Into the War

ADVANCED

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. Select Languages
3. Roll HP
4. Pick a class
5. Give yourself a name and physical description.
6. 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, athlethics, and reflexes
- Willpower (WIL) - Confidence, discipline, and charisma

Languages

- You are fluent in your native language.
- Roll 1d4, gain that many additional languages. You are proficient in these.

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.
- Hit points can only increase with high rolls on the Scars Table.
- The maximum hit points any one player can have is 20.

Classes

Pick a class. Each class has a set of bonuses or abilities.

Soldier

- **Tough**, always have a DR of 2.
- **Trained**, can use any weaponry.

Marine

- **Sharpshooter**, when using any rifle, only miss on attack rolls of 1
- **Lethal**, add +1 damage to all successful attacks.

Paratrooper

- **Nightsight**, +50 feet of vision at night.
- **Hauler**, can carry up to 15 slots of items without being slowed.

Engineer

- **Electronics**, can use any electronic gear, including enemy radios.
- **Repair**, can fix or rig common mechanical equipment and electronics.

Medic

- **Healing**, can use Medic's Kit to restore one player's STR score per use.
- **Lucky**, can reroll attack rolls twice per day.

Spy

- **Charisma**, charms personel on a 4 in 6, they'll follow simple suggestions.
- **Discrete**, can palm anything, can easily sneak small items undetected.

Officer

- **Tactics**, +1 to initiative rolls, and **near** allies gain +2 to damage rolls.
- **Organzation**, three times per day, self or ally may reroll *failed saves*.

Pilot

- **Air Pilot**, Can fly any type of airplane.
- **Repair**, can repair common mechanical equipment and electronics.

Skills & Training

To be skilled in something means you can perform it in combat. All characters have training in the following:

- Rifles, pistols, grenades
- Hand signals for tactical communciation
- Parachute Drops
- Map & Compass land navigation
- Motor vