

GODLIKE



One o'Clock Wake-Up

A GODLIKE adventure for 13 regular grunts

By Greg Stolze and Shane Ivey

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A **GODLIKE** Mission for 13 Regular Grunts

By Greg Stolze and Shane Ivey, © 2003

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The Battle of the Bulge

In December 1944, after six months of battle from the shores of Normandy to the borders of Germany itself, the Germans finally retreated across their reinforced borders at the Siegfried Line and the Allies settled into the Belgian woods for some much-needed rest and recuperation.

The men of the 112th Regiment of the 28th Division (U.S. V Corps) were billeted in the towns of the Our River valley on the borders of Belgium, Luxembourg, and Germany, about 10 miles south of Allied command at St. Vith. They had six weeks of nightmare combat in the Huertgen Forest behind them—combat that claimed more than 6,100 men of the 28th Division alone, earning the 112th the nickname “Bloody Bucket” for more than its red keystone emblem—and they looked forward to a peaceful Christmas in the European snows.

It was not to be.

On December 15, mere days after the last fighting ceased, an eerie glow lit the night sky as distant German spotlights shone on the overhanging clouds and turned the darkness to twilight. Then sentries saw curious pin-points of light winking in the distance and wondered what the Germans were up to—until the shells started falling. German infantry and tanks roared over Allied positions, led by the dreaded *Überkommandogruppe SS Heinrich Himmler*, the first army composed entirely of Talents.

Somehow, Hitler had taken a battered army and a demoralized populace and forged them into a force ready to shatter the Allied victory. The Battle of the Bulge had begun.

The units of the 112th Regiment were overwhelmingly outnumbered, with scattered patrols and squads facing four entire infantry divisions and three *panzer* divisions. But they held fast where they could. Some of them interrupted the German advance, but others were pinned in their towns and bunkers by massive Tiger tanks and simply passed by in the Germans’ *blitzkrieg* rush westward.

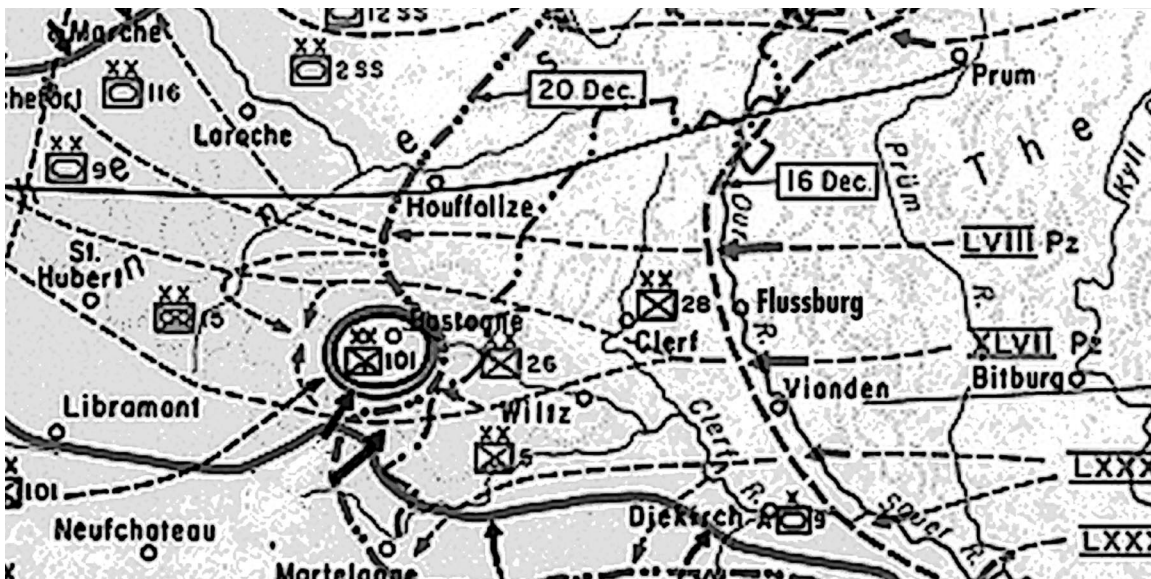
Deadly American artillery fire and the bombs of U.S. fighter-bombers checked the Germans briefly on December 17, but not for long. That night, having lost contact with the rest of the 28th Division, most of the 112th Regiment retreated across the Our river at the town of Ouren to hold new positions on the west bank.

Unfortunately, several squads of the regiment’s “G” Company remained trapped on the east bank at Flussburg, two miles south of Ouren, while Germans stormed past.

On December 18, a patrol reported that the situation of the trapped company had worsened overnight: German *Übermensch*en had arrived to root out the Americans once and for all.

Out of contact with his commanders, and lacking orders to the contrary, Major Freeling of the 112th Regiment made an executive decision to rescue those trapped men. He ordered squads of companies E and G to do the job, with help from a few stray Sherman tanks of the 7th Armored Division, while the rest retreated slowly westward.

