



A Stützpunkte Doubled

A D-Day Adventure for *GODLIKE*

By Matthew Pook, © 2004

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D-Day, June 6, 1944

In “A *Stützpunkte* Doubled” the players are Allied Talents assigned to attack a bunker complex in Normandy, near the village of St. Martin-de-Varreville, overlooking one of the four exits from UTAH Beach. Historically, this bunker complex had been abandoned by the time of D-Day, but in “A *Stützpunkte* Doubled”—literally “A Strongpoint Doubled”—it is still partially operational.

Further, the player Talent Operations Group (hereafter designated TOG-242) will attack it *twice*. First in a training exercise prior to the invasion, and then—for real—after landing in a glider nearby. On their approach, the members of TOG-242 will face the threat for which they specifically have trained—their Nazi counterparts, the *Übermenschen*.

Part One, “The Training Run,” puts TOG-242 on the bunker complex’s doorstep. This is June 5th, fol-

lowing the invasion’s cancellation. They know their mission orders and have studied films and models of the target, represented by Handout 1 and the Village Map. This is a dummy run for the real thing in Part Three.

Part Two opens with TOG-242 aboard a glider being towed over Europe. Also aboard are soldiers of another TOG, assigned to another mission; the glider carries 28 troops. Upon landing, the Talents must sneak past St. Martin-de-Varreville and avoid a confused enemy hampered by disrupted command structure and unable to react in more than a piecemeal fashion. Unfortunately, the fact that they are Talents will be obvious to a team of *Übermenschen* on leave in the area. Fortunately, the *Übermenschen* are slightly the worse for wear, having been drinking at a local café.

Part Three is the real deal. The bunker complex is theirs to take.

U.S. DEPARTMENT OF WAR
OPERATIONAL DISPATCH

5 Jun 1944
Sec. 2 Class. BLUE

This operational order has been directed and classified by the General Staff as of 2 Jun 1944. You are directed and required to carry out the points of this order with immediate haste and attention. These orders have been classified BLUE under the direction of the Talent Operations Command (TOC) and will be referenced as Operation GREENHILL in all documentation and communication.

WHEREAS: Plans have been concluded by Supreme Headquarters Allied Expeditionary Force for the landing and invasion on the Coast of FRANCE, to commence 0030 GMT 5 June 1944; and this plan has been code named Operation NEPTUNE and will involve the armed forces and fleets of America, Great Britain and the Commonwealth in a combined operation; and Allied reconnaissance has determined the location of a number of fortified bunkers overlooking exits from the landing site designated UTAH beach, determined by Allied intelligence sources as posing a serious threat to the successful prosecution of the landing effort; and one such bunker has been located at the end of Exit 4 from UTAH beach near the village of ST. MARTIN-DE-VARREVILLE; you are therefore directed as follows:

1. Make airborne landing over NORMANDY.
2. Proceed to ST. MARTIN-DE-VARREVILLE.
3. Locate and neutralize bunker in ST. MARTIN-DE-VARREVILLE.
4. Neutralize other enemy forces in the area, particularly Talent forces.
5. Provide assistance to Allied forces in and around ST. MARTIN-DE-VARREVILLE.

Remember the motto of the Talent Operation Groups: WE GO FIRST. Your efforts and diligence in the advance of the main invasion force may save the lives of thousands of Allied servicemen and mean the difference between success and failure in the liberation of Europe.

Good luck!

Handout 1. Permission granted to photocopy for personal use.

Scene 1: The Training Run

In the build-up to D-Day tens of thousands of men have been dispersed across southern England. One important site is Tarrant Rushton airfield, located a few miles outside of the North Dorset town of Blandford Forum. The airfield is home to the 3,000 men and women of the RAF's 298 and 644 Squadrons, as well as the Glider Pilot Regiment. The 300-acre site sits on a windy plateau from which Lancaster bombers are to haul Hamilcar and Horsa gliders in the forthcoming invasion—including the men of the 6th Airborne Division assigned to take Pegasus Bridge near Sword Beach. In addition, they support the operations of both the French Resistance and the SOE.

The population has grown vastly as the men congregate, ready to board the transports and gliders that will deliver them to Continental soil. Amongst them are several members of the paranormal Talent Operation Groups.

One of the airfield's hangars has been set aside for training via the projected hallucinations of the Talent called Reel Time. This simulated mission has a time limit of exactly 15 minutes. Although the players don't expect it, the simulation also includes three British Talents—the Hook & the Hand, the Spinning Top, and Piss 'n' Vinegar—taking the role of *Übermenschen*.

Begin the scenario by giving the players Handout 1 and the Village Map. Then read the following:

“France. 1944. Normandy. Beside a thick hedgerow. Ahead is the bunker complex. Your target. . . .”

The bunker complex is as described in Part Three, with the following changes:

- Only two soldiers man each sentry point.
- The first gun is not being removed.
- All buildings are intact, but the stables are empty.
- All three artillery bunkers are intact, but Reel

Time will only be able to let the TOG a few feet inside, as he has not run film of their interior.

While TOG-242 and the fake *Übermenschen* are in the hallucination their weapons appear to work, but afterward no ammunition will have been fired.

Once the fifteen minutes are up. . . .

“Suddenly your world changes. To the sound of the end of a film clattering out of a projector, you are no longer in northern France, but lying on the floor in full battle gear in an RAF hangar. The world has returned to full colour, unlike the monochrome of the bunker. Another training mission's over and all your wounds are gone. From nearby you hear a groan from the British corporal whose talent makes these simulated missions possible.”

Whether the simulated mission was a success or a failure, the Talents have the chance to undergo a debrief with their lieutenant and sergeant to see what worked well and what went wrong.

As the discussion comes to an end, a major enters the hangar and approaches the lieutenant.

“Lieutenant. Gentlemen. General Eisenhower's compliments. He apologises for keeping you here last night. But the word is good. The invasion—and your mission—is a go. Good luck, and give them hell!”

Let the players make any final adjustments to their equipment. They have 12 two-pound blocks of TNT—four for each of the three guns they must demolish—as well as two M9 Bazookas for the group and two M6A3 HEAT rockets per man to carry.

Scene 2: Behind the Alantikwall

Begin the real mission with the following introduction:

“With a jolt that ripples through the Horsa glider, and your pilot's cry of ‘Here we go!’ you know that you are on the final leg of your trip into history. It should be silent, but on the other side of the wood frame at your back there is the constant crack and boom of German ack-ack!”

“The sounds get closer and closer, and before you can react bullets rip into the wooden fuselage, leaving shafts of light in their wake. A voice screams. Another moans. There are curses. Somebody yells, ‘Medic!’ None of them are yours. Then a cheerfully resolute voice from up front calls, ‘Almost there. Hang on!’

“Bump! The Horsa is down, the fuselage creaking and screaming as parachutes deploy to slow it down. Then all the sound stops. In the silence you realise that you are in France, the enemy is nearby, and your business is at hand.”

The TOG lands south and east of the village. Initially the countryside is dark and silent but for distant gunfire. This quickly changes.

The Germans' initial reaction is to send out a ten-man patrol from the 795th Georgian Battalion. A second patrol is equipped with a *Machinegewehr* 42.

