



FIGHT IN WORLD WAR 2 IN 15 PAGES

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Introduction

- This is a World War 2 table top RPG using the Into the Odd mechanics
- You are in the war, you are the good guys. The Fascists are the bad guys.

Characters

To create a character follow these steps:

1. Roll ability scores
2. Roll HP
3. Pick two attributes
4. Give yourself a name and physical description.
5. Acquire equipment

Ability Scores

Roll 3d6 for each of the following ability scores, also called stats.

- Strength (STR) - Fighting, fortitude, and toughness
- Dexterity (DEX) - Stealth, athletics, and reflexes
- Willpower (WIL) - Confidence, discipline, and charisma

Hitpoints & Health

- Roll 1d6, add 4, this is your HP, between 5 and 10.
- Damage is first dealt to your HP, this can be recovered with a short rest.
- When your HP is at zero, any additional damage is dealt to your strength.
- Damage to strength can be recovered with a week of rest.
- If your strength reaches zero, you die.

Attributes

Pick two

- **Charisma**, charms personel on a 4 in 6, they'll follow simple suggestions.
- **Discrete**, can palm anything, can sneak small items past guards.
- **Electronics**, can use any electronic gear, including enemy radios.
- **Hauler**, can carry 15 slots of items without being slowed.
- **Healing**, can use Medic's Kit to restore one player's STR score per use.
- **Lethal**, add +1 damage to all successful attacks.
- **Lucky**, can reroll 2 dice rolls per day.
- **Nightsight**, Clearer and better vision at night.
- **Organzation**, three times per day, self or ally may reroll failed saves.
- **Pilot**, Can fly any type of airplane.
- **Repair**, can fix mechanical equipment and electronics.
- **Sharpshooter**, when using any rifle, only miss on attack rolls of 1
- **Tough**, always have a DR of 2.
- **Trained**, can use any weaponry.
- **Tactics**, +1 to initiative rolls, nearby allies gain +2 to damage rolls.

Carry Capacity & Movement

- Players can carry up to 10 slots of items and still move normally.
- Each player has a maximum of 20 slots, one slot is about 10 pounds of gear.
- **Slowed**: Half movement when carrying more than 10 slots (15 with **hauler**).
- Some smaller items can be stacked into 1 slot, but they must be alike.
- If you do not have weapon in hand, you may fireman carry 1 person while carrying your normal slot limit (10 or 15); you are **slowed**.

Equipment

- Everyone starts with a **rucksack** that can hold up to 20 slots of items.
- You do not have to pay for equipment; unlisted items take 1 week to arrive.
- If an item says **per** it is stackable; 2 per means you can stack 2 per 1 slot.
- You cannot mix stackable items, slots are limited to **item type**.
- **Mines** disable all vehicles, and deals 4d8 damage to non tracked ones.
- **Medic's Kits** can only be used by Medics, they have 6 uses per mission.
- **First Aid kits** can be used by anyone, one usage, heals 2 STR for 1 person.
- **Handheld radios** work within 1 mile ranges; **backpack radios**, 3 miles.
- **Detonators** can be a timer (up to 30 min.) or wire detonator (300 ft).
- **Grenade launchers** are used with **rifle grenades** and attached to rifles.
- You must **specify** grenade types: hand or rifle, normal or smoke.

Weapons	Slots	Gear	Slots
Automatic Rifle	2	Ammo, 6 reloads	1
Bazooka	3	Ammo MG, 2 reloads	1
Carbine	2	Bed Roll	1
Cyanide Pills 6ct.	3 Per	Binoculars	1
Detonator & wire	1	Crowbar	1
Explosives	2 per	First Aid Kit, 1 use	1
Gasmask	1	Flares	3 per
Grenade Launcher	1	Flashlight	2 per
Grenades, any	3 per	Lockpicks	1
Knife or Bayonet	0	Medic's Kit	3
Machine gun	3	Mess Kit & Canteen	1
Mines	2 Per	Radio, Backpack, 3 mi.	3
Pistol, any	1	Radio, Handheld, 1 mi.	1
Poison, 1 use	3 per	Rations, 1 week	1
Revolver	1	Rope, 50ft per slot	1
Rifle	2	Rucksack	0
Shotgun	2	Tent, 2 person	1
Sniper Rifle	2	Trench tool	1
Sub Machine gun	2	Winter Gear	1

Weapons

- **Blast damage** effects all targets in a 20 foot radius, roll damage for each.
- **DR**, damage reduction, reduces the total damage received.
- **AP**, armor piercing, attacks ignore half of the target's DR, rounded up.
- **AP** weapons permanently reduce a target's DR by 2 on succesful hits.
- **Smoke grenades** provide cover in a 20 foot radius, until they dissipate.
- **Bayonets** can be equipped to Rifles, Shotguns, or Automatic rifles.
- **Machine guns** must be fired prone or while mounted on a surface.

