

GODLIKE

Hell for Breakfast

THE WAR FROM HERE, PART 1

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*For us entering at the height of the din
it will be hard to hear our thoughts, hard to gauge
how much our conduct owes to fear or fury.*

—Keith Douglas, "Actors Waiting in the Wings of Europe"

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Waiting

It's early June, 1944. The Allied armies stationed in the United Kingdom have spent every one of the last few days waiting on tenterhooks. Would the invasion of Normandy finally launch or will it be delayed again? At 0400 hours on June 5, Eisenhower made the call. The invasion would launch. The great Allied war machine slowly lumbered to life.

For the men of your Talent commando team, it's been more waiting, hour after hour. You've been smoking, sleeping, playing cards, surreptitiously drinking, and telling stories that all of you have told and heard a thousand times over the last year and a half of training. The time crawls by.

"Hell for Breakfast" is an adventure suitable for a first-time Talent team. The Talents parachute into Normandy, so some material is drawn from the Normandy adventure "Fox Hunt." [Download maps here.](#)

Each player should have two characters, one ready to play and another as a replacement. The replacements are friends of the main characters. The replacement characters follow orders as NPCs and contribute dice to a squad dice pool, but leave the decision-making to the characters being played. If a player character dies, a replacement character steps up. If a replacement character dies, the player's main character loses Will points equal to the number of the replacement's Command dice.

One player character may be an SOE or OSS operative already in Normandy, working with the French resistance. That character first appears in “Wrong Place, Wrong Time” on page 4. The player may wish to focus on a replacement in the meantime.

NPCs of “Hell for Breakfast”

CO-STARS	GRUNTS	VILLAINS	THE ENEMY
Simone Atkins, SOE	French resistance near Crouay	<i>Der weite Wulf</i>	German patrol near Crouay
		<i>Etrunkener</i>	I Artillery Battalion headquarters personnel
		<i>Taschenspielerei</i>	Houtteville battery company
		<i>Bodenabtrag</i>	WN-62 gunners and machine gunners
		Other <i>Übermenschen</i> in the Ten Minutes of Hell	

Introductions

Before the action begins, encourage each player to say something about his or her character. If they’re new characters and know each other, take a few minutes to introduce them. Set the scene in the airbase where they’re waiting for the orders to fly out and encourage the players to try out their characters’ personalities and voices. This process shouldn’t take more than a minute or two for each player.

- What does the character talk about most? The character’s motivations are a good cue.
- What was the character’s life like back home?
- How does the character react to another character’s stories or habits?
- How does the character get along with the rest of the team?

If a player does a good job conveying a sense of the character’s personality, award the character one bonus point of Will. If the exchange also plays into the character’s core motivation, make it two points.

Jump!

At last, late at night, the time comes. The squad loads onto a C-47 Skytrain transport plane. It rumbles up into the sky and carries them away.

The players' troops are a hodge-podge of misplaced Talent soldiers. Transport planes carry the 82nd and 101st airborne divisions to the Contentin peninsula, along with 115 Talents as support: 14 TOG teams in two-man or three-man detachments. The All Americans of the 82nd and the Screaming Eagles of the 101st are to protect the Utah Beach landings from counterattack and to establish river crossings at Carentan. The Talents are to provide antitank support until armor came ashore and protect the paratroopers from so-called "*Übermensch*en," Nazi Talents.

Plans change.

Hard winds, poor visibility, deadly flak, and *Übermensch*en interference scatter the planes, and some drop their sticks miles off course. Few go farther afield than the players' plane: Flight 48, Serial 7, 435th Troop Carrier Group, bound for Drop Zone D with 3rd Battalion, 501st Parachute Infantry Regiment. Severe flak damages the plane and sends it yawing east. The pilot hits the green light at 0136, right on schedule. Its nine Talents file out into battering winds at a crazy angle. As they plummet down, they watch the plane hit the ground in a fireball.

Each player must make two rolls to gauge his or her character's condition as the team gathers around their leader and prepares to set out.

Equipment

First, each commando must roll 1d for each primary weapon and support weapon and for certain other items. If the roll is unlucky, the weapon or item snapped off its straps with the impact of the parachute opening. That item fell into the darkness, never to be seen again. The odds of this depend on the item.

- **M1 carbine:** 1 in 10
- **M1 Garand rifle:** 2 in 10
- **M1A1 Thompson submachine gun:** 2 in 10
- **Pack, musette bag, or medic's bag (attached to a leg for the jump):** 2 in 10
- **Bazooka:** 4 in 10
- **Satchel of bazooka rockets or rifle grenades:** 3 in 10
- **Backpack radio:** 7 in 10

Condition

Next, each character must roll **Coordination+Parachuting**. With a success, the commando lands safely. With a failure, the commando takes two Shock to each hit location in a rough landing.

If the roll fails and all the dice are lower than 6, the commando also takes 4 Area dice in damage. Each Area die indicates a hit location that takes a point of Killing damage as the commando slams into a trees or rocks.

As the Talents regroup over the next few minutes, half the Shock damage heals. The squad medic, or any Talent with a first aid kit, may attempt first aid to stabilize any injuries with Killing damage.

Move Out

A handful of Talents from Flight 48—those being played, not the replacements—find each other over the first few minutes, signaling with metal noisemakers called “crickets” and whispering their call-and-response passwords: “*Thunder.*” “*Flash!*”

Anti-aircraft gunnery continues some 20 miles to the west over Carentan and to the east over Caen, where airborne troop carriers and gliders are still coming in.

Fields bordered by *bocage*—bushes and trees growing on high, thick walls of earth—are all around. The Talents have found no landmarks or signs that would give their bearings. But it’s time to set out and find the war.

The sun will rise at 0558.

Wrong Place, Wrong Time

At 0153, the Talents hear a firefight nearby. It’s mostly rifles and submachine guns punctuated by the distinctive metallic chatter of a German MG34 machine gun.

A Talent who makes a **Sense+Hearing** roll recognizes no American-issue weapons by sound. If the roll has Height 10, the listener identifies a few German small arms and a few others that are a random mix of French rifles and British Sten submachine guns.

The firefight is about 500 yards away. Reaching it takes 5 minutes, or 10 minutes with special caution.

The firefight proves to be a 10-man (now 9) German rifle patrol attacking 7 (now 6) Resistance fighters. One German rifleman and one Resistance fighter (the teen girl) are dead, both killed at close range on first contact. The fight has continued in darkness and confusion.

The Resistance cell was attempting to sabotage a small rail bridge and telephone poles on the outskirts of the village of Crouay. The Resistance fighters include a teenage boy,

two teenage girls, a 40-year-old housewife, a fighting-age man limping around on a prosthetic leg, and an OSS or SOE agent.