Subsequent encounters might be with a motorcycle patrol of two BMW R75s, and possibly more foot patrols. The area is devoid of both armour and mechanised units—however, if you want to include a tougher encounter, the Germans do have several pre-war French Renault *Car De Bataille* B1 tanks in Normandy. (Use the equiva-



lent of a *PzKpfw* III medium tank; see page 268 of *GODLIKE*.)

At some point before the Talents reach the bunker complex, they encounter the *Übermenschen*. Until an hour ago these German super-soldiers were enjoying the wine cellar of the village café, so they're worse the wear from drink. Now they are out hunting in the two *kübelwagen* they were using to tour Normandy.

Fortunately for TOG-242, the *Übermenschen* have only their pistols, their SS daggers, and a few weapons they have grabbed. Of course, they do not see this as a hindrance.

Will Awards: As usual for defeating hostile Talents. +1 per tank destroyed.

The Village: St. Martin-de-Varreville

St. Martin-de-Varreville is a small village of approximately 100 souls plus several farming families. Its population has dwindled during the occupation, with the younger men leaving to labour in Germany or join the Maquis or the Free French Forces. The remaining population remains begrudgingly quiet.

Village life centres on the church, the War Memorial, the ill-stocked shop, the bakery, and the

village café. This last is open nearly all day, frequented by the locals until curfew, and afterward only by Germans. The few spare rooms have been requisitioned by several members of *SS-Überkommandogruppe* Heinrich Himmler touring Normandy.

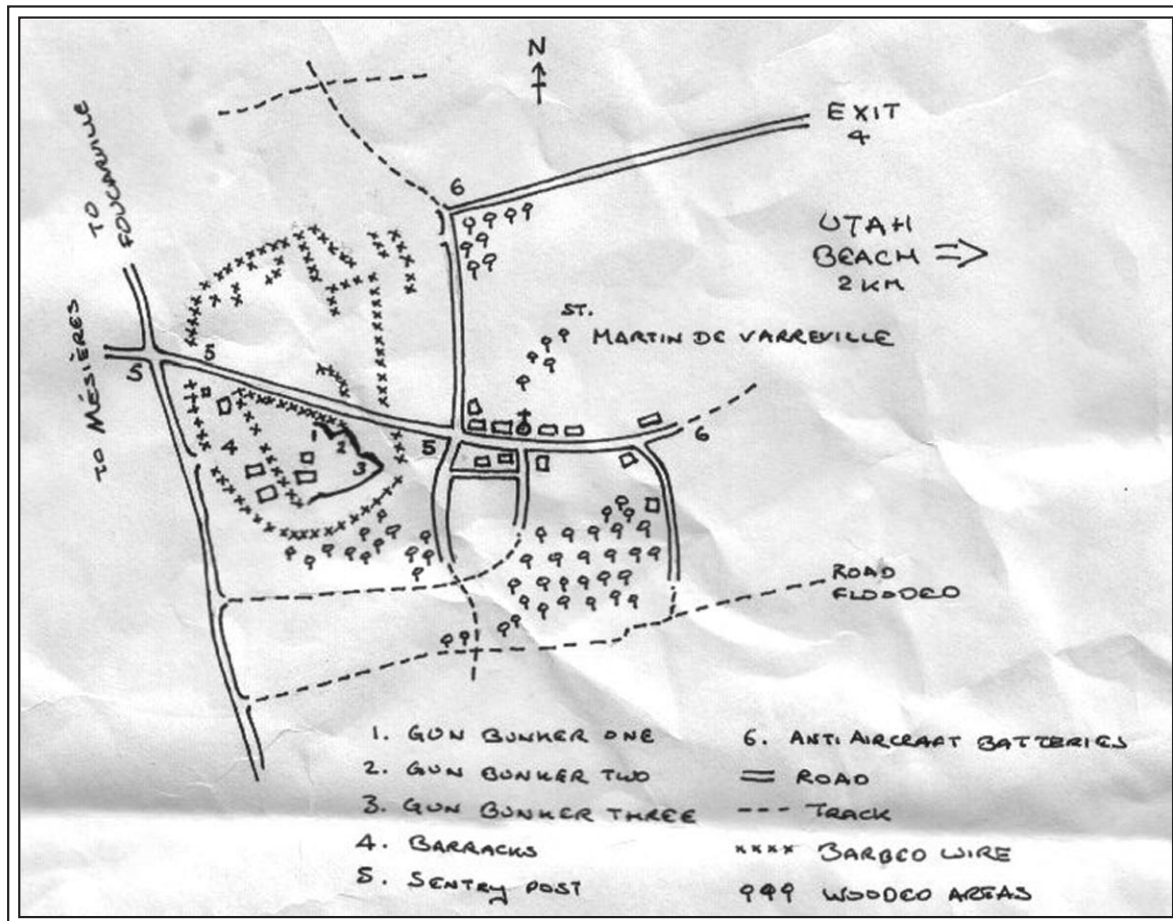
Most buildings are of sturdy stone construction, the café of brick. Thick hedges and three-foot-high stone walls flank the road. Occasional gates open to narrow fields.

To the east, the ground flattens towards the coast, its fields flooded half a kilometre outside of the village—thick grass obscures this. West, the ground rises to a sharp ridge, on which sits a north-south road. North and east are hedge-bound small fields. South are more fields, plus patches of light woodland, which runs to the bunker complex's border. This woodland is fenced off into narrow north-south strips and provides only simple cover.

Scene Three: The Real Thing

The bunker complex is roughly oval and bisected by a single road. Surrounded by barbed wire, its machine-gun and mine field defences and bunker #1 have been disrupted by a bombing raid. (In Scene One: The defences and bunker #1 are intact.)

The complex is on full alert, which means each sentry



The village of St. Martin-de-Varreville. Permission granted to photocopy for personal use.

point and entrance to the complex is manned by four troops with a guard dog and a *Machinegewehr* 42. (In Scene One: Only two men at each sentry point.)

The outer buildings, including a barracks bunker, a machine shop, and stables, are also partially bomb-damaged. The damaged barracks are empty, but the stables are in use. The eight horses inside panic and stampede if they get free. There is also a crane beside which sits the dismounted 122-mm gun, covered by a tarpaulin. (In Scene One: The stables are empty and the gun is properly mounted.)

Behind the inner ring of barbed wire are two barracks bunkers (see Map 2), currently unoccupied. The troops are in the remaining two artillery bunkers.

The artillery bunkers are staggered, facing east. Their 10-man crews man the main gun and the MG 42 covering the entrance. Other machine guns cover the left, right, and rear of the artillery bunkers.

Attacks are at Difficulty 8 against the artillery gunners and Difficulty 6 against the machine gunners. The artillery bunker walls and ceiling are HAR 7, the main steel doors HAR 5, and the crew entry doors HAR 4. The barrack bunkers are HAR 6, their doors HAR 4.

Will Awards: +1 for destroying the defences around the artillery bunkers. +3 for each gun destroyed.

The Defenders

Several different units defend the area, primarily an “Ost” or “east” unit raised from lands conquered during Operation Barbarossa. Detached from the 739th Grenadier Regiment, the 795th Georgian is understrength by one company and undertrained, spending three days each week on labour duties and the rest on occupation duties. Its officers are Germans and its NCOs a mix of Germans and Georgians. They are barracked in local farms.

The 1/1261st Coastal Artillery unit operates and defends the bunker complex. Better trained and more motivated, they are nevertheless bored by the monotony of their post. They have dismounted only one of the guns they are ordered to remove.

