

# GODLIKE

# The Road to Carentan

THE WAR FROM HERE, PART 2

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*Drown, drown, in the impersonal depths,  
For the war is everywhere and like the sea.  
The sons are soldiers; the mothers are mourners.  
And each of us is caught. Poet or painter,  
Under the helmet is friend or fatal face.*  
—William Abrahams, "Poem in Time of War"

## Orders

The Talents were supposed to drop with the 501st Parachute Infantry Regiment in Cotentin before D-Day, but bad weather and anti-aircraft fire drove their transport plane astray. Instead, they landed behind Omaha Beach and confronted the forces arrayed against the U.S. landing. (See *The War From Here*, Part 1: "Hell for Breakfast.") Now, the Talents are attached to the 16th Infantry Regiment until they get word on how to regroup with the 501st.

If you played "Hell for Breakfast" and there were no survivors, you can introduce new Talents here as fellow wayward drops who missed the carnage and just caught up, or as survivors of the First Talent Army who have instructions to reinforce the airborne divisions in the Cotentin peninsula.

The 16th secures the village Colleville-sur-Mer on June 7, and Col. George Taylor of the 16th sends word up to command at V Corps (his commanders) and VII Corps (the Talents' commanders) for instructions. At 1100 on June 8, as the 16th is rooting out the last German snipers in Colleville-sur-Mer, the orders come down.

The Talents are to head south to the village Formigny, then west through the villages of Longueville, La Cambe, and Osmanville, and make contact with the 175th Infantry Regiment. The 175th has the task of capturing the town of Isigny and establishing a crossing over the Vire River. The 175th is part of the 29th Infantry Division, whose motto is "Twenty-Nine, Let's Go!" The Talents are to attach to the 175th as it seizes Isigny and establishes a crossing over the Vire River. Then the Talents are to head west and make contact with the 501st outside Carentan.

# Non-Player Characters

## Co-Stars

- Capt. John T. King III, Company K of the 175th Infantry Regiment
- 2nd Lt. Francis Elba, Company K of the 175th Infantry Regiment
- Tech. Sgt. Lester Thompson, Company K of the 175th Infantry Regiment
- Cpl. Charles Aldrich, Company K of the 175th Infantry Regiment
- Pvt. Dan Halloran, Company K of the 175th Infantry Regiment
- Pvt. George Knopp, Company K of the 175th Infantry Regiment

## Grunts

- 2nd Lt. John Hooker's company near Formigny
- Soldiers of the 115th Infantry Regiment at Longueville and La Cambe
- Soldiers of the 175th Infantry Regiment at Osmanville
- Tankers of the 747th Tank Battalion at Osmanville
- Drivers and gunners of the 29th Cavalry Reconnaissance Troop (Mechanized) at the Vire River

## Villains

- *der Wirbelwind*, near Formigny

## The Enemy

- *der Wirbelwind's* ad-hoc unit near Formigny
- Soldiers of *Ost-Battalion* 439, 352nd Infantry Division, Isigny
- Soldiers of *Ost-Battalion* 439, 352nd Infantry Division, Auville-sur-le-Vey

# Reaping a Whirlwind

It takes two hours of wary marching to reach Formigny, following roads that lead between hedgerows and pastures. The Talents occasionally pass the wreckage and bodies left behind by firefights. They are moving through the territory of the 115th Infantry Regiment, a Maryland National Guard regiment like the 175th, and likewise part of the 29th Infantry Division. The 115th has been fighting the Wehrmacht's 916th Grenadier Regiment, headquartered in the town of Trévière to the south.

Rain starts falling, not hard but constant, making everything a misery and reducing visibility.

At 1330 hours, about a mile and a half from Formigny, the Talents hear a firefight ahead.

Coming closer, they see a supply truck and two jeeps upside down on the road and a few dead U.S. soldiers.

Closer still, they see a 40-man company of the Second Battalion of the 115th huddled among the hedges that run alongside the road. They are keeping carefully out of sight.

The soldiers are trying to deal with enemy action that has effectively blocked the road for everything except tanks and halftracks. An *Übermensch* is dug into the bocage on the far side of a field, with a small force of riflemen and a few machine guns. The soldiers say the *Übermensch* is using telekinetic power to overturn jeeps and trucks, to lift men into the air to be picked off by machine guns, and to guide the enemy bullets and protect them from the Americans. Some of that is true, and some is exaggerated by fear.

The company lost two officers and five men before they realized what was happening, and another officer and four men trying to fix the enemy position. They called in mortar fire, but every time a spotter watches for the fall of shells to call in a correction, he gets picked up by the *Übermensch* and killed by a machine gun. They asked for tank support, maybe a five-tank platoon from the 747th Tank Battalion, just down the road. Division command said it would find an available tank platoon, but that was two hours ago. Some of the men think command won't send a tank for fear of the tank getting flipped over.