“Hit those *Überkrauts* hard and break our boys free,” Freeling said. “Then come west across the river again. We’ll catch the Germans there and give them hell!”



Flussburg in the Battle of the Bulge. Permission granted to photocopy for personal use.



The tank commander's map. Permission granted to photocopy for personal use.

Rise and Shine

In “One o’Clock Wake-Up,” the players are not Talents facing mundane and superhuman threats—they are the regular Joes of the U.S. Army. Some of them are volunteers and some are draftees, but all are just trying to stay alive. Many are veterans of the recent campaigns, but none have been in this man’s Army even a year.

This time, the Talents are the enemy. The players’ only mission is survival.

Hand your players all 13 pregenerated characters and let them pick the ones they want. Have each player take more than one character if necessary, or hold the extras as NPCs and replacements. Either way, keep them around. The players will need them. (Character sheets and damage silhouettes can be found online at www.arcdream.com/godlike.)

The mission begins with every character unconscious. Tell each player to pick one character and roll 1d. Whoever rolls highest wakes up first.

The GIs are scattered across a crater-scarred cobblestone road, lying in mud and ice as snow gently drifts from the gray sky. They are surrounded by bodies, dozens of them, many of them very obviously dead. A Sherman tank lies upside-down not far away. Behind them is the shattered stump of a once-beautiful bridge, standing high over the frigid Our river. Before them is a quaint German town, its neat rectangular buildings and tree-lined streets smoking

and ruined by shelling and combat. German machine gun nests have been dug in to the nearest corners facing the bridge, now blasted by artillery fire and piled high with dead Germans. Thick fog limits visibility to less than 100 yards.

It is deathly quiet, except for the distant, muted sounds of combat to the west—across the river.

Only nine riflemen are alive among the nearly 30 lying on the bridge. Inside the Sherman tank, three of the five crewmen survive—a gunner and the tank commander, Lt. Simonson, are crushed in the wreckage. Another tank crewman is alive on the ground with no idea how he got there; his own tank is nowhere to be seen.

Every soldier is shocked and dazed at first, but they can gradually piece together their situation. Give them hints from “What Happened?” (below) or let them have the whole story at once, as pacing allows.

Their commanding officer, Captain Farley, was one of those caught in the open, and there’s barely enough left to identify him. His map is burned to a cinder. In the tank, Simonson’s maps are blood-soaked and all but illegible. The survivors are leaderless and lost, there’s no sign of the men of “G” Company; and the closest thing to safety is on the other side of that river.

Now they just have to find a way across.



What Happened?

Late in the morning of December 18, riflemen of Company "E" crossed the middle bridge escorted by three Sherman tanks. Halfway across, they began exchanging fire with German machine gunners.

Give each rifleman with a Sight skill of 1d or more a Brains+Sight roll to remember seeing a lone German in a black SS uniform run out into the street, shrugging off bullets like they were pellet-gun BBs. He gestured at the tanks and shouted—

—and suddenly, one of the Shermans flew up into the sky. It came down in the middle of the advancing Americans, shattering the bridge like a bomb and taking another Sherman and several GIs with it into the icy waters. The *Übermensch* turned on the third tank and shouted, and it rose into the air. . . .

Then the streets all around exploded with incoming artillery fire. It was American "time-on-target" fire, several batteries timed to drop all at once on the German positions. Nobody knew who had called it in, or why it was only dropping now that the Americans themselves were right in the thick of it.

One of those first shells exploded near the *Übermensch*, killing him instantly. The tank fell 15 feet to the cobbled street and landed upside-down.

The shells kept falling as the Americans charged across the bridge, looking for any cover they could find. Some of them made it into newly blasted craters. Others were caught in the open. Within two minutes, the shelling stopped. Every German in sight was dead and every American was dead or unconscious on the ground.

Grenadiers and Übermenschen

Flussburg is a small German town on the German-Belgian border, famous for its three bridges spanning the Our river. Like many German towns it was abandoned with the onrush of the Allied advance, and it is now empty—almost.

A German *Jagdverbände*—a "hunting patrol" of about a dozen SS *Übermenschen*—came to Flussburg late last night. They were disgusted to find the inexperienced soldiers of the German 560th *Volksgrrenadier* Division holding the town without having uprooted the Americans trapped there. The *Übermenschen* acted decisively, launching a sudden assault on the houses and shops held by the Americans, overwhelming their defenses long enough for the other Germans to sweep in and capture the survivors. Three *Übermenschen* died in the attack—an affront that the *fürher* of the *Jagdverbände* punished with typical SS ruthlessness.

After fruitlessly brief interrogations, he marched the Americans to the south bridge, telling them that they would be released if they promised to return to their commanders and report how a mere squad of *Übermenschen* had overwhelmed their entire company. The Americans couldn't believe their luck.

When they reached the bridge, he had them all shot.

