroes of the story, their actions directed by a player (player character), or they may be minor personalities or adversaries (non-player characters) whose actions are controlled by the game master. Interaction between the players through their characters is the heart of all role playing games.

GAME MASTER: The person who leads the players into a world or situation populated by characters, dan-