The soldiers of the 175th comprise five squads. Their automatic riflemen carry Browning automatic rifles. Riflemen carry M1 Garand rifles. They act together using squad dice pools. Confronting a Talent, snipers, and dug-in machine guns that have killed several of them already, their morale is poor. They will obey Lt. Hooker's command to provide cover fire if they have Talent protection. They will not expose themselves to the enemy Talent beyond that unless one of the Talents rallies them with a **Command + Inspire** or **Command + Leadership** roll.

- **SQUAD 1:** Automatic rifleman, 7 riflemen, 1 rifleman scout. *Commander:* 2nd Lt. John Hooker with an M1 Thompson submachine gun. *Squad dice pools:* 4d for the BAR and 8d for the riflemen, or 12d together; add 4d for Lt. Hooker's submachine gun up to a range of 25 yards or 2d out to 100 yards. *Squad Sense + Sight:* 7d.
- **SQUAD 2:** Squad leader (rifleman), 6 riflemen. *Squad leader:* Technical Sgt. Frank Walton with an M1 Garand rifle. *Squad dice pool:* 6d for riflemen. *Squad Sense + Sight:* 7d.

- **SQUAD 3:** Assistant squad leader (rifleman), automatic rifleman, 6 riflemen, 1 rifleman scout. *Squad leader:* Sgt. Robert Gain with an M1 Garand rifle. *Squad dice pool:* 4d for the BAR and 8d for the riflemen, or 12d together. *Squad Sense + Sight:* 9d.
- **SQUAD 4:** Assistant squad leader, 6 riflemen. *Squad leader:* Cpl. Tony Wiesner with an M1 Garand rifle. *Squad dice pool:* 7d for riflemen. *Squad Sense + Sight:* 7d.
- **SQUAD 5:** 7 rifleman, 1 rifleman scout. *Squad leader:* Cpl. Edward Keller with an M1 Garand rifle. *Squad dice pool:* 8d for riflemen. *Squad Sense + Sight:* 8d.

## The Enemy

The *Übermensch* is *der Wirbelwind*, "Whirlwind," a young veteran who organized an ad-hoc unit out of retreating soldiers. He has three machine guns (each with a gunner and an assistant) and ten riflemen in the bocage. The machine guns are dug in behind earth berms and concealing brush. The riflemen are hidden and carefully sniping.

*Der Wirbelwind* is dug in deep in the brush and trees, watching through binoculars for his next victim. Spotting a glint from his binoculars through the rain requires a **Sense + Sight** roll opposing *der Wirbelwind's* Coordination + Stealth roll. *Der Wirbelwind* gains a +2d bonus for the rain and the time he's had to learn the terrain. The seeker gains a +2d bonus if using binoculars of his own.

But by the same token, *der Wirbelwind* gets a Sense + Sight roll to spot the seeker, opposed by the seeker's **Coordination + Stealth**. *Der Wirbelwind* gains +2d for using binoculars. The seeker gains +1d for the rain. If *der Wirbelwind* succeeds, he attempts to lift the seeker into the air to be machine gunned.

If confronting a Talent, *der Wirbelwind* never bids more than the necessary 1 Will when attempting to use his own power, he does not attempt a Contest of Wills except to defend against a hostile Talent attack, and he refuses to spend his last point of Will. He directs snipers and a machine gun to fire on the enemy Talent instead, then pulls back behind the brush and spends three rounds moving to a new position.

## In the Brush

The 10 German riflemen and three machine-gun teams use the earth berms of the bocage for cover and the dense brush and trees for concealment. The same benefits apply to the Allied soldiers in bocage.

Concealment imposes a -1d penalty to enemy ranged attack rolls; for a squad attack, it halves the number of dice that each squad member contributes to the squad's dice pool.

The earth protects hit locations 1, 2, and 7 with Heavy Armor Rating 1, or HAR 1 on all locations if one is entirely out of sight.

The German riflemen under *der Wirbelwind* are not specially-trained snipers but ordinary riflemen acting as snipers. Each fires once every 10 combat rounds, taking a round to identify a target, two rounds to aim, a round to fire, a round to withdraw, a round to chamber the next shot (due to his rifle's Slow quality), and four rounds to withdraw and creep to a new position using Coordination + Stealth. They always take direct shots, never suppressive fire. On average, one of the rifles fires in each combat round, with a 6d dice pool including the aiming bonus. They only target characters who attacked in the previous round and are attacking again.

Each machine gun fires with a dice pool of 8d. After six combat rounds of firing, it must reload. The machine guns always use cover fire, except when attacking an enemy lifted by *der Wirbelwind* into the air like a clay pigeon. When *der Wirbelwind* lifts up a victim, one machine gun attacks the "pigeon" and the others provide cover fire.