A German machine gun covers the bridge supports. Two fire teams have positions on the rail embankment keeping the Resistance fighters at bay.

The Germans are not the expected old men or young boys of the 716th. They are from the 352nd, a division that includes Eastern Front veterans and is supposed to be 20 miles inland. The patrol is led by a sergeant. Their morale is fair, but they pull back to the village for reinforcements if hit with overwhelming force (losing more than two men in the first few rounds) or if attacked with any Talent powers at all.

To complete their mission, the Resistance fighters need to get back to the bridge and poles to set primers on the explosives. But the German machine gun has the bridge too well covered and German riflemen cover the railway and poles. The undisciplined Resistance fighters are outmatched.

If the Talents came quickly, another squad of 10 Germans is already setting out from Crouay, to the northwest. That squad arrives in about five minutes. If the Talents came slowly, the other squad arrives about the same time as the Talents.

The rest of the German platoon, another 20 soldiers led by a second lieutenant, is preparing in the village.

If the Talents disrupt the Germans quickly, the Resistance fighters have time to set and blast their charges and flee into the night before the rest of the platoon arrives.

The Spy

It's possible for a player to take the role of the OSS or SOE agent. In that case, the agent has a Talent power but has kept it a secret to protect the Resistance from *Übermenschen* retaliation.

If no player takes the role, the agent is **Simone Atkins**, a British chef and former Girl Guide. She volunteered after the Blitz, worked as a translator and then interrogator, and then was recruited by the secretive SOE to run secret missions in France. She knows the Normandy countryside extremely well.

Realizing that the Talents are American soldiers far from their drop zone, the SOE or OSS agent offers intelligence that they can act upon instead. She has information on a nearby howitzer battalion of the German 352nd Infantry Division.

The news, like the presence of soldiers from the 352nd to begin with, is a surprise to the team. The batteries are not known to Allied intelligence. They are well camouflaged, using overhead netting, and have escaped notice by Allied planes.

But this artillery battalion's commander is a careless major who spends too much time with local actresses and dancers in Bayeux. One of those has passed details along to the Resistance.

The battalion headquarters is at the Château d'Étréham, a mansion about 11 kilometers (7 miles) north of the railroad. The battalion's command staff of six officers and 11 enlisted men are stationed there and drive out to batteries and to forward observation points on the beach.

If the Talents can capture the mansion, they can learn where the howitzers are. They might even have time to put a battery out of commission before the landings. That is too big a task for the Resistance fighters. A Talent squad may be up to the challenge. If the Talents wish to tackle Étréham, the spy can lead them there by trails and back roads.

If they don't, you may put this scenario away and use the Patrol Generation rules in the *Godlike* rulebook to generate encounters as the Talents make their way to Cotentin.

Replacements

Not long after the fight, the Talents run across their replacement characters, responding to the gunfire. Simone Atkins can lead others to Étréham later if you wish.

Étréham

The march to the Château d'Étréham takes about 3 hours. The landings are to begin at 0635.

The noise of cargo planes delivering airborne troops begins to slacken after 0200. It ends at 0245.

Air bombardment begins at 0510. The bombardment is meant to target the strongpoints overlooking the assault beaches. Strangely, the Talents hear most of the explosions to the south, not the north. It later emerges that Army Air Corps bombing meant to disrupt the bunkers overlooking Omaha Beach largely overshot Omaha Beach by miles.

The Talents reach Étréham at 0530 moving at a normal pace.

Double Time

The troops can cross country at double time, cutting their travel time in half. It takes only 90 minutes to reach Étréham and they arrive at 0400. Every 30 minutes spent moving this quickly, every member of the party must make a **Body + Endurance** roll or take 1 Shock damage to the torso from fatigue.

At the Château

The Château d'Étréham is a lovely, two-story mansion a short distance west of the village Étréham. The village is typical for Normandy, with a tall steepled church surrounded by houses that boast gardens enclosed by walls, trees, and overgrown bocage. Claustrophobic lanes run between the hedges and walls.

The château is residence to the headquarters personnel of I Battalion, 352nd Artillery Regiment: 6 officers, 3 NCOs, and 8 privates.

A garage holds 2 German army cars, 1 motorcycle, and 1 bicycle. A barn holds 12 horses and their tack and harness for hauling supply trailers.

When the Talents arrive, a captain and a corporal are on a downstairs terrace, listening and watching.

A lieutenant and a private are awake in the upstairs office, testing the radio and finding it jammed on every frequency.

A sergeant and 2 privates are on patrol outside. The privates are armed with rifles and the sergeant is armed with a submachine gun. The rest are asleep upstairs.

The soldiers and officers at the mansion put up a confused fight. If the Talents hit fast with overwhelming force, or if more than one displays Talent powers, the Germans surrender.

The battalion commander, Major Werner Pluskat, is out with an actress girlfriend in Bayeux. He does not appear until well after the Germans lose Omaha Beach, when widespread confusion covers for him. He recently warned his men that an Allied invasion was imminent. He was right.

Intelligence in the Chateau

The mansion's office has maps and files detailing the battalion's batteries and their associated beach strongpoints, where forward observers call fire missions.

The battalion command post at is WN-59. (WN comes from *Widerstandsnest*, "resistance nest.") Officers drive back and forth from the command post to this headquarters. The other observation posts are at strongpoints WN-62 and WN-73. Each is assigned to an artillery battery a few kilometers inland.

Give the players the handouts "About the Batteries of I *Artillerie* Battalion, 352nd Infantry Regiment" and "About *Widerstandsnest* ('Resistance Nest') 62." Let them review the maps of the Houtteville battery and WN-62.

The office has a huge radio with a rooftop transmitter. All frequencies are jammed by Allied planes flying circuits overhead, blasting radio noise to thwart German communications and radar. A telephone connects to regimental and divisional commands but its line is dead, sabotaged by Resistance fighters.

About the Batteries

I Artillery Battalion, 352nd Infantry Regiment includes three batteries:

- **BATTERY 1:** Four 105 mm leFH 18/40 howitzers target Omaha Beach. Forward observation is at WN-62. *Location:* Houtteville, 2 km west of Étréham.
- **BATTERY 2:** Four 105 mm leFH 18/40 howitzers target Omaha Beach. Forward observation is at WN-73. *Location:* Two sited at Hill 29 and two at Hill 61, near Montigny, northeast of Longueville, 12 km west of Étréham.
- **BATTERY 3:** Four 105 mm leFH 18/40 howitzers target Port-en-Bessin. Forward observation is at WN-59. *Location:* Northeast of Formigny, 9 km northwest of Étréham.

