

Glazier

A Godlike Mission For 3-6 Talents. © 2001 Greg Stolze and Dennis Detwiler

Introduction: The Time and Place

Northwest Europe, December 21, 1944—the Battle of the Bulge has been under way for five days. In a last ditch effort to push the Allied invasion force back to the sea, Hitler has mustered an army of nearly 200,000 men and thrust them at the weakest point in the Allied line—the Ardennes forest.

American, British and Canadian forces reeled at the impact of the attack, up until that point most believed the war would be over in a matter of weeks, and that the Germans lacked enough fuel, manpower and weaponry to mount a significant counter-attack. To make matters worse, Hitler's feared *Überkommandogruppe SS Heinrich Himmler*, (the first Army composed solely of Talents) led the assault, pushing towards the heart of Belgium. The enemy super-men, (called *Übermenschen* by the Germans) shredded the green Allied defenses and surged forward, paving a path for the German Armies to follow—but they pushed too far ahead of their supporting forces. General Eisenhower saw the weakness, and set out to exploit it...

Under direct orders from Eisenhower all Allied Talents were ordered to Spa, to check the movement of *Überkommandogruppe SS Heinrich Himmler*. Eisenhower then swung U.S. V Corps around between the gap of the surging super-army and the German LXVII Corps, cutting the super-men off from their reinforcements. U.S. V Corps now holds a thin line between the German super-army and any hope of reinforcement. *Überkommandogruppe SS Heinrich Himmler* continues its deadly push towards the heart of Belgium, while LXVII Corps struggles to break through the U.S. V Corps line to restore a single unbroken thrust into Belgium.

Over 3,000 Allied Talents rushed to Spa to form the impromptu Allied First Talent Army after the general order was issued on the seventeenth—but due to heavy fighting, not all of them made it...

The characters in this scenario are Allied Talents caught in between the forces of *Überkommandogruppe SS Heinrich Himmler* and German LXVII Corps—unable to make it to the rendezvous at Spa. Now under the command of U.S. V Corps, the group must deal with a single super-human Talent whose power threatens the safety of Eisenhower's entire plan.

Scene One: The Briefing at Gouvy

The PCs are rushed by MPs to a Command Post at Gouvy, Belgium, a small burned out town roughly thirty miles from Spa. Twenty-four hours ago, the streets of Gouvy were filled with *Überkommandogruppe SS Heinrich Himmler* soldiers, but now U.S. V Corps men and tanks fill the streets, moving to the east and the front to hold back the German LXVII Corps. Due to poor weather (snow for nearly a week) no air cover is possible, though occasionally, a Talent or two can be seen flying sorties in the fog overhead.

The Command Post is a small gardening shed filled with maps and a lit by a single gas lamp. Major Daniel Fields is in command of this mission, and the burden of it rides his tired face. The PCs have never met each other before—each turned up at various commands in the U.S. V Corps, and were told that they could go no further towards Spa—instead of risking capture, they decided to stay and fight with the V Corps. Although they don't know it, they represent the entirety of U.S. V Corps Talent population. Every single other Allied Talent is either in Spa, or on their way there. The PCs however, are stuck.

Fields briefs them:

"As you know, the Krauts have been pushing their way into Belgium, all along the front. We've rolled them back in a few places, but... (Sigh) now there's a worse threat."

Fields produces a 9mm Luger semi-automatic pistol made of a clear green glass—a perfect replica down to the serial numbers, action and even, inside its clear body, a delicate glass spring. The Major then drops a bunch of photos on the table of the former British air base at Houffalize—now a wasteland of collapsed cloth and shattered glass.

"German LXVII Corps has a Talent who can turn metal into glass. We're not sure what other powers this 'glazier' has, if any... but his transformation ability is potent enough. A day ago, the British air base at Houffalize was attacked. From the testimony of the survivors, it seems that first there was the transformation effect—every piece of metal in the camp changed in an instant, like that pistol. Not long after that, a second German Talent—*Der Flieger*—flew overhead and shattered all the glass in the camp with a sonic boom. That was then followed by a conventional assault. Without metal weapons, everyone in camp was forced to retreat. Casualties were... heavy."

“Based on reconnaissance flights, the effect seems to have a diameter of at least a mile – possibly more. Repeated applications of this power could create breaches all along our line – a threat limited only by the mobility of the Nazi Talent. I don’t need to tell you what would happen in LXVII Corps could link up with the *Überkrauts* to the west...”

“There is one slender silver lining in this. Note that the pistol is German. Our theory is that the Glazier is not selective: That’s why there was a pause between the aerial strike and the ground attack. The Germans had to have the Glazier operating well ahead of their conventional troops.”

“Your mission is to find this Glazier and neutralize him. He must be infiltrated in front of the lines. The two trucks in front are for your use...”