The Talents could move part of the force around a flank, their movement hidden by hedgerows, while the rest keep the attention of *der Wirbelwind's* soldiers. German riflemen watch the approaches in all directions and call for the nearest machine gun to deal with an incursion. If the Allies get close on a side that is obscured from the Allied overwatch on the road, a sergeant or corporal on that end of the German position calls for the five riflemen to fix bayonets and toss grenades. He orders a charge when the Allies get within 10 yards.

*Der Wirbelwind's* men fight with discipline, but their morale is brittle. If a machine gunner dies, his loader has a 50% chance of fleeing into the brush rather than picking up the gun and fighting on. If *der Wirbelwind* dies, his men retreat if they can or surrender otherwise.

## Bouncing Betties

Unfortunately for the Allies, there are minefields north of *der Wirbelwind's* position. Each begins about 100 feet from *der Wirbelwind's* hedgerow and is about 300 feet square. These are sparse, mixed-use minefields, with some anti-tank mines and some anti-personnel mines. Each character moving through one of the fields must roll 3d, once per round. A matching set means the character sets off a mine. If the character is sneaking, deduct 1d from the minefield's roll. If the character is running, add 1d. Searching for mines is equivalent to sneaking, and the character can make a **Sense + Explosives** roll once per round, its successes gobbling successes from the minefield's roll. Characters who search for mines come under sniper fire if the enemy can see them.

The antipersonnel mines are spring mines, "Bouncing Betties," with Penetration 1 and Area 2. When triggered, one springs three feet up in the air before exploding. Triggering one causes 1 killing damage to each location indicated on the Area dice, and 2 killing damage to the torso and 1 killing to each leg. For each odd Area die, the victim takes 1 killing to the left leg. For each even Area die, the victim takes 1 killing to the right leg. Finally, the victim takes 4 shock to every location. Every character within 5 yards of the blast takes 2 shock to each hit location and 1 killing to each location indicated by the Area dice. A mine always uses its base Penetration rating, not modified by the Width of an attack roll.

A Talent who studied the maps and plans in the Château d'Étréham in "Hell for Breakfast" can attempt a **Brains + Tactics** or **Brains + Forward Observer** roll, whichever is better. With a success, the Talent remembers that Battery 2 of the German I Battalion, 352nd Artillery Regiment, was located at Montigny, just north of this position. The battery has been silenced, but there were minefields around it. A success at Height 6 or better specifically remembers minefields southeast of the battery, which would mean the fields north and northeast of the *Übermensch*.

## Moving On

The Talents each gain 1 Will if they overcome the German position. Those who specifically kill or capture *der Wirbelwind* gain another 3 Will, shared between them however the players think right.

## Soldiers and Shermans

From the encounter with *der Wirbelwind*, it's a march of another three hours to La Cambe, passing through Longueville. The regimental headquarters of the 115th is at Longueville.

In Longueville and again in La Cambe, shocked civilians and wide-eyed children stare from the wreckage.

When soldiers at Longueville spot the Talents' "We Go First" TOG patches, or otherwise realize the characters are Talents, word quickly gets around. Some watch the Talents curiously. Some watch suspiciously, like they see some uncontrollable danger coming near. Some look defensively unimpressed. A few of them call out loudly.

- "Hey, Talents! I heard you all was dead."
- "I heard they blew up a bunker before the landings."
- "I heard every company was getting a Talent of its own."
- "Which of you is the Indestructible Man?"

- “Show me your Talent and I’ll show you mine!”

Soldiers or headquarters staff can confirm that the 175th is on the far side of La Cambe.

Passing through La Cambe, the Talents see clusters of war prisoners under guard. The village is still smoking from the 175th’s assault on the town that morning. East of La Cambe, they pass a wrecked Sherman of the 747th Tank Battalion, blasted by German artillery.

Marching from La Cambe to Osmanville takes another 2–3 hours. The Talents meet sentries from the 175th who point them onward toward regimental headquarters in Osmanville.

As the Talents approach Osmanville, they hear the freight-train howl of naval shells going overhead and landing in Isigny, only a mile or two south.

If the Talents get off track, use the One-Roll Patrol tool from the *Godlike* rulebook to improvise encounters with remnants of the 916th Grenadier Regiment: hardened veterans of the Eastern Front drawn from disbanded divisions, teenage conscripts, and volunteers or conscripts from Soviet countries. They have rifles, machine guns, and grenades, but no heavy weapons or armor. Some units are moving south in retreat, some are moving north as reinforcements, and some man artillery batteries to shell Allied positions miles away.

## Headquarters and Company K

The evening of June 8, the Talents find the 175th’s headquarters at Osmanville. The men of the 175th, and 50 Sherman tanks from the 747th Tank Battalion, are resting ahead of a late-night advance.

