

# For King and Country

A D-Day Adventure for *GODLIKE*

By Chris Hall, © 2004

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## Introduction

The British 3rd Division was tasked with taking Sword Beach, the easternmost beachhead of the Normandy invasion. Caen, a city to the south, was its main objective. Opposing it was the German 736th Grenadier Regiment on the beaches, and the 21st Panzer division south of Caen. This Panzer division was the Allies' greatest worry before D-Day, for they knew that if it strongly counterattacked the British could be thrown into the sea, jeopardizing the entire invasion.

The player characters in this scenario are a British reconnaissance squad who run into just such a counterattack.

## Scene 1:

### Sword Beach

It is 10:00 in the morning on June 6th, 1944. The 1st South Lancashire Regiment of the 3rd British Infantry Division is just beginning to land on the beaches of Normandy at the far east of the Allied assault.

The adventure opens as the steel front door of the players' landing craft falls open, revealing a scene of chaos. Their division began landing four hours ago, but the beaches are still a mess. A few Germans who survived the initial assault are sporadically firing at the disembarking soldiers. The dead and wounded litter the beaches near unhurt but leaderless and shell-shocked men cowering behind a low seawall.

The players' recon squad shares a landing craft with a company of British regular infantry who seem more confused than anything. Their commanders were told that the beaches would be secured by this point, but this is clearly not the case. Up and down the beach this scene is repeated, and even Talents can only hope to affect their small part of it.

The players must cross 100 yards of obstacle-strewn beach to reach the seawall. They are fired on by a bunker gunner with an MG 34 machine gun, using suppressive fire with 6d attack pool. He takes 3 rounds to open fire, then attacks once per round. The players can run from cover to cover on the beach, covering about 10 yards per round and treating their Body+Running rolls as Dodge rolls against the gunfire; or they can cover the whole distance in 10 - width rounds without taking cover.

Let the players have a minute to get their bearings once they reach the seawall, possibly trying to rally the troops huddled there or encouraging the company commander, Major Bloome, to get his men off the beach. The Major won't let any of the players give him orders, as he outranks any of

them. But he is confused and shocked enough to listen to firm suggestions.

Don't spend too much time on the beach. Lieutenant Collins, the regimental intelligence officer, soon intervenes—in a flashback to inform the players of their mission.

*Will awards:* 1 Will for getting Major Bloome moving; 2 Will for helping the unorganized men by the seawall.

## Flashback:

### The Briefing

This scenario uses flashbacks to guide the players through the story. Use flashbacks between tense scenes, not during them. They should give the players intelligence that the Division might have known before D-day, but they should not dictate player actions. Some places to insert flashbacks have been suggested. Feel free to modify them or invent your own as needed—but try to have a light touch.

Collins, who appears only in flashbacks, is glad that he does not have to fight, but he feels compassion for those who do. He tries to make the soldiers feel more confident by putting the best spin on the opposition they are about to face.

Collins tells the players that their primary mission is to reach the city of Caen. However, before they can advance, they must take care of the town of La Brèche d'Hermanville, which is expected to be a point of German resistance. They must ensure the town is secured to let other units land safely on the beach behind them.

## Scene 2:

### La Brèche d'Hermanville

A quick run along the beach gets the players to the town. At the outskirts they encounter Sergeant Douglas, the highest ranking survivor of the British company dedicated to attacking the town. The company has taken about half the town. Douglas is happy to give the players a rundown of the town's remaining defenses and accompany them with four men from his squad.

The center of German resistance is a concrete pillbox facing the ocean. It holds a 50 mm anti-tank gun and its rear door is protected by an MG 42.

A squad of seven Germans occupies the pillbox, and another squad of six men holds trenches outside. Each squad has one man armed with a MP-40, the rest have *Gewehr* 98 rifles.

The pillbox walls are at least two feet thick and invulner-

able to anything except a battleship's gun (HAR 10). The doors are steel, but much easier to penetrate (HAR 6). The gun aperture is large enough to squeeze through without doing any damage to the pillbox. Loopholes provide cover to all hit locations except 10 when firing, and full cover if not firing.

The trench provides cover to all hit locations except 6 and 10 when firing, and full cover if not firing.

**Will awards:** The players gain 4 Will for taking the town without losses to themselves and Sgt. Douglas's men, or 2 Will for taking the town with losses. They lose 2 Will for not successfully taking the town.

## Flashback: Objectives South

After the fight at the town, Lt. Collins returns in a flashback "reminding" the players that their objectives lie south—the towns of Hermanville-sûr-Mer and Periers-sûr-le-Dan along the road to Caen. They are to proceed inland as quickly as possible to scout ahead of the regiment, which is still landing behind them, and discover what German resistance the regiment can expect to face. The regiment has been ordered to enter Caen by dusk, so they better start moving.