At that moment, a runner pulls back the flap and peers inside.

“Sir. There’s been a break in the line! Sector 9, to the north! We think he’s heading for the airfield at St. Vith!”

The Major looks at the PCs and says: “What are you waiting for?”

The Situation

The location the PCs occupy during the Battle of the Bulge is a very bad one. Gouvy was overrun by the *SS Überkommandogruppe Heinrich Himmler*, and bypassed by the *II SS Panzer Division*. Both groups passed through Gouvy less than twenty-four hours before in their push towards Antwerp, since their exit, U.S. V Corps has swept down from Malmedy towards St. Vith, effectively cutting the super-army off from German LXVII Corps.

The bulge in central Belgium is a nightmare of Allied and Axis positions. Few understand the big picture. The Germans are everywhere, as are isolated Allied units. Certain towns and Allied positions (such as the St. Vith airfield) have been completely bypassed by the Germans, others, like the town of Bastogne, have been completely surrounded.

All in all, it’s difficult to tell just who or what is over the next hill as U.S. V Corps is wedged between two German forces.

The Map

The PC playing Captain Lunds has a copy of the following map, showing the general disposition of troops on the front.



Scale 1"=30 miles

The Trucks

The trucks issued to the PCs are two British 4x2 Bedfords.

(2) Truck 4x2 Bedford

No Armor or Guns.

Maximum Speed: 45 mph **# of Crew:** 1 (driver)

Passengers: 7 Troops (1 passenger in front seat.)

Weight: 2.35 Tons.

They are packed with the following:

- (3) Thompson Submachine guns (Spray 3/0, Capacity 30, Damage: Width+1 in killing and shock.)
- (6) .45 M1911A Automatic Pistols (Capacity 7, Damage: Width+1 in killing and shock.)
- One box of (24) M2A1 “Pineapple” Hand Grenades (Penetration / Area: 2/3.)
- (1) Browning .30 M4 Heavy Machinegun (Spray 0/1/2, Capacity 250 Round Belt, Damage: Width+3 in killing and shock.)* 4 extra belts of ammunition.
- (5) M1 Carbines (Capacity 30 rounds, Damage: Width+2 in killing and width+1 in shock.)
- (1) Bazooka M1A1 (Slow 3, Penetration 6, Area 7.) 6 rounds of ammo.

*Requires two people to set up and operate. Roll Coordination+Machinegun skill when setting up, the width of the roll-5 indicates the number of combat rounds it takes to set up the machine gun.

Game Play: The “Glazing” Effect

PC Talents seeing the handiwork of the Glazier automatically “know” they can change the object back from glass to its regular form. All that is required is a touch, and the expenditure of 1 Will point and poof! The object is automatically converted back to its regular form. The pistol, for example, may be changed back into a normal pistol for 1 Will point. Size does not matter, as long as the object is a continuous form, so converting a single bullet or a whole building back from glass costs the same amount and takes the same amount of time.

Damage caused to such objects while in glass form remains however, even after the object is restored. So, a ruined building which collapsed under its own weight in glass form would remain in ruins when changed back.

Scene Two: St. Vith Airfield

The airfield at St. Vith was once German, until the Canadians and British captured it in early September. Since that time, RAF and American fighters have been flying sorties from it, scouting the front lines and strafing enemy columns. It is little more than a conglomeration of wood buildings, tin shacks, and tents surrounded by defensive positions and a handful of Sherman “Easy Eight” Tanks. On the tarmac, forty Allied aircraft sit, grounded by the nasty weather (most are P-51 Mustangs with British markings, along with a handful of American P-47 Thunderbolts.)

As the PCs rumble over the rise towards St. Vith, a change can be seen in the coloring of some of the structures in the camp and all the Talents present feel the twinge of a Talent power being activated at a distance. Anyone making a Sight+Sense match of 4 or higher sees one of the buildings near the rear of the facility buckle, along with one of the tanks. As the PC’s truck begins to close the mile or more to the airfield, a plume of smoke begins to pour from the base. Black dots (soldiers) begin to flee from the scene in all directions, crossing the snow-covered fields without rhyme or reason. Hearing of the attack on Houffalize, the personnel on the base prefer to take their chances elsewhere. Anyone looking east, towards German lines sees a single truck (on a match of 5 or higher, they can tell it’s a German truck) high-tailing it back to the LXVII Corps—it is the truck of the Glazier.

As the PCs roll up to the front gate they are waved off by an American MP whose rifle barrel has changed to glass, screaming:

“Get the hell back. Get out of here.” Any Command roll is more than enough to get the MP to desist (or on a 4 or higher match, to volunteer to help.)

