

GODLIKE: Special Weapons of the TOG

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Revised 5 March 2002

The superhuman commandos of the Talent Operations Groups often work in conjunction with other special services, particularly the American Office of Strategic Services and British Special Operations Executive. Both the OSS and the SOE boasted prodigiously active research and development divisions, which worked ceaselessly to design concealable weapons for use by commandos and resistance fighters behind enemy lines.

The OSS and SOE worked closely together throughout the war, and weapons available to one were usually available to the other; where an item is exclusively available to one or the other it is noted in the description. Unfortunately for the players, equipment can be notoriously hard to come by in the field: the players might want

tommyguns and beano grenades all around, but they can only use what headquarters can ship or smuggle out to them. OSS and SOE agents often used a motley assortment of used and inferior equipment. Whether a particular item is available is at the GM's discretion.

Many of these weapons, such as the Liberator pistol and the thumb knife, are not intended to be used in combat: they are murder weapons, good for killing an enemy by surprise and not much else. But often even a tiny blade or a throwaway pistol can dispatch a helpless enemy more quickly than bare hands.

In many cases the vital statistics of these weapons are approximations and estimates. If you have more accurate information, please send it to godlike@godlikerpg.com.

Hand-to-Hand Weapons

Boot-Blade

This is a small retractable blade built into the sole of a shoe or boot. It is mainly used to cut ropes in the event that the operative is captured and tied up; in combat it is of little use. Attacks are made with brawling skill, but on width of 3 or higher the blade will inflict killing damage.

Damage: width in shock (+1 killing if width = 3 or more)

Fairbairn-Sykes Commando Knife

Smaller than a bayonet or trench knife, in trained hands the Fairbairn-Sykes dagger is just as dangerous as a larger blade. Designed by veterans of the military garrison of Shanghai, where close combat was all too common, the Fairbairn-Sykes knife is carefully balanced and weighted, with a well-forged narrow blade just the right length for reaching vital organs with minimal effort. The Fairbairn-Sykes knife is given to all graduates of TOG commando training, and versions of the Fairbairn-Sykes knife became standard issue to British, American, and Canadian special forces for more than fifty years.

Due to its exceptional balance and weighting, the Fairbairn-Sykes knife confers a *+1 width initiative bonus* to a successful attack. (An attack at width 2 will count as width 3 to determine who goes first.)

Damage: width in killing

Piano Wire (see *GODLIKE* p. 26)

A length of piano wire is quite concealable and deadly in a surprise attack. The OSS issued wire garrotes with small wooden handles for easiest use.

Damage: as strangling, but damage is killing

Punch-Knife

A thick spike jutting from a set of brass knuckles, the punch-knife can be deadly in close combat or when attacking from surprise. Attacks can be made with either brawling skill or knife-fighting.

Damage: width in shock + 1 killing

Thumb Knife ("Lapel Blade")

This tiny blade is simply a sharp steel wedge with a flat, rounded blunt "handle" to be held between thumb and forefinger. Less dangerous than even a switchblade, its main advantage is concealability: it could easily be hidden in a hatband or the folds of a garment. At GM discretion it may be easier to murder a target (see "Murder," p. 19) with a thumb knife than with your bare hands.

Damage: 1 shock + 1 killing

Tire Ripper

Not a weapon per se, this is a thick sharpened hook on a steel finger-ring, perfect for tearing tire rubber to make a vehicle unroadworthy. It is often worn concealed under the shirt, hung around the neck in a small leather pouch. Attacks are made with knife-fighting skill, but damage is as with brawling attacks; however, with a width of 3 or higher the ripper adds a point of killing damage.

Damage: width in shock (+1 killing if width = 3 or more)

Firearms

.22 HiStandard Automatic (with silencer)

Silenced pistols are quite popular among OSS operatives. Generally too weak and inaccurate for combat, in trained hands they are perfect for stealthy close-range kills. (OSS chief William Donovan once demonstrated the effectiveness of a silenced .22 by emptying a clip into a pillow in the Oval Office—while President Roosevelt dicated a letter unawares!)

Damage: width in shock + 1 killing

Capacity: 7

Range: close 5 / maximum 20

.22 Stinger

The ultimate hold-out, the Stinger is simply a 3" long tube with a single .22 caliber round and a button to fire it. It cannot be reloaded and is thrown away after use.

Damage: width in shock + 1 killing

Capacity: 1 (one-use)

Range: close 2 / maximum 5

.22 Enpen

Originally developed as the Welpen by Welwyn Experimental Laboratory, but finally produced and put into the field in 1944 by the British ordnance factory at Enfield, the Enpen was a .22 firing tube disguised as a fountain pen. Another model was developed which could deliver a charge of tear gas instead of a bullet.

