

## Example of GODLIKE Game-Play

The three remaining members of Talent Operation Group 101 are facing off against an unknown German force in the ruined streets of St. Lô--they're the last members left of their Talent assault battalion. They have been sent to a particular trouble spot on the line, where two squads have already disappeared...

The three remaining members of TOG 101 are:

**Captain Finnerty** (Sense 3)  
Body 3d  
Coordination 3d  
Submachine gun 2d+3d Spray  
Pistol 3d  
Grenade 3d+3d Area  
**Base Will 7**  
Teleport 10d  
(Defends, Useful)  
(Expensive)

**Sergeant Carvey** (Sense 2)  
Body 2d  
Coordination 3d  
Pistol 3d  
Grenade 2d+3d Area  
**Base Will 11**  
Heavy Armor 4  
(Expensive)

**Private Wabash** (Sense 1)  
Body 5d+2hd  
Coordination 2d  
Rifle 3d  
Bazooka 3d+7d Area, Penetrate 5  
**Base Will 9**

### Prologue:

The TOG men know the Germans are holed up on the last house on the block--no other information is available. Currently, the three Americans are huddled in the ruins of a building about 60 feet from the doorway of the German held building, safely under cover. It is early morning but overcast, and dark.

### Round 1 Declarations:

- Wabash (Sense 1) declares he is loading his Bazooka.
- Carvey (Sense 2) activates his Heavy Armor at the cost of 1 Will point (Down to Will 10).
- Finnerty (Sense 3) scans the building for signs of activity.

### Round 1 Rolling:

- Finnerty rolls his Sense+Sight dice pool of 6d and gets a 2x7.

### Round 1 Resolution:

- The GM informs Finnerty he notices a dim reflection off what might be the brim of a steel helmet in a second story window of the building across the way (2x7.)
- Wabash begins loading the Bazooka.
- Carvey's Heavy Armor power is now active.

### Round 2 Declaration:

- Wabash continues loading the Bazooka.
- Carvey leans out into the open, exposing his torso beyond cover.
- Finnerty continues to observe the building while Carvey baits the trap.
- The German machine gunner fires at Carvey.

### Round 2 Rolling:

- The German machine gunner rolls a 4x8, 2x6 and 2x3, firing at Carvey.
- Finnerty rolls his Sense+Sight and gets 2x5.
- Wabash continues loading the Bazooka.

### Round 2 Resolution:

Things happen in this order:

- Carvey is hit in the torso by a machinegun bullet, which bounces off due to his Heavy Armor (4x8.)
- A second machinegun bullet bounces off Carvey's left arm because of the Heavy Armor (2x6.)
- Captain Finnerty spies the machine gunner and two other men in the upper right hand window of the building lit by the light of the machine gun fire (2x5.)
- A third machinegun round bounces off Carvey's right arm thanks to his Heavy Armor (2x3.)
- Wabash continues loading the Bazooka.

**Round 3 Declaration:**

- Wabash continues loading the Bazooka.
- Carvey ducks back under cover.
- Finnerty continues to spy on the Germans from his position.
- The German shoots at Carvey as he ducks back behind cover.

*Round 3 Rolling:*

- The German behind the machinegun fires at Carvey again and gets a 2x7 and 2x1.
- Carvey rolls his Coordination+Dodge to dive under cover and gets 2x9.
- Finnerty rolls a 2x6.

*Round 3 Resolution:*

- Carvey dives below cover (2x9.)
- Two machinegun rounds bounce off the cover just split-second after Carvey vanishes from sight (2x7, 2x1.)
- Finnerty counts three Germans in the second story window across the way (2x6.)
- Wabash is finished loading the Bazooka.

**Round 4 Declaration:**

- Wabash fires the Bazooka at the machine gunner in the window.
- Carvey pops up and bolts to a midway point between the two buildings in the street.
- The German machine gunner aims at Carvey as he runs.
- Finnerty sprays the men in the window with his Tommy-gun.