## Scene 3: A Chance Encounter

At Periers-sûr-le-Dan, about a mile and a half south of the beach, the players encounter a crowd of French civilians holding an impromptu party in the streets in celebration of the Allied landing and their liberation. The players are the first Allied troops to reach the town, and they are welcomed as heroes.

Among the crowd is one Madame Bel-Ami, a member of the French resistance. She has collected information about the German forces from various resistance cells across France and hopes to give it to the Allies as soon as possible. She invites the players into her home, which also serves as the center of the resistance in Periers-sûr-le-Dan—and the local brothel.

Inside they receive a bundle of documents, too many for them to easily inspect and far more useful to a division commander than to a recon squad. However, Madame Bel-Ami also says she has heard reports of German troops and tanks massing this morning to the south, around Caen.

Considering the nature of the establishment, the players have immediate opportunities for diversion if they take advantage of it. Sergeants, watch your men!

At the brothel the players encounter Marianne Bel-Ami, the 16-year-old daughter of Madame. Despite her youth, Marianne is hardened member of the resistance . . . and a Talent. She speaks both German and English. She and about a dozen young men ask to join the players, as the war has been hard for their village and they hope to kill a few more Germans before it ends.

Marianne uses her Talent to knock one of the non-Talents

out if they argue that she is too young or too female to fight. Otherwise she keeps her Talent a secret until it is needed.

If the players refuse, the would-be fighters try to trail them at a distance, determined to join the fight and take word back to town if they see the enemy coming.

## Scene 4: First Contact

Continuing south, the players see the spires of Caen in the distance over open fields. Unfortunately, a patrol of tanks from the 21st Panzer Division was alerted to the landings this morning and is driving north to counterattack the British beach. A platoon of panzer grenadier infantry is in front, riding in four halftracks, followed by a company of tanks. The tanks are escorted by a German *Übermensch*, *SS Sturmstaffel* *führer* Kurt Vengler ("*Der Stein*"), in the command tank. The players meet these forces just south of Periers-sur-le-Dan.

Each player should make a Sense+Hearing check. The player with the widest result notices the approaching halftracks first, giving the players width minutes to prepare. As they are preparing, likely getting ready for an ambush, let them make another Sense+Hearing check to hear the deeper rumble of the tanks, trailing 300 meters behind the halftracks.

If the resistance fighters came along, they take their cue from the players. They have no interest in tangling with tanks, and prefer to run back to town with a warning before they're spotted. If they are called on to fight, they are uneven at best; none has formal combat experience and they are prone to panic and foolhardiness.

At this point the players may continue with their ambush against the halftracks, let the halftracks pass and ambush the tanks, or retreat to get help.

Ambushing the halftracks may be very effective, but it alerts the tanks to the players' presence. The tanks can stand off and shell them from a distance with little risk of retaliation.

If the players choose to hide in the brush and let the halftracks pass, they can ambush the tanks. The halftracks stop and their troops rush out to find cover; then they split up, half providing suppressive fire while the others maneuver closer to the players.

Finally, the players can retreat. In the face of such significant opposition, this is not a bad plan at all. The main disadvantage is that they don't slow the German counterattack at all, so they have less time available in the next scene—and if the Germans see French civilians with the players they will punish Periers-sur-le-Dan as they pass through.

If the players eliminate their opposition in this scene, they have opened the way to Caen! After taking such serious losses in their initial advance, the 21st Panzer withdraws south of Caen and the 1st Lancaster Regiment is free to liberate the town. There is no need to continue the scenario.

**Will awards:** 1 Will for each halftrack destroyed, and 2 Will for each tank destroyed. +4 Will if no one in the group is wounded. -1 Will for each person seriously wounded or killed. -2 Will for retreating.



## Germans and Brits

The players encounter Herr and Bandomir in Scene 4, Vierzig and Fromm-Furchtner in Scene 6.

### Kompanie 5, Abteilung II, Panzer Regiment 22

Commander, *Hauptmann* Herr, in *Somua* S35.  
Two *Panzerkampfwagen* IV—known to the British as the Mark IV. (See *GODLIKE*, page 268.)  
Four *Somua* S35, 1940 French tanks in German service. (See Appendix B.)

### Kompanie 3, Battalion I, Panzer Grenadier 125 Regiment

Commander, *Leutnant* Bandomir in a halftrack.  
Four *SdKfz* 251. (See *GODLIKE*, page 269.) Each halftrack has a crew of two, one driver and one machine gunner. Each carries a squad of eight men, six with *Gewehr* 98 rifles, one with an MP-40, and one with an MG-42.

### Headquarters Stab, Abteilung II, Panzer Regiment 22

Commander, Major Vierzig, in *Somua* S35.  
Two *Panzerkampfwagen* IV—known to the British as the Mark IV. (See *GODLIKE*, page 268.)  
One *Somua* S35, a 1940 French tank in German service. (See Appendix B.)