Each battery is assigned the following matériel and personnel:

- **AMMUNITION:** 225 rounds per 10.5cm piece. Each shell weighs 15 kg and they are carried in crates of three.
- **PERSONNEL:** Each battery is allotted 3 officers, 28 NCOs and 104 privates. The actual numbers fall well short of that. At Houtteville, for example, are 3 officers, 19 NCOs, and 54 privates.
- **SMALL ARMS:** 114 rifles or carbines, 16 pistols, 8 submachine guns, 5 light machine guns.
- **TRANSPORTATION:** 22 horse-drawn vehicles, 2 trailers, 12 horses, 3 bicycles.

Only the Houtteville battery is near enough to assault before the sun rises and the landings begin.

About the Command Post, WN-59

The battalion command post is at WN-59, a beachfront bunker at a beautiful rock formation called "*les Bateaux*" ("the Boats"), outside the village of Ste.-Honorine des Pertes. It is 4 km north of Étréham, a march of about an hour. It calls fire missions for Battery 3 at Formigny.

WN-59 has no direct view on Omaha Beach. It calls fire for guns that are trained on a stretch of coast where the Allies will not be coming ashore. Compared to WN-62 and WN-73, WN-59 has no tactical value.

About WN-62

The WN-62 bunker and artillery complex is just over 5 km northwest of Étréham, a march of a little over an hour. It is embedded in a hillside overlooking Omaha Beach, surrounded by barbed wire. Let the players review the maps of WN-62 and its surrounding area. It provides fire missions for Battery 1 at Houtteville and has its own network of defenses.

The strongpoint itself is overlooked and protected by WN-61 and WN-64, nearby. Once day comes, those strongpoints will be able to cover WN-62 with fire from their machine guns.

On paper, WN-62 may look like an impossible objective. But if the Talents arrive before light, much of its staff may be in bed in the nearby village. It has fewer guns than planned, and only one of those is protected by a casemate—and that casemate does not have a planned steel door to keep intruders out. A swift strike before the sun rises could cripple the outpost, saving countless American lives.

If they are Talents audacious enough to try it, their OSS or SOE guide offers to show the way.

WN-62 PERSONNEL: 7 officers, 31 gun crew, and 21 riflemen; Lt. Edmund commanding. Its personnel include forward observers from the 352nd and 353rd, as well as elements of the 3rd Company of the 726th Grenadier Regiment of the 716th Infantry Division. The soldiers are billeted at houses in the village Colleville-sur-Mère, nearby, and in an underground bunker at the outpost. The soldiers use a house near WN-62 to eat and rest while on duty.

WN-62 FEATURES:

- Three (3) 5 cm *Granatwerfer* 36 (leGrW 36) light mortars (crew: 2) in Vf61a tobruk pits under camouflage netting, each with an ammunition and radio shelter. The radios use line-of-sight connection to a receiver in the Colleville church tower. The radio shelter has a signal lamp in case radios and telephones fail.
- One (1) 7.5 cm FK 235(b) cannon (crew: 4) in a type H669 casemate, aimed west at the beach; a planned steel rear door has not been installed.
- Two (2) 7.5 cm Pak 40 antitank guns (crew: 4) outside on concrete foundations, under camouflage netting, aimed at the low ground between WN-62 and WN-61.
- Seven (7) MG34 machine guns under camouflage netting (five in trenches, one in a Vf61a tobruk pit with a rotating gun mount) (crew: 2 each).
- One (1) MG08 water-cooled machine gun (crew: 2) in a type H669 casemate, aimed at the beach and protected by sandbags; a planned steel rear door has not been installed.
- One (1) MG42 machine gun under camouflage netting (crew: 2).
- Two (2) remotely-operated Koebe-Gerat 14 mm flamethrowers installed in anti-tank earthworks, aimed at the beach approaches.
- One (1) R667 casemate under construction.
- Two (2) small ammunition shelters for machine guns, along the trenches.
- One (1) Vf2d bunker as crew quarters in two narrow rooms with rounded quonset roofs. Each sleeps six on wooden bunks with straw mattresses. One chamber has windows facing west, just above ground level from the hillside; the other has an escape hatch and ladder. A trench connects the bunker to an attached mortar pit and machine-gun pit, and to a locked shelter with a telephone that can reach battalion, regimental, and divisional commands.
- Two (2) observation posts for artillery observers, each assigned one officer, one corporal or sergeant, and one radio operator: one communicates with the Houtteville battery and the other calls fire for the strongpoint's guns; the posts are visible from outside as small holes in the hillside grass under rock ledges; each observation post has a telephone that links it to battalion, regimental, and divisional commands.
- Two (2) large ammunition bunkers.
- Two (2) adjacent minefields.
- Perimeter barbed wire.

About WN-73

The WN-73 strongpoint includes a 7.5 cm cannon, two heavy mortars, and machine guns. It is sited northwest of Vierville-sur-Mer, at a house locally called the villa Gambier. It calls fire missions for Battery 2 at Montigny. It is about 12 km northwest of the Château d'Étréham, a march of over 2 hours. It is a valuable target but is too far for the team to reach before sunrise.

The Houtteville Battery

The Houtteville battery is only 2 km west of Château d'Étréham. Marching there takes about 30 minutes, or 15 minutes if the team leader makes a **Command + Leadership** roll to keep everyone hustling. (It's a short enough march that "Double Time" damage does not apply.)

Observant players may realize that the Houtteville battery's fire missions are called from WN-62. Destroying WN-62 would neutralize the Houtteville battery, too.

At the battery, two soldiers are on watch at each machine gun. One officer and one NCO are on watch in the battery's bunker, with the radio. The rest of the personnel—44 privates, 18 NCOs, and 2 officers—are asleep at the nearby farm.

If the Talents move with stealth and speed, they could silence the guards and sabotage the guns before the battery's troops respond. If there's a single gunshot, someone from the farm walks out to check. If there's more than one shot, the farm stirs. The soldiers emerge after a few minutes. Half provide cover fire while the others rush to the trenches to tackle the Talents.

If the Talents neutralize the Houtteville battery, each survivor gains 1 Will for knowing they saved at least dozens of lives.

WN-62

Strongpoint WN-62 is just over 5 km northwest of Étréham, a march of a little over an hour from either Étréham or Houtteville, or half an hour at double time. German positions become more and more frequent as the Talents approach, with thousands of soldiers garrisoned in villages along the beach. The Talents' SOE guide can keep them moving through unwatched fields and undetected or they can avoid patrols by using Étréham's maps and making a **Brains + Navigation (Land)** roll. Making a **Brains + Tactics** roll first grants width in bonus dice to the Navigation roll.

Naval bombardment continues to fall mostly to the south of Omaha Beach.

The Château d'Étréham files leave out one critical piece of intelligence. Four *Übermenschen* are assigned to WN-62:

- *Der weite Wurf*, "The Long Throw"
- *Etrunkener*, "Drowned"
- *Taschenspielerei*, "Legerdemain"
- *Bodenabtrag*, "Erosion"

Three to six other *Übermenschen* are at each of the other strongpoints. Others are stationed nearby. The troops sailing for Omaha Beach face 110 Nazi super-men in all.

