



## Optional Rules: Squad-Based Combat

The *GODLIKE* “One-Roll” combat system is excellent for lightning-fast resolution of small-scale combats. With more than a handful of combatants to keep track of, however, it can get unwieldy. These rules streamline the process by replacing those individual dice pools with a single roll for each group of NPCs. They are meant for the typical infantry units faced by players—usually two or three squads of four to six riflemen supporting a machine gun team—but with they can be used for Talents and other groups.

**Skill Rolls:** Most squad actions use the same mechanic. Roll the highest dice pool among the individual characters in the squad, plus 1d for each additional character who is acting or assisting, with a cap of 10 dice. Each match indicates a successful action by someone in the group.

If the characters in the unit are doing different things—say, two are shooting while two are throwing grenades—use the lower of the two pools and assign any matches where you want.

**Hard Dice and Wiggle Dice:** If a character in the squad has hard dice or wiggle dice in his action but is not the source of the base pool, replace his 1d with 1hd or 1wd.

**Elite Units:** An exceptionally skilled character—with a dice pool of 6d or higher—adds 1 wiggle die to the group’s pool instead of the usual 1d.

**Squad Damage:** The health of characters in a squad are tracked with one box each, not the usual “damage silhouette”. If a character is “down” (killed or incapacitated), mark that character’s box with an “X”; if wounded, mark the box with a slash (“/”). The GM decides whether additional wounds “stack” to change the “/” to “X”. If a character is suppressed, write “S” next to the box; if demoralized, write “D”.

**Suppressive Fire:** Most squads attack with suppressive cover fire, not deliberately aimed fire. Roll 2d+Spray for the attacker with the highest dice pool, then add 1d per additional attacker. Matches follow the usual rules for cover fire. Damage is based on the weapon of the character with the highest attack pool (or GM option).

**Area Attacks:** If an Area attack hits a character in the squad, the targeted character is automatically killed or incapacitated. Now roll the Area dice as a pool. If it’s a match, the height is the number of characters in the squad who are wounded; the width is the number who are killed or incapacitated. If it’s not a match, or it fails to beat the Difficulty of the terrain or cover, the blast does no further damage.

**Squad Morale:** An NPC under artillery or mortar fire, or who is nearly hit by gunfire (the attack was a match, but the height was lower than the Difficulty due to cover or other factors), is

immediately *suppressed*. A suppressed character can only act from within the best cover available; he won’t poke his head up out of the foxhole, but he might throw a grenade “blind” in the general direction of the enemy. A suppressed character can be motivated to act normally again with a successful Command+Leadership roll.

An NPC who is wounded, under flamethrower fire, who sees his best friend or leader killed, etc., must make a Cool+Mental Stability check. If it fails, the character is *demoralized* for 15 minutes. A demoralized character can only attack or move toward the enemy if motivated with a successful Command+Leadership roll. Otherwise, if the enemy comes within three rounds’ movement (usually about 30 yards), a demoralized character will either surrender or flee (GM’s option).

**Squad Movement:** A squad in rough battlefield terrain can run about 10 yards per round and retain unit cohesion. Adjust upwards for individuals or easy terrain.

**Example:** The GM wants to handle a machine gun squad of the Hermann Göring Division using the Squad Combat rules. The squad has one gunner with an MG42 machine gun (Coordination+Machine Gun 3d, Spray 6), one loader (the GM decides the loader is necessary for the gunner to use his full Spray rating every round), and two riflemen with *Gewehr* 41 rifles (Coordination+Rifle 3d).

Attacks use the highest individual pool plus 1d per extra attacker. For suppressive fire, the machine gunner has 2d+Spray 6, or 8d, plus 2d for the riflemen, for a total of 10d. For direct fire, the gunner has 3d+Spray 6, or 9d, plus 2d for the riflemen, with a cap of 10d. If the four men attack with grenades, they roll 3d for the highest pool plus 1d for each of the others, for a total of 6d.

### Sample Machine Gun Squad

- Machine Gunner (attack pool 9d)
- Loader (attack pool 3d)
- Rifleman (attack pool 3d)
- Rifleman (attack pool 3d)

#### Attacks

**Suppressive Fire** 10d (Damage: width+2 in Shock and Killing).

**Direct Fire** 10d (Damage: width+2 in Shock and Killing).

**Bayonets** 6d (Damage: width+1 in Killing).

**Grenades** 6d (Area 4, Penetration 3, Damage: width+1 in Shock and Killing).

#### Skills

Run 5d, Sight 5d, Hearing 5d.