The commander of the 175th commander, Col. Paul R. Goode, orders the Talents to attach to Lt. Col. Edward A. Gill’s Third Battalion.

Gill’s battalion, a few hundred exhausted men, is just south of Osmanville. It is camped in farmhouses and sheds about a mile northeast of Isigny, on low hills overlooking mud flats and drainage ditches. Allied artillery and naval guns are shelling Isigny. It looks like the bombardment has reduced the lovely old town to ruin.

In the battalion headquarters tent, Gill sends the Talents to Company K, under Capt. John T. King III. King has the job of getting across the Vire River. King assigns them to First Platoon, and sends a runner for the platoon leader.

First Platoon is commanded by 2nd Lt. Francis Elba, a shaky, 22-year-old law student whose first taste of combat was yesterday morning. Elba guides the Talents to his

platoon. All 20 men of First Platoon are crammed into a little farmhouse that they took from a German platoon. He welcomes officers among the Talents to join him in his quarters in a room upstairs. He hands the enlisted Talents over to find his platoon sergeant, Technical Sergeant Lester Thompson.

Sgt. Thompson, 36 years old, has been in the regiment for 15 years. He was a reservist when it was still just a state National Guard regiment, the "Fifth Maryland." He was there when it was designated the 175th Infantry Regiment in 1940, when it was federalized in 1941, and when it sailed to England in 1942. He's been training the men for years. Most of them are much younger than him and look up to him like an older brother or father figure. But like the young lieutenant, yesterday was Thompson's first day in combat.

## Strange in a Strange Land

The enlisted men of Company K are crammed into the front room and halls of the little house. Sgt. Thompson is in a small, closet of his own for precious privacy.

The other enlisted men of Company K do not welcome the Talents. They did not train with Talents and they do not trust them. What they know of Talents is what they see on newsreels, which is all bullshit, and what they hear in the rumormill, which is all bad.

Private Dan Halloran, a 23-year-old loudmouth bricklayer from Baltimore, says Talents are bad luck. He says he heard all about it from some boys in the 16th Infantry Regiment, back in England. They had Talents around in Africa, in the Morocco landings, at the Kasserine Pass, in Tunisia, and in Sicily. They said Talents bring *Übermensch*, artillery fire, and dive-bombers down, wherever they are. Several of Halloran's buddies nod along in hostile agreement.

The Talents can put Halloran in his place if they drop names from the men from the 16th whom they fought beside and saved on Omaha Beach. The real challenge is doing it without alienating Halloran's friends.

- If the Talents come across as boasting, or trying hard to humiliate Halloran, that only makes the other men of Company K resentful. Halloran may be a jerk, after all, but he's *their* jerk.
- If the Talents talk about their experiences with the 16th in a way that hints at Halloran's ignorance without explicitly pointing it out—especially if they name a buddy from the 16th who got killed—that wins respect from most of the others.

If the Talents embarrass Halloran in a way that irritates the others, Cpl. Charles Aldrich and Pvt. George Knopp see the need to put the Talents in their place. Aldrich and Knopp are young house builders (ages 21 and 20) from Silver Spring, Maryland. They

know the Talents can't use their powers against ordinary folks without getting in bad trouble, or at least looking like cowards. Knopp sneers, "Talents, is it? They don't look like much. And we all landed at Omaha and had to fight. So don't lean too hard on that stick, stranger."

Aldrich and Knopp square up against the Talents who do the most talking, trying to beat them with opposed **Command + Intimidation** rolls. Aldrich and Knopp each roll 3d.

- If Aldrich and Knopp both win, that makes the other men of Company K snicker and look at the Talents with contempt.
- If they both lose, the other men of Company K grow sullen and quietly angry, feeling like the Talents are there to bully ordinary men.
- If it's a draw, then whichever of Aldrich and Knopp did the best lets out a sudden laugh to ease the tension: "Well, maybe they got some sand in their sandbags, after all."

If the Talents smooth things over, the men make room in the house so the Talents can rest in shelter. But they don't have long to rest, and there are frequent disturbances by German planes and American ack-ack. **Body + Health** rolls to recover Shock damage are at Difficulty 5.

Even if things calm down, most of the men find Talents a little spooky. Their impossible powers make them something more than human. Something separate from everybody else. And separate is always less. It will take more than one night's diplomacy to earn their trust. It's something the Talents will sense throughout the war.

If the Talents don't smooth things over, the men of Company K do not make room for the Talents in the crowded house. If the Talents try to force them, it leads to a shouting match and maybe a fistfight before Sgt. Thompson wakes, shouts everyone down, and forces the men to make room. That leaves the men holding a grudge. They will be less likely to take risks on the Talents' behalf. If the Talents sleep outside of shelter, it is bitterly cold. The Talents were not issued overcoats, and the Army's standard-issue blankets might as well be tissue paper. **Body + Health** rolls to recover shock damage are at Difficulty 8.