The Battle for WN-62

The resistance nest sprawls hundreds of yards across a wide hill. Destruction and confusion reign. Speed the action up by resolving it two combat rounds at a time. Each declaration and dice pool represent three rounds of activity: one round's worth of time spent yelling or getting bearings and two rounds spend acting. Those three rounds represent about 20 seconds of activity.

- A moving character covers ground equivalent to two rounds of movement, or three if the character does nothing but moving
- Add 1d to each dice pool *except with a Slow weapon*
- Double the amount of ammunition spent on each attack *except with a Slow weapon*

Use the squad combat rules (*Godlike*, page 344) to keep things moving. A squad with 5 riflemen and a sergeant armed with MP 40 attacks with 5d in cover fire out to 120 yards, or 7d at up to 20 yards where the MP 40 is more effective. A machine gun nest attacks with 6d cover fire for an MG 34 or 8d for an MG 42. Roll 12d for a pair of MG 34s suppressing the same target or 15d for a pair of MG 42s.

Attacking Before 0558

Before the sun rises, the *Übermenschen*, commanders, and about half the men of WN-62 are sleeping in the village.

- **LOOKOUTS:** One officer and one radioman are at each observation post.
- **MACHINE GUNS:** Two men are at each of five machine guns.
- **SENTRIES:** Eight gunnery crew are on patrol, spread thin, pacing the perimeter with rifles.
- **BUNKER:** The other 11 riflemen are asleep in the on-site bunker.
- **VILLAGE:** The other three officers, 19 gunnery crew, and four *Übermenschen* are asleep in the village, Colleville-sur-Mer.
- **STRONGPOINT FIRE:** As long as it is dark, the neighboring strongpoints WN-61 and WN-63 do not fire on positions at WN-62 unless guided by friendly eyes on one of WN-62's telephones. Otherwise they have no idea of their targets. There are telephones at each observation post and at the garrison bunker on the hilltop.

Counterattack

Once shooting begins at WN-62, it takes five minutes for the first *Übermenschen* to arrive. *Taschenspielererei* sprints near, hides, takes stock of the situation through binoculars, and sprints back to brief *der weite Wurf* and the other officers in the village.

It takes another five minutes for the rest of WN-62's personnel to arrive in squads to counterattack the Talents.

Fighting After 0558

If the Talents reach WN-62 after sunrise or if fighting is still going on, their situation is far more dangerous. The alerts have sounded. The invasion fleet is in sight. Every strongpoint is fully manned. Neighboring strongpoints fire on the Talents whenever they can be seen.

German Morale

Facing Talent powers up close, the non-Talent soldiers at WN-62 tend to break and retreat. As reinforcements arrive, particularly the *Übermenschen*, their resolve stiffens. But any given unit of soldiers retreats if a nearby *Übermensch* falls or if more than a third of their number fall.

Übermenschen of WN-62

POWER	QUALITIES	NOTES	COMMAND	WILL	WEAPONS
The Long Throw, 8d (Der weite Wurf)	A, U	Throws anything he can grab up to 500 lbs weight 1,000 yards	3	5	P38 pistol (4d)
Drown, 2hd (Der Etrunkener)	A, R	Inflicts 1 shock to the head and 1 killing to the torso each round, ignoring armor, unless the target first aid	1	13	P38 pistol (4d), 3 grenades (4d)
Hyperskill: Running, total 6d+1 wd; Super Speed with running, 9d+1 wd (Taschenspielerei)	D, R, U	Can run up to 200 mph or 300 yards per round	2	15	Rifle (6d), P08 pistol (5d), 3 grenades (6d)
Deterioration, 7d (Bodenabtrag)	A, D, R, U	Causes inanimate objects to crumble; opposed by the object's mass as on Godlike page 91	2	3	MP 40 submachine gun (6d with spray), P08 pistol (4d), 3 grenades (4d)

Bloody Omaha

If the Talents cripple WN-62, they likely have only a few minutes to retreat and hide in the bocage before the shore's defenses come to life.

Those who escape to the bocage may each roll **Coordination + Stealth** to hide from the eyes of German patrols and scouts. Any Talent who fails is spotted by a squad of soldiers. (For their number, roll 1d and add 4 to it.) The patrol tries to take the Talent prisoner and it attacks if the Talent does not surrender.

Sunrise (0558)

The Allied armada spans the gray horizon, the largest fleet the world has ever known. Alarms sound. German soldiers rush from barracks in the nearby villages to man the strongpoints.

U.S. Navy shells begin landing among the strongpoints, more accurate now that they have light. But the failure of earlier bombardments means the defenses remain largely intact as the invasion approaches.

Allied radio jamming ceases so landing forces can communicate. That allows radio communication for German defenders, too. Inland German batteries deliver shells on exhaustively plotted coordinates all along Omaha Beach.

German shells explode among approaching landing craft. Some craft sink before they get near. Some discharge their cargo of men and armor far too soon. Some amphibious tanks dropped must crawl a mile or more over the huge swells of the sea. Many founder and sink.

Landings (0629)

The first few dozen amphibious tanks make it to Dog Green and Dog White sectors on the eastern shore of Omaha Beach. The naval bombardment ends.

At 0635, two companies of the 16th Regiment of the 1st Infantry Division land under the guns of WN-62. One wayward company of the 116th Regiment joins them after its landing craft drifts far off course in the swell and confusion.

They come under withering fire from machine guns and mortars, direct fire from antitank guns, and artillery barrages called from other strongpoints. They struggle ashore weighed down by too much gear. Those who survive are exhausted by the time they reach the beach.

The more damage the Talents did to WN-62, the less carnage it inflicts on the soldiers landing at the draw between WN-62 and WN-61, Fox Green sector. Disabling the observation posts reduces artillery fire on soldiers farther west.

The Second Wave and the Talent Assault (0645)

The second wave of American troops begin landing on Omaha Beach, many of them piling up behind troops who already landed but have made little progress.

Talents at or near WN-62 suddenly hear the bizarre sounds of Talent powers activating as over 100 *Übermenschen* attack the landing forces all along Omaha Beach.

Then the madness grows as nearly 300 Allied Talents counterattack from the sea. They fly in, teleport in, and emerge from among the ground forces. The Ten Minutes of Hell have begun.

Fighting Übermenschen

Treat all the Übermenschen as SS officers for the sake of their stats and skills: see "Average Heer Offizier or SS Führer."

An Übermench spends up to half his current Will in any given Contest of Wills.