Sergeant Michael Hunley Military Police

Nationality American

Age 22

Body 2 Coordination 3 Sense 2 Brains 1 Command 2 Cool 1 Base Will 4

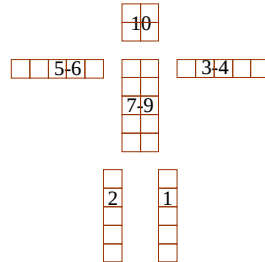
Skills Brawling 2, Cryptography 1, Endurance 2, Explosives 1, Grenade 2, Language (English 2), Leadership 2, Machine gun 2, Mental Stability 1, Mortar 2, Pistol 2, Radio Operation 1, Rifle 2, Running 2, Stealth 1, Submachine gun 2, Tactics 2.

Weapons

Hunley is weaponless due to the Glazier's attack.

Notes

Hunley will volunteer to assist the PCs if a Command or Command+Leadership roll is successful with a match of 4 or higher, otherwise he'll retreat from the area. If he fails a Cool+Mental Stability roll in combat, Hunley will curl up in a ball and refuse to move or fight.



The airfield is a disaster, one P-47 aircraft has collapsed in on itself due to its untoward conversion to glass, and a fire has broken out amidst the chemicals congealing in a pool beneath it. Three tin sheds have exploded under their own weight after their transformation. One side of the large hangar building central to the base is beginning to list (the walls are not made of metal, but the supports are—or were,) and will collapse in 2 minutes. Anyone within 10 yards takes a 3d Area attack causing 1 killing and 1 shock per hit, plus 2 points of shock to every hit location.

Two victims are injured on the ground at the base. One, a pilot, was peppered with flying glass from one of the collapsing sheds, he lies less than twenty feet from the burning wreck of the plane. The second is a tank commander caught in the belly of his rapidly fracturing Easy Eight Sherman.

- The pilot is unconscious and severely injured (his face and hands are peppered with glass shards.) In one minute, the chemicals in the glass plane will ignite and explode spraying a 10-yard area with a 7d Area attack. If he is not rushed from the scene, the pilot will perish in the explosion. If he is saved, the Talent who rescues him receives 4 Will points in reward.

- The tank commander is a much more difficult proposition. He is fully conscious and can see the PCs, but his mode of escape (usually through the top hatch) is cut off because the turret has collapsed (the other crewmen are dead.) Every pressure on the tank or attempt to climb or move portions of the tank can cause the tank to fracture. The tank has already fractured enough so that a large portion of glass is held up by the tank commander's shoulder, if the PCs change the tank back to metal, he'll be crushed under the weight (the glass is much lighter than the steel plate.) Clearing the glass turret away requires a Body roll, with the width-5 indicating the number of minutes it takes to clear a path of escape for the commander. On a failure, the tank commander suffers 2 points of shock damage to his head.

The GM may roll 5d at his discretion whenever he thinks something heavy or forceful enough affects the glass tank, to determine whether it comes apart or not. On a match of 6 or higher, the tank fractures and cuts the tank commander to shreds (anyone seeing this must make a Cool+Mental Stability roll or lose half their Will.) If the PCs succeed in freeing the tank commander, they receive 5 Will points. If freed, the tank commander will insist on helping the PCs

Tank Commander Lieutenant Thomas "Tommy" Martino

Nationality: American

Body 2 Coordination 2 Sense 3 Brains 2 Command 2 Cool 3 Base Will 5

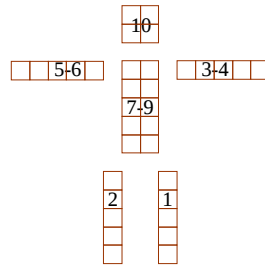
Skills Bazooka 2, Brawling 1, Cannon 3, Cryptography 1, Endurance 1, Drive (Tank) 2, Explosives 1, Grenade 2, Knife Fighting 2, Language (English 2, Italian 1), Leadership 2, Machine gun 1, Mental Stability 2, Pistol 2, Radio Operation 2, Rifle 2, Running 2, Stealth 1, Tank Tactics 3.

Weapons

Martino is weaponless because of the Glazier's attack.

Notes

If saved, Martino will insist on helping the PCs hunt down the Glazier. He will go out of his way to assist the PCs, even placing his life in danger to help them complete their mission. If he fails a Cool+Mental Stability roll in combat, Martino will become reckless to the point of insanity, rapidly getting himself (and probably anyone following him) killed.



Four minutes into the PCs arrival at the base *Der Flieger* buzzes it at tree-top level, and his sonic-boom shatters any remaining glass on the base. Anyone within 10-yards of a glass vehicle or building takes a 3d Area attack causing 1 killing and 1 shock per hit, plus 2 points of shock to every hit location. All the planes, buildings and vehicles will be little more than fields of scattered green glass shards.