## The 175th in Normandy

If the Talents establish a rapport with Company K, they can hear about the 175th's action in Normandy.

The 175th landed on Omaha Beach on June 7 at 1230. Several of their landing craft were destroyed by mines and machine-gun fire. After landing, they moved into the beachside town of Vierville under fire from machine guns, small arms, and mortars.

They marched south to Gruchy in a column of battalions, arriving at 1630, confronting snipers and pockets of resistance along the way. At 2330, regimental headquarters was hit by machine gun and artillery fire. After a brief pause, over 50 Sherman tanks from the 747th Tank Battalion reinforced the regiment and led the way west to La Cambe.

The tanks reached La Cambe around 0300 on June 8. At La Cambe, the column came under attack by Allied aircraft, and under antitank fire from a German position at the same time. They lost six killed and 10 wounded, and the 743rd lost a tank and four men killed. The regiment's commander, Col. Goode, and Lt. Col. Fries took a tank to search for a way around the town but found none. The full assault began at 0530. Tank retrievers, carrying mortars, fired smoke to obscure the advance. The column fought through La Cambe without losses.

What the grunts can't tell is what's to come. Over the next couple of months, the 175th will keep fighting across Normandy, losing Col. Goode captured and Lt. Col. Gill killed among heavy losses.

## Into Isigny

Company K and the Talents get only a few hours to rest. The 175th and the 747th attack Isigny (pop. 2,787 in 1946) at 0200 on June 9. The assault follows the day's second bombardment by artillery and Navy guns.

The Shermans head down the road, machine-gunning every patch of bocage that might hide a German and blasting the thickest parts with their main guns. The soldiers march in ditches and alongside hedgerows on either side of the road.

On the outskirts of Isigny, they lose a tank to a minefield. The infantry have to take time to clear a path through. They come into Isigny about 0430.

The town is still burning. Over half of Isigny has been destroyed by the bombardment. Even the ancient cathedral, the *Eglise St. Georges*, is a ruin. There is no resistance in force as the battalion moves in to locate and destroy abandoned artillery and antitank guns. But the enemy is still there.

Shell-shocked civilians stare at the wreckage. A blood-streaked old woman asks why the Americans have destroyed their town and killed their relatives and children.

## Rifles in the Ruins

At 0520 hours, just after sunrise, the Talents are searching the north side of Isigny with a 12-man rifle squad of Company K, led by Cpl. Aldrich.

A German sniper sends the men scurrying for cover. The first shot picks out a target at random as they come down the wrecked street. It could be a player's Talent or it could be a man of Company K. Determine a random target however you like.

The Company K squad leader has his men take cover until they figure out the sniper's location. But the Talents and the squad learn the hard way that another sniper is hidden in another spot to take them under fire from a right angle. One is hidden on the roof of the ruined train station, bombed-out and smoking, indicated on the Isigny GM's map by the number 1 in a red circle. Another is hidden on the walkway of a half-demolished warehouse, indicated by the number 2 on a red circle, sighting them from darkness beyond the broken walls.

Each sniper has an attack roll of 8d after aiming two rounds. A sniper takes one shot every three rounds, taking time to watch for targets and counter-snipers. They aim for legs when possible, in order to disable the target and draw the target's comrades out to save him.

After each sniper shot, the Talents can each attempt a roll to try to figure out where the shot came from. Each may attempt one roll. **Brains + Rifle**, **Brains + Tactics**, **Sense + Hearing**, and **Sense + Sight** are likely, but let a player use a skill creatively if it makes sense. If between them their roll's Heights add up to 12 or higher, the one with the highest roll spots the sniper. The attempts take 5 – Width rounds. Each Talent making an attempt must expose his head to look around. If the Talent is exposed on a round when a sniper fires, the Talent is a possible target.

Company K's soldiers can attempt their own roll as a squad. Only about half of them dare to poke their heads up at any given time, so they roll a total squad dice pool of 6d.

If the Americans close in on a sniper without killing him, he surrenders with a smile.

After the heat of battle has died down, if the Talents have captured a sniper, a few Company K soldiers demand to execute him. Like many American soldiers, they can't stand snipers. Getting killed in a stand-up fight is one thing, but getting murdered from hiding, when you don't know it's coming, is beyond anything they can tolerate. "He wants to fight dirty like that, let him die dirty, too!"

Allowing the murder of the sniper after his surrender triggers a **Cool + Mental Stability** roll to avoid battle fatigue. A failed roll costs half the Talent's Will as the Talent feels physically or morally sick at the crime.

Killing a sniper in combat, or taking him prisoner without letting him be murdered, earns each Talent 1 Will per sniper.

