

Game Moderator's Background

According to Allied intelligence, the well-armed Hermann Göring Division of the *Luftwaffe*—an infantry division with tank support—is headquartered at Caltagirone, in the hills northeast of Gela, with about 100 tanks and thousands of troops. Gela proper is held by SS *Überkommandogruppe 29* (“*Asgard*”), a force of at least 100 battle-hardened superhumans.

Led by SS *Obergruppenführer* Manfred “Donar” Furst (named for the Norse god Thor), *Asgard* is one of several *Übermensch* companies that fought in the North African campaign and retreated to Sicily when the *Deutsches Afrika Korps* fell. Most of *Asgard* is stationed in and around the Gela port, the Biscari airfield, and the Butera rail station. The smallest detachment, only six strong, was sent to Riconoscente, a remote village perfectly situated to oversee the Gela coast. That detachment is the players’ mission. Its leader, an *Übermensch* called *Mjollnir*, is reportedly powerful enough to sink whole ships at a glance.

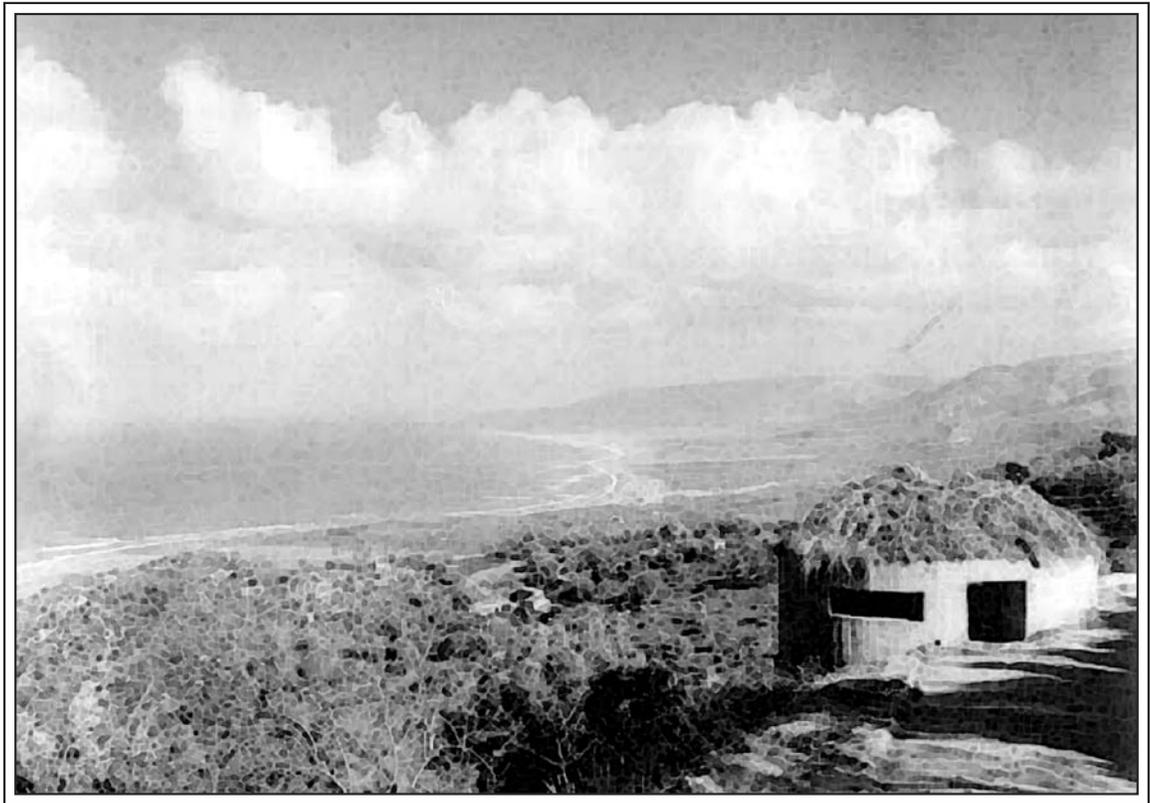
The Allies can’t reveal any of this to most of the airborne men and officers sent in the first wave of attacks for fear that it would give away their source—top-secret ULTRA intercepts of German

communications. If the Germans suspect the Allies have decrypted their codes, they will change them and the British and American codebreakers will have to start from square one. Instead, the Allies decided to drop their heaviest concentrations of Talents in the areas held by *Übermenschen*, with orders to take mundane (but vital) bridges and other facilities, in the hope that the Talents will adapt and overcome when faced with their superhuman enemy.