Hours later, the American counter-attack all but destroyed the Germans in Flussburg. The *Übermenschen*

and *Volksgrrenadiers* battled the American platoons to a brutal standstill on all three bridges, only to be blasted by artillery just as they moved in to capture and kill their attackers. Three *Übermenschen* and a handful of regular soldiers survived.

The surviving *Übermenschen* are SS *Obersturmführer* Wilfred Stark (called *Der Holzfäller*, "The Lumberjack"), second in command of the *Jagdverbände*; SS *Sturmscharführer* Paul Krähe (*Das Nebelgaspenst*—"The Cloud Ghost"); and SS *Unterscharführer* Emil Rasch (*Die Raserei*—"The Rage"). Stark is now on the north bridge, one of the few survivors of the fight there after the Americans retreated westward. Rasch is on the south bridge, having barely survived when artillery shells blasted it to smithereens around the attacking Americans. Krähe, knocked out of the sky by a stray airburst as he flew low across the town, is a few blocks from the middle bridge.

Locations in Flussburg

(1) **The Middle Bridge.** This is where the players start—dazed, vulnerable, and lost. They can collect two intact M1 Garand rifles and extra rifle ammunition (68 rounds) from the fallen Americans nearby, if they want them.

Inside the up-ended Sherman tank are a first aid kit, an intact spare periscope (heavy but serviceable), hand radios, flashlights, and a wide variety of tools.

The tank radio (more powerful than a hand radio) is not badly damaged and can be put in working order with a successful Brains+Electronics roll and a car engine to power it. Unfortunately, the only thing coming through is Wagner, from the Ring cycle—the Germans are jamming every frequency with *Der Führer's* favorite tunes as they sweep west.

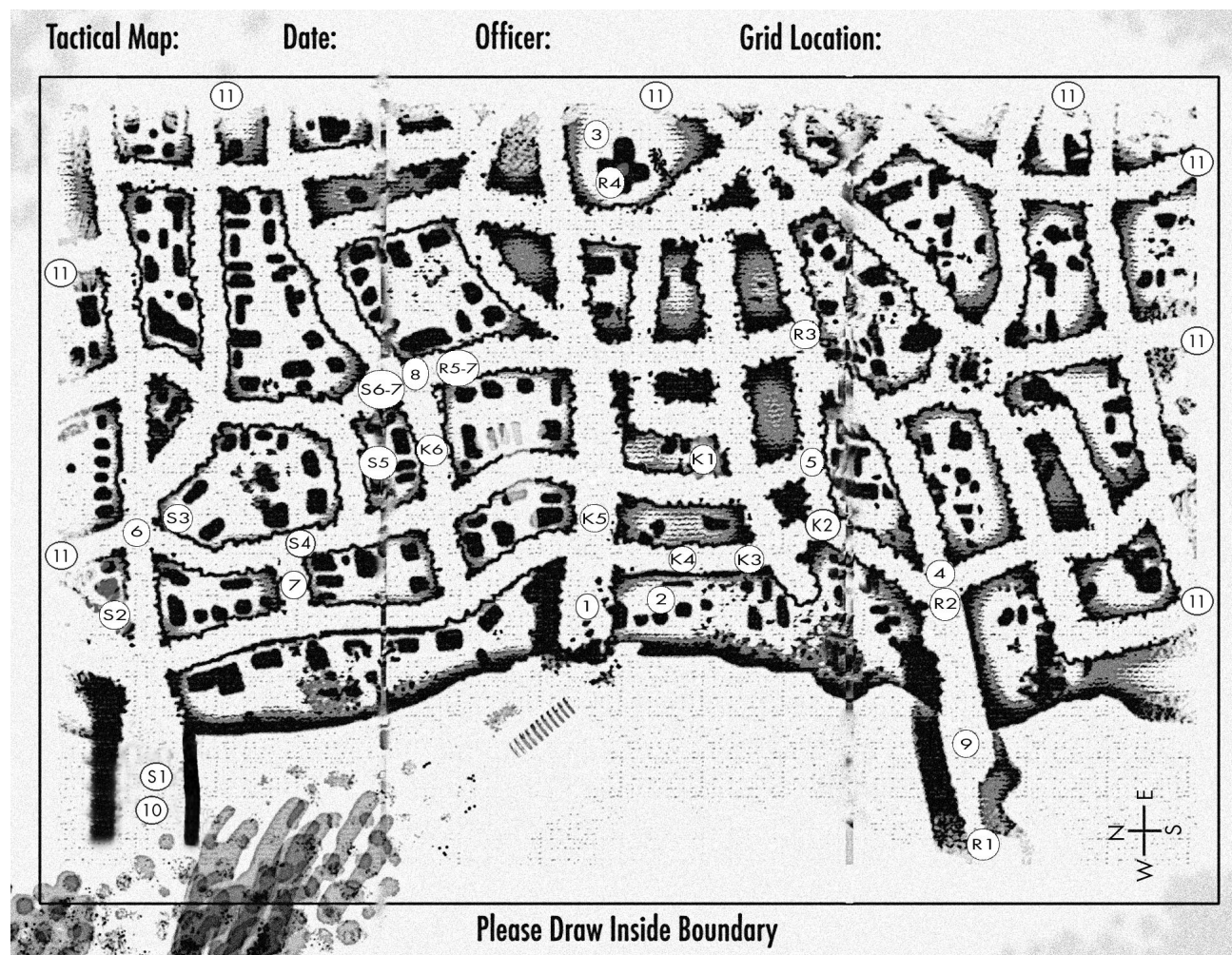
There is nothing salvageable in the German machine-gun nests.