Four *Flakpanzer* IV anti-aircraft vehicles fitted with twin 37-mm guns are stationed around the village. Two are to the west beyond the road, the others east of the village (marked 6 on the map). The crews ignore the TOG unless attacked. Stats are the same as the coastal artillery troops.

795th Georgian Battalion Schütze (Private)

Body 2 Coordination 2 Sense 2

Brains 2 Command 1 Cool 2

Skills Animal Handling 2 (4d), Axe/Pick 1 (3d), Brawling 2 (4d), Endurance 1 (3d), French 1 (3d), German 1 (3d), Georgian 2 (4d), Knife-fighting 1 (3d), Rifle 1 (3d), Running 1 (3d), Russian 1 (3d).

Weapons and Armour

Gewehr 41 Rifle (Slow 1, Capacity 10, Damage: Width+2 in Shock and Killing).

Fixed Bayonet (Damage: Width+1 in Killing).

Knife (Damage: Width in Shock + 1 Killing).

(2) *Stielhandgranate* 24 “Stick Grenades” (Penetration

3, Area 4, Damage: Width+1 in Shock and Killing).

Klappstappen (folding shovel) (Damage: Width in Killing).

Axe/Pick (Damage: Width in Killing).

Modell 1942 *Stalhelm* (helmet) (LAR 2).

795th Georgian Battalion Gefreiter (Corporal)

Body 2 Coordination 2 Sense 2

Brains 2 Command 1 Cool 2

Skills Animal Handling 2 (4d), Axe/Pick 1 (3d), Brawling 2 (4d), Endurance 1 (3d), French 1 (3d), German 2 (4d), Georgian 2 (4d), Knife-fighting 1 (3d), Leadership 1 (2d), Mental Stability 1 (3d), Rifle 1 (3d), Running 1 (3d), Russian 1 (3d), Tactics 1 (3d).

Weapons and Armour

Gewehr 41 Rifle (Slow 1, Capacity 10, Damage: Width+2 in Shock and Killing).

Fixed Bayonet (Damage: Width+1 in Killing).

Knife (Damage: Width in Shock + 1 Killing).

(2) *Stielhandgranate* 24 “Stick Grenades” (Penetration 3, Area 4, Damage: Width+1 in Shock and Killing).

Klappstappen (folding shovel) (Damage: Width in Killing).

Axe/Pick (Damage: Width in Killing).

Modell 1942 *Stalhelm* (helmet) (LAR 2).

795th Georgian Battalion Leutnant (2nd Lieutenant)

Body 2 Coordination 2 Sense 2

Brains 2 Command 2 Cool 2

Skills Brawling 2 (4d), Combat Engineering 2 (4d), Cryptography 1 (3d), Drive (Car) 1 (3d), Endurance 2 (4d), Explosives 1 (3d), French 1 (3d), German 2 (4d), Knife-fighting 1 (3d), Leadership 2 (4d), Machine Gun 2 (4d), Map Reading 1 (3d), Mental Stability 1 (3d), Navigation (Land/Sea) 1 (3d), Pistol 2 (4d), Radio Operation 1 (3d), Rifle 1 (3d), Running 1 (3d), Russian 1 (3d), Submachine Gun 1 (3d), Survival 1 (3d), Tactics 1 (3d).

Weapons and Armour

Gewehr 41 Rifle (Slow 1, Capacity 10, Damage: Width+2 in Shock and Killing).

Fixed Bayonet (Damage: Width+1 in Killing).

Knife (Damage: Width in Shock + 1 Killing).

(2) *Stielhandgranate* 24 “Stick Grenades” (Penetration 3, Area 4, Damage: Width+1 in Shock and Killing).

Selbstladpistole 38 “P 38 Walther” (Capacity 8, Damage: Width in Shock and Killing).

Modell 1942 *Stalhelm* (helmet) (LAR 2).

German Shepherd Dog

These dogs are used by the troops of the 795th Georgian Battalion when on sentry duty.

Body 2 Coordination 2

Sense 3 Cool 2

Skills Brawl 1 (3d), Dodge 1 (3d), Endurance 2 (4d), Hearing 3 (6d), Intimidation 2 (4d), Run 2 (4d), Sight 1 (4d), Smell 3 (6d), Swim 1 (3d).

Damage Location Table

Roll	Hit Location	Wound Boxes
1	Left rear leg	3
2	Right rear leg	3
3-4	Left foreleg	3
5-6	Right foreleg	3



7-9	Torso	7
10	Head	4

Horse

The Germans, always short on utility vehicles, rely on horses and wagons far more than most modern armies. Besides those that they brought with them, they have also requisitioned all horses owned by the locals. They are primarily used to draw wagons that can hold anything from supplies to a field kitchen.

Body 5 (+1 Width HtH) Coordination 3

Sense 3 Cool 1

Skills Brawl 1 (6d), Dodge 1 (4d), Endurance 3 (8d), Hearing 2 (5d), Run 5 (8d), Swim 1 (4d).

Damage Location Table

Roll	Hit Location	Wound Boxes
1	Left rear leg	6
2	Right rear leg	6
3-4	Left foreleg	6
5-6	Right foreleg	6
7-9	Torso	12
10	Head	6

1/1261st Coastal Artillery Oberschütze (Private 1st Class)

Body 2 Coordination 2 Sense 2

Brains 2 Command 2 Cool 2

Skills: Artillery 2 (4d), Brawling 1 (3d), Combat Engineering 2 (4d), Drive (Tractor) 1 (3d), Drive (Truck) 1 (3d), Endurance 1 (4d), Forward Observer 1 (3d), French 1 (3d), German 2 (4d), Machine Gun 2 (4d), Map Reading 1 (3d), Mechanics (Artillery) 2 (4d), Mental Stability 1 (3d), Mortar 2 (4d), Navigation (Land/Sea) 1 (3d), Radio Operation 1 (3d), Rifle 1 (3d), Submachine Gun 1 (3d), Survival 1 (3d), Tactics 1 (3d), Telephony 1 (3d).

Weapons and Armour

Karabiner Model Mauser 98K “Carbine Model Mauser 98” (Capacity 7, Damage: Width+2 in Shock and Killing).

Fixed Bayonet (Damage: Width+1 in Killing).

Knife (Damage: Width in Shock + 1 Killing).

Machinenpistole 40 “Machine Pistol Model 1940” (Capacity 32, Damage: Width+1 in Shock and Killing + Spray dice).

Machinegewehr 42 “Machine Gun Model 42” (Capacity 50, Damage: Width+1 in Shock and Killing + Spray dice).

(2) *Stielhandgranate 24* “Stick Grenades” (Penetration 3, Area 4, Damage: Width+1 in Shock and Killing).

Modell 1942 Stahlhelm (helmet) (LAR 2).

1/1261st Coastal Artillery Unteroffizier (Sergeant)

Body 2 Coordination 2 Sense 2

Brains 2 Command 2 Cool 2

Skills: Artillery 2 (4d), Brawling 1 (3d), Combat Engineering 2 (4d), Drive (Tractor) 2 (4d), Drive (Truck) 1 (3d), Endurance 2 (4d), Forward Observer 2 (4d), French 1 (3d), German 2 (4d), Leadership 1 (3d), Machine Gun 2 (4d), Map Reading 2 (4d), Mechanics (Artillery) 2 (4d), Mental Stability 1 (3d), Mortar 2

(4d), Navigation (Land/Sea) 1 (3d), Radio Operation 1 (3d), Rifle 1 (3d), Submachine Gun 1 (3d), Survival 1 (3d), Tactics 1 (3d), Telephony 1 (3d).