### Kompanie 6, Abteilung II, Panzer Regiment 22

Commander, *Hauptmann* Fromm-Furchtner, in a *Somua* S35.  
Two *Panzerkampfwagen* IV—known to the British as the Mark IV. (See *GODLIKE*, page 268.)  
Five *Somua* S35, 1940 French tanks in German service. (See Appendix B.)  
One *Hotchkiss* H39, a 1940 French tank in German service. (See Appendix B.)

### Generic German Soldier

See *Heer Soldat*, *GODLIKE*, page 312.

### Typical British Squad (10 men)

Eight have Lee-Enfield rifles, one has a Bren gun, and the sergeant has a Sten gun. One rifleman has a PIAT. See Allied Infantryman, *GODLIKE*, page 313.

## Scene 5: Fight Another Day

As the players retreat back the way they came, the Germans pause and regroup. This gives the players a chance to find a good defensive position, to march back towards the beaches, or to radio back to headquarters for further instructions.

In either case they soon encounter Maj. Bloome and his infantry company, who have extracted themselves from the beach, possibly with the players' help in the first scene. The company is marching south towards Caen on the same road that the players have been using.

Bloome emphasises the importance of protecting the beaches. The German counterattack means that there is no hope of taking Caen, and it could force the 3rd Division out of Normandy. He orders the players to stay with his company to face the German attack.

The major is a bit more coherent than he was on the beach, but some players may suspect that he might crack if put under pressure again. But he is the ranking officer on the scene, so the player are going to have to make a show of listening to him.

While the players may not be happy to see Maj. Bloome, they should be very happy to see the 150 men of his infantry company. The men have heavy weapons, including four 3" mortars and a 6-pounder anti-tank gun.

The men are mixed in their reaction to the Talents. Some are glad to have their help, while others are worried about meeting whatever could have made Talents retreat.

Bloome orders a defensive line set up on the edge of a line of woods, perpendicular to the road that the tanks must advance along. The players hold the most important portion of the line, up front and center. There is nothing to do now but dig in.

This scene should generate tension for the battle ahead by emphasizing its importance—and Maj. Bloome's potential for poor decision-making.

## Scene 6: Last Stand

If the Germans fought Talents earlier, their tanks advance cautiously. The 5th Panzer *Kompanie*, which the players faced earlier, is joined by the *Abteilung* reserve, 6th *Kompanie*, and the headquarters unit.

If the players retreated earlier without making contact, however, then the 6th *Kompanie* will not arrive until after 5th *Kompanie* gets into trouble. The headquarters unit, and *Hauptsturmführer* Emil von Zoren ("*Der Zunder*"), will be supporting other attacks and the players don't have to deal with them.

The Germans cautiously approach the line of woods where the players and Bloome's company wait. Sixth *Kompanie* has *Hauptscharführer* Hans Friehofer ("*Herzzerreißer*"), who uses his Talent to detect the fear of the British company wait-

ing to ambush the tanks.

Fifth *Kompanie* and the headquarters unit attack the British line while 6th *Kompanie* provides covering fire. *Herzzerreißender* causes fear in the British troops, focusing on the officers; *Der Zunder* protects the tanks from anti-tank weapons; and *Der Stein*, if he survived the previous encounter, turns people to stone. All three *Übermenschen* are protected inside tanks.

This battle, involving more than 10 tanks and 200 men, is far too large to simulate accurately in a scenario such as this. You may use the squad-based combat rules found on the *GODLIKE* Web site, but it may be more effective to focus only on the players' narrow portion of the battle, using their success and failure as a measure of the overall success or failure of their side.

Give the players several small encounters to resolve, and let each encounter influence the larger battle. Winning two of the three encounters drives the Germans away; losing two encounters causes the British line to break irretrievably.

Between the encounters, give the players a sense of how the battle is going. A lost encounter might be followed with a description of a British platoon being decimated by close-range cannon fire, while a victorious encounter could be followed by a description of a German tank being hit in the flank by the 6pdr anti-tank gun. You don't have to run these encounters in order, nor do you have to limit the battle to only three encounters. Do whatever feels most dramatic, but keep the action going.

**Encounter 1:** 5th *Kompanie* attacks the center of the British line, where the players are. *Hauptmann* Herr orders his tanks to close with the British, crushing Tommies in their foxholes in some cases. Give the players a British squad to support them.

**Encounter 2:** Maj. Bloome panics and orders his men to fall back. Bloome loses control, and with *Herzzerreißender's* Talent encouraging the men to flee the line is in serious danger. The players must calm Bloome in some way, while remembering that they can't give him direct orders. Desperate players may kill him. This was not unheard of in the heat of battle.