*Round 4 Rolling:*

- Carvey rolls his Body+Running of 5d and gets 3x8.
- Finnerty rolls Coordination+Submachine gun+Spray of 8d (+1d for Close Range) and gets 3x3 and a 2x4.
- The German machine gunner rolls 3x2, 2x5 and 2x9.
- Wabash rolls his Coordination+Bazooka of 5d (+1d for Close Range) and gets 2x5.

*Round 4 Resolution:*

- Carvey successfully runs about 10 yards to new cover (3x8).
- One of Finnerty's rounds hits a German in the right arm for 3 points of Shock and 4 points of Killing (3x3.)
- Two rounds hit the dirt after Carvey has found cover (3x2, 2x9.)
- Wabash's Bazooka round tears into the room across the way and explodes. He throws the 7d Area dice and gets 10, 10, 8, 4, 2, 1, and 1. All three Germans in the room take 2 shock to every hit location. The machine gunner (since he was the target) takes 3 points of Killing damage to the right arm, 2 points of Killing to the head, 2 points of Killing to the right leg, 1 to the torso and 1 point to the left leg. The others take 2 Killing to the head, 1 to the torso, 2 to the right leg, 1 to the right arm and 1 to the left leg (2x5.)
- A last machine gun round from the German hits the dirt near Carvey (2x5.)
- To add insult to injury, Finnerty's submachine gun second round hits the machine gunner in the right arm for 2 points of Shock and 3 points of Killing (2x4.)
- All three Germans in the room are unconscious (all have suffered 4 shock to the head, since their helmets changed 2 points of Killing to Shock.) Most of them are gravely wounded. The GM decides they are out of action.

**Round 5 Declaration:**

Wabash stows the Bazooka and prepares his rifle (carefully placing his bubblegum on the sight.)

Captain Finnerty signals Carvey to toss a grenade at the Germans' doorway.

Carvey throws a grenade in the open doorway of the German held building.

*Round 5 Rolling:*

- Carvey rolls his Coordination+Grenade of 5d (+1d for close range) and gets 2x9.
- The German Talent hidden in a gun nest in the lower front window uses his power of 4HD (automatic 4x10) against Carvey. Since this is a surprise attack, Carvey cannot defend with Will.

*Round 5 Resolution:*

- The hidden German Talent zaps Carvey with his Seizure Miracle, attacking with surprise (4x10.)
- Carvey stands and prepares to throw the grenade, and begins convulsing (His power is only proof against physical attacks.) The grenade falls at his feet just a split-second before Carvey collapses, unconscious on top of it (2x9).

**Round 6 Declaration:**

(Note: The grenade will explode at width 2 of this round.)

- Wabash peppers the far window with rifle shots (cover fire.)
- Finnerty teleports to Carvey's location and then away with Carvey (multiple action.)

*Round 6 Rolling:*

- Wabash rolls 2 dice for cover fire and gets a 7 and a 5--missing.
- Finnerty snaps his fingers and rolls his Teleportation of 9d (-1d for two actions) getting a 3x10 and 3x2. He spends 1 Will to activate his power, but gains it back for rolling natural 10's with his power (Will 7 to 6, back to 7 again.)

*Round 6 Resolution:*

- With a loud "boom" Finnerty vanishes from his position under cover and appears next to the unconscious Carvey (3x10.)
- A second "boom" a moment later, and Finnerty and Carvey are back under cover with Wabash. Finnerty gains 1 Will point for this action (since Carvey's Command stat is 1. His Will total is now 8.) (3x2.)
- The grenade which was under Carvey just moments ago detonates in the ditch outside (2x9.)
- Wabash shoots up the far building, without any luck. (Failed Roll.)

**Round 7 Declaration:**

- Wabash keeps peering through gaps in the cover at the far building, rifle ready.
- Finnerty uses First Aid on Carvey.

*Round 7 Rolling:*

- Finnerty rolls his Brains+First Aid of 5d and gets 2x4.
- Wabash rolls his Sense+Sight of 3d and gets 10, 7, 5--failing.