After one pass, the German flier doesn't show up again.

Game Play: Hot or Cold Pursuit?

How quickly the PCs pursue the Glazier is vital to the play quality of this mission. Do the PCs immediately abandon the airfield and take off after the Glazier's truck? If so, skip to Scene Three (A)—No Tank. If they save the tank commander and the MP, or otherwise pause to regroup before following the trail of the Glazier, skip to Scene Three (B)—Tank.

If, at any time you feel the PCs are moving through the scenario too fast, feel free to hit them with some more troops, to slow them down...

Scene Three (A): Running Interference – No Tank

If the PCs spend less than two minutes at the St. Vith airfield, or start after the Glazier's truck the moment they see it, they can catch glimpses of it as it heads off to the east crossing snow-covered hills. It remains little more than a black dot spewing smoke as it struggles up and down the gentle hills of Belgium. As it disappears over a hill and the PCs follow, anyone making a Sense+Sight roll can spot two smoke plumes heading *towards* them—these two German trucks are here to run interference for the Glazier, and are filled with troops.

The moment the PCs see the Glazier's truck pass the two other German vehicles, those two stop, and 12 troopers pile out (the Glazier's vehicle continues on past them and out of sight.) These troopers were not expecting armed resistance after the Glazier's attack, so they're edgy. Two teams of two men begin to set up MG 42 machineguns in ditches to either side of the road, while the other eight dive into the ditches and begin to open fire with their rifles.

The combat breaks down like this:

- ROUND ONE: The Germans dive for cover in ditches which cover hit locations 1, 2 and 7. The PCs may do so also, if they choose.
- ROUND TWO: Two Germans from each truck break cover and start trying to haul out the machineguns. The other eight open fire to cover them.
- ROUND THREE: If the Germans got one or both guns out of the trucks, they start setting them up. This occupies four of them. If any Germans have been killed (which is likely) four of the Nazis in the trenches don't fire – they get deeper into the ditches, getting cover on locations 1,2,7 and 8.
- ROUND FOUR+: They shoot, shoot, shoot. Generally one soldier fires a machinegun while another feeds him ammo.

The Average Heer Soldat

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

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

Common Weapons

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

PO8 Luger (Capacity 8, Damage: Width in killing and shock.)

MG 42 Machinegun (Capacity 50, Spray 6, Damage: Width+2 in killing and shock.) 3 extra ammo belts each team.

(2) Einhandgranate 39 (Penetration / Area: 2 / 4.)

Game Play: Smokey and the Bandit

Some Players may get the idea to drive straight through the oncoming German traffic, to continue their pursuit of the Glazier. If so, it is a dynamic contest between the PCs Coordination+Drive pool against the Germans Coordination+Drive pool (which is 4d.) On a failure, the PC flips the truck he's driving (destroying it,) and everyone inside must make a Body+Endurance roll. If failed every hit location on the body is filled with shock damage. In addition, the difficulty number of the crash in shock damage is taken to the PC's hit location that matches the difficulty number.

If the roll is successfully made, twice the difficulty number of the crash (4) is inflicted in shock damage. PCs may spread this around hit locations as they wish.

If the German wins the dynamic contest, the two trucks smash into each other, completely blocking the road.

If the PCs somehow make it past the German trucks, they encounter the tank from Scene Three (B), (but just the tank, not any of the other men.)

Game Play: Prisoners

Any Germans captured during the firefight will not be easily swayed by the PCs. In any case, only allow the PCs to capture a single *Heer Soldat*—*Leutnant* Gunter Schorm. If the PCs manage to beat him in a dynamic contest between their Command+Intimidation against his Cool+Lie (5d) the prisoner is effectively broken, and will do whatever the PCs want him to do. Otherwise, he'll lead them into the Hypersniper trap in scene four and try to make a break for it.

If broken, Schorm will confess the following:

- The Glazier is not German, but he has never personally seen him.
- Two SS men arrived with the Glazier's party.
- The LXVII Corps is preparing a large-scale assault on V Corps within the next four days—if the Glazier can break the line.
- The Germans must remain outside the Glazier's effective radius of about 2KM. He's unsure if this is the actual range, or if the command doesn't want to risk accidental transformations.
- The Glazier was rushed to the front just three days ago from the east—to hasten a breakthrough to the *SS Heinrich Himmler Überkommandogruppe*.

If not broken, Schorm will claim that the Glazier is based in Oudler, a small town east—when in actuality, it is a trap, set up to prevent Allied Talents from getting through to the Glazier's bunker at Pronsfeld.