Of course, it’s too much to hope that any team will accidentally stumble across Riconoscente and kill *Mjollnir*. That’s where the players come in. Their orders are to find and neutralize him. To keep suspicion away from the German codes, the team leader is given a made-up story about an OSS source near Riconoscente.

(For his part, OSS chief William “Wild Bill” Donovan is happy to cooperate; his organization will gladly take credit for saving thousands of lives by helping to neutralize the infamous *Übermensch*.)

Luckily, the Hermann Göring Division suffers from poor communications and *Asgard* is preoccupied with the TOG teams assaulting Gela. If the players are careful, they can minimize opposition to their assault on Riconoscente.





Optional Rules: Interrogation

Interrogation of an unwilling subject is an unpleasant, time-consuming process. There is no room here for a detailed discussion of the dynamics at work. Suffice to say that it is ultimately a contest of personalities and will. Unlike the purely mental Contest of Wills between Talents, however, individual decisions and skill play a large part.

Verbal Interrogation: Browbeating or the mere threat of torture might be enough to make a captive talk. Roll a dynamic contest of the interrogator's Command+Intimidation against the captive's Cool+Mental Stability. If the interrogator wins, the captive talks (and loses half his Will). It takes about 30 minutes per attempt.

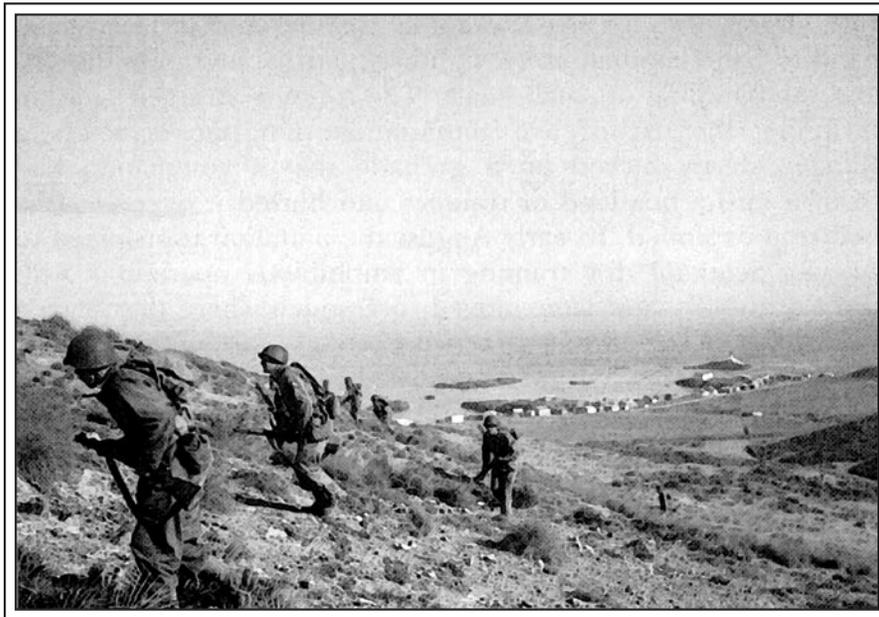
Torture: If "softball" interrogation is not enough, the players may resort to torture. Remind them that torturing another human being enough to break his spirit is a brutal thing, and it is likely to sap the torturer's spirit and rob him of Will. If they continue, no skill roll is required; simply roll Cool+Mental Stability for the victim. If it succeeds, he doesn't break. If it fails, he loses half his Will and tells the players what they want to know.

Either way, now the torturer must roll Cool+Mental Stability against the height of the victim's roll. If it fails, the torturer loses half his Will

and is too shaken up to do anything useful for the next 15 minutes. A torture attempt takes 10 minutes per die in the victim's Cool+Mental Stability pool.

Deadly Threats: Holding a gun to a captive's head and threatening to shoot (or a knife to the throat, etc.) triggers a Cool+Mental Stability check for the target. If it succeeds, he doesn't talk. If the interrogator shoots a resisting captive in order to impress the next subject, the killer must make a Cool+Mental Stability check as well, with results as above—but the next captive will hold out only if his Cool+Mental Stability check beats a height equal to the size of the interrogator's Command+Intimidate pool (i.e., a Command+Intimidate pool of 6d means a Difficulty of 6).