*Round 7 Resolution:*

- Finnerty determines that Carvey is unconscious, but can't wake him (2x4.)

**Round 8 Declaration:**

- Finnerty and Wabash move Carvey to safety inside a gutted building behind their cover.

*Round 8 Rolling:*

No roll necessary.

*Round 8 Resolution:*

- Carvey is now stashed behind a heavy wood table in a ruined house.
- The two Americans can hear German voices whispering outside the building.

**Round 9 Declaration:**

- Wabash drops his rifle and rips up a 750 lb wood stove from the floor, preparing to throw it.
- Finnerty prepares a grenade and teleports outside the doorway.

*Round 9 Rolling:*

- Finnerty rolls a 3x8 on his Teleport and expends 1 Will point. He is now at 7 Will points.
- Wabash rolls his 5d Body and gets a 3x10, with his 2x10 in hard dice he has a 5x10! He gains 1 Will point for rolling a natural 10 with his power and rips the stove out of its housing like it was a goose-down pillow. (Will 10)

*Round 9 Resolution:*

- Wabash rips the stove from its housing and cocks it back, preparing to throw it at whoever comes in the door or window (5x10.)
- Finnerty materializes with a "boom" in the middle of a squad of Germans outside the building, two of who glow in his Talent sight (3x8.)

**Round 10 Declaration:**

- German Talent 1 sees the grenade and makes a grab for Finnerty.
- Finnerty drops the grenade and teleports back into the building.
- German Talent 2 opens fire on Finnerty. (Finnerty declines to a Will vs. Will contest, hoping his teleportation will be faster than the Germans' power.)
- The three remaining Germans open fire on Finnerty.

*Round 10 Rolling:*

- German Talent 1 rolls his Body+Brawl of 6d+1Wd and gets a 3x9.
- Finnerty rolls his Teleport 10d and gets a 4x9. He expends 1 Will point.
- German Talent 2 rolls his Harm of 2hd+5d and gets 3x10.
- The three Germans fire with their submachine gun dice pools of 6d and get 2x7, 2x6, 2x6 and a 2x4.

*Round 10 Resolution:*

- Finnerty drops the grenade amidst the Germans and vanishes with a "boom" (4x9.)
- German Talent 2 fires his power at Finnerty, but Finnerty's gone (3x10.)
- German Talent 1 misses grabbing Finnerty by a split-second (3x9.)
- The three man squad of Germans open up with their submachine guns, but fire only on the empty space where Finnerty stood (2x7, 2x6, 2x6 and a 2x4.)

**Round 11 Declaration:**

(Note: Finnerty's grenade will detonate on width 2 in this round.)

- Wabash states he will throw the stove at anyone who comes through the door.
- Finnerty, reappearing in the house with Wabash tells him that there are three normals and two "Überkrauts" outside.
- German Talent 2 enters and uses his power to defend against Wabash's attack.

*Round 11 Rolling:*

- Wabash rolls a 2x10 on his Body score.
- German Talent 2 rolls his Harm dice pool 2hd+5d and gets a 2x10 in defense.

*Round 11 Resolution:*

- Wabash flings the iron stove at the Übermensch, who disintegrates it in mid-air with a wave of green flame from his outstretched hands. The two attacks cancel each other out (2x10.)
- Finnerty's grenade detonates outside. The GM decides the normals are affected, and throws the 3 Area dice for 5, 3, 1.
- The GM determines that the regular Germans have had enough of the American Talents and flee.

**Round 12 Declaration:**

- Wabash dives for cover behind the table (cover in the room is poor)
- Finnerty opens fire on German Talent 2 with his submachine gun.
- German Talent 2 fires his power at Finnerty. (Finnerty declines entering a Will contest, hoping to beat the width of the Übermensch's roll.)

*Round 12 Rolling:*

- Wabash rolls his Dodge of 4d and gets 2x10!
- Finnerty rolls his Coordination+Submachine gun+Spray of 8d (+1d for Close Range) and gets a 3x9.
- German Talent 2 rolls his 2hd+5d and gets 2x10.