Damage: width in shock + 1 killing

Capacity: 1

Range: close 2 / maximum 5

Welwyn Experimental Laboratory

Throughout the war the SOE maintained developed special weapons and communications devices at at Station IX, at the Frythe hotel in Welwyn Garden City: Welwyn Experimental Laboratory.

Welwyn was responsible for a long line of special firearms and tools, from pistols disguised as pens and cigarettes to the formidable Welrod silent pistol. It also developed the Welman (a one-man submarine); the Welbike (a portable motorcycle meant to be carried by parachute behind enemy lines, but which proved more popular as a means of bribing Chinese officials); and a host of explosive and sabotage devices, including sturdy four-spiked caltrops and engine-ruining "Turtle Eggs" (see below).

Many of Station IX's innovations were never reported as being used in the field; they are available to players at GM discretion.



.22 Welfag

One of many devices created by Welwyn Experimental Laboratory, the Welfag is a .22 firing tube concealed in a cigarette.

Damage: width in shock + 1 killing

Capacity: 1

Range: close 2 / maximum 5

.22 Welpipe

Another product of Welwyn Experimental Laboratory, the Welpipe is a .22 firing tube concealed in a smoking pipe.

Damage: width in shock + 1 killing

Capacity: 1

Range: close 2 / maximum 5

.303 Bren Light Machine Gun

The Bren Gun is one of the most common British machine guns in the war, and it is particularly popular with SOE. It is a tripod-mounted light machine gun with a distinctive top-loading curved magazine.

Spray: 3

Damage: width in killing and shock

Capacity: 30

Range: close 109 / maximum 275

Weight: 22 lbs.

.32 Colt Automatic (hammerless)

Compact and built to be fit snugly in a pocket or shoulder-holster (without a hammer to catch on fabric or leather), the Colt .32 automatic is a popular sidearm for OSS agents undercover.

Damage: width in killing and shock

Capacity: 7

Range: close 10 / maximum 20

.32 Smith & Wesson Revolver

With its light frame and five-round cylinder, the .32 revolver is slimmer and more concealable than the more accurate and powerful standard-issue sidearms.

Damage: width in killing and shock

Capacity: 5

Range: close 10 / maximum 30

.32 Browning M1910 Automatic

Compact and reliable, this Belgian pistol is popular among regular officers and undercover

agents alike—a fact which makes it only harder to come by for TOG agents in the field.

Damage: width in killing and shock

Capacity: 8

Range: close 10 / maximum 20

.38 Fist Gun

Riveted to a thick leather glove, the "fist gun" is a small boxlike contraption with a small plunger sticking out of the business end and a smaller tube loaded with a single .38 round. It fires when the user clenches the fist and punches the target.

Attacks are made with brawling skill.

Damage: width x 2 in shock + width in killing

Capacity: 1

Range: n/a

.32 or 9mm Welrod Silent Pistol

Created by Welwyn Experimental Laboratory, the Welrod is a long tubular pistol dominated by a thick silencer. It must be fired with two hands, one to hold the grip and one to steady the barrel. The magazine holds eight rounds, but each round must be fed using a bolt-action mechanism in the butt of the pistol. The silencer is quite effective; according to one source its report is not recognizable as a pistol shot beyond 50 yards. The Welrod can be broken down into two pieces, which are often worn on straps beneath baggy trousers for easy concealment. Originally configured for .32 caliber, a 9mm version is released late in the war.

Slow: 1

Damage: width in shock and killing (.32) or width+1 in shock and killing (9mm)

Capacity: 8

Range: close 5 / maximum 15

.45 M3 "Grease Gun" (with silencer)

The OSS developed a special silencer to be fitted on the ubiquitous M3 submachine gun, reducing its report to a "mild clap" and making it completely inaudible beyond 200 to 800 yards, depending on terrain. Some agents report the weight of the silencer also improves accuracy by keeping the barrel from rising while firing bursts (the M3 can only be fired on fully-automatic and is notoriously hard to control). The silenced M3 is distributed extensively in occupied East Asia.

Spray: 2

Damage: width+1 in killing and shock

Capacity: 30

Range: close 20 / maximum 150

.45 Footshooter

Like a land mine, the footshooter is a small tube activated by pressure: instead of exploding, it fires a single bullet straight up.

Damage: width+1 in killing and shock to location 1 or 2

Capacity: 1

Range: n/a

.45 Liberator Pistol (p. 272)

The mass-produced Liberator pistol (also called the "Woolworth Gun") is a shoddy, cheap one-shot weapon, easily concealed but next to useless in a firefight. Its purpose is to quickly murder a better-armed opponent so his (hopefully better) weapons can be seized. Up to five rounds can be stored in the hollow grip for manual reloading.