**Encounter 3:** *Der Zunder* attacks the players, challenging them specifically as a point of honor. He is riding in the commander's position of a Mark IV and orders it to charge the Talents' position. He uses his power to make their grenades explode while the Mark IV uses its cannon and machine guns. *Der Zunder* has no shortage of arrogance, however. If his attack seems to be going well, he opens the hatch of his tank and looks out, proudly demonstrating that it is an *Übermensch* attacking the players.

## Epilogue

If the players win the battle, they have blocked the German assault on Sword Beach. The road to Caen is closed for now, but at least the beaches are secure.

To the west, other elements of the 21st Panzer succeed in reaching the ocean between Sword and Juno, the Canadian beach. Fortunately they are far from the landing beaches, but

they do prevent the British and Canadians from linking up until the evening of June 7th.

If the players lose, however, the Germans are free to advance to the British beaches. The 21st Panzer is not strong enough to push the British into the sea, but it seriously hampers reinforcement of the beachhead. 3rd Division is unable to aid the 6th Airborne Division on its right, nor is it able to link up with the Canadian forces at Juno Beach until June 11th.

## British NPC's

### Major Bloome

Body 2 Coordination 2 Sense 2

Brains 3 Command 2 Cool 1

Skills Brawling 1 (3d), Cryptography 2 (5d), Endurance 1 (3d), Grenade 1 (3d), Hearing 2 (4d), Knife 1 (3d), Language (English) 3 (6d), Leadership 1 (3d), Machine Gun 1 (3d), Map Reading 2 (5d), Navigation (Land) 2 (5d), Pistol 2 (4d), Radio Operation 2 (5d), Rifle 1 (3d), Stealth 1 (3d), Tactics 2 (5d).

#### Weapons and Armor

Helmet (LAR 2).

Webley revolver (Damage width+1 in Shock and Killing).

#### Notes

A company commander in the 1st South Lancashire Regiment, Bloome does not want to get his men killed, as he feels a great responsibility towards them. Unfortunately, this means he is prone to panic in combat when his men are under heavy fire.

### Sergeant-Major Douglas

Body 2 Coordination 2 Sense 1

Brains 2 Command 2 Cool 3

Skills Brawling 3 (5d), Climb 2 (4d), Endurance 2 (4d), Grenade 3 (5d), Knife 2 (4d), Language (English) 1 (3d), Leadership 1 (3d), Machine Gun 2 (4d), Map Reading 1 (3d), Mental Stability 2 (5d), Navigation (Land) 2 (4d), Pistol 2 (4d), Radio Operation 1 (3d), Rifle 3 (5d), Sight 2 (3d), Stealth 2 (4d), Submachine Gun 4 (6d).

#### Weapons and Armor

Helmet (LAR 2).

Sten submachine gun (Damage width +1 in Shock and Killing, Spray 3).

#### Notes

Douglas has been in the army since before the war started. At 40 years old, he seems ancient to the young recruits. A brave and experienced man, he will fight to the bitter end.



## German NPCs

### Der Zunder ("The Detonator")

*Hauptsturmführer* Emil von Zoren

Body 3 Coordination 2 Sense 1

Brains 2 Command 2 Cool 2

Skills Brawling 2 (5d), Climb 1 (3d), Driving (Tanks) 2 (4d), Endurance 2 (5d), Grenade 2 (4d), Knife 3 (5d), Language (German) 2 (4d), Leadership 2 (4d), Machine Gun 2 (4d), Map Reading 1 (3d), Mental Stability 2 (4d), Navigation (Land) 2 (4d), Radio Operation 1 (3d), Rifle 2 (4d), Sight 2 (3d), Stealth 2 (4d).

Base Will 3

#### Talents (30 Will points)

Detonation 3hd (Attacks, Defense, Robust, Useful Outside Combat; Extra: Reflexive; Flaw: Nervous Habit (palms together as if in prayer); Flaw: Backfires).

Go First level 2.

#### Weapons and Armor

Helmet (LAR 2).

*Diensdolch* (SS Dagger) (Damage width in Shock + 1 Killing).

#### Notes

Emil von Zoren has the power to cause explosives to detonate prematurely—he can make a vehicle all but immune to damage by exploding the charges in anti-tank shells before they hit. If a platoon of tanks are all close enough to him he can protect them all, but a large volume of fire overwhelms his abilities. *Der Zunder* is the leader of the *Übermensch* in the 21st Panzer, a position that allows him to get away with cold and arrogant behavior. This leads to frequent clashes with Wehrmacht officers in the division. He wants to impress the SS leadership with his prowess in battle so he can get into a primarily Talent unit.