Mental Stability and the "Killing Disposition": Torture, like cold-blooded murder, is easier for characters who have become inured to violence and death. If you use the "Killing Disposition" rules from *Will to Power*, you may opt to not even require a Mental Stability check for a torturer with a Killing Disposition pool of 6 dice or more; the same factors that make individuals willing to kill—training and temperament, cultural and social distance, authoritative demand, and group absolution—make one more ready to inflict pain for a purpose. Captives of Japanese *Gaki* or SS *Übermensch* may learn this the hard way.





Converting to "D20"

Use these guidelines to convert other *GODLIKE* characters to "D20" stats for use with the *GODLIKE* Open Source Superhero Rules (see the *GODLIKE* core book) or "D20" games published by Wizards of the Coast, Inc. The rules modifiers on this page are considered Open Game Content and are released under the Open Game License.

Stats and Skills

GODLIKE stats and skills translate to a range of "D20" equivalents. The GM should decide exactly what number to assign.

<i>GODLIKE</i> Stat	D20 Stat
1d	3-7
2d	8-13
3d	14-15
4d	16-17
5d	18-21

<i>GODLIKE</i> Skill	D20 Rank
0d	0
1d	1-2
2d	3-6
3d	7-10
4d	11-14
5d	15-20

Weapon Ranges

The ranges for weapons listed in this book assume the usual attack penalty of -2 per range increment. For the base "D20" range, use half the "Close" range rating in the *GODLIKE* core book.

Example: Sgt. Booth has a Lee-Enfield No. 1 rifle with a close range rating of 350 yards in *GODLIKE*. In "D20" games, its range increment is 175 yards or 525 feet.

Difficulty and DC

For purposes of conversion, actions that require an ordinary match in *GODLIKE* can be considered DC 15 in "D20" games. Actions that are easier than normal get -5 DC for each +1d *GODLIKE* bonus. Actions that are more difficult than normal get +5 DC for each -1d penalty, or +1 DC for each point of Difficulty.

Example: The GM says spotting a hidden squad of commandos from an airplane has a Difficulty of 8 in *GODLIKE*; in "D20" games it has a DC of 23.

"D20" Combat Modifiers

These optional rules increase Armor Class to make combat slightly more survivable.

Base AC for melee attacks is 10 plus the defender's melee skill rank (rank only, not total bonus!). If the defender is fighting with a knife, use the knife skill rank; if fighting with a bayonet, use the bayonet rank. The Dex AC bonus applies as usual. The skill bonus is lost if the Dex AC bonus is lost (i.e., the defender is flat-footed or stunned).

Base AC for ranged attacks is 10, but see below for attacks at range beyond 5 feet. The Dex AC bonus applies as usual.

The following common circumstances modify AC against ranged attacks (generally not melee attacks) and Reflex saves against explosives and other area attacks. The modifiers are cumulative where appropriate. They generally apply whether or not the Dex AC bonus applies; you don't lose cover for being stunned.

Note that concealment offers no protection against explosions. This includes foliage—whatever cover trees and brush might grant are countered by the fact that they tend to splinter in explosions and increase the risk of fragmentation injury. Net result: No modifier to the Ref save.

Situation	AC Mod	Ref Mod
Range greater than 5 feet	+5	+0
Wearing a helmet	+2	+1
Sitting or kneeling	+2	+1
Prone	+4	+2
Running	+2	+0
1/4 cover	+2	+1
1/2 cover	+4	+2
3/4 cover	+7	+3
9/10 cover	+10	+4
Light concealment	+2	+0
Moderate concealment	+4	+0
Heavy concealment	+6	+0
Near total concealment	+8	+0
Total concealment	+10	+0

Examples of Cover

1/4 cover: Legs or one side covered.

1/2 cover: Firing a rifle around a corner.

3/4 cover: Firing a pistol around a corner.

9/10 cover: Peeking around a corner.

Examples of Concealment

Light concealment: Light smoke or fog.

Moderate concealment: Dense smoke or darkness.

Heavy concealment: Thick foliage.

Near total concealment: Thick foliage in smoke.

Total concealment: Total darkness; target not visible.