(2) **The German Bunker.** An ugly little concrete slab built in the middle of a riverside row of quaint shops and apartments (now mostly blasted by shelling), this bunker is obviously destroyed. The wall facing the river is blown wide open and the interior is full of spent shell casings and dead Nazis. The steel back door (HAR 4) is unlocked and stands open, only lightly damaged. Even better, the roof (HAR 4) and three remaining walls (HAR 5) are undamaged.

From the back door, the bell tower of the town hall can be made out through the fog with a successful Sense+Sight roll.

(3) **Town Hall.** The Flussburg town hall (once a church) is topped by a tall, proud bell tower. The tower commands a stunning view in every direction, even in the thick winter fog and snow—the three bridges can be seen to the west, and it is obvious from here that only the northern bridge is intact. The bell tower, obviously, is a natural choice for any sniper. Its walls are HAR 3.

(4) **The Bloody Square.** This is where the men of Company G were slaughtered. The ground is still slick with frozen blood and their bodies have been piled in heaps at the side of the road; the Germans prepared to defend the town rather than wasting time throwing them in the river. Among and around the bodies, the players can find a dozen intact helmets (LAR 2), a German stick grenade with the



Game Moderator's map.

Timeline: The Übermenschen in Flussburg

Map Location	Time	Stark	Rasch	Krähe
S1, R1, K1	1:00	Digs out and retreats	Crosses bridge	Pauses to bind leg
S2, R2, K2	1:15	Recovers enough to check comrades	Polices battle scene	Inspects the APC
S3, R3, K3	1:30	Sees plane and spears it down	Heads east	Heads toward plane
S4, R4, K4	1:45	Heads toward plane	Heads toward plane	Heads toward plane
S5, R5, K5	2:00	Heads toward plane	Reaches plane	Heads toward plane
S6, R6, K6	2:15	Heads toward plane	Waits	Reaches plane
S7, R7, K7	2:30	Reaches plane	Waits	Waits
S8, R8, K8	2:45	All resolve to finish off the meddling Americans. . . .		



pin still in it, five clips for M1 Garand rifles, two magazines for M3 submachine guns, and dog tags identifying each dead American.

(5) **The APC.** An up-ended American M3 halftrack armored personnel carrier sits in the middle of the street. It requires a raw Body roll at Difficulty 6 to right it—add together the Body stats of every character involved, up to a maximum of 10 dice. They can try once every five minutes. With a damaged track, its top speed is only 10 miles per hour unless repaired with a Brains+Mechanics roll and a decent set of tools. (The tools from the Sherman tank will do nicely, and the Sherman's radio will operate if connected to the APC's engine.) But it can hold everyone in the squad, and it has HAR 1 on the front and sides. Sadly, its guns are ruined.

(6) **The Jeep.** An American jeep lies on its side here. A Body roll at Difficulty 2 will right it, and then a Brains+Mechanics or Brains+Electronics check will get it going again. It can carry four and has a top speed of 50 miles per hour. It can power the radio in the Sherman tank.

(7) **The Volksgrenadier Squad.** Four German soldiers, youngsters recently conscripted (the oldest is 20), have holed up in a shop here. They watch the Americans go past without interfering—a Sense+Sight roll at Difficulty 3 will spot a German peeking out of a broken shop window. If seen, one of them shouts in broken English: They will go their own way to the southeast and the Americans can go to the northwest. The Germans are uninjured but have no map, radio, or officer.

They are armed with two *Gewehr* 41 rifles and two MP35 submachine guns. The outer shop walls are HAR 2.

(8) **The Downed Plane.** At about 1330, an American spotter plane flies over Flussburg from the west. The players easily hear its approach, and all recognize that it is a small plane, not a bomber or transport. Allow any character with at least 1d in Listen to make a Sense+Listen roll. Any success recognizes it as American; a success at Height 6 or more recognizes it as a spotter plane.

As the plane cruises over the river, a long thin shape flies up from somewhere in the town—a Sense+Sight roll makes it out as a tree stripped of most of its branches—and slams into the plane, which spirals down into the Flussburg streets.

Der Holzfäller has earned his name once again.

(9) **The South Bridge.** This bridge has been shattered by artillery fire, and all that remains of the middle is a thin railing that gutters slightly in the wind. Each character attempting to get across the railing must make a Coordination+Dodge roll. If it fails, the railing collapses, ruining the passage and dropping the character to the icy river 50 feet below. In the bitter cold and quick current the character must make a successful Body+Swim roll immediately to make it to safety; if it fails, the victim drowns.