Ten Minutes of Hell

If the Talents defend WN-62 or take up some other fighting position, they are attacked by the nearest strongpoints and by squads of superpowered *Übermenschen*. For every minute that passes in the Ten Minutes of Hell, the Talents face a new set of threats.

Getting Away

Once the Ten Minutes of Hell begin, escape becomes fraught. The enemy is everywhere. If the Talents try to run up the hill or down the valley into the bocage, roll 1d at the beginning of each combat round. If the roll is lower than the number of Talents running, a machine gun from the nearest strongpoint fires on them.

Talents who hide in the wreckage and trenches of the strongpoint must roll **Coordination + Stealth** whenever *Übermenschen* attack. The Talents each get a +2d bonus due to the scale of the strongpoint. If a roll's height is 4 or higher, that Talent goes unnoticed and the enemy moves on. Otherwise, one of the *Übermenschen* spots that Talent and they attack.

Minute 1 (0645)

GUNFIRE FROM THE WEST: For 1d combat rounds, two MG42 machine guns at WN-64, 600 yards to the west, conducts covering fire at any Talents visible on the west side of WN-62.

Minute 2 (0646)

GUNFIRE FROM THE WEST: For 1d combat rounds, two MG 42 machine guns at WN-64, 600 yards to the west, conducts covering fire at any Talents visible on the west side of WN-62.

SHELLING FROM THE EAST: On rounds 2, 5, and 8, shells fall from a 5 cm *Granatwerfer 36* (leGrW 36) mortar at WN-61, 200 yards to the east. On rounds 3 and

8, shells fall from a 7.5 cm Pak antitank gun at WN-61. Each attack is aimed carefully, for a +2d bonus, at any Talents visible on the east side of WN-62.

Minutes 3–5 (0647–0649)

THE VILLA: Three *Übermenschen* attack from the east after being teleported into the villa by another who does not remain.

THE “TANK”: Four others attack from the south in a crazy-looking, Talent-powered tank. If the tank is immobilized, most of its crew get out and attack on foot while the tank’s driver both loads and fires its cannon with a dice pool of 4d. After any three of them are killed or crippled or if the tank is destroyed, surviving *Übermenschen* retreat or surrender.

Übermenschen in the Villa

POWER	QUALITIES	NOTES	COMMAND	WILL	WEAPONS
Bind 10d (<i>der Stachel</i>)	A, D, R, U	Only by controlling barbed wire. Barbed wire can move no more than 10 yards a round. Slow 1.	3	8	MP 40 (6d, Spray), 2 grenades (4d)
Harm (Stray Bullet) 6d (<i>das Pech</i>)	A, R	Only if bullets are fired nearby; up to Width+2 in killing and shock.	2	10	Rifle (4d, Slow)
Hypercoordination +5d (8d) but only when flying; Flight 8d (<i>der Kolibri</i>)	D, R, U	Flight requires a running start; 120 yards/round or 90 mph; can dodge bullets; multiple defense actions without penalty; melee attacks lose 1 Width.	2	11	Panzerfaust (10d), 3 rockets, MP 40 (10d, Spray)

Übermenschen in the Weird Tank

POWER	QUALITIES	NOTES	COMMAND	WILL	WEAPONS
Harm (Instant Starvation) 5hd (<i>der Wunsch</i>)	A, R	Commander. As with the Stun power but damage affects the torso; does 10 shock; excess damage goes to the head. Watches the sides and rear from viewports in the Goldberg “tank.”	4	17	MP 40 (6d, Spray)
Harm (Frostbite) 7d (<i>die Erfrierung</i>)	A, R, U	Width in killing and shock. Loads the cannon in the Goldberg “tank” until the tank is immobilized.	2	4	MP 40 (6d, Spray)

POWER	QUALITIES	NOTES	COMMAND	WILL	WEAPONS
Heavy Armor 3 (<i>der Schild</i>)	D, R, U	Fires the cannon in the Goldberg "tank" with a dice pool of 4d until the tank is immobilized.	2	6	Panzerfaust, 3 rockets, MP 40 (6d, Spray)
Goldberg Science 10d , the "tank" creator and driver (<i>der Schildkröte</i>)	D, R, U	The "tank" has a speed of 30 mph or 40 yards per round and can travel over nearly any terrain. HAR: 4. Weight: 10 tons. Crew: 4. It has an ordinary 20 mm cannon in a leftover turret, bolted on, with a range of 500/5,230 yards: width+5 in killing and width+3 in shock, Penetration W+2, Area 1. The "tank" can be driven only by its inventor (who uses his power's dice pool of 10d), but anyone with any Talent power can fire the ordinary gun.	3	8	MP 40 (6d, Spray)

Minutes 6–8 (0650–0652)

SNIPER TO THE EAST: Each Talent on the east side of WN-62 can attempt a **Sense + Sight** roll at a bonus of +1d. Success spots a German sniper in a draw on the hill of WN-61 about 500 yards away, hidden from view by some strange field that shimmers in front of him but not to the sides. He retreats to another position if the Talents fire on him without disabling him.

SHELLING FROM THE EAST: On rounds 2, 5, and 8, shells fall from a 5 cm *Granatwerfer 36* (leGrW 36) mortar at WN-61, 200 yards to the east. On rounds 3 and 8, shells fall from a 7.5 cm Pak antitank gun at WN-61. Each attack is aimed carefully, for a +2d bonus, at any Talents visible on the east side of WN-62.

CARDSHARP: An American Talent called "Cardsharp" teleports into WN-62 only 10 yards from one of the Talents, sent by a spotter who mistook them for the enemy. He holds a 90 mm shell strapped with a hand grenade. At Width 2, Height 3 he pulls the grenade's pin, drops the shell, and teleports out again. A Talent who makes a roll at better Width or Height can get Cardsharp's attention in time to stop him from pulling the pin. **Sense + Sight** and **Command + Leadership** are good candidates. In that case he looks appalled at what almost happened. He shouts, wide-eyed, "What the hell are *you* doing here?" He doesn't wait long for an answer before picking up his shell again and

teleporting away. But he says he'll pass the word along not to shell this position. If the grenade and shell go off, they explode for Area 7 with Penetration 7 and Burn.

THE ARMORED CAR: Five *Übermenschen* attack from the southeast, driving across the rough terrain at about 40 yards per round in an SdKfz 231 armored car. The car has HAR 7 (6 on the back and top) and is armed with one 20 mm cannon (Width+5 in killing, Area 1, Penetration W+2) and one MG 34 (Width+2 in killing and shock, Spray 4). The *Übermenschen* get out and attack on foot if they get within 50 yards of enemy Talents or if the car is immobilized. If three of them are killed or crippled, the rest retreat or surrender.