### Herzzerreißender ("Heartbreaker")

*Hauptscharführer* Hans Friehofer

Body 2 Coordination 2 Sense 2

Brains 2 Command 2 Cool 2

Skills Brawling 2 (4d), Climb 1 (3d), Driving (Tank) 1 (3d), Endurance 2 (4d), Grenade 2 (4d), Hearing 1 (3d), Knife 1 (3d), Language (German) 2 (4d), Machine Gun 2 (4d), Map Reading 1 (3d), Mental Stability 1 (3d), Navigation (Land) 1 (3d), Pistol 2 (4d), Rifle 2 (4d), Sight 3 (5d), Stealth 2 (4d).

Base Will 4

#### Talents (28 Will points)

Perception (Sees Feelings) 4d.

Control (Emotions) 3d (Flaw: Attached to Perception—can only enhance strongest feeling of target; Flaw: Short Duration (Width in rounds)).

#### Weapons and Armor

Helmet (LAR 2).

Walther PPK pistol (Damage width in Shock and Killing).

#### Notes

Because Friehofer feels the emotions of those he fights, he is very reluctant to kill. He prefers to enhance his opponents' fear and force them to run away. If he had a choice, he would surrender to the Allies—only the fact that he can sense what *Der Zunder* would do to him if he tried it prevents him.

### "Der Stein" (The Stone)

*Sturmscharführer* Kurt Vengler

Body 2 Coordination 3 Sense 2

Brains 2 Command 1 Cool 2

Skills Brawling 2 (4d), Climb 1 (3d), Driving (Tank) 1 (4d), Endurance 2 (4d), Grenade 3 (6d), Hearing 1 (3d), Knife 1 (4d), Language (German) 2 (4d), Machine Gun 2 (5d), Map Reading 1 (3d), Mental Stability 2 (4d), Navigation (Land) 1 (3d), Pistol 2 (5d), Rifle 2 (5d), Sight 1 (3d), Stealth 2 (5d), Submachine Gun 3 (6d).

Base Will 7

#### Talents (22 Will points)

Transmute (Anything to Stone) 4d+1hd (Flaw: Greedy, Flaw: King Midas (stone only)).

#### Weapons and Armor

Helmet (LAR 2).

MP 40 submachine gun (Damage width +1 in Shock and Killing, Spray 2).

#### Notes

Vengler is a veteran who gained his Talent on the Eastern Front in 1941. He remained in the *Heer* for as long as he could, but was eventually forced to join the SS because of his Talent. He has little respect for SS officers, but he will do his duty. His Talent allows him to turn things to stone. Humans are the most obvious target, but hardening soft ground and building bridges out of rivers are far more useful abilities in a tank regiment.

## Wehrmacht

These historical German commanders were in or near the battles described. For stats, see *Heer Offizier*, *GODLIKE*, page 312.

- *Oberst* Hermann von Oppeln-Bronikowski.

Commander, *Kampfgruppe* Oppeln, 21st Panzer Division. See *Heer Offizier*, *GODLIKE*, page 312.

- Major Vierzig. Commander, II *Abteilung*, Panzer Regiment 22, *Kampfgruppe* Opplen.
- *Leutnant* Bandomir. Commander, *Kompanie* 3, Battalion I, Panzer Grenadier Regiment 125.
- *Hauptmann* Herr. Commander, *Kompanie* 5, *Abteilung* II, Panzer Regiment 22.
- *Hauptmann* Fromm-Fürchtner. Commander, *Kompanie* 6, *Abteilung* II, Panzer Regiment 22.

## French NPC's

### Madame Fleur Bel-Ami

Body 1 Coordination 3 Sense 2

Brains 2 Command 2 Cool 2

Skills Brawling 1 (2d), Business Management 3 (5d), Endurance 2 (3d), Fraternalizing 2 (4d), Hearing 1 (3d), Language (French) 2 (4d), Language (German) 1 (3d), Leadership 2 (4d), Map Reading 3 (5d), Mental Stability 1 (3d), Navigation (Land) 2 (4d), Sight 1 (3d), Seduction 2 (4d), Stealth 3 (6d).

#### Notes

Fleur is a world-weary but motherly and protective brothel madame. She was running her establishment before the Nazis came to Normandy, but after their arrival she saw an opportunity to use it to strike back at the Germans. Her girls can freely talk to the soldiers and gather intelligence—and while the officers sleep, any papers they have are read and copied. Her operation is quite efficient and effective, though Allied Command does not know that it is also a brothel.

### La Rêve (“Dream”)

Marianne Bel-Ami

Body 1 Coordination 2 Sense 3

Brains 3 Command 1 Cool 2

Base Will 11

Skills Knife 2 (3d), Hearing 2 (5d), Language (French) 2 (5d), Language (English) 1 (3d), Language (German) 1 (4d), Map Reading 2 (5d), Mental Stability 2 (4d), Navigation (Land) 2 (5d), Radio Operation 2 (5d), Stealth 3 (5d).

#### Talents (25 Will points)

Stun 3hd (Flaw: Nervous Habit—pointing).