Weapons and Armour

Karabiner Model Mauser 98K “Carbine Model Mauser 98” (Capacity 7, Damage: Width+2 in Shock and Killing).

Fixed Bayonet (Damage: Width+1 in Killing).

Knife (Damage: Width in Shock + 1 Killing).

Machinenpistole 40 “Machine Pistol Model 1940” (Capacity 32, Damage: Width+1 in Shock and Killing + Spray dice).

Machinegewehr 42 “Machine Gun Model 42” (Capacity 50, Damage: Width+1 in Shock and Killing + Spray dice).

(2) *Stielhandgranate 24* “Stick Grenades” (Penetration 3, Area 4, Damage: Width+1 in Shock and Killing).

Modell 1942 Stahlhelm (helmet) (LAR 2).

1/1261st Coastal Artillery Oberleutnant (1st Lieutenant)

Body 2 Coordination 2 Sense 2

Brains 2 Command 2 Cool 2

Skills Artillery 2 (4d), Brawling 1 (3d), Combat Engineering 2 (4d), Drive (Tractor) 1 (4d), Drive (Truck) 1 (3d), Endurance 2 (4d), Forward Observer 2 (4d), French 1 (3d), German 2 (4d), Leadership 1 (3d), Machine Gun 2 (4d), Map Reading 2 (4d), Mechanics (Artillery) 1 (3d), Mental Stability 1 (3d), Mortar 2 (4d), Navigation (Land/Sea) 1 (3d), Pistol 1 (3d), Radio Operation 2 (4d), Rifle 1 (3d), Submachine Gun 1 (3d), Tactics 1 (3d), Telephony 1 (3d).

Weapons and Armour

Knife (Damage: Width in Shock + 1 Killing).

Machinenpistole 40 “Machine Pistol Model 1940” (Capacity 32, Damage: Width+1 in Shock and Killing + Spray dice).

(2) *Stielhandgranate 24* “Stick Grenades” (Penetration 3, Area 4, Damage: Width+1 in Shock and Killing).

Modell 1942 Stahlhelm (helmet) (LAR 2).

Der Übermensch

The *Übermensch* have been drinking for most of the evening and are not fully fit for duty. Their rolls are at +2 Difficulty.

Der Aryan (“The Aryan”)

SS Hauptsturmführer Ralph Wasser

Body 2 (+2d+2hd) Coordination 2 (+2d+2hd) Sense 2

Brains 2 Command 2 (+2d+2hd) Cool 2 (+2d+2hd)

Base Will 4

Current Will 18

Skills Brawling 2 (4d+2d+2hd), Cryptography 1 (4d), Endurance 2 (4d+2d+2hd), Explosives 1 (3d), Grenade 1 (3d+2d+2hd), Inspire 1 (3d+2d+2hd), Leadership 2 (4d+2d+2hd), Machine Gun 2 (4d+2d+2hd), Map Reading 2 (4d), Mental Stability 1 (3d+2d+2hd), Mortar 1 (3d), Navigation (Land/Sea) 2 (4d), Pistol 2 (4d+2d+2hd), Radio Operation 1 (3d), Rifle 1 (3d+2d+2hd), Run 2 (2d+2d+2hd), Stealth 1 (3d+2d+2hd), Submachine Gun 2 (4d+2d+2hd), Tactics 1 (3d).

Talents (70 Will Points)

Hyperstat: Body +2d+2hd (14 points).

Hyperstat: Coordination +2d+2hd (14 points).

Hyperstat: Sense +2d+2hd (14 points).

Hyperstat: Command +2d+2hd (14 points).

Weapons and Armour

Diensdolch “SS Service Dagger” (Damage: Width in Shock +1 Killing).

Machinenpistole 40 “Machine Pistol Model 1940” (Capacity 32, Damage: Width+1 in Shock and Killing + Spray dice).

Walther Polizei Pistole “Walther PP” (Capacity 8, Damage: Width in Shock and Killing).

Machinegewehr 42 “Machine Gun Model 42” (Capacity 50, Damage: Width+1 in Shock and Killing + Spray dice).

Notes: Wasser, the equivalent to a captain, is an avowed Nazi. He is unhappy with his current command and thoroughly despises Edgar Schultze, “*Der Feigling*.” In combat Wasser usually operates a hand-held *Machinegewehr 42S* or a pair of *Machinenpistole 40s*, but Schultze’s Talent stops him from doing this. If the odds look long he is happy to punch Schultze out and fight properly; otherwise he wades into combat.

Der Feigling (“The Coward”)

SS Schütze Edgar Schultze

Body 2 Coordination 2 Sense 2

Brains 2 Command 1 Cool 1

Base Will 2

Current Will 7

Skills Electronics 2 (4d), Endurance 2 (4d), Explosives 1 (3d), Grenade 1 (3d), Machine Gun 1 (3d), Map Reading 1 (3d), Mortar 1 (3d), Navigation (Land/Sea) 1 (3d), Pistol 1 (3d), Radio Operation 2 (4d), Rifle 1 (3d), Run 1 (3d), Stealth 1 (3d), Submachine Gun 1 (3d), Tactics 1 (3d), Telephony 2 (4d).

Talents (45 Will Points)

Control: Firing Pins Freeze 10d (Qualities: Attacks, Defends, Robust, Useful Outside of Combat. Base Cost: 5/10/20. Extra: Endless +1/+2/+4. Flaw: Nervous Habit - On his knees, head down screaming, “Nicht Ich! Nicht Ich!” -1/-2/-4; Flaw: Peace of Mind - Scared -1/-2/-4; Final Point Cost 4/8/16; 40 points).

Weapons and Armour

Diensdolch “SS Service Dagger” (Damage: Width in Shock + 1 Killing).

Walther Polizei Pistole “Walther PP” (Capacity 8, Damage: Width in Shock and Killing).

Notes: A mere private, Schultze is scared and does not want to fight. His reaction to combat is to hit the ground and start yelling. If he has the chance, he gives himself up—unless his comrades kill him first. They hate him more than he hates the war.

Der Schreiende Elefant (“The Screaming Elephant”)

SS Rottenführer Thomas Gass

Body 2 Coordination 2 Sense 2

Brains 2 Command 2 Cool 2

Base Will 4

Current Will 6

Skills Animal Husbandry 2 (4d), Brawl 1 (3d+4d+4wd),

Education 1 (3d), Endurance 2 (4d), Explosives 1 (3d), Grenade 1 (3d), Machine Gun 1 (3d), Map Reading 1 (3d), Mental Stability 1 (3d), Mortar 1 (3d), Navigation (Land/Sea) 1 (3d), Pistol 1 (3d), Radio Operation 2 (4d), Rifle 1 (3d), Run 1 (3d), Stealth 1 (3d), Submachine Gun 1 (3d), Tactics 1 (3d), Veterinary 1 (3d), Zoology 1 (3d).

Talents (65 Will Points)

Alternate Form: Elephant 2hd (Qualities: Attacks, Defends, Robust, Useful Outside of Combat. Base Cost: 5/10/20.