## Hotél d'Or

At 0800, the Germans launch a brief counterattack on Isigny. *Hauptmann* Hans Becker commands the 403 Ukrainian soldiers of Germany's *Ost-Battalion* 439, 352nd Infantry Division. His men have spent the last few years building the Normandy defenses and have largely avoided combat.

At about 0900, the Talents are cautiously patrolling on their own. They hear shouting and shots, and come across a 25-man German platoon in the middle of the rubble of a collapsed hotel, the *Hotél d'Or*. It is indicated on the Isigny GM's map by the number 3 in a red circle. Some of the soldiers stand watch with the machine gun and rifles. Others, obscured by sagging walls, are shouting and occasionally shooting down into a cellar. A Talent who makes a **Sense + Hearing** roll hears voices shouting up from the cellar in American English and in Ukrainian.

The German soldiers are in three squads, watching the different approaches. Each squad has one MG34 machine gun with a gunner and an assistant, a squad leader and assistant squad leader carrying MP40 submachine guns, and three or four riflemen. The platoon leader and his messenger carry MP40s. As a rule of thumb, each squad rolls a 6d dice pool for its machine gun and a 6d squad dice pool for the rest. If the range is long for the MP40s, reduce the squad dice pool to 4d.

If the Talents surprise the enemy soldiers (requiring a **Brains + Tactics** roll that beats the enemy squad leader's 4d Brains + Tactics roll), they could get them to surrender by making a **Command + Intimidation** roll. If they use an obvious Talent power first, the Intimidation roll gets a bonus of +1d, or +2d if they use two or more Talent powers. Otherwise, it's a pitched battle.

After three rounds of fighting, the German platoon leader hears something alarming from the cellar and gets a grenade ready. Over rising screams of anger and fear from the cellar, he throws two grenades into it unless the Talents stop him. If he throws the second grenade in, a gout of fire erupts from the cellar. A man in a German uniform comes stumbling up the stairs, screaming and engulfed in flames, until the squad leader shoots him.

If the Talents reach the cellar, they can find out what happened.

The cellar is the hotel's wine cellar, which was just deep enough and well-enough reinforced to not be demolished by the bombardment. Pvt. Halloran and three other men of Company K heard a noise and found three Ukrainians from the German army,

drunk. Halloran and company took the enemy soldiers prisoner, then started drinking and stowing bottles of wine, cognac, and *eu de vie* in their own packs and coats. They had an hour or two to relax and share drinks with their prisoners, who seemed friendly and relieved to be taken prisoner. Then the counterattack came and the German platoon heard them from above.

If the German platoon leader threw only one grenade down the cellar, it killed one Company K soldier and wounded everyone else. If he threw two, the second blast lit a fire in the strong spirits and everyone died.

If the Talents bring Halloran and the other Company K men out of the cellar alive, and decline to report their drunkenness, they have new friends for life. They give the Talents their pick of the surviving bottles of wine, cognac, and *eu de vie*. Each Talent gains 1 Will.

## Out of Isigny

The counterattack hits several other places around Isigny, but it does not last long. By the end of the day, the 175th has taken 200 prisoners.

Most of the regiment now turns south from Isigny to its next objectives. Company K moves west to inspect the bridge over the Vire River at the tiny village of Auville-sur-le-Vey. Their orders are to seize the crossing as a means to make contact with VII Corps. If they can establish a crossing, that's the Talents' way into Contentin.

## The Burning Bridge

Most of the regiment turns south to its next objectives. Company K moves west to inspect the bridge over the Vire River at Auville-sur-le-Vey, accompanied by a platoon of five Sherman tanks. They have orders to seize the crossing as a means for contact with VII Corps. If they establish a crossing, that's the Talents' way into Contentin.

The Vire River is 40 to 60 feet wide at low tide and is deep and swift. In peacetime it is a busy route for dairy products moved out from Isigny's bottling and processing plants.

Scouting in the evening of June 9 finds the bridge burning down. A German platoon is dug in on the north side of the bridge with three machine guns plus 20 riflemen in two squads among trees and thick brush. Another is dug in south of the bridge, the same size.

Captain King tells the men to set guards and get some rest overnight as he plans an assault for low tide.

At low tide at 0600 on June 10, Company K attempts to ford the river. First Platoon prepares to ford the river while second and third platoons cover the machine guns. If the Talents don't get involved, the attempt is repulsed. King learns the hard way that three light mortars (50 mm) are set up in the village, 100 yards further back, and have the crossings zeroed.

The village also holds a third platoon in reserve. If Company K or the Talents break through the platoons on the river, the German soldiers in the village flee.

