

# The Truro Star

Tuesday, April 6th

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**SUBMARINE WASHES UP  
CREW MISSING**

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Beacon Cove, Cornwall. A German U-boat has run aground in the surf off Beacon Cove. Its crew is reported to consist of a single delirious sailor, found bumbling in the rocks nearby.

When approached the feverish man repeated only "Die sache ist drinnen, Die sache ist drinnen" - the thing is inside before violently attacking onlookers.

When the LDV tried to escort the sailor from the beach he collapsed and seemed to suffer some kind of seizure. Shortly thereafter, huge amounts of dark blood erupted from his mouth and eyes. The sailor died shortly thereafter.

His body was immediately cordoned off to allow for further inspection by the Home Office. Officials have ordered that people stay away from the wreck.



## VICTORY AT M Gerns en ga

The New Zealand Corps...  
Tebaga Gap on 21 March but  
days against the 164th Light  
Panzer Division was very slow  
was secured.

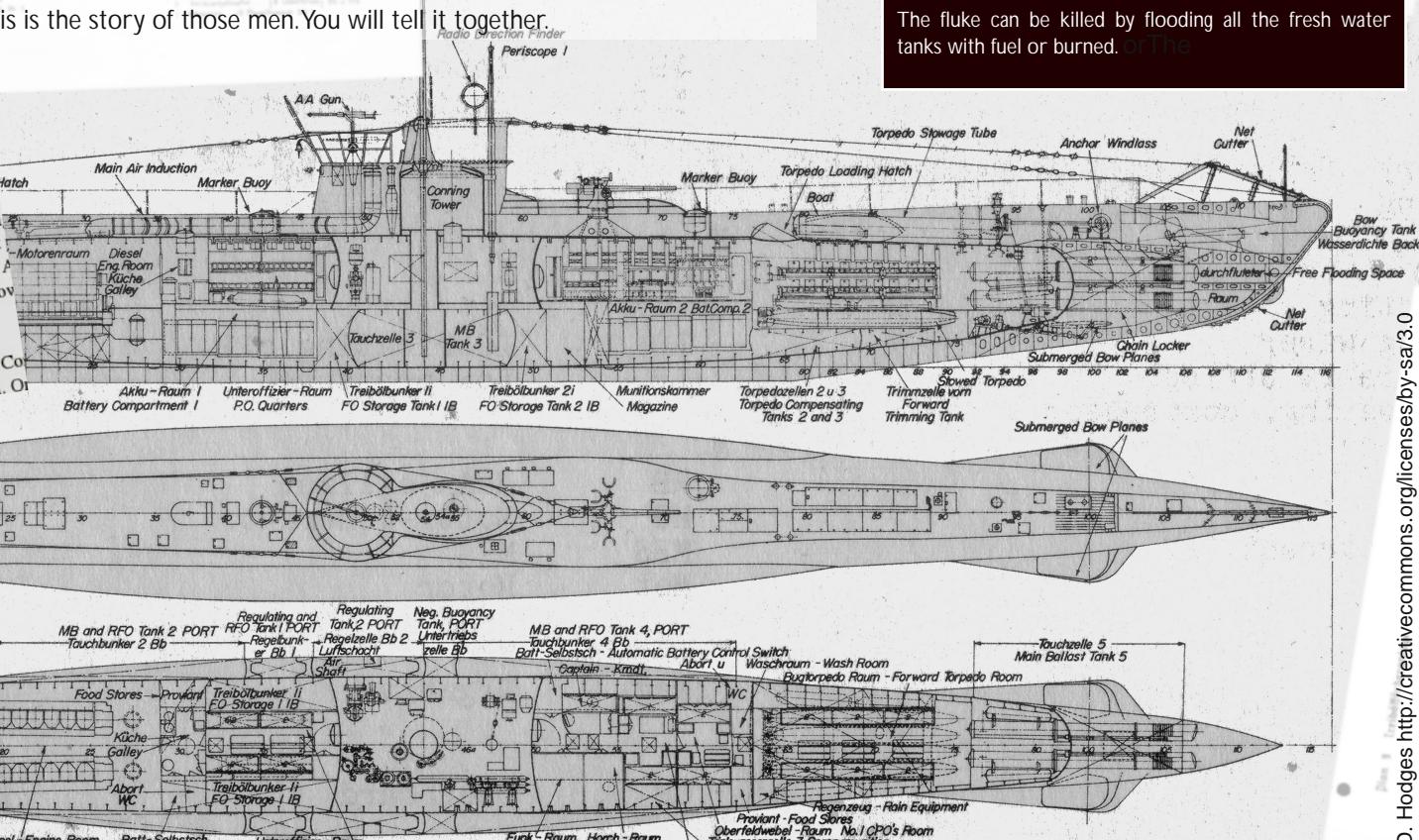
On the Mareth Line, XXX  
there was no breakthrough

# GRIM

April 1943, U-684 beaches in Cornwall South England. Only one violent crazed sailor is on board but he dies shortly afterwards.

The opportunities provided by capturing an undamaged u-boat overshadow the unexplained disappearance of the sailors and the u-boat is almost immediately relaunched as H.M.S. Grim. The hastily assembled crew of 30 volunteers must deliver a saboteur to Större Bra island 1500 nautical miles away in the German controlled Baltic Sea. They have just ten days to do it.

This is the story of those men. You will tell it together.



## The Journey

For each section, three per day, roll 2d6. Consult the table for an event see this as a spark for drama. Imagine strafing messerschmitts, depth charges, cracking gagues, crash dives and rushing water.

Sections beginning with one bar roll 2d6,  
two bars 2d6-2, and three bars 2d6-3

Before each roll, the players may choose to sacrifice as many crew members as they would like to add to their dice roll.

If they choose to do so they can increase their roll by the number of seaman sacrificed. One in four submariners perished during the war.

Using the table for inspiration, players must then decide how they died and give them the sendoff they've earned.

If H.M.S. Grim is spotted three times in a row they are either captured or sunk and their operation fails. They can cancel being spotted by a ship by firing a

torpedo. There are five on board.

After each six sections, or as indicated  
the fluke attacks a crewman.

Roll	Outcome
ive 3	Spotted Sub
4	Spotted Plane
5-6	Spotted Boat*
7-8	Clear Running
a 9	Fluke Attack
10	Fluke Attack
11	Allied Mayday
a 12	Mechanical Problem

The Fluke

Unknown to the crew, there is a giant fluke worm on board the sub. The sentient parasite is capable of hiding in any of the water compartments on the sub and even in the outside areas.

The Fluke's goal is to infect as many people as possible and turn their bodies into factories for producing more worms. Those infected will rapidly succumb to infection. For one segment they will be feverish then the following segment they will be crazed and violent. At the beginning of the third turn they will do anything to get to open water.

The fluke can be killed by flooding all the fresh water tanks with fuel or burned.