Extra: Endless +1/+2/+4; Extra: Light Armour 4 [8 points] +1/+2/+4; Flaw: Beacon -4/-8/-16; Final Cost 3/6/12; 20 points).

Hyperstat: Body 4d+4wd (Base Cost: 2/5/10. Extra: Extra Tough +2 Ranks [6 points]; Flaw: Attached to Alternate Form -1/-2/-4; Final Cost 1/3/6; 34 points)

Hyperstat: Coordination +2d (Base Cost: 2/5/10. Flaw: Attached to Alternate Form -1/-2/-4; Final Cost 1/3/6; 2 points).

Hyperskill: Hearing 1d+2hd (Base Cost: 1/2/4. Flaw: Attached to Alternate Form -1/-2/-4; Final Cost 1/2/4; 5 points).

Hyperskill: Dodge 2d (Base Cost: 1/2/4. Flaw: Attached to Alternate Form -1/-2/-4; Final Cost 1/2/4; 2 points).

Weapons and Armour

Diensdolch “SS Service Dagger” (Damage: Width in Shock + 1 Killing).

Walther Polizei Pistole “Walther PP” (Capacity 8, Damage: Width in Shock and Killing).

Notes: A former zookeeper, Gass was conscripted into the SS after he manifested as one of the elephants he looked after which had been killed in an Allied air raid. Like Schultze he is reluctant to fight, but he will if necessary. He prefers to spend time as an elephant, but his commanding officers prefer otherwise; it is difficult to feed him and deal with his toiletry habits in this form.

In his alternate form, Gass has the following stats:

Elephant

Body 6d+4wd Coordination 4 Sense 1

Brains 2 Cool 2

Skills Brawl 1 (3d+4d+4wd), Endurance (6d+4wd), Hearing 1d+2hd (4d+2hd), Run 1 (3d+4d+4wd), Swim (6d+4wd).

Weapons and Armour

Trample (Pen 2 vs. LAR, Damage: Width+2 in Shock and Killing).

Charge [Max Speed: 25 mph] (Pen 2 vs. LAR, Damage: Width+2 in Shock and Killing).

Gore (Pen 2 vs. LAR, Damage: Width in Shock and Killing).

Damage Location Table

Roll	Hit Location	LAR/Wound Boxes
1	Left rear leg	2/8
2	Right rear leg	2/8
3	Left foreleg	2/8
4	Right foreleg	2/8
5-8	Torso	2/20
9	Trunk	2/8
10	Head	2/10



Weisheitszahn (“Wisdom Tooth”)

SS Oberschführer Martin Scherer

Body 2 Coordination 2 Sense 2

Brains 2 Command 2 Cool 2

Base Will 4

Current Will 8

Skills Anti-Tank Rocket 2 (4d), Brawling 2 (4d), Cryptography 1 (3d), Endurance 2 (4d), Explosives 1 (3d), Grenade 1 (3d), Machine Gun 1 (3d), Map Reading 1 (3d), Mental Stability 2 (4d), Mortar 1 (3d), Navigation (Land/Sea) 1 (3d), Pistol 1 (3d), Radio Operation 2 (4d), Rifle 2 (4d), Run 1 (3d), Stealth 1 (3d), Submachine Gun 2 (4d), Tactics 1 (3d).

Talents (29 Will Points)

Stun: Inflicts the Pain of his Wisdom Teeth 5d (Qualities: Attacks, Robust. Base Cost: 3/6/12. Extra: Headhunter +3/+6/+12; Extra: Vicious [Like the Extra for Harm, but inflicts an extra level of Shock] +1/+2/+4; Flaw: Short Duration -1/-2/-4; Flaw: Touch Only -1/-2/-4; Final Cost 5/10/20; 25 points).

Weapons and Armour

Diensdolch “SS Service Dagger” (Damage: Width in Shock + 1 Killing).

Machinenpistole 40 “Machine Pistol Model 1940” (Capacity 32, Damage: Width+1 in Shock and Killing+Spray dice).

Walther Polizei Pistole “Walther PP” (Capacity 8, Damage: Width in Shock and Killing).

Notes: Caught on the Eastern Front with his wisdom teeth giving him great pain, Martin found that he could temporarily give the pain to someone else. This relieves him of the pain, and the victim must make a Cool+Mental Stability roll to overcome the agony.

Der Verpacker (“The Envelope Stuffer”)

SS Rottenführer Klaus Schreiber

Body 2 Coordination 2 Sense 2

Brains 3 Command 2 Cool 2

Base Will 4

Current Will 8

Skills Administration 2 (4d), Brawling 1 (3d), Cryptography 2 (5d), Endurance 1 (4d), Explosives 1 (3d), Grenade 1 (3d), Machine Gun 1 (3d), Map Reading 1 (4d), Mental Stability 1 (3d), Mortar 1 (3d), Navigation (Land/Sea) 1 (4d), Pistol 1 (3d), Radio Operation 1 (4d), Rifle 2 (4d), Run 1 (3d), Stealth 1 (3d), Submachine Gun 2 (4d), Tactics 1 (4d).

Talents (36 Will Points)

Harm: Folds Items 5d (Qualities: Attacks, Defends, Robust, Useful Outside of Combat. Base Cost: 5/10/20. Extra: Penetrating 4 Ranks [+12 points] +1/+2/+4; Flaw: Graphic -1/-2/-4; Flaw: Nervous Habit—Must Mime Folding and Stuffing an Envelope -1/-2/-4; Final Cost 4/8/16; 32 points).

Weapons and Armour

Diensdolch “SS Service Dagger” (Damage: Width in Shock +1 Killing).

Walther Polizei Pistole “Walther PP” (Capacity 8, Damage: Width in Shock and Killing).

Notes: Formerly a simple clerk, Schreiber now takes out the frustration and tedium of his old duties on others.

Der Stalhelm (“The Helmet”)

SS Untersturmführer Leopold Hagen

Body 2 Coordination 2 Sense 1

Brains 2 Command 2 Cool 3

Base Will 5

Current Will 15

Skills Brawling 2 (2d), Cryptography 2 (4d), Endurance 1 (4d), Explosives 1 (3d), Grenade 1 (3d), Machine Gun 1 (3d), Map Reading 1 (3d), Mental Stability 3 (6d), Mortar 1 (3d), Navigation (Land/Sea) 1 (3d), Pistol 1 (3d), Radio Operation 2 (4d), Rifle 2 (4d), Run 2 (4d), Stealth 1 (3d), Submachine Gun 2 (4d), Tactics 1 (3d).

Talents (58 Will Points)

Super Speed: Running 2d+2hd (Qualities: Defends, Robust, Useful Outside of Combat. Base Cost: 4/8/16. Flaw: Unique Focus, must be wearing his father’s *Pickelschuft* helmet -1/-2/-4; Flaw: Attached to Running -1/2/4; Final Cost 2/4/8; 12 points).

Break 4d (Qualities: Defends, Robust, Useful Outside of Combat. Base Cost: 4/8/16. Flaw: Attached to Super Speed -1/-2/-4; Final Cost 3/6/12; 12 points)

Heavy Armour 4 (Qualities: Defends, Robust, Useful Outside of Combat. Base Cost: 7. Flaw: Attached to Super Speed -1/-2/-4; Final Cost 6; 24 points).