*Round 12 Resolution:*

- Finnerty's submachine gun blast hits the German in the chest for 4 killing and 3 shock points of damage. The Übermensch loses a die out of his set and his power fails (3x9.)
- Wabash hits the ground behind the table with Carvey, under cover (2x10.)

**Round 13 Declaration:**

- Wabash fixes his bayonet.
- Finnerty fires his submachine gun at German Talent 2.
- German Talent 2 powers up and fires at Finnerty.
- Finnerty knows he is targeted and invokes a Will contest.
- German Talent 1 smashes his way in through the wall.

**Will Contest**

*Finnerty and the German Talent enter into a bidding war. Finnerty cancels the German, who cancels the cancel, each upping the stakes with another Will point, until Finnerty is forced to withdraw with only a single Will point left--losing the contest. The Übermensch can now freely attack him with his power, and Finnerty is a sitting duck..*

*Round 13 Rolling:*

- Finnerty rolls a 3x7 and a 2x6 for his submachine gun attack.
- German Talent 2 rolls his 2hd+5d Harm dice pool for a 3x10.
- German Talent 1 rolls his 6d+1Wd of Body+Brawl and gets a 2x10, handily smashing through the wall to join the melee.

*Round 13 Resolution:*

- German Talent 2 fires a gout of green flame from his outstretched hands which engulfs Finnerty. Finnerty suffers 4 points of shock to the head (the helmet changes 2 killing to 2 shock) knocking him unconscious. Finnerty loses a die out of his 3x7 set, making it a 2x7. (3x10.)
- As he falls, two of Finnerty's rounds hit German Talent 2 in the left arm and torso, for 3 Killing and 2 Shock each. His torso is filled with Killing damage--he dies (3x7, 2x6.)

**Round 14 Declaration:**

- Wabash leaps from behind the table with his rifle, charging German Talent 1 with his bayonet.
- German Talent 1 opens fire on him with his submachine gun.

*Round 14 Rolling:*

- German Talent 1 rolls his Coordination+Submachine gun+Spray of 7d (+1d for close range) and gets a 3x2.
- Wabash rolls his Body+Bayonet skill of 2hd+7d and gets a 2x10.

*Round 14 Resolution:*

- Wabash is hit in the right leg for 4 Killing and 3 Shock points of damage. His leg is filled with damage and it no longer works--he collapses (3x2.)
- Wabash's attack is ruined. He falls to the ground.

**Round 15 Declaration:**

- German Talent 1 fires at Wabash on the ground.
- Wabash swings his rifle like a club at the Übermensch.

*Round 15 Rolling:*

- German Talent 1 rolls his Coordination+Submachine gun+Spray of 7d (+1d for close range) and gets three matches - a 2x8, 2x6 and a 2x3.
- Wabash rolls his Body or 2hd+5d and gets a 3x10.

*Round 15 Resolution:*

- Wabash hits the Übermensch with his rifle, causing Width+2 in Killing (club damage.) He inflicts 5 Killing points of damage to hit location 10, instantly killing the Übermensch. The GM determines Wabash impaled the German on his weapon (3x10.)
- Wabash's attack knocks a die out of the German's 2x8 set, canceling it. But he is still hit twice-- once in the right arm and once in the left arm for 3 Killing and 2 Shock each.
- The German falls to the ground--dead. (2x8, 2x6 and a 2x3.)

**Aftermath:**

Carvey comes to, minutes after the combat has ended... only to find Finnerty unconscious and Wabash writhing in agony on the ground, shot in the leg and both arms. Wabash and Carvey manage to get Finnerty back to an aid station.

Finnerty and Carvey return to combat later that week in a squad made up of fresh Talent recruits, but Wabash is sent back to the States due to the severity of the wound in his leg.

For killing two Übermensch Finnerty, Carvey and Wabash are awarded the Silver Star.

**THE END**