(10) **The North Bridge.** Though littered with American and German corpses, and scarred by shelling and small arms fire, the north bridge is intact. American lines are only a few miles away. After a few hours the GIs find others from the 112th heading haphazardly westward to regroup and prepare for another push against the Nazis.

Despite their losses in Flussburg, any American soldier who killed an *Übermensch* receives a Bronze Star; killing more than one, capturing one or more alive, or performing some other significant act of heroism is worth a higher medal for the most deserving character(s).

(11) **Into Germany.** Heading north, south, or east is not a good idea. The Germans hold everything this side of the Our river. Play out a last encounter or two if you want, but make them short and ugly; the Germans are dug in and looking for an Allied attack, and a handful of strays on the wrong side of the lines won't cause much difficulty.

Typical Frightened Volksgrenadier

Nationality: German

BODY 2 COORDINATION 2 SENSE 1

BRAINS 2 COMMAND 1 COOL 2

Skills Brawling 1 (3d), Endurance 1 (3d), Grenade 1 (3d), Language (German) 2 (4d), Machine Gun 1 (3d), Mental Stability 1 (3d), Mortar 1 (3d), Rifle 1 (3d), Running 2 (4d), Submachine Gun 1 (3d).

Weapons

Gewehr 41 Rifle (Slow 1, Cap. 10, Range 120/1000, Damage: Width+2 in Killing and Shock).

MP35 Submachine Gun (Spray 3, Cap. 32, Range 23/106, Damage: Width+1 in Killing and Shock).

1942 *Stahlhelm* (LAR 2 to head).



Der Holzfäller ("The Lumberjack")

Name: *SS Obersturmführer* Wilfred Stark

Nationality: German

BODY 3 (8) COORDINATION 2 SENSE 1

BRAINS 2 COMMAND 2 COOL 2

Base Will 4 points

Current Will 4 points

Skills Athletics 1 (4d/9d), Brawling 1 (4d/9d), Dodge 2 (4d), Driving 2 (4d), Education 1 (3d), Grenade 0 (2d+1wd), Hearing 1 (2d), Language (German) 2 (4d), Leadership 2 (4d), Mental Stability 2 (4d), Pistol 1 (3d), Rifle 2 (4d), Run 1 (4d/9d), Sight 1 (2d), Stealth 2 (4d), Submachine Gun 1 (3d), Throw 1wd (8d+1wd).

Talent Powers (25 points)

Hyperskill: Throw 1wd.

Hyperskill: Grenade 1wd.

Hyperstat: Body 5d (Extra: x16 throwing distance; Flaw: Cannot be used directly on other Talents—he can throw things at them, but can't hurt them hand-to-hand).

Weapons and Armor

Brawling (Damage: Width+2 in Killing).

2 *Stielhandgranate* 24 "Stick" Grenades (Penetration 3, Area 4, Range 520/880, Damage: Width+1 in Killing and Shock).

Thrown Tree ("Spray" 4 [counts as a Spray attack due to its large size—can damage multiple adjacent targets], Penetration 2, Range 160/240, Damage: Width+2 in Killing and Shock).

Thrown Brick (Penetration 3, Range 640/960, Damage: Width+2 in Killing and Shock).

1942 *Stahlhelm* (LAR 2 to head).

Injuries

Head 1 Killing; Left Arm 2 Shock; Right Arm 2 Shock; Torso 1 Killing and 1 Shock; Left Leg 1 Shock; Right Leg 1 Shock.

Notes

Battered by fighting but neat in a long gray coat and black uniform, 24-year old Wilfred Stark is a burly, athletic, and arrogant young SS officer, dedicated to the cause and contemptuous of *Untermenschen* of every stripe.

Der Nebelgaspenst ("The Cloud Ghost")

Name: *SS Sturmscharführer* Paul Krähe

Nationality: German

BODY 2 COORDINATION 2 SENSE 2

BRAINS 2 COMMAND 2 COOL 2

Base Will 5 points

Current Will 5 points

Skills Antitank Rocket 2 (4d), Brawling 2 (4d), Dodge 2 (4d), Driving 2 (4d), Grenade 2 (4d), Language (English) 2 (4d), Leadership 2 (4d), Mental Stability 2 (4d), Pistol 2 (4d), Rifle 2 (4d).

Talent Powers (24 points)

Flight 4d (top speed: 15 yards per round).

Invisibility 2hd (Flaw: direct sight only—can be seen in mirrors, telescopes, etc.).

Weapons and Armor

StGw 44 Assault Rifle (Spray 0/2, Cap. 30, Range 120/600 or 25/115 with Spray, Damage: Width+2 in Killing and Shock).

1 *Stielhandgranate* 24 "Stick" Grenade (Penetration 3, Area 4, Range 35/55, Damage: Width+1 in Killing and Shock).