Scene Three (B): Running Interference – Tank

If the PCs are tied up at St. Vith airfield for any appreciable amount of time, the Germans have more time to move into the area between St. Vith and Pronsfeld. By this time, nothing remains of the Glazier's truck except a faint smell of exhaust in the air and tracks in the frozen mud heading east. If the PCs pursue, they are confronted by the two trucks of German troops, and a few rounds later, a tank as well...

It runs the same as Scene Three (A), except on round three, a PzKpfw III Medium Tank cruises over the hill and begins to advance towards the PCs, firing on their trucks with the cannon, and the PCs with its machinegun.

PzKpfw III Medium Tank

Armor Ranges: 6 cm to 1 cm **Heavy Armor Rating:** 6 to 1 **Guns:** 50mm cannon (Width+6 in killing and shock, Area 3, Penetration 8,) and one MG34 (Width +2 in killing and shock, +Spray 4.)

Maximum Speed: 25 mph **# of Crew:** 5.

Weight: 25 Tons.

Game Play: Flanking the Tank

The PCs will no doubt hope to flank the tank, and fire on it from the sides or back. This is no easy proposition, with twelve Germans firing from trenches and a machine gunner firing at them from the tank, they are being watched by *alot* of people.

Every round a player or NPC begins to load a Bazooka, the Germans make a Sense+Sight roll. On a success of 3 or more, the tank ceases its forward movement, and begins to fire exclusively at the character holding the Bazooka with both its machine gun and cannon. This Sense+Sight roll can be countered by a Coordination+Stealth roll on the part of the character.

Any hit strong enough to breach the armor of the tank causes the crew to ditch it. If this occurs, every good guy present gains 1 Will point.

Scene Four: The Trap at Oulder

The Germans are understandably protective of their Glazier, and they have taken steps to make sure the Allies can't locate and destroy her. Oulder is the only town within miles with an intact bridge across the Villiere river—leading to Pronsfeld, and the bunker of the Glazier. As such, it is the only direct ground route to the Glazier. The Germans have taken steps to protect it by placing two *Übermenschen* there, waiting for Allied targets.

If the PCs capture *Leutnant* Gunter Schorm in Scene 3 and fail to properly break him, he will claim that the Glazier is based in Oulder, knowing of the trap. He will also claim that the town has at least four tanks in it (and as such, if the PCs drive up, they will get blown out of their socks.) In other words, Schorm wants the Allied Talents on foot, so the German *Übermenschen* can get a better shot at them. If they properly interrogate Schorm, he offers no comments about Oulder, and will only say that the Glazier is based further to the east. In either case, at the instant the German *Übermenschen* attack, Schorm will run for it.

The small town appears to be abandoned, though some of the ruins are still smoking. Many of the stone buildings are shattered by shellfire, and the mud in the road is rich with truck and tank tread tracks. Two knocked out Allied tanks (a Sherman and a British Archer) flank the road. Each has been decimated by a direct hit with some sort of cannon. Frozen dead American troops litter the town. Some German corpses are there as well. The single stone bridge (untouched by the shelling and attacks) crosses the deep valley of the Villiere river. To its right is a large church with a four-story steeple. Within it are the two German *Übermenschen* (one in the basement, and one in the bell-tower.)

The town is silent, covered in a thick sheet of snow and ice. It feels empty, but it still has two residents lying in wait for the PCs.

The Church

The Church of Oulder has stood for two centuries, and even heavy shelling by the Allies in early October, and a pitched tank battle outside its doors in November has failed to topple it. It is a classic gothic structure, with gargoyles, buttresses and filigreed stonework crafted by the finest artisans of the Netherlands, bought by Belgian trade money. It sits on the edge of the Villiere river valley—a steep one-hundred foot incline to a rushing river below, next to the Villiere river bridge, the last standing bridge crossing the gap between Belgium and Germany.

The church is shaped like a cross, topped by a four-story bell tower made of thick stone (HAR 12.) The building has a single main entrance off the road, and is flanked by small ellipse windows on either side, most of which are covered with snow. Higher up on either side are large windows of stained glass, most shattered by shellfire. In the rear of the building, right before the lip of the valley is a coal chute to the basement of the church.

Inside, it is quite large, and its ceiling is nearly sixty feet tall at its highest point. There are no lights in the main room of the church except whatever natural light bleeds through the shattered colored glass windows. Paranoid characters will have a hard time investigating the interior, because it is a maze of shadowy hiding places. An entire German squad could hide in the pews or rafters, and go unnoticed. Near the narthex, a squat bookcase has been overturned and used as an impromptu card table. Two sets of cards are laid out on the table, but their owners are nowhere to be seen.

Behind the narthex (the place where the cross is placed,) is a single rickety staircase that rises up to the bell tower. At the top of the cramped winding staircase is a single trap-door to the bell room, locked from the inside (difficulty 7 or beat HAR 7 to pull open.) The bell room is a cramped area taken up mostly by the huge cast iron bell—and the Hypersniper SS *Scharführer* Johannes Ziείς.