Übermenschen in the Armored Car

POWER	QUALITIES	NOTES	COMMAND	WILL	WEAPONS
Hyperskill: Mental Stability +1 wd (<i>die Ruhe</i>)		Commander. Applies to self and all allies within a 10-yard radius.	2	9	MP 40 (6d, Spray), 2 grenades (4d)
Hyperstat: Body +7d+1 wd; 100-Yard Leap, 7d; LAR 3 (<i>der Schuss</i>)	Leaping: D, R, U	Brawling does Width+4 in killing with Penetration W+5; can tear through HAR 10 with a Body roll. Fires the 20 mm gun with 4d or the MG 34 with 4d+Spray.	2	8	Panzerfaust, 9 rockets, MP 40 (6d, Spray)
Projected Hallucination: Stuka Attack!, 6d (<i>der Tauchgang</i>)	D, R, U	Projects the hallucination of a Stuka bomber diving; everyone present except himself must resist with Sense + Hearing; all affected must roll Mental Stability or dive for cover. Driver with a dice pool of 5d.	2	11	Rifle (4d, Slow)
Healing 4d+1 wd (<i>der Medikus</i>)	R, U	Must have first aid equipment but rolls the power instead, healing W-1 killing and twice that much shock; costs 1 Will plus the bid. Loader for the 20 mm gun or the MG 34. If his team retreats, he attempts to drive the armored car over (Driving pool 3d) and surrender.	2	16	MP 40 (6d, Spray), 3 grenades (4d)

Minutes 9–10 (0653–0654)

BOMBARDMENT: U.S. navy bombardment of German strongpoints resumes in an effort to relieve the struggling Americans on shore. At the beginning of every combat round, there is a 4 in 10 chance that a naval artillery shell comes roaring in like a freight train and slams into WN-62. If Cardsharp got away to warn the Navy against firing on this bunker complex, the chance drops to 2 in 10.

When a shell lands, refer to the “WN-62 Naval Bombardment” map. Roll 1d for its north-south landing point and 1d for its east-west landing point.

A character who is no more than four yards from a trench or pit when a shell comes screaming in like a freight train can get into cover by making a **Coordination + Dodge** roll. If a character can move superhumanly fast, the distance extends to one-third of the distance they can move in a single round.

Every character near a blast takes terrible damage.

- *Within 40 Yards:* Every character not in the cover of a trench or bunker takes 5 killing damage and 5 shock to a random hit location, plus 10 Area dice of killing damage from shrapnel, plus 4 shock damage to every hit location from concussion, and is set on fire as from a Burn weapon. Every character within the cover of a trench or bunker instead takes 2 shock to the head from concussion or 1 shock if in a bunker. Helmets do not reduce concussion’s shock damage.
- *From 40 to 100 Yards:* Every character not in the cover of a trench or bunker takes 2 killing damage and 2 shock to a random hit location, plus 4 Area dice of killing damage from shrapnel, plus 2 shock damage to every hit location from concussion. Every character within the cover of a trench instead takes 1 shock to the head from concussion. A character in a bunker takes no damage. Helmets do not reduce concussion’s shock damage.

SOLDIERS AFLAME: A Talent with a good view of the beach sees dozens of GI’s half a mile to the east, hunkered down behind shingle only a couple of feet high for cover against withering fire. Suddenly they start screaming. One after another, they burn to ash in seconds thanks to the power of some unseen, distant *Übermensch*. Some rise in alarm and are gunned down. Then it stops. Maybe 20 men are left, digging themselves into the beach in horror.

AVENGERS FROM THE SKY: A team of *Übermenschen* fly in from the west in a last assault. Each of them fights to the death.

Flying Übermenschen

POWER	QUALITIES	NOTES	COMMAND	WILL	WEAPONS
Extra Tough 2, only when flying; Flight 4d (der Backstein)	Extra Tough: R, U; Flight: D, R, U	Flies up to 45 mph or 60 yards per round. +2 wound boxes on each location when flying.	3	11	MP 40 (6d, Spray), 2 grenades (4d)
Blindness, 8d; and Flight 8d (die Mitternacht)	Blindness: A, R; Flight: D, R, U	Flies up to 90 mph or 120 yards per round. Flight requires a running start. Blindness: As the Stun power, but if it reduces the target to zero wound boxes in the head, the target keeps the last wound box but loses the ability to see until one point of shock to the head has healed.	2	7	Rifle (4d)
Flight 4d; and Switch Places, 8d (der Turm)	Flight: D, R, U; Switch Places: A, D, R, U	Flies 45 mph or 60 yards per round; can teleport self and a target (at least 150 lbs and no more than 2 tons, and no more than 100 yards away), switching places.	1	4	MP 40 (6d, Spray), 4 grenades (4d)
Break 5d; Flight 5d; Heavy Armor 2 (der Stadteroberer)	Break: A, R, U; Flight: D, R, U; Heavy Armor: D, R	Commander. Wears ancient mail armor. Carries a gleaming sword that does width+1 in killing damage with Penetration 7. Flies on a winged horse that is immune to harm. Takes a combat round to mount and begin flight. Can fly up to 55 mph or 75 yards per round.	5	14	Sword (5d)

Fighting On

After the end of the Ten Minutes of Hell, no more Übermenschen attack WN-62.

Regular G.I.'s struggle up the Fox Green sector of the beach, 200 yards out of the sea and over pebbles and rocks and nearly the same distance up the beach to the bluffs. The 16th Infantry Regiment's Company F follows Capt. John Finke. Company L follows Capt. John Armellino. A section of 116th Regiment's Company E comes along, far from their designated zone. They climb the bluffs and blow gaps through minefields and concertina wire. Companies I, M, K, and E of the 16th Infantry Regiment struggle up the beach to join them.

If the Talents neutralized WN-62 and held out against the Übermench counterattacks, they save hundreds of lives. The 16th Infantry Regiment takes WN-62 as a strongpoint at 0715. Each Talent gains 3 Will and one bonus experience point. They have friends for life in the 16th Infantry Regiment.

From 0730 hours onward, the bloodied Americans on Omaha begin to make progress despite terrific casualties. The 16th attacks WN-61 to the east. If any Talents survive, they could accompany the 16th. Use the maps from this scenario to improvise that action. No one will think ill of the injured if wounded Talents wait for medics.

Other strongpoints begin to fall to ground assault aided by naval bombardment. It takes hours for American forces to secure Omaha Beach. They clamber up steep hills to avoid the deadly kill zones of the valleys and draws. They reduce the bunker complexes with explosives and flamethrowers. They face German forces that were not known to Allied intelligence. They leave thousands of dead behind them.

The Talent forces on both sides of Omaha Beach are broken. A hundred *Übermenschen* are dead or have fled. Only 24 members of the 389-strong First Talent Army survive, along with any of the Talents who survived "Hell for Breakfast."