1942 *Stahlhelm* (LAR 2 to head).

Injuries

Torso 2 Shock; Right Leg 2 Killing and 2 Shock.

Notes

Krähe is a 22-year old sergeant. His leg is badly hurt, but his flight power is too unreliable and draining to use except in emergencies (since each failed attempt costs a point of Will). He is cautious with his invisibility, well aware that the fog of his breath in the cold air can easily be seen.

Krähe wears a gray long coat and helmet and carries a new *StGw* rifle. The gun is a strange hybrid of rifle and submachine gun—something not seen by the Americans before. The players can use it, but only with the *lower* of the shooter's Rifle or Submachine Gun skills until they have plenty of time to figure it out.

Die Raserei ("Rage")

Name: *SS Unterscharführer* Emil Rasch

Nationality: German

BODY 2 COORDINATION 3+1wd SENSE 2

BRAINS 1 COMMAND 1 COOL 3

Base Will 5 points

Current Will 5 points

Skills Brawling 3 (5d), Antitank Rocket 2 (5d+1wd), Dodge 2 (5d+1wd), Hearing 1 (3d), Grenade 3 (6d + 1wd), Mental Stability 0 (7d), Pistol 2 (5d + 1wd), Rifle 3 (6d+1wd), Run 1 (3d+1wd), Stealth 2 (5d+1wd), Submachine Gun 2 (5d+1hd+1wd).

Talent Powers (24 points)

Hyperstat: Coordination 1wd.

Hyperskill: Mental Stability 4d.

Hyperskill: Submachine Gun 1hd.

Hyperskill: Run 1wd (Flaw: short duration).

Super-Speed 2hd (Flaws: attached to Run; half speed [75 mph]; short duration).

Weapons and Armor

MP35 Submachine Gun (Spray 3, Cap. 32, Range 23/106, Damage: Width+1 in Killing and Shock).

1 *Stielhandgranate* 24 "Stick" Grenade (Penetration 3, Area 4, Range 35/55, Damage: Width+1 in Killing and Shock).

Injuries

Head 1 Shock; Left Arm 1 Shock; Right Arm 2 Shock; Torso 2 Killing and 1 Shock; Left Leg 1 Killing and 1 Shock.

Notes

Rasch, 20, is the youngest of the surviving *Übermenschen* and the most bloodthirsty. In battle, he is far too impatient to be a sniper; he prefers to *move*.



The Good Guys

Staff Sgt. Mario Pirelli

112th Regiment, 28th Division, U.S. Army

BODY 2 COORDINATION 2 SENSE 1

BRAINS 2 COMMAND 3 COOL 2

Skills Bazooka 2 (4d), Brawl 2 (4d), Dodge 2 (4d), Grenade 2 (4d), Leader 2 (5d), Mental Stability 2 (4d), Pistol 2 (4d), Rifle 2 (4d), Run 2 (4d), Submachine Gun 2 (4d).

Weapons and Armor

M3 "Grease Gun" Submachine Gun (Spray 2, Cap. 30, Range 12/100, Damage: Width+1 in Killing and Shock).

.45 M1911A1 Pistol (Cap. 7, Range 18/34, Damage: Width+1 in Killing and Shock).

M1 Bayonet (Unfixed; Damage: Width in Killing).

M1 Helmet (LAR 2 to head).

Injuries

Head 1 Shock; Left Arm 2 Shock; Right Arm 2 Shock; Torso 2 Shock; Left Leg 1 Shock; Right Leg 1 Shock.

PFC Tom Leach

112th Regiment, 28th Division, U.S. Army

BODY 3 COORDINATION 3 SENSE 1

BRAINS 1 COMMAND 1 COOL 3

Skills Athletics 3 (6d), Bazooka 1 (4d), Brawl 2 (5d), Dodge 3 (6d), Driving 1 (4d), Education 1 (2d), Grenade 1 (4d), Machine Gun 2 (5d), Mental Stability 3 (6d), Pistol 1 (4d), Rifle 2 (5d), Run 3 (6d), Sight 1 (2d).

Weapons and Armor

Browning Automatic Rifle (Spray 0/2/3, Cap. 20, Range 109/875, Damage: Width+3 in Killing and Shock).

Trench Knife (Damage: Width in Killing).

M1 Helmet (LAR 2 to head).

Injuries

Head 1 Shock; Left Arm 1 Shock; Right Arm 2 Shock; Torso 1 Killing and 1 Shock; Left Leg 2 Shock; Right Leg 1 Shock.

Corporal Jonah Starke

112th Regiment, 28th Division, U.S. Army

BODY 2 COORDINATION 1 SENSE 2

BRAINS 2 COMMAND 2 COOL 3

Skills Bluff 2 (5d), Dodge 1 (2d), Driving 1 (2d), Electronics 2 (4d), First Aid 2 (4d), Grenade 1 (2d), Language (German) 2 (4d), Leader 2 (4d), Mechanics 2 (4d), Mental Stability 3 (6d), Pistol 1 (2d), Rifle 1 (2d).

Weapons and Armor

M1 "Garand" Rifle (Cap. 8, Range 400/3000, Damage: Width+3 in Killing and Shock).

1 M2A1 "Pineapple" Hand Grenade (Penetration 2, Area 3, Range 15/30).

M1 Bayonet (Fixed; Damage: Width+1 in Killing, or Width+2 in Shock with rifle butt).

M1 Helmet (LAR 2 to head).

Injuries

Head 1 Shock; Left Arm 2 Shock; Right Arm 2 Shock; Torso 2 Shock; Left Leg 1 Shock; Right Leg 1 Shock.

PFC Patrick Mull

112th Regiment, 28th Division, U.S. Army

BODY 2 COORDINATION 3 SENSE 2

BRAINS 2 COMMAND 1 COOL 2

Skills Athletics 2 (4d), Brawling 2 (4d), Driving 2 (5d), Grenade 1 (4d), Hearing 2 (4d), Mental Stability 1 (3d), Pistol 2 (5d), Rifle 3 (6d), Sight 2 (4d), Stealth 2 (5d).

Weapons and Armor

M1 "Garand" Rifle (Cap. 8, Range 400/3000, Damage: Width+3 in Killing and Shock).

M1 Bazooka with 2 shells (Penetration 3, Area 5, Range 50/100).

M1 Bayonet (Fixed; Damage: Width+1 in Killing, or Width+2 in Shock with rifle butt).

M1 Helmet (LAR 2 to head).

Injuries

Head 1 Shock; Left Arm 1 Shock; Right Arm 2 Shock; Torso 1 Killing and 2 Shock; Left Leg 1 Shock; Right Leg 1 Shock.

PFC Jeb Carter

112th Regiment, 28th Division, U.S. Army

BODY 2 COORDINATION 3 D, SENSE 2

BRAINS 2 COMMAND 1 COOL 2

Skills Bazooka 1 (4d), Dodge 3 (6d), Grenade 3 (6d), Mental Stability 2 (4d), Pistol 2 (5d), Rifle 3 (6d), Run 2 (4d), Sight 2 (4d), Stealth 2 (5d).

Weapons and Armor

M1903A1 "Springfield" Rifle with Scope (Slow 1, Cap. 5, Range 400/3000, Damage: Width+3 in Killing and Shock; scope increases close range to 1200).

M1 Helmet (LAR 2 to head).

Injuries

Head 1 Shock; Left Arm 2 Shock; Right Arm 2 Shock; Torso 2 Killing; Left Leg 1 Shock; Right Leg 1 Shock.

PFC Adrian "Frenchie" Poincarre

112th Regiment, 28th Division, U.S. Army

BODY 2 COORDINATION 1 SENSE 2

BRAINS 2 COMMAND 2 COOL 3

Skills Brawling 2 (4d), Dodge 1 (2d), Electronics 2 (4d), Grenade 1 (2d), Inspire 2 (4d), Language (French) 2 (4d), Language (German) 2 (4d), Mental Stability 3 (6d), Pistol 1 (2d), Rifle 1 (2d), Run 2 (4d).

Weapons and Armor

M1 "Garand" Rifle (Cap. 8, Range 400/3000, Damage: Width+3 in Killing and Shock).

M1 Bayonet (Fixed; Damage: Width+1 in Killing, or Width+2 in Shock with rifle butt).

M1 Helmet (LAR 2 to head).

Injuries

Head 1 Shock; Left Arm 1 Killing; Right Arm 2 Shock; Torso 1 Shock; Left Leg 2 Shock.

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PFC Rodney Sanger

112th Regiment, 28th Division, U.S. Army

BODY 2 COORDINATION 2 SENSE 2

BRAINS 2 COMMAND 2 COOL 2

Skills Bazooka 2 (4d), Driving 2 (4d), Education 1 (3d), First Aid 1 (3d), Grenade 2 (4d), Hearing 2 (4d), Language (German) 1 (3d), Mechanics 2 (4d), Pistol 1 (4d), Rifle 2 (4d), Run 2 (4d), Sight 1 (3d), Submachine Gun 1 (3d).

Weapons and Armor

M1 "Garand" Rifle (Cap. 8, Range 400/3000, Damage: Width+3 in Killing and Shock).

2 M2A1 "Pineapple" Hand Grenades (Penetration 2, Area 3, Range 15/30).

M1 Bayonet (Fixed; Damage Width+1 in Killing, or Width+2 in Shock with rifle butt).

M1 Helmet (LAR 2 to head).

Injuries

Left Arm 1 Shock; Right Arm 2 Shock; Torso 2 Shock; Left Leg 1 Shock; Right Leg 2 Shock.

PFC Daniel Schraft

112th Regiment, 28th Division, U.S. Army

BODY 2 COORDINATION 3 SENSE 3

BRAINS 1 COMMAND 1 COOL 2

Skills Driving 3 (6d), Grenade 3 (6d), Hearing 3 (6d), Mental Stability 1 (3d), Pistol 2 (5d), Rifle 2 (5d), Sight 3 (6d), Stealth 2 (5d).

Weapons and Armor

M1 "Garand" Rifle (Cap. 8, Range 400/3000, Damage: Width+3 in Killing and Shock).

M1 Bayonet (Fixed; Damage: Width+1 in Killing, or Width+2 in Shock with rifle butt).

M1 Helmet (LAR 2 to head).

Injuries

Left Arm 2 Shock; Right Arm 1 Shock; Torso 2 Shock; Left Leg 1 Killing and 1 Shock; Right Leg 1 Shock.

PFC Silas "Sally" Weyerhauser

112th Regiment, 28th Division, U.S. Army

BODY 2 COORDINATION 2 SENSE 3

BRAINS 2 COMMAND 1 COOL 2

Skills Bazooka 1 (3d), Driving 2 (4d), Grenade 2 (4d), Hearing 1 (4d), Language (German) 2 (4d), Mechanics (automotive) 2 (4d), Mental Stability 2 (4d), Pistol 1 (3d), Rifle 2 (4d), Sight 3 (6d), Submachine Gun 2 (4d).

Weapons and Armor

M1 "Garand" Rifle (Cap. 8, Range 400/3000, Damage: Width+3 in Killing and Shock).

M1 Bayonet (Fixed; Damage: Width+1 in Killing, or Width+2 in Shock with rifle butt).

M1 Helmet (LAR 2 to head).

Injuries

Head 1 Killing; Left Arm 2 Shock; Right Arm 1 Shock; Torso 1 Shock; Left Leg 2 Shock; Right Leg 1 Shock.

Technical Sergeant Gerald Jaynes

7th Armored Division, U.S. Army

BODY 2 COORDINATION 1 SENSE 2

BRAINS 3 COMMAND 3 COOL 2

Skills Dodge 1 (2d), Education 1 (4d), Electronics 3 (6d), Grenade 1 (2d), Hearing 2 (4d), Leadership 1 (4d), Mechanics 3 (6d), Mental Stability 2 (4d), Pistol 1 (2d), Rifle 1 (2d), Run 2 (4d), Sight 2 (4d), Stealth 1 (2d).

Weapons and Armor

.45 M1911A1 Pistol (Cap. 7, Range 18/34, Damage: Width+1 in Killing and Shock).

Injuries

Head 1 Killing; Left Arm 1 Shock; Right Arm 1 Shock; Right Leg 1 Shock.

PFC Jules Borrowman

7th Armored Division, U.S. Army

BODY 3 COORDINATION 2 SENSE 3

BRAINS 1 COMMAND 1 COOL 2

Skills Brawling 1 (4d), Dodge 2 (4d), Driving 2 (4d), Health 3 (6d), Mental Stability 1 (3d), Pistol 2 (4d), Rifle 1 (3d), Run 3 (6d), Sight 3 (6d), Hearing 3 (6d).

Weapons and Armor

.45 M1911A1 Pistol (Cap. 7, Range 18/34, Damage: Width+1 in Killing and Shock).

Injuries

Head 1 Killing; Left Arm 1 Shock; Right Arm 1 Shock; Right Leg 1 Shock.

PFC Shane Jones

7th Armored Division, U.S. Army

BODY 2 COORDINATION 2 SENSE 2

BRAINS 2 COMMAND 2 COOL 2

Skills Brawling 2 (4d), Dodge 2 (4d), Driving 2 (4d), Electronics 2 (4d), Grenade 2 (4d), Mechanics (diesel engine) 2 (4d), Pistol 2 (4d), Rifle 2 (4d), Run 2 (4d), Sight 2 (4d).

Weapons and Armor

.45 M1911A1 Pistol (Cap. 7, Damage: Width+1 in Killing and Shock, Range 18/34).

P38 Walther Pistol (Cap. 8, Damage: Width+1 in Killing and Shock, Range 16/32).

Injuries

Head 1 Shock; Left Arm 1 Shock; Right Arm 1 Killing; Left Leg 2 Shock.

PFC Gus Wright

7th Armored Division, U.S. Army

BODY 2 COORDINATION 2 SENSE 3

BRAINS 3 COMMAND 1 COOL 1

Skills Brawling 1 (3d), Education 1 (4d), Electronics 3 (6d), Language (German) 2 (5d), Machine Gun 2 (4d), Mechanics (diesel engine) 3 (6d), Mental Stability 1 (2d), Pistol 2 (4d), Rifle 1 (3d), Sight 2 (5d), Tank Gun 2 (4d).

Weapons and Armor

.45 M1911A1 Pistol (Cap. 7, Damage: Width+1 in Killing and Shock, Range 18/34).

Injuries

Head 1 Shock; Left Arm 1 Shock; Right Arm 2 Shock; Torso 1 Shock.

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