Weapons	Damage	Notes
Knife or Bayonet	1d4 + 4	
Pistol, Silenced .22	1d4 + 1	
Pistol	1d6	
Revolver	1d6 + 1	
Sub Machine gun	2d6	
Carbine	2d6 + 1	
Rifle	2d6 + 2	
Automatic Rifle	3d6	
Shotgun	4d6	
Sniper Rifle	6d4	
Machine gun	4d6	
Bazooka	5d8	Blast Damage, AP
Grenade, hand	2d8	Blast Damage, AP
Grenade, rifle	2d8	Blast Damage, AP
Grenade, smoke	0	Lasts 2d4 rounds

Playing the Game

- **Saves:** A Save is a 1d20 roll to avoid danger from a risky action or situation.
- Save successes are always on under or equal to an appropriate Ability Score.
- For all saves, 1 is always a success and 20 always a failure.

Turns

- Generally the Players take their turn before any enemies.
- If there is a risk of being surprised, characters must each roll a DEX Save or be unable to act on the first turn.
- On their turn, Players can act in any order they wish.

Actions

- On your turn a character can move and perform an action. An action can be anything from negotiating, to attacking, to fleeing.
- For other actions the Referee calls for the character at risk to roll a Save.
- For example, an attempt to trip an opponent might force them to pass a STR Save to stay on their feet, while an attempt to trick an opponent into surrender may force them to pass a WIL Save or lower their arms.

Attacks

- An attacker rolls a die dictated by their weapon, and subtracts the opponent's Armour score. Their attack causes this much Damage.
- Range weapons cannot be used in melee, but can be used as improvised clubs with 1d4 damage.
- Attacks that are Impaired, such as firing through cover, or fighting while grappled, roll 1d4 Damage regardless of weapon.
- Similarly, attacks that are Enhanced by a risky stunt or a helpless or vulnerable target, roll double damage dice.

Morale

- Groups require a WIL Save to avoid being routed when they lose half of their total numbers.
- Groups with a leader may use the leader's WIL score in place of their own.
- Lone combatants must pass this Save when they are reduced to 0hp, this applies to opponents and allies but not Player characters.
- Fleeing to safety under pursuit requires a DEX Save and somewhere to withdraw to.

Damage to Players

- **Damage:** When an individual takes Damage they lose that many hp. If they have no hp left, they are wounded, and any remaining Damage is removed from their STR score. They must then pass a STR Save to avoid Critical Damage.
- **Critical Damage:** A character that takes Critical Damage is unable to take further action until they are tended to by an ally and have a Short Rest. If they are left for an hour without being tended to, they die.
- **Ability Score Loss:** If a character has their STR score reduced to zero they are dead. If their DEX or WIL are reduced to zero the character is paralysed or mentally broken respectively, and cannot act until they have a Full Rest.
- **Death:** When a character dies the Player creates a new character and the Referee finds a way to have them join the group as soon as possible. Here, quickness is required over realism. Alternatively the Player may control a Hireling or Member of their Company.
- **Poison** usually causes Ability Score loss.
- Effects like Blindness will Impair attacks and call for Saves to carry out usually simple actions.

Healing & Resting

- Outside of combat, players may rest to heal.
- **Short Rest:** Spend 30 minutes resting, gain 1d6 HP.
- **Full Rest:** 1 week of downtime, restores all HP and ability scores.
- **Deprived:** Somebody deprived of a crucial need (e.g. food, water, or warmth) cannot benefit from Rests.
- First aid kits can heal 2 STR, medic's kits can heal all STR.

Communications

- Players are skilled in hand signal communication, ideal for combat or stealth.
- Hand signals are only diminished by visibility.
- Vocal and radio comms are easily obfuscated by gunfire and explosions.
- Radios cannot be used while handling a weapon.
- Handheld radios have a working radius of 1 mile, backpacks radios 3 miles.

Light and Vision

- Scopes and Binoculars easily let someone see **twice** as far as normal.
- At night, you can see **half** as far as normal.
- At night, Scopes and Binoculars easily let someone see a normal distance..
- Someone creating a light at night (lighting a cigarette or torch) is an easy target.

Luck Rolls

- Sometimes you'll want an element of randomness without rolling a Save, particularly in situations dictated by luck or those that fall outside of the three Ability Scores.
- For these type of situations roll a d6. A high roll favours the Players, and a low roll means bad luck for the Players.
- The Referee decides what a specific result means for the situation at hand.

Enemies & NPCs

- The following table applies to all NPCs, whether ally or enemy.
- Damage dealt to enemies reduces HP, death occurs at 0 HP for them.
- Tanks, armored cars, and some Jeeps have machine guns, a **MG**.
- Tanks get 2 attacks per turn, 1 main gun and one **MG**.

Enemy	HP	Damage per Attack
Solider	7	1d8 + 1
Sergeant	9	1d8 + 2
Sniper	8	2d8
Machine Gunner	10	3d8
Jeep, with MG	12	3d8
Armored Car	18	3d8
Armored Carrier	18	3d8
Small Tank	30	5d8, 3d8
Medium Tank	45	7d8, 3d8
Heavy Tank	60	8d8, 3d8

Area Effect Attacks

Some attacks, from artillery, planes, or mortars, may harm player characters, the following rules attempt to account for those events. All of these attacks require a DEX save for half damage.

Attack Type	Damage
Artillery	6d8
Mortar fire	4d8
Dive Bombers	4d8
Airplane Strafing Runs	3d8 +1
Naval Bombardment	8d8