Weapons and Armour

Diensdolch “SS Service Dagger” (Damage: Width in Shock + 1 Killing).

Walther Polizei Pistole “Walther PP” (Capacity 8, Damage: Width in Shock and Killing).

Pickelschuft (helmet) (LAR 2).

Notes: Hagen, a second lieutenant, is a cocky young man as long as he is wearing his father’s lucky *Pickelschuft* helmet. In combat he charges opponents.

Der Kräftiger Atem (“The Healthy Breath”)

SS Obersturmführer Axel Maurer

Body 3 Coordination 2 Sense 2

Brains 2 Command 2 Cool 2

Base Will 4

Current Will 14

Skills Brawling 2 (5d), Cryptography 2 (4d), Endurance 1 (4d), Explosives 2 (4d), Grenade 1 (3d), Leadership 2 (4d), Machine Gun 1 (3d), Map Reading 1 (3d), Mental Stability 3 (6d), Mortar 2 (4d), Navigation (Land/Sea) 1 (3d), Pistol 1 (3d), Radio Operation 2 (4d), Rifle 2 (4d), Run 1 (3d), Stealth 1 (3d), Submachine Gun 2 (4d), Tactics 1 (3d).

Talents (74 Will Points)

Stun: Inhale Causes a Vacuum 4d+4d Power Stunt—

Multiple Stun (Qualities: Attacks, Robust. Base Cost: 3/6/12. Extra: Headhunter +3/+6/+12; Flaw: Nervous Action—Must Inhale -1/-2/-4; Power Stunt: Multiple Stun 4d [+4 points]; Final Cost 5/10/20; 24 points).

Harm: Exhale 4d+4d Spray (Qualities: Attacks, Defends, Robust, Useful Outside of Combat. Base Cost: 5/10/20. Extra: Spray 4 +1/+2/+4 [+4 Ranks = 12 points]; Flaw: Nervous Action—Must Exhale -1/-2/-4; Final Cost 5/10/20; 40 points).

Weapons and Armour

Diensdolch “SS Service Dagger” (Damage: Width in Shock + 1 Killing).

Walther Polizei Pistole “Walther PP” (Capacity 8, Damage: Width in Shock and Killing).

Notes: Technical Sergeant Maurer can inhale the air around him to cause a vacuum and then exhale it violently to blow opponents down.

The Aircrew

The crewmen of the Horsa glider who pilot the TOG near its objective have no exact orders as what they should do once they are on the ground, and they accept orders from the officers commanding the two TOGs that they are ferrying. Sergeant Dempsey, a bank clerk before enlisting, is the steadier of the pair, while Corporal Thomas, a Welsh farm labourer, sees it as more of a lark. Either can be used as replacement characters as necessary. Their papers give them the right to use any available transport to get them back to England once the beach invasions have been consolidated.

Sergeant Steven Dempsey

Glider Pilot, Glider Pilot Regiment

Body 2 Coordination 2 Sense 2

Brains 2 Command 2 Cool 2

Base Will 4

Skills Anti-Tank Rocket 2 (4d), Bayonet 1 (3d), Brawling 2 (2d), Drive (Car) 2 (4d), Endurance 2 (4d), Explosives 1 (3d), Forward Observer 2 (4d), French 1 (3d), Grenade 2 (4d), Leadership 1 (3d), Machine Gun 2 (4d), Map Reading 2 (4d), Mental Stability 1 (3d), Mortar 2 (4d), Navigation (Land/Sea) 1 (3d), Navigation (Air) 2 (4d), Pilot (Glider) 2 (4d), Pistol 1 (3d), Radio Operation 2 (4d), Rifle 2 (4d), Sight 1 (3d), Submachine Gun 2 (4d), Survival 1 (3d), Tactics 1 (3d).

Weapons and Armour

Sten Submachine Gun (Capacity 32, Damage: Width+1 in Shock and Killing + Spray dice).

Webley Revolver (Capacity 6, Damage: Width+1 in Shock and Killing).

(4) **Hand Grenades No. 36** (Penetration 2, Area 2, Damage: Width+1 in Shock and Killing).

PIAT (Penetration 6, Area 8, Damage: Width+1 in Shock and Killing).

Soupbowl Helmet (helmet) (LAR 2).

Corporal Davey Thomas

Glider Pilot, Glider Pilot Regiment

Body 2 Coordination 2 Sense 2

Brains 2 Command 2 Cool 2

Base Will 4

Skills Anti-Tank Rocket 2 (4d), Bayonet 1 (3d), Brawling 2 (2d), Drive (Tractor) 2 (4d), Endurance 2 (4d), Explosives 1 (3d), Forward Observer 2 (4d), French 1 (3d), Grenade 2 (4d), Leadership 1 (3d), Machine Gun 2 (4d), Map Reading 2 (4d), Mortar 2 (4d), Navigation (Land/Sea) 1 (3d), Navigation (Air) 2 (4d), Pilot (Glider) 2 (4d), Pistol 1 (3d), Radio Operation 2 (4d), Rifle 2 (4d), Sight 1 (3d), Submachine Gun 2 (4d), Survival 1 (3d), Tactics 1 (3d).

Weapons and Armour

Lee-Enfield Rifle (Slow 1, Capacity 10, Damage: Width+2 in Shock and Killing)

Fixed Bayonet (Damage: Width+1 in Killing).

Webley Revolver (Capacity 6, Damage: Width+1 in Shock and Killing).

(3) **Hand Grenades No. 36** (Penetration 2, Area 2, Damage: Width+1 in Shock and Killing).

PIAT (Penetration 6, Area 8, Damage: Width+1 in Shock and Killing).

Soupbowl Helmet (helmet) (LAR 2).

Der Fake Übermensch

These British Talents wear Nazi uniforms and weapons for the simulated attack. When not taking part in simulations, they work their way around the base, helping to train in German uniform recognition.

Spinning Top

Corporal Geoffrey "Fritz" Pridmore

Body 3 Coordination 3 Sense 2

Brains 2 Command 2 Cool 2

Base Will 4

Current Will 9

Skills Athletics 3 (6d), Bayonet 1 (4d), Brawling 1 (4d), Climb 1 (4d), Cryptography 1 (3d), Education 1 (3d), Endurance 2 (5d), Explosives 1 (3d), German 1 (3d), Grenade 3 (6d), Knife-fighting 1 (4d), Leadership 1 (3d), Machine Gun 2 (5d), Map Reading 2 (4d), Mental Stability 1 (3d), Mortar 2 (4d), Navigation (Land/Sea) 1 (3d), Pistol 1 (4d), Radio Operation 1 (3d), Rifle 2 (5d), Run 2 (5d), Sight 1 (3d), Stealth 1 (4d), Submachine Gun 3 (6d), Survival 1 (3d), Swim 1 (4d), Tactics 1 (3d), Throw 3 (6d).

Talents (69 Will Points)

Telekinesis: 4d+1wd (Qualities: Attacks, Defends, Robust, Useful Outside of Combat. Base Cost: 5/10/20. Flaw: One Action Only—Spinning -1/-2/-4, Nervous Action: Pulling a Spinning Top -1/-2/-4; Final Cost 3/6/12; 24 points)

Harm: Spinning 5d (Qualities: Attacks, Defends, Robust, Useful Outside of Combat. Base Cost: 5/10/20. Flaw: Attached to Telekinesis -1/-2/-4; Final Cost 4/8/16; 20 points)

Stun: Spinning 6d+2hd (Qualities: Attacks, Robust. Base Cost: 3/6/12. Flaw: Attached to Telekinesis -1/-2/-4; Final Cost 2/4/8; 20 points)

Weapons and Armour

Machinenpistole 40 "Machine-Pistol Model 1940"

(Capacity 32, Damage: Width+1 in Shock and Killing + Spray dice).