Damage: width+1 in killing and shock

Capacity: 1

Range: close 5 / maximum 10

9mm Sten Submachine Gun (with silencer)

The silenced version of the popular Sten gun can only be fired in semi-automatic. It produces a distinctive "hissing" sound when fired. The DeLisle silenced carbine is somewhat more popular when available.

Damage: width+1 in killing and shock

Capacity: 32

Range: close 15 / maximum 100

Other Common Firearms

Several weapons described in *GODLIKE* are used regularly by OSS, SOE, and TOG agents in the field. Full stats can be found on the page listed.

Smith & Wesson .380 revolver (MRB p. 272)

Colt M1911A .45 pistol (MRB p. 272)

.30 M-1 carbine (MRB p. 272)

M3 "Grease Gun" (MRB p. 273)

Marlin UD-42 (UD M'42) (MRB p. 273)

Thompson submachine gun (MRB p. 273)

DeLisle carbine (MRB p. 275)

Enfield or Webley .380 revolver (MRB p. 275)

.303 Lee-Enfield rifle (MRB p. 276)

Sten submachine gun (MRB p. 276)

Explosives

"Aunt Jemima" Explosive Flour

Three-quarters plastic explosive, one-quarter ordinary wheat flour, just add water: "Aunt Jemima" can be eaten harmlessly, and it is usually issued with an instruction sheet containing recipes for cooking with it! Mixed with water it can be molded into shape and is nearly as effective as regular plastic explosive. Penetration and area will depend on the amount of explosive and how it is used.

"Beano" Grenade

This globe-shaped grenade, developed specifically for the OSS, explodes on impact rather than on a fuse delay: once it lands it cannot be kicked away or picked up and thrown like a normal grenade.

Penetration: 2

Area: 2

Range: close 15 / maximum 30

Clam Mine

A miniature limpet mine (see below), the clam mine is ideal for destroying small vehicles such as automobiles, light tanks, and small boats.

Penetration: 6

Area: 1

Weight: 2 lbs.

Dung Mine

Plastic explosive shaped and colored to resemble cow, mule, or camel dung, one of these bombs can easily be concealed and triggered by pressure or timer.

Penetration: 1

Area: 2

Weight: .5 lb.

Explosive Candle

Mixed with plastic explosive, explosive candles can be formed to detonate whenever

desired: as soon as the candle burns down to the explosive, it will go off. Agents should be careful not to mix these in lots of normal candles: a Chinese employee of the OSS reportedly stole several candles only to have one explode in a crowded tent, killing two and wounding ten!

Penetration: 2

Area: 2

Firefly

This small explosive is perfect for sabotaging vehicles and fuel dumps. It is dropped into a fuel tank or can, where after several hours (2 to 7, depending on the temperature) the gasoline causes two rubber washers to swell until they trigger the explosive.

Penetration: 1

Area: 2

Weight: .25 lb.

Limpet Mine

The limpet mine is a shaped-charge explosive which attaches to a metal surface (such as a

bunker door, a tank, or the hull of a ship) with powerful magnets. The mine's heavy construction directs the force of explosion inward for tremendously increased penetration. The 'Pin-Up' is a variant on the limpet for use on wooden surfaces: instead of magnets, the pin-up uses a mechanism to fire steel pins which secure the mine in place. The OSS version of the limpet mine was built with a waterproof plastic case, making it more lightweight and more reliable when used near the waterline.

Penetration: 10

Area: 1

Weight: 8 lbs. (plastic version)

Stone Bomb

A wide assortment of these concealed explosives are used in the Far East, with plastic explosive mixed into stone lanterns, statuary, engravings, and so on.

Penetration: 2

Area: 2

Weight: 1 lb.

Other Weapons

Caltrop

Shaped like sharpened children's jacks, these spikes are meant to be dropped in a road to impede traffic, where they will puncture any rubber tire. They are less dangerous to foot traffic unless enough are spread across a surface to ensure pursuers step on them, but they can cause serious injury if stepped on.

Damage to Foot Traffic: Roll 1d for each caltrop in a 10' area (minimum 2d as usual). A match inflicts 1 killing to location 1 (if the match is odd) or location 2 (if the match is even).

"Turtle Egg"

A small rubber sack containing a specially formulated high-traction grease called "caccolube," the "turtle egg" dissolves in hot engine oil. It is dropped into the oil intake of a vehicle, where after 30-50 miles of travel it dissolves and causes the engine to simply seize up. Turtle eggs are also effective on machinery and engine bearings, where the sack is torn open by friction with the same result.