In the same hall that becomes the staircase, a single rough trap-door opens to the basement, but it is locked from the inside (difficulty 7 or beat HAR 7 to pull open.) The basement is a long, low dirt floored room, lit by the half a dozen ellipse windows on either side. A coal chute big

enough for a man to squeeze through opens to the rear of the church near the lip of the valley. In the basement, as well, is *SS Hauptscharführer* Hans Schusschnigg the German Zed.

Game Play: Courses of Action

The PCs can either rush through the town chasing the Glazier's truck across the bridge, or (if perhaps Schorm has mislead them) leave the trucks outside of town and proceed on foot to investigate.

If the PCs try to rush past in the trucks, the Hypersniper will open fire on the drivers (remember in the British trucks, the driver is on the right, so he has a clear shot.) The PCs Coordination+Drive roll determines how many combat rounds it takes to cross the bridge (width-5 in rounds,) and consequently, how many round the sniper can shoot at them. Only hit locations 7, 3-4 and 10 of the driver are visible to the sniper. If one truck becomes disabled on the bridge, the other truck cannot pass. If any PCs use Talents that are easily visible, the German Zed will zap his powers and let the sniper mop them up.

If they enter the town on foot, the Sniper will take his time, taking a round to aim at the head of whoever is in the lead. The first shot then has both the Sniper (+1d) and Aiming bonus (+1d), giving the Hypersniper 9d to roll. (One die is placed at 10 (-1d) for the called shot, one is dropped due to the difficulty (-1d), and the remaining 9d are rolled.) If Schorm is there, the moment the shot is fired, he will run for it. The Sniper will, of course, aim for any fliers first...

Moving to the church after the first shot is difficult. Moving between places in the street where the Sniper can't fire requires a Body+Running roll with the width-5 determining how many rounds the character is exposed to fire. A failed roll leaves a PC stranded in the open for a round before he can roll again. If any PCs use Talents that are easily visible to get to the church, the German Zed will zap their powers.

Once the PCs make it to the church, the Zed will slip out the back, and cross the river at a ford down in the valley to link back up with LXVII Corps. The Hypersniper will remain in the bell-tower waiting for the PCs. If they try to come up the rickety staircase, he will drop two potato masher grenades down the trap door at them. PCs confronted with this attack can either try to kick away the grenades (knocking them down the open stair shaft to the church below) or they themselves can jump down the shaft to escape the explosion (in short, make a successful Coordination roll and take 3 killing to each leg, fail, and take 3 killing to all hit locations.)

SS Scharführer Johannes Zierys (The Hypersniper)

Nationality German

Body 2 Coordination 2 Sense 2 Brains 2 Command 2 Cool 4 Base Will 10

Skills Brawling 2, Endurance 3, Explosives 2, Grenade 2, Knife Fighting 3, Language (German 2, English 1), Machine gun 2, Mental Stability 3, Pistol 1, Rifle 3 (+7d), Running 2, Sight 3, Stealth 2.

Will 10 points

Talents

Hyperskill: Rifle 7d

(can attack multiple times without penalty)

Go First 3 (adds 3 to width of attack rolls for purposes of initiative only, not damage.)

Weapons

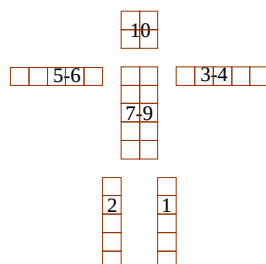
(1) American M1 "Garand" (Capacity 8, Damage: Width+3 in killing and shock.) 100 rounds of ammo.

(3) Walther PPK Pistol (Capacity 7, Damage: Width in killing and shock.)

(4) *Stielhandgranaten* 24 "Stick Hand Grenades" (Penetration: 3 Area: 4.)

Notes

Zierys is a whole-hearted zealot for the Nazi cause, and will fight to the death to defend the Glazier. In the bell-tower, he has cover for all hit locations except 10 and 3. If cornered or in immanent peril of capture, he will commit suicide by biting on a cyanide pill. Defeating Zierys is worth 2 Will points.



SS Hauptscharführer Hans Schusschnigg (The Zed)

Nationality German

Body 1 Coordination 3 Sense 1 Brains 3 Command 3 Cool 2 Base Will 5

Skills Grenade 1, Knife Fighting 1, Language (German 3, English 2, French 3), Machine gun 1, Mental Stability 2, Pistol 3, Rifle 1, Running 3, Stealth 3.

Will 7 points

Talents

Zed 6d (can gobble dice out of enemy Talent power sets.)