#### Weapons and Armor

Knife (Damage width in Shock + 1 Killing).

#### Notes

At 16, Marianne has lived under and fought against German rule since she was a child. Her Talent first appeared when a German officer tried to rape her. She never told anyone, not even her mother, of the experience, but she has put her Talent to good use. She often encourages unsuspecting soldiers to drink heavily, then “turns them off” (as she puts it) so their papers may be safely examined and their weapons sabotaged.

### Resistance Fighter

Body 2 Coordination 2 Sense 2

Brains 2 Command 2 Cool 2

Base Will 4

Skills Brawling 1 (3d), Endurance 1 (3d), Knife 1 (3d), Language (French) 2 (4d), Language (German) 1 (3d), Listen 1 (3d), Navigation (Land) 2 (4d), Radio Operation 1 (3d), Rifle 1 (3d), Sight 2 (4d), Stealth 2 (4d), Submachine Gun 1 (3d).

#### Weapons and Armor

Knife (Damage width in Shock + 1 Killing).

#### Notes

Despite brief training by SOE agents, these young men are untested in battle.

## Appendix A: Called to Fight

The player characters are all part of the 1st South Lancashire Regiment of the 3rd British Infantry Division. This means they are probably from Lancashire in southeast England. Liverpool and Manchester are large cities in the region.

They have probably been training with the regiment for several months. Some may have participated in the defense of France in the spring of 1940, and the subsequent evacuation from Dunkirk. Others may have joined the regiment more recently to provide Talent support for the invasion.

If casualties mount, players may take the roles of non-Talent soldiers. Here are some ideas for things that can make a non-Talent character important in this adventure. (Talented characters should not have these abilities.)

- Team leader with a rank of lieutenant and +1d Command.
- Naval observer with +1d in Forward Observer and the ability to call in strikes from ships off shore.
- Scout with +1d Sense, Sight, and Stealth.
- Linguist with +1d in French and German.
- Demolitions expert with +1d Explosives.
- Driver with +2d Driving and +2d Mechanics.
- Medic with +2d First Aid and a medic's pouch.

## Appendix B: French Tanks

Both these tanks fought for France in 1940 and were taken into German service after the French surrender.

### Somua S35

**Armor Ranges:** 5.5 cm to 2 cm **Heavy Armor Rating:** 5 to 2

**Guns:** 47mm cannon (Width+2 Killing, Area 3, Penetration 7) and one 7.5 mm MG (Width +1, Spray 4).

**Maximum Speed:** 25 mph

**# of Crew:** 3

**Weight:** 20 tons

### Hotchkiss H39

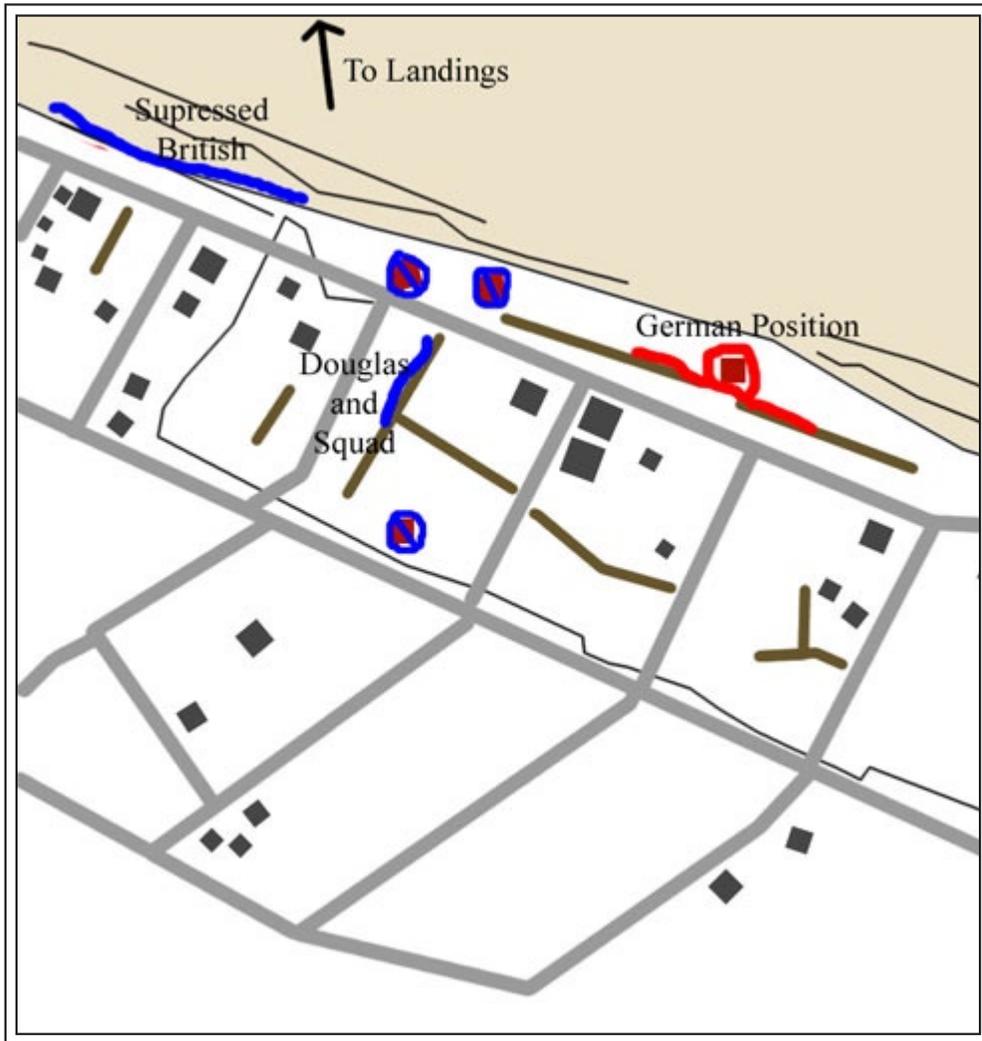
**Armor Ranges:** 4.5 cm to 2.2 cm **Heavy Armor Rating:** 4 to 2