"William Tell" Crossbow

Less bulky than a submachine gun and much easier to maintain, this compact steel crossbow is used to silence sentries and watchdogs with short, heavy bolts. It can be quickly dismantled for easy storage. Attacks are made using either Rifle or Bow skill.

Damage: width+1 killing

Capacity: 1

Range: close 50 / maximum 200



Optional Rule: Critical Hits and Flesh Wounds

These rules are intended to add variety to the somewhat static damage effects of the *GODLIKE* combat system. Both critical hits and flesh wounds will be rare, but they can add some spice to encounters; critical hits are more likely for attackers with higher skill than lower, and flesh wounds are more likely for those with lower skill than higher.

Any attack which *inflicts killing damage* and has a *width of 3 or more* is a **critical hit**. A critical hit will automatically inflict one of the deadly effects described in the optional "Trauma" section of Matthew Widener's "High Realism Rules for *GODLIKE*," available at www.GodlikeRPG.com and in *G-1: Will to Power*.

Determine the hit location normally, then determine the sublocation using the highest "loose" (unmatched) die in the roll. Assign a particular effect either randomly or by GM discretion based on the circumstances.

As described in "Trauma," a **flesh wound** happens with any hit in which all "loose" dice in the roll are odd. Flesh wounds inflict half normal damage, rounded down. It is possible for a critical hit to also be a flesh wound: in this case the GM should pick the least harmful effect of the critical hit.

Critical Hits

- Killing damage
- Width 3+
- Sublocation from highest loose die

Flesh Wounds

- All "loose" are odd
- Half damage



Example: An OSS operative is cornered by two toughs. Hoping to frighten them off or drop one of them early, he attacks with a concealed thumb-knife. With his 5d knife-fighting skill the OSS man rolls 8, 5, 5, 5, and 2. Normal damage is 1 shock + 1 killing, but the width 3 attack indicates a critical hit. The hit location (5) is "left arm"; the sublocation (8) is "arm": from the description in the Trauma rules, the GM decides the lucky attack severed the nerve in the extensor muscles, disabling the thug's right hand even though the actual damage didn't fill up the location.

Detailed Hit Locations (reprinted)

Head (10)

9/10 Center of Face
7/8 Top of Head
5/6 Neck
3/4 Right Face
1/2 Left Face

Torso (7-9)

7/8/9/10 Thorax
3/4/5/6 Trunk
1/2 Pelvis

Arms (3-6)

9/10 Shoulder
7/8 Arm
5/6 Elbow
3/4 Forearm
1/2 Hand

Legs (1-2)

8/9/10 Thigh
6/7 Knee
3/4/5 Shin
1/2 Foot

Optional Rule: Murder By Numbers

In many circumstances the act of murdering a helpless opponent doesn't need any rules: if a TOG commando comes across a sleeping SS officer and can't risk leaving him alive, for instance, no die-rolls are required for the deed to be done. (Except maybe a Sneak roll if it must be done silently.)

It gets more complicated, though, if the victim isn't as helpless as that. What if the commando must dispatch a wide-awake sentry? A Sneak roll will be needed to get close enough to the sentry to do violence, but whether that violence will immediately kill or incapacitate the victim is another question: not every soldier is expert in such techniques.

If the GM decides an attack roll is needed, use the attacker's skill as usual. However, add a die to the roll for the target being unaware of the attack and standing still; add another die if the attacker can take a round to aim carefully. (This might require an extra Sneak roll, at the GM's discretion.) The attacker can also make a called shot without taking the usual one-die penalty, since the target is not fighting back.

If the attack succeeds, it inflicts *double damage* to the chosen hit location and an automatic *critical hit* (see above). If the attack fails, it doesn't really fail: treat it instead as a successful attack with width 2, against a hit location determined by the highest "loose" die in the roll. If the victim is not disabled the fight proceeds normally the next round.

Murder By Numbers

- +1 die for surprise
- +1 die for aiming
- Free called shot
- Success = double damage + critical hit
- Failure = normal success



Example: Having chased off the two thugs, our OSS operative has now infiltrated a Nazi outpost and finds it guarded by an alert sentry. The operative successfully sneaks into place, but he has only his hands and his thumb-knife to take the guard down. He rolls his 5d knife-fighting attack, plus two extra dice for surprise and for having a round to aim. He calls hit location 10 (head) without losing a die, but the other six dice roll 9, 6, 6, 5, 3, and 2: it's not a hit to the head, but it's a hit. His thumb-knife does double damage, or 2 shock and 2 killing, to the guard's right arm, as well as a critical hit which disables the limb. (According to the GM, the victim manages to get a hand in the way of the knife.) Too bad our OSS man didn't think to silence the guard first with a garotte. . . .