Pistole 08 "P08 Luger" (Capacity 8, Damage: Width+1 in Shock and Killing).

(2) **Stielhandgranate 24 "Stick Grenades"** (Penetration 3, Area 4, Damage: Width+1 in Shock and Killing).

Modell 1942 Stahlhelm (helmet) (LAR 2).

Notes: Geoffrey Pridmore is a keen cricketer and sportsman whose Talent manifested in North Africa.



Piss 'n' Vinegar

Private Allan "Hans" Kregan
 Body 2 Coordination 3 Sense 2
 Brains 2 Command 1 Cool 2
 Base Will 3
 Current Will 9

Skills Agronomy 2 (4d), Animal Husbandry 1 (3d), Bayonet 1 (4d), Brawling 2 (4d), Climb 1 (4d), Cryptography 1 (3d), Endurance 2 (4d), Explosives 1 (3d), Grenade 1 (4d), Hearing 2 (4d), Knife-fighting 1 (4d), Machine Gun 1 (4d), Map Reading 2 (4d), Mortar 2 (4d), Navigation (Land/Sea) 1 (3d), Pistol 1 (4d), Radio Operation 1 (3d), Rifle 2 (5d), Run 1 (3d), Stealth 1 (4d), Submachine Gun 2 (6d), Survival 1 (3d), Tactics 1 (3d), Veterinary 1 (3d).

Talents (45 Will Points)

Stun: "Vinegar" 6d + 3d Spray (Qualities: Attacks, Robust. Base Cost: 3/6/12. Extra: Headhunter +3/+6/+12; Extra—Spray +3 Ranks [9 points] +1/+2/+4; Flaw: Nervous Habit—Must Spit -1/-2/-4; Final Cost 6/12/24; 39 points).

Weapons and Armour

Machinenpistole 40 "Machine Pistol Model 1940" (Capacity 32, Damage: Width+1 in Shock and Killing+Spray dice).

Pistole 08 "P08 Luger" (Capacity 8, Damage: Width+1 in Shock and Killing).

(2) *Stielhandgranate 24* "Stick Grenades" (Penetration 3, Area 4, Damage: Width+1 in Shock and Killing).

Modell 1942 Stahlhelm (helmet) (LAR 2).

Notes: Kregan is a short Irishman who took his sergeant's admonishment that he was "full of piss and vinegar" to heart when his Talent manifested. He can create and spit own ureic acid. He is not happy about his ability and always carries a flask of whiskey to get rid of the taste.

The Hook & The Hand

Private First Class Norman "Adolf" Cartwright
 Body 4 (+2) Coordination 2 Sense 2
 Brains 2 Command 2 Cool 2
 Base Will 4
 Current Will 5

Skills Athletics 2 (6d), Bayonet 1 (3d), Brawl 2 (6d), Climb 1 (3d), Cryptography 1 (3d), Endurance 3 (7d), Explosives 1 (3d), Grenade 1 (3d), Health 2 (6d), Knife-fighting 1 (3d), Intimidate 2 (4d), Machine Gun 1 (3d), Map Reading 1 (3d), Mechanics (Heavy Machinery 2) (4d), Mortar 1 (3d), Navigation (Land 1) (3d), Perform (Trumpet 2) (4d), Pistol 1 (3d), Radio Operation 1 (3d), Run 2 (6d), Rifle 2 (4d), Stealth 1 (3d), Submachine Gun 1 (3d), Survival 1 (3d), Tactics 1 (3d).

Talents (25 Will Points)

Hyperstat: Body 2d (4 points).

Telekinesis 1d+1wd (Qualities: Attacks, Defends, Robust, Useful Outside of Combat. Base Cost: 5/10/20. Extra: Always On +1/+2/+4. Flaw: One Hand Only -1/-2/-4, Weak -1/-2/-4; Final Cost 4/8/16; 20 points).

Weapons and Armour

Karabiner Model Mauser 98K "Carbine Model Mauser 98" (Capacity 7, Damage: Width+2 in Shock and Killing). Fixed Bayonet (Damage: Width+3 in Killing).

Hook (Damage: Width+2 in Killing).

(2) *Stielhandgranate 24* "Stick Grenades" (Penetration 3, Area 4, Damage: Width+1 in Shock and Killing).

Modell 1942 Stahlhelm (helmet) (LAR 2).

Notes: Cartwright lost his hand in a railway shunt accident. He is a big, broad-shouldered man who can be intimidating even without the hook. A veteran of the trenches of the last war, he is a reluctant soldier.

Reel Time

Name: Ronald Flowers AKA Reel Time, Show Time, Mister Movies.

Nationality: British.

Political Affiliation: Labour.

Education: Basic schooling.

Occupation: British Army Intelligence.

Rank: Corporal.

DOB: January 5, 1925.

DOD: September 14, 1997.

Dependants: Mother.

Motivation: To serve his country and see as many movies as he can.

Known Parahuman Abilities: Ronnie Flowers can create and project hallucinations that seem more than real in terms of sight, sound, and smell. It takes absolute concentration, is mentally strenuous, and lasts exactly as long as long as a reel of film takes to run through a 35 mm film projector—approximately fifteen minutes. Flowers does not himself appear in the hallucinations, but can control events within them. He cannot create them from nothing; each must be derived from a piece of film that Flowers has himself run through a projector. It can be anything from the movie factories of Hollywood to (more importantly) film shot by reconnaissance aircraft cameras.

History: Flowers followed his father's trade: Upon leaving school he worked in a cinema in Croydon. His schoolboy interest in mechanics and the movies stood him in good stead when the projectionists were called up one-by-one for service. The sixteen-year-old found that he enjoyed the life and there was a certain glamour to working in the cinema, not to mention the motorcycle his wages enabled him to buy.

On May 10th, 1941, the *Luftwaffe* conducted the biggest bombing raid over London yet. More than a thousand people died under the rain of bombs, but as a result nearly a hundred expressed Talent abilities. One of these was Ronnie Flowers, who had been showing a film as the air raid began.

Unable to reach a public shelter as the bombs began to fall, staff and patrons descended to the basement of the cinema. When the bombs hit, the cinema collapsed and buried everyone in the basement. Those pulled from the rubble the next day remembered not claustrophobic horror, trapped in the darkness and cold overnight, but a wonderland where they had wined, dined, and danced in the company of Hollywood's finest. Flowers was pulled out alive but unconscious. He remained in hospital for two days, where staff and patients experienced strange film-related hallucinations.

Flowers awoke to find a pair of army officers at the foot of the bed, his call-up papers in their hands. After extensive tests to determine the nature of his talent, the top brass were at a loss as to what to do with him. At sixteen years old he was still too young to fight. But they finally hit upon a use for him. If Flowers could run and view film taken of enemy installations, he could visualise and project it for others to experience and explore. Although he never saw front-line action, Flowers' contribution to the war effort was invaluable. His hallucinations helped Talents train without the need for live fire.