**Guns:** 37mm cannon (Width+2 Killing, Area 3, Penetration 4) and one 7.5 mm MG (Width +1, Spray 4).

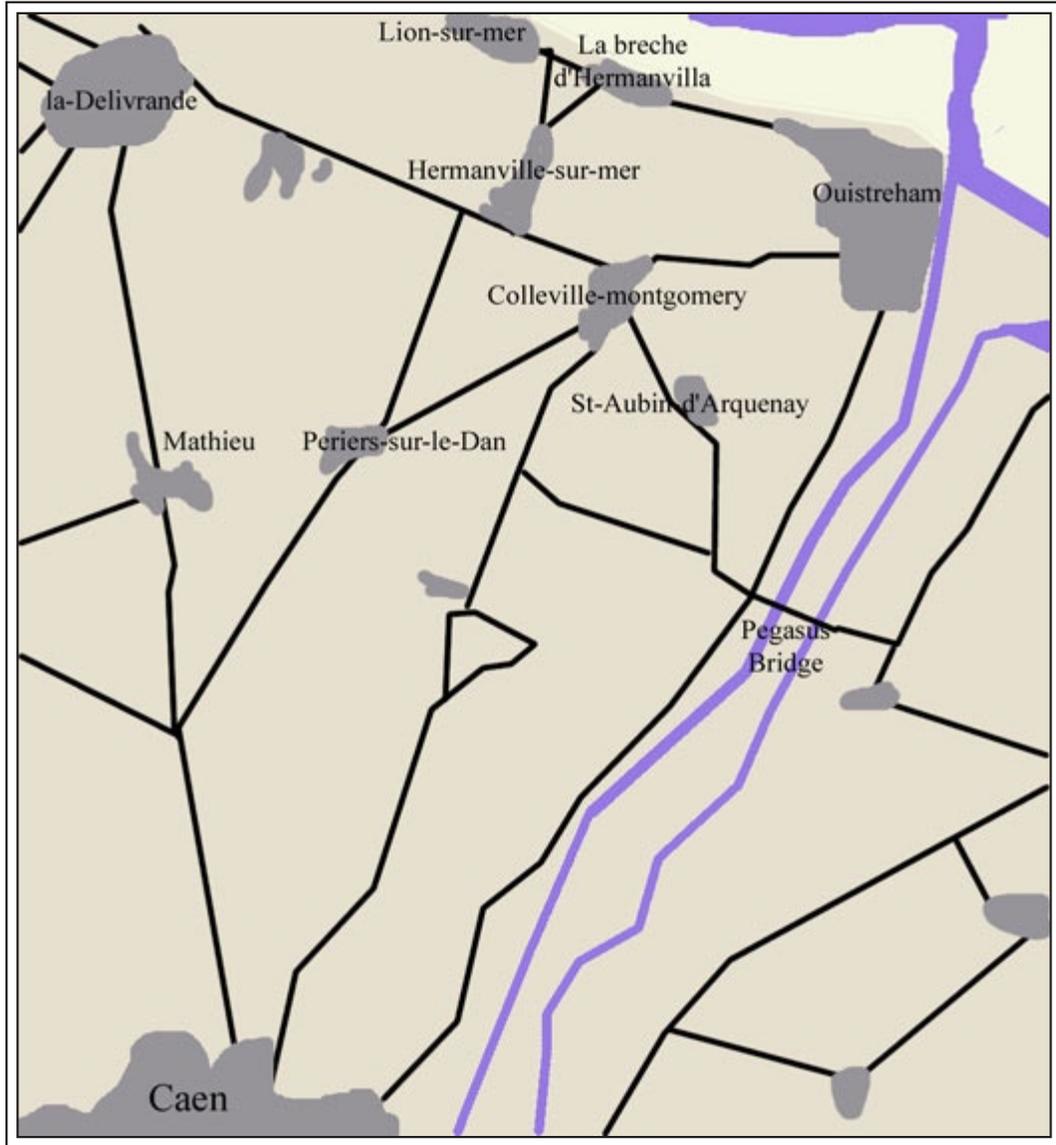
**Maximum Speed:** 22 mph

**# of Crew:** 