The 16th moves from WN-61 to assault Colleville-sur-Mer and nearby villages, used as barracks by the German 726th Infantry Regiment. They have a firm foothold by noon. Hard fighting leaves the Germans in place at Colleville-sur-Mer and Coburg at the end of D-Day but they fall on June 7.

Fighting continues all along the beach and in nearby towns and hedgerows, but the U.S. beachhead is secure.

"There in a jumbled row for mile on mile were soldiers' packs. There were socks and shoe polish, sewing kits, diaries, Bibles, hand grenades. There were the latest letters from home, with the address on each one neatly razored out—one of the security precautions enforced before the boys embarked. There were toothbrushes and razors, and snapshots of families back home staring up at you from the sand. There were pocketbooks, metal mirrors, extra trousers, and bloody, abandoned shoes. There were broken-handled shovels, and portable radios smashed almost beyond recognition, and mine detectors twisted and ruined. There were torn pistol belts and canvas water buckets, first-aid kits, and jumbled heaps of life belts. I picked up a pocket Bible with a soldier's name in it, and put it in my jacket. I carried it half a mile or so and then put it back down on the beach. I don't know why I picked it up, or why I put it down again. Soldiers carry strange things ashore." —Ernie Pyle, *Brave Men*

Aftermath

Roll 1d10. That many weeks after D-Day, the Talents (living and dead) receive official recognition for their actions based on an after-action report by the highest-ranking surviving member of the TOG team.

The wounded receive purple hearts.

Neutralizing the Houtteville battery earns their highest-ranking member the silver star. One or two others get bronze stars depending on how their commanding officer reported their performance.

Neutralizing WN-62 gains even more recognition. The author of the after-action report should make a **Brains + Inspire** roll to determine the report's effect. If it succeeds, the single Talent who contributed the most (according to the report's author) gets the Medal of Honor. Otherwise, that Talent gets the Distinguished Service Cross. If another contributed about the same amount of heroism, that Talent gets the Distinguished Service Cross, too. One or two others who made extraordinary contributions may get silver stars. The lowest medal any of them gets is the bronze star.

The Enemy

Der weite Wurf, "The Long Throw"

The captain commanding WN-62's *Übermenschen* team is *Hauptsturmführer* Addler Lehman, aka *der weite Wurf*. A veteran of lost campaigns in North Africa and the Eastern Front, Lehman holds the ordinary army and its fractious officers in deep contempt, regarding even the blondest, most blue-eyed among them as barely human. If they had the proper reverence for Hitler, and had the intelligence to see *der Führer's* vision, this war would have been over long ago.

Der weite Wurf can throw anything that weighs up to 500 lbs a distance of 1,000 yards. He cannot reduce the force of the throw. Whatever the object's weight, it flies away like a shot. When it hits ground, or if it hits a barrier in between, the target takes Width+3 in killing damage and Width+4 in shock. This power is not robust, so it automatically fails if *Der weite Wurf* takes damage in a round before he can activate it. He never uses it directly on a Talent except in sheer desperation, but he has found flinging heavy weights at enemy Talents to avoid the contest of wills nicely.

If other forces occupy the American Talents, he concentrates on flinging ordinary soldiers from the beach far out to sea, one at a time.

Der weite Wurf spends up to half his current Will in any given Contest of Wills.

Body 3 **Coordination 2** **Sense 1**
Brains 2 **Command 3** **Cool 3**

Skills Brawling 3, Cryptography 2, Endurance 2, Explosives 2, Grenade 2, Knife-Fighting 2d, Language (German) 2, Leadership 2, Machine Gun 2, Mental Stability 3, Mortar 2, Pistol 2, Radio Operation 1, Rifle 2, Running 2, Stealth 1, Submachine gun 2, Tactics 2

Base Will 6 **Current Will 6**

Weapons:

P38 Walther pistol (Capacity 8). *Damage:* Width in killing and shock.

Talent Power:

The Long Throw, 8d. *Power Qualities:* Attacks, Useful Outside of Combat. *Extras:* Vicious 5 (+5). *Flaws:* Never more than 1,000 yards distance (-1); cannot affect self (-1); blocked by barriers—treat as an attack as the target slams to a halt (-1); always attacks (-1); full power only (-1). *Will Cost:* 24 points.

Etrunkener, “Drowned”

Obersturmführer (Lieutenant) Meino Schulz, aka *Etrunkener*, has had enough. His Talent power developed early and has never been good for anything but death. He has spent three years making men drown. It has taken its toll. He fights because refusing to fight means death. If the Allies give him a chance to surrender and no other *Übermensch* are around, he gives up with tears of relief.

Etrunkener's grim power fills a victim's lungs with salt water. Each round, the victim takes 1 point of killing damage to the torso and 1 point of shock to the head. Until the victim dies, the damage can be stopped if someone else succeeds at a **Brains + First Aid** roll to perform CPR.

Etrunkener spends up to half his current Will in any given Contest of Wills.

Body 2 **Coordination 2** **Sense 2**
Brains 2 **Command 1** **Cool 2**

Skills Brawling 1, Cryptography 2, Endurance 2, Explosives 2, Grenade 2, Language (German) 2, Leadership 2, Machine Gun 2, Mental Stability 2, Mortar 2, Pistol 2, Radio Operation 1, Rifle 2, Running 2, Stealth 1, Submachine Gun 2, Tactics 2

Base Will 13 **Current Will 6**

Weapons:

P38 Walther pistol (Capacity 8). *Damage:* Width in killing and shock.

3 *Stielhandgranate* 24 "stick" hand grenades (Penetration/Area: 3/4). *Damage*: Width+1 in killing and shock plus Area dice; all within 10 yards take 2 shock to each location.

Talent Power:

Drown, 2hd. *Power Qualities*: Attacks, Robust. *Extras*: Endless, +1; Unconscious, +1; Ignores armor, +4. *Flaws*: Only affects living targets, -1; Half damage, -2; The killing damage affects the torso, -1; Can be stopped with First Aid, -1. *Will Cost*: 16 points.

Taschenspielerei, "Legerdemain"

Oberscharführer (Sergeant) Edsel Roth, aka *Taschenspielerei*, spent two years fighting on the Eastern Front before his Talent showed itself. His power made him a tremendously dangerous sniper, able to reach good ground swiftly and depart as soon as it became dangerous. He is not happy to have recently been placed under Captain Lehman, whose arrogance surpasses anything Roth has seen. But the Fatherland is at war and so he must continue to fight.

Taschenspielerei can run up to 200 miles an hour or 300 yards a round. His favorite tactic is to move from cover to cover at blinding speed and then hide—now you see him, now you don't.

Taschenspielerei must use multiple actions to activate Super Speed in the same round that he makes his Body+Running roll, losing a penalty die and looking for two sets. If he gets only one set, he can run normally that round and can then activate Super Speed the next.