## **Mortar Attacks**

Once per combat round, a single mortar fires from the village after its crew took a combat round to aim for +1d. For targets, they prioritize Talents and machine gunners, in that order. The fire is called in from observers on the river, so it is not precise. Choose a target area 30 feet in radius. If the mortar hits, every character in that area must roll 1d. If the die equals the Height of the attack roll, that character takes full damage from a direct hit. If more than one rolls equal to the Height, they should each roll again: low roll takes the hit. All others in the blast radius take killing damage from the Area dice and 2 shock to every location.

Follow the same procedure if the Americans call indirect mortar fire on the German positions.

## **Reinforcements**

Later that day, Company K is reinforced by three Sherman tanks, a platoon from Company E, and elements of the 29th Cavalry Reconnaissance Troop (Mechanized): three jeeps armed with 60 mm mortars and three jeeps armed with .30 machine guns. The tanks have HAR 7 on the front, HAR 4 on the left top and right top, and HAR 3 everywhere else. Each tank is armed with a 75 mm cannon, a .50 machine gun, and a .30 machine gun.

At low tide at 1800 on June 10, the reinforced company crosses. The Germans have no weapons heavy enough to repel the Sherman tanks, except for the rare chance of a direct hit with a mortar from town. Despite all the extra firepower, Company K takes about a dozen casualties in the crossing. That includes Capt. King, shot through both legs by a German machine gun. Unless, that is, the Talents somehow swiftly shut down the enemy machine guns and mortars.

Company K advances into Auville-sur-le-Vey (pop. 212 in 1946) to defend bridging operations by Company C of the 254th Engineer Combat Battalion.

## Auville, Au Revoir

Company K sets up its headquarters in the tiny village of Auville-sur-le-Vey. The Talents can find a place to rest there until morning. If they scavenged liquor from the Hôtel d'Or and get drunk with their surviving friends from Company K, each drinker can attempt a **Cool + Mental Stability** roll. If it succeeds, the Talent gains a point of Will from camaraderie. If it fails, then the liquor releases grief, anger, guilt, stress, or accumulated terror from the past few days—however the player says that character expresses it—until the Talent passes out.

In the morning of June 11, it's time to say goodbye to the boys of Company K. Carentan awaits.

## Characters

### Average U.S. Officer

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

**Skills** Brawling 1, Climb 1, Cryptography 2, Endurance 1, Explosives 2, Grenade 2, Knife Fighting 2, Language (English) 2, Leadership 2, Machine Gun 1, Map Reading 2, Mortar 1, Navigation (Land) 2, Pistol 2, Radio Operation 1, Rifle 2, Stealth 2, Submachine Gun 2, Survival 2, Tactics 2.

**Base Will** 4

*Weapons:*

WEAPON	CAPACITY	DICE POOL	RANGE	PENETRATION/AREA	KILLING DAMAGE	SHOCK DAMAGE
<b>M1A1 Thompson submachine gun</b>	30	7d (with Spray)	25/100		Width+1	Width
<b>M1911A1 pistol</b>	7	3d	18/34		Width+1	Width
<b>M2A1 hand grenade</b>	2	4d	15/30	2/3*	Width+1	Width+1

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

## Average U.S. Infantryman

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

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

Base Will 4

*Weapons:*

WEAPON	CAPACITY	DICE POOL	RANGE	PENETRATION/AREA	KILLING DAMAGE	SHOCK DAMAGE
<b>M1 Garand rifle</b>	8	4d	400/3,000		Width+3	Width+2
<b>M1 Thompson submachine gun</b>	30	7d (with Spray)	25/100		Width+1	Width
<b>Browning Automatic Rifle</b>	20	7d (with Spray 3)	109/875		Width+3	Width+2
<b>M4 Browning .30 machine gun</b>	250 (belt)	6d (with Spray 2)	250/875		Width+3	Width+2
<b>60 mm mortar</b>	20	4d (Slow)	100/1,985	2/3*	Width+2	Width+2
<b>M1911A1 pistol</b>	7	3d	18/34		Width+1	Width
<b>M2A1 hand grenade</b>	2	4d	15/30	2/3**	Width+1	Width+1
<b>Fixed bayonet</b>		4d			Width+1	
<b>Rifle stock</b>		4d				Width+2

\* All targets within 20 yards take 1 shock to each location from concussion, and each hit location indicated by an Area die is on fire. The cannon's Penetration is reduced to 4 at long range.

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

## Average U.S. Tank Crewman

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

**Skills** Brawling 1, Cryptography 1, Drive Tank 2, Endurance 1, Explosives 2, Grenade 1, Language (English) 2, Machine Gun 2, Mechanics (Tank) 2, Mental Stability 1, Mortar 1, Navigation (Land) 2, Pistol 1, Radio Operation 1, Rifle 1, Running 1, Submachine Gun 1, Tactics 2, Tank Gun 2.