3

**Weight:** 12 tons



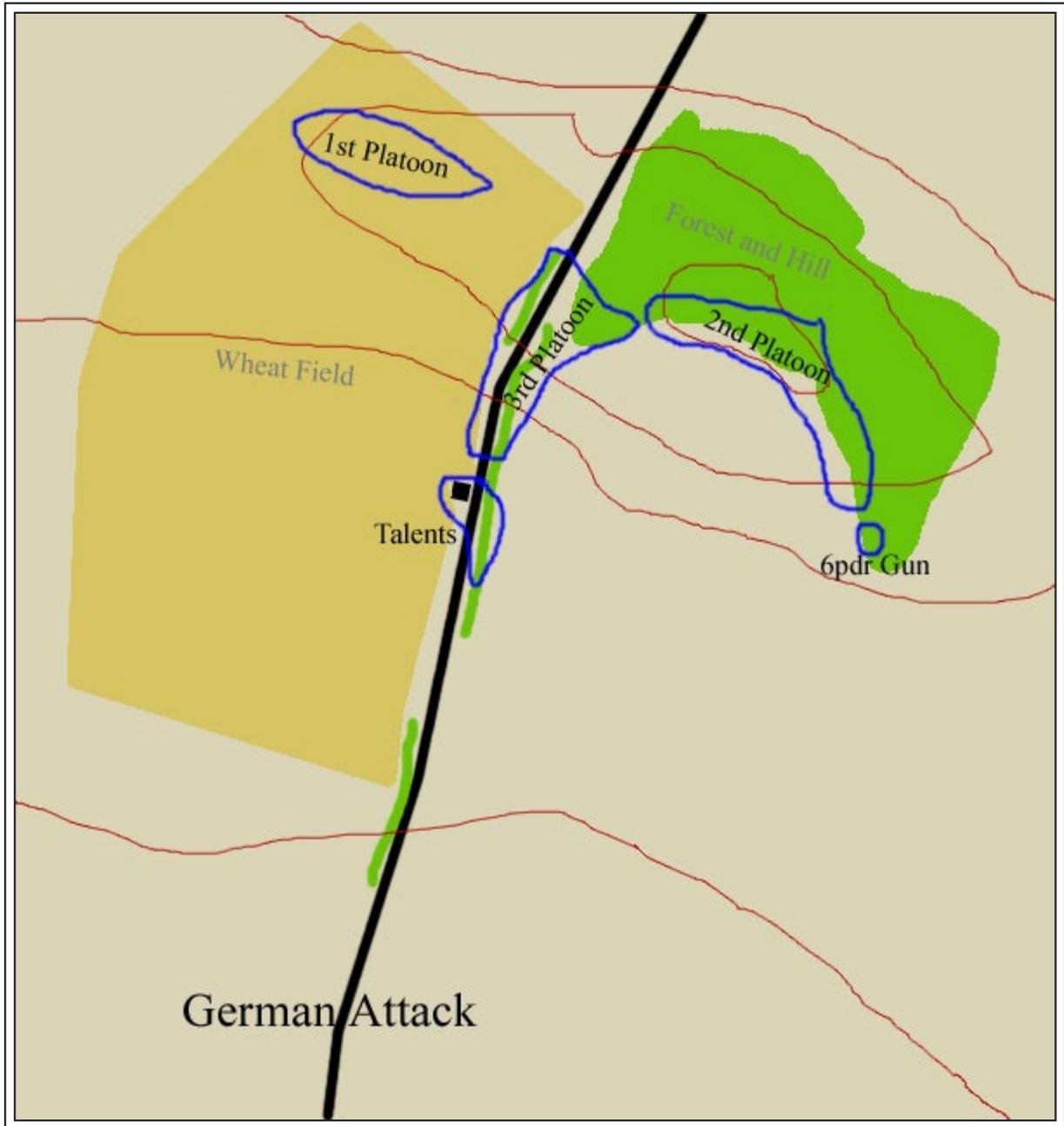
Scene 1: Sword Beach



*The road to Caen.*



*Periers-sur-le-Dan and environs.*



Scenes 5 and 6: The German Attack