After the war he was retained by the government, as his abilities proved useful in both military intelligence and special operations training. Much of his work remained classified until after his death, but he described himself as the highest-ranking projectionist in the British army. He retired in the mid-'60s with the rank of colonel, but continued to work as a projectionist in South London for many more years. During the '70s he won a major television quiz, with films of the '40s as his subject.

When parts of his work were first declassified in the late '80s, he was awarded an OBE and received a great deal of media coverage. This brought him to the attention of the newly opened Museum of the Moving Image in London, where his hallucinations were a strong attraction twice daily until his death.

Game Stats (circa 1944)

Body 1 Coordination 2 Sense 2

Brains 3 Command 2 Cool 2

Base Will 5

Skills Cryptography 1, Drive (Motorcycle) 2, Education 2, Electronics 1, Endurance 1, Health 1, Mechanics 3, Mental Stability 2, Radio Operation 1, Rifle 1, Seduction 1, Throw 1, Trivia (Movies) 5+2hd.

Talents (25 Will Points)

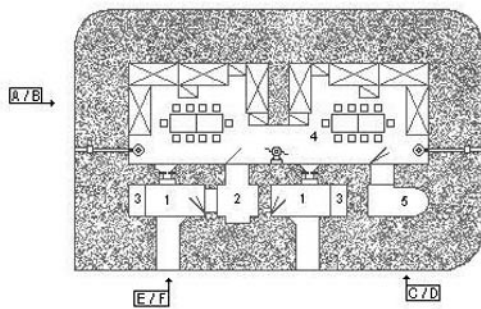
Hyperskill: Trivia (Movies) +2d+2hd (8 points).

Thought Control—Projected Hallucination +4hd (Qualities: Attacks,

Defends, Robust, Useful Outside of Combat. Base Cost 5/10/20. Extra: Everybody Sees It +3/+6/+12. Flaw: Absolute Concentration -2/-4/-8; Absolute Time -2/-4/-8; Mental Strain -2/-4/-8; Final Cost 2/4/8; 16 points).

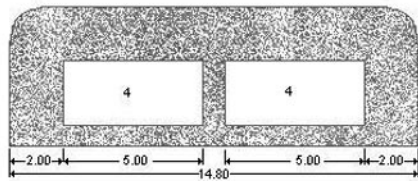
R 502

DOPPELGRUPPENUNTERSTAND

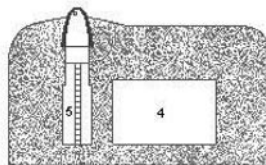


Earthwork :	? m ²
Concrete :	629 m ²
Round Steel Bars :	28 t.
Structural Steel :	12.5 t.
434 P 01 :	3 ex.
19 P 7 :	1 ex.
483 P 3 :	2 ex.
1718 ex. Built	
1. Eingang - Entrance	
2. Gasschleuse - Gas Lock	
3. Entgiftungsnische - Disinfection Materials	
4. Bereitschaftsraum - Crew Room (20 M.)	
5. Beobachtungsraum - Observation Room	

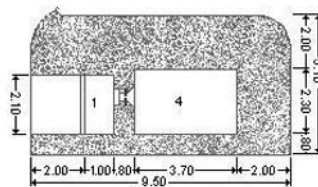
CUT A/B



CUT C/D



CUT E/F

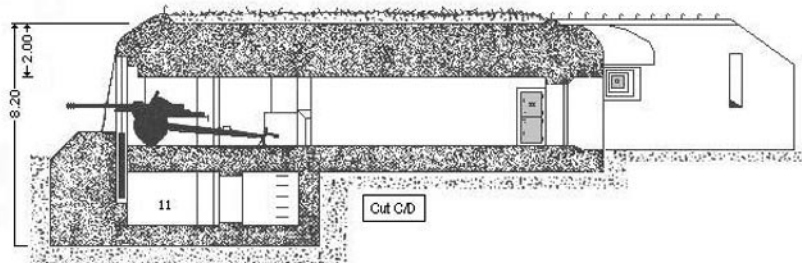
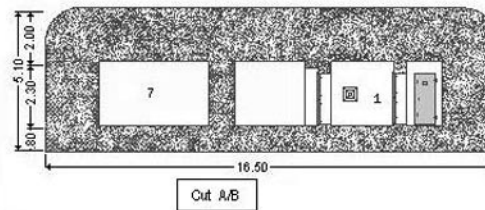
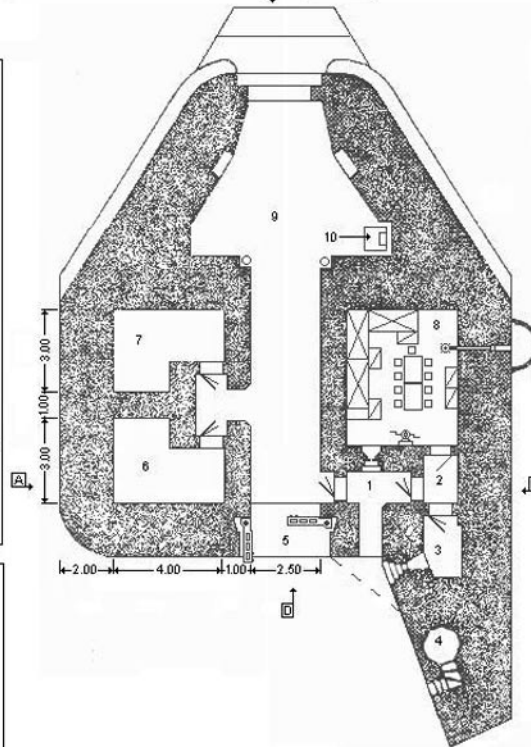


Map 2: Barracks bunker. Permission granted to photocopy for personal use.

H 611 GESCHÜTZSCHARTENSTAND FÜR FELDGESCHÜTZE (60°)

Earthwork :	700 m ³
Concrete :	1330 m ³
Round Steel Bars :	63 t.
Structural Steel :	15.7 t.
88 ex. built	
434 P 01 :	5 ex.
19 P 7 :	1 ex.
48 P 8 :	1 ex.
735 P 3 :	1 ex.
493 P 3 :	1 ex.
753 P 3 :	1 ex.
68 P 9 :	1 ex.
483 P 2 :	1 ex.
Armament :	
7.5 cm Kanonen (all)	10.5 cm Haubitzen
10.5 Kanonen (all)	10.7 cm K 352 (r)
12 cm K 370 (b)	12.2 cm K 390/2 (r)
12.2 cm sFH 396 (r)	15 cm sFH 18
15 cm s IG 33	15 cm sFH 25 (f)
15.2 cm KH 433/1 (r)	15.5 sFH 414 (f)
15.5 K 425 (f)	15.5 K 432 (b)

1. Eingang - Entrance
2. Gasschleuse - Gas Lock
3. Nahkampfraum - Close Combat Defence
4. Tobrouk
5. Eingang Kampfraum - Entrance Combat Room
6. Raum für Kartuschen -
7. Raum für Granaten -
8. Bereitschaftsraum - Crew Room
9. Kampfraum - Combat Room
10. Eingang Hülsenraum - Entrance Used Cartridge Cellar
11. Hülsenraum - Used Cartridge Cellar



Map 3: Artillery bunker. Permission granted to photocopy for personal use.