**Base Will** 4

*Weapons:*

WEAPON	CAPACITY	DICE POOL	RANGE	PENETRATION/AREA	KILLING DAMAGE	SHOCK DAMAGE
<b>M1 carbine</b>	15	4d	50/110		Width+2	Width
<b>M4 Browning .30 machine gun</b>	250 (belt)	6d (with Spray 2)	250/875		Width+3	Width+2
<b>M2 Browning .50 machine gun</b>	110 (belt)	7d (with Spray 3)	500/2,400	1/0	Width+4	Width+2
<b>M3 Sherman tank cannon, 75 mm</b>	100	4d (Slow)	750/3,000*	7/4+Burn*	Width+7	Width+3
<b>M1911A1 pistol</b>	7	3d	18/34		Width+1	Width

\* All targets within 20 yards take 1 shock to each location from concussion, and each hit location indicated by an Area die is on fire. The cannon's Penetration is reduced to 4 at long range.

## **Average Heer Offizier or SS Führer**

**Body** 2      **Coordination** 2      **Sense** 2  
**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.

**Base Will** 5

*Weapons:*

WEAPON	CAPACITY	DICE POOL	RANGE	PENETRATION/AREA	KILLING DAMAGE	SHOCK DAMAGE
<b>MP 40 submachine gun</b>	32	6d (with Spray)	20/100		Width+1	Width

WEAPON	CAPACITY	DICE POOL	RANGE	PENETRATION/AREA	KILLING DAMAGE	SHOCK DAMAGE
P38 Walther pistol	8	4d	16/32		Width+1	Width
Stielhandgranate 24 "stick hand grenade"	2	4d	35/55	3/4*	Width+1	Width+1

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

## 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.

Base Will 4

*Weapons:*

WEAPON	CAPACITY	DICE POOL	RANGE	PENETRATION/AREA	KILLING DAMAGE	SHOCK DAMAGE
Gewehr 41 rifle	10	4d (Slow)	120/1,000		Width+2	Width+2
MP 40 submachine gun	32	6d (with Spray)	20/100		Width+1	Width
MG34 or MG42 machine gun	50	8d (with Spray)	200/2,000		Width+2	Width+2
50 mm mortar	20	4d (Slow)	150/569	4/3	Width+2	Width+2
P08 Luger pistol	8	4d	16/32		Width	Width
Einhandgranate 39 hand grenade	2	4d	25/50	2/4*	Width+1	Width+1
Fixed bayonet		4d			Width+1	
Rifle stock		4d				Width+2

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

## Average *Heer* Sniper

Body 2                      Coordination 3                      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 3, Running 2, Sight 3, Stealth 2, Submachine Gun 2.

Base Will 4

*Weapons:*

WEAPON	CAPACITY	DICE POOL	RANGE	PENETRATION/AREA	KILLING DAMAGE	SHOCK DAMAGE
Gewehr 41 rifle	10	6d (Slow)	120/1,000		Width+2	Width+2
P08 Luger pistol	8	5d	16/32		Width	Width
Rifle stock		4d				Width+2

## *Der Wirbelwind* (“Whirlwind”)

SS *Obersturmführer* (Lieutenant) Werner Lange, only age 22, has five years of combat experience. He joined the SS as a teenager and fought for Hitler in Poland, France, and Russia before being transferred to Normandy to help Rommel protect the Atlantic Wall. He has hollow eyes and he drinks heavily, and clings to zeal as the only way to keep suicidal despair at bay. He survived the Ten Minutes of Hell, retreated, and then in shame took over a disorganized collection of scattered units and browbeat them into fighting. He expects reinforcements to come from Trévières to the south, if they can make their way through the 115th’s First Battalion. He just needs to hold til then, or til nightfall offers cover for his ad-hoc squad to move out. If he is beaten and allowed to survive and be taken prisoner, he collapses in a weeping heap of fury and misery.

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

**Skills** Brawling 1, Cryptography 2, Endurance 2, Explosives 2, Grenade 2, Language (German) 2, Language (Russian) 1, Leadership 3, Machine Gun 2, Mental Stability 4, Mortar 2, Pistol 2, Radio Operation 1, Rifle 2, Running 2, Sight 3, Stealth 2, Submachine Gun 2, Tactics 3.

Base Will 13

## Current Will 6

### *Weapons:*

MP40 submachine gun (Capacity 32, Spray 2). *Damage:* Width+1 in killing and Width in shock.

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

### *Talent Power:*

**Telekinesis, 8d.** *Power Qualities:* Attacks, Defends, Robust, Useful Outside of Combat. *Der Wirbelwind* can lift up to 4 tons, but he cannot lift anything higher than about 30 feet from where it lay. As an attack, the power does Width in killing damage. As a defense, its sets can gobble attack dice, unless the attack is a Talent power or a weapon with Penetration 9 or higher.