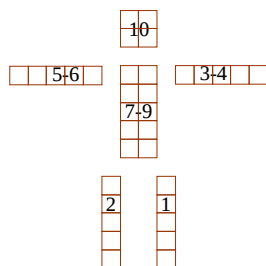
Weapons

(3) Walther PP Pistol (Capacity 8, Damage: Width in killing and shock.)

Notes

While hidden Schusschnigg can affect any Talent he can see with his power, without fear of significant counter-attack (all Sense+Sight rolls to locate him must beat 6 difficulty or fail.) His hiding place in the basement of the church is inaccessible without a successful Body roll against difficulty 7 (the door to the basement is locked from the inside.) A coal chute to the back of the building is Schusschnigg's escape route.

Schusschnigg is a coward. Once his hiding place is invaded, he will flee leaving Ziереis to his fate without a second glance. Defeating Schusschnigg is worth 3 Will points.



Scene Five: The Bunker at Pronsfeld

The trail of the Glazier's truck continues over the bridge at Oulder and about seven miles through rough terrain (successful rolls against Sense+Sight of Brains can track the truck in the snow and mud.) Pronsfeld is a small town consisting of less than a dozen buildings recently cleared out by the Germans. Pronsfeld is nestled in the mountains—a German bunker at the lip of the valley faces the road, and the Glazier's truck is parked out front.

The front of the bunker is little more than a bare steel door and a wide oblong slit (those making a Sense+Sight roll can see the barrels of machineguns poking out, if they beat a difficulty of 5, they can see the breath of the soldiers manning them.) If the PCs come around the corner in the truck, the machine gunners open fire (PCs riding in the front seat are exposed to fire only on hit location 10.) If the truck is hit twice, the driver must make a Coordination+Drive roll of 5 or higher or flip the truck (see **Smokey and the Bandit** on page 6 for more details on flipping the truck.)

The machine gunners have cover on locations all locations except 10.

The Machine gunners

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

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

Weapons

PO8 Luger (Capacity 8, Damage: Width in killing and shock.)

MG 42 Machinegun (Capacity 50, Spray 6, Damage: Width+2 in killing and shock.) 3 extra ammo belts each team.

(2) Einhandgranate 39 (Penetration / Area: 2 / 4.)

See the End of the Mission for Hit Location Silhouettes

Game Play: Assaulting the Bunker

The only way to assault the bunker is from the front, or the air. Called shots are necessary to hit the machine gunners, unless Penetrating weapons are used. The bunker has HAR 12, while the door has HAR 10.

In addition to the difficulties of assaulting the bunker, there's another bit of an onion in the ointment: If anything really loud happens to the bunker – hit by a Bazooka round, a grenade lands nearby– the Glazier's power goes off and everybody is suddenly holding glass weapons (including the Germans.)

The wooden stock of a rifle makes a fine club. It does Width +2 shock damage.

Alternately, the PC Talents can spend a turn and a Will point to make their guns (or other equipment) “real” again. (They should know this from the airfield. If anyone forgets their guns have been glazed and tries to fire it, tough luck...)

Scene Six: The Final Struggle

If the PCs are still armed and the Glazier's power is triggered once more (because they convert their weapons back), and the machine gunners are still alive, they will surrender, opening the bunker—otherwise the door remains locked. The door has HAR 10, and requires a Body roll of difficulty of 9 or more to pull open. The most likely outcome is either the PCs blow it open, or punch through it...

There is little doubt the PCs will approach the bunker cautiously. On a successful Sense+Hearing roll a disturbance can be heard within (on a difficulty of 4 or more, the character can determine that the sounds are two voices arguing in German, on 6 or more, that the shouting is about “surrendering.”) If the PCs peer through the gun slit, they can see two shadowy forms struggling in the dark of the bunker.

One is shouting in broken English “I surrender! Surrender!”

Inside the bunker are two SS men, *Sturmbannführer* Paul Unterweiss, and *Obersturmführer* Egon Schneider—the keepers of the secret of the Glazier. Once the PCs bust into the bunker, they quickly realize that Schneider is trying to surrender to them, and that Unterweiss is doing his best to kill him, to make sure that never happens. Unterweiss has looped his black belt around Schneider's throat, and is throttling the fat man, who will be dead in four combat rounds.

Game Play: Breaking up the SS Men

Unterweiss will not willfully release Schneider, even under threat of violence (he fears Schneider will give the Allies the secret of the Glazier, and will do anything possible to kill him.) It will take a blow to Unterweiss' head to stop the strangling. PCs may make a called shot to Unterweiss' head, since he is not actively fighting them (he's kind of busy throttling Schneider.)

If Unterweiss' is knocked unconscious, he releases Schneider. Schneider will then reveal the secret of the Glazier. If Unterweiss manages to somehow kill Schneider, Unterweiss snatches something from the dead man's hand and destroys it under his boot with a crunch of glass. He will then refuse to divulge anything but his name, rank and serial number.