Taschenspielerei spends up to half his current Will in any given Contest of Wills.

Body 2 Coordination 3 Sense 2
Brains 2 Command 2 Cool 3

Skills Brawling 2, Endurance 2, Explosives 1, Grenade 3, Knife Fighting 2, Language (German) 2, Language (Russian) 1, Machine Gun 3, Mental Stability 2, Mortar 2, Pistol 2, Radio Operation 1, Rifle 3, Running 3 (+3d+1wd), Stealth 3, Submachine Gun 2

Base Will 15 Current Will 15

Weapons:

Gewehr 41 rifle (Capacity 10). *Damage*: Width+2 in killing and shock.

P08 Luger pistol (Capacity 8). *Damage*: Width in killing and shock.

3 *Einhandgranate* 39 hand grenades (Penetration/Area: 2/4). *Damage*: Width+1 in killing and shock plus Area. All within 10 yards take 2 shock to each location.

Talent Powers:

Super Speed, 9d+1wd. *Power Qualities:* Defends, Robust, Useful Outside of Combat.
Flaw: Attached to Running (-1); speed limited to one-quarter the usual for Super Speed (-2). *Will Cost:* 13 points.

Hyperskill: Running, 3d+1wd. *Will Cost:* 10 points.

Bodenabtrag, "Erosion"

Unterscharführer (Corporal) Ivon Kuhn, aka *Bodenabtrag*, is the youngest of Lehman's team. He believes in *der Führer's* vision, and believes that the *Übermenschen* are only the natural expression of Aryan superiority. By most standards, after all, Kuhn himself hardly stands out from the crowd; and yet his power makes him unique. Kuhn believes that soon, Talent powers will awaken in all Aryans. They will reshape the world in ways no amount of American industry or Russian savagery can overcome. Their rule will be like unbreakable iron.

Bodenabtrag's power causes inanimate objects to deteriorate: wood rots, concrete crumbles, steel rusts. His power roll must beat a roll by the object according to its weight: See page 91 of *Godlike*. Any Talent immediately recognizes an object that *Bodenabtrag* has deteriorated, and can instantly reverse the effect by spending one Will point. *Bodenabtrag* can attack with this power by, for example, crumbling the floor so a target falls painfully through, or crumbling a roof or tree so it falls on the target. He can defend with it by causing a wall to collapse and conceal him with a cloud of dust.

Bodenabtrag spends up to half his current Will in any given Contest of Wills.

Body 2 **Coordination 2** **Sense 2**
Brains 3 **Command 2** **Cool 2**

Skills Brawling 2, Endurance 2, Explosives 3, Grenade 2, Knife Fighting 2, Language (German) 2, Machine Gun 2, Mental Stability 1, Mortar 2, Pistol 2, Radio Operation 3, Rifle 2, Running 2, Stealth 2, Submachine Gun 2

Base Will 3 **Current Will 3**

Weapons:

MP 40 submachine gun (Spray 2, Capacity 32). *Damage:* Width+1 in killing, Width in shock.

P08 Luger pistol (Capacity 8). *Damage:* Width in killing and shock.

3 *Einhandgranate* 39 hand grenades (Penetration/Area: 2/4). *Damage:* Width+1 in killing and shock plus Area. All within 10 yards take 2 shock to each location.

Talent Power:

Deterioration, 7d. *Power Qualities:* Attacks, Defends, Robust, Useful Outside of Combat.
Flaws: Can only change a substance into a weaker, deteriorated form of itself, -1; Only affects inanimate objects, -1. *Will Cost:* 21.

Average Heer Offizier or SS Führer

Body 2 Coordination 2 Sense 1
 Brains 2 Command 2 Cool 3

Skills Brawling 1, Cryptography 2, Endurance 2, Explosives 2, Grenade 2, Language (German) 2, Leadership 2, Machine Gun 2, Mental Stability 3, Mortar 2, Pistol 2, Radio Operation 1, Rifle 2, Running 2, Stealth 1, Submachine Gun 2, Tactics 2

Weapons Typically a submachine gun

Average Heer Soldat

Body 2 Coordination 2 Sense 2
 Brains 2 Command 1 Cool 3

Skills Antitank Rocket 2, Brawling 2, Endurance 2, Explosives 1, Grenade 2, Knife Fighting 2, Language (German) 2, Machine Gun 2, Mental Stability 2, Mortar 2, Pistol 2, Radio Operation 1, Rifle 2, Running 2, Stealth 2, Submachine Gun 2

Weapons Typically a rifle, submachine gun, machine gun, mortar, or cannon

German Weapons

WEAPON	CAPACITY	DICE POOL	RANGE	PENETRATION/AREA	KILLING DAMAGE	SHOCK DAMAGE
Gewehr 41 rifle	10	4d	120/1,000	none	Width+2	Width+2
MP 40 submachine gun	32	6d (with Spray)	20/100	none	Width+1	Width
P08 Luger pistol	8	4d	16/32	none	Width	Width
P38 Walther pistol	8	4d	16/32	none	Width+1	Width
Einhandgranate 39 hand grenade	n/a	4d	25/50	2/4*	Width+1	Width+1
MG 08 machine gun	250	6d (with Spray)	200/2,000	none	Width+2	Width+2
MG 34 machine gun	50	8d (with Spray)	200/2,000	none	Width+2	Width+2
MG 42 machine gun	50	8d (with Spray)	200/2,000	none	Width+2	Width+2

WEAPON	CAPACITY	DICE POOL	RANGE	PENETRATION/AREA	KILLING DAMAGE	SHOCK DAMAGE
Panzerfaust 30 antitank rocket	n/a	4d	16/32	7/8*	Width+2	Width+2
Granatwerfer 36 light mortar	1	4d (Slow 1)	150/569	4/3*	Width+2	Width+2
7.5 cm Pak antitank gun	1	4d (Slow 3)	600/8,500	6/8**	Width+7	Width+3
2 cm Flak 38 gun	20	4d	400/5,600	2/1*	Width+5	Width+3
20 mm cannon	20	4d	400/5,600	2/1*	Width+5	Width+3

* All targets within 10 yards take Area dice in killing damage as well as 2 shock damage to each location from concussion.

** All targets within 20 yards take Area dice in killing damage as well as 2 shock damage to each location from concussion.

New Weaponry

Koebe-Gerat 14 mm *Flammenwerfer*

At WN-62, two of these huge flamethrowers are held in false 120 mm gun barrels and triggered from the eastern observation point. They cannot pivot or aim, only spew flames across a single, 10-yard-radius stretch of ground to discourage invaders.

Crew: 1

Range (Yards, Close/Max): 30/60

Shots: 70 (one-second bursts)

Damage: Area 10+Burn