Scene Seven: The Secret of the Glazier

The Talent responsible for ruining tons of weaponry is a 12-year-old Polish girl whose power manifested in the Plaszow concentration camp. Her name is Esmerelda, a native of the Warsaw Ghetto who speaks a little French.

Her power only operates under two conditions. One, she must be frightened. Two, she must be holding the little blown glass Unicorn statue her mother gave her which, miraculously, survived the trip from Warsaw and the horrors of the Nazi's final solution (interestingly enough, the Unicorn is made of the *exact* same color glass as metals converted by the Glazier.) During the process of separating children from their parents, her power manifested for the first time, leading to a general riot among the young men being herded to forced labor. By the time the riot ended, Esmerelda was found curled up at the base of a solid glass train car, weeping. The German guards later noticed that when the girl was frightened, she converted metal to glass. A report was filed to SS headquarters immediately.

Sturmbannführer Unterweiss is in command of the operation. To the PCs, he's probably “the blonde one.” He's not crazy about the job, but he rationalizes it by considering how many lives the little girl saves them by handing over easy victory. He feels as if the final chance for Germany is in his hands...

Schneider (probably “the fat one” to the PCs) is the doctor who plays “good cop” with Esmerelda. Schneider acts like her friend, gives her drugged candy to keep her calm when necessary, and “protects” her from Unterweiss. Now that Schneider knows that Talents are after

them, he's had a self-interested change of heart. When the PCs arrive, he is attempting to surrender Esmerelda's glass Unicorn to them, while Unterweiss is struggling to kill him and destroy the statue—hopefully forever rendering the Glazier's power inert (he can't bear to shoot the little girl.)

SS Sturmbannführer Paul Unterweiss

Body 2 Coordination 2 Sense 2 Brains 2 Command 2 Cool 3 Base Will 5

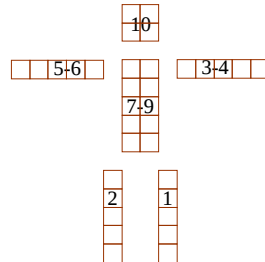
Skills Brawling 1, Cryptography 2, Endurance 2, Explosives 2, Grenade 2, Language (German 2), Leadership 2, Machine gun 2, Mental Stability 3, Mortar 2, Pistol 3, Radio Operation 1, Rifle 2, Running 2, Stealth 1, Submachine gun 3, Tactics 3.

Weapons

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

MP 40 Submachine Gun (Spray 2, Capacity 32, Damage: Width in killing and shock.)

(1) Stielhandgranate 24 "Stick Hand Grenade" (Penetration / Area: 3 / 4.)



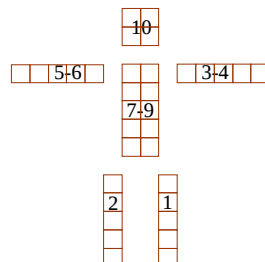
SS Obersturmführer Egon Schneider

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

Skills Cryptography 3, Explosives 3, Grenade 2, Language (German 3, Polish 3, English 1, French 1), Machine gun 2, Mental Stability 3, Mortar 2, Pistol 3, Radio Operation 2, Rifle 2, Running 2, Submachine gun 3, Tactics 3.

Weapons

Schneider is unarmed, but he is holding the glass Unicorn any blow to hit location 5 will immediately destroy it.



Esmerelda Drohobycz--The Glazier

Body 1 Coordination 1 Sense 2 Brains 2 Command 1 Cool 1 Base Will 2

Skills Dodge 5, Language (Polish 2,) Running 3, Stealth 2.

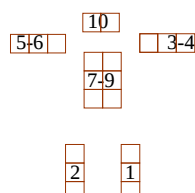
Will 35 points

Talents

Transmute Metal to Glass 10hd

Weapons

Esmerelda is unarmed.



Resolution

What becomes of Esmerelda? This, for the most part, remains up to the PCs to decide. Was the glass Unicorn destroyed? If so, then Esmerelda's power is gone forever, and she can be safely placed in a refugee camp without fear of exploitation. If not, what happens? Do the PCs report the full extent of Esmerelda's power to the Allied High Command? Or do they kill one of the SS men and claim he was the Glazier?

If Esmerelda is turned over to the Allied High Command along with the Unicorn and a full report, the PCs eventually become aware that the Allies are using her on the front somewhere (German tanks begin turning up on the front as solid green glass), and that they are responsible for the continued torture of a 12-year-old girl.

If they claim they killed the Glazier, substituting one of the SS bodies for Esmerelda, and destroy the glass Unicorn, this is the best of all possible outcomes.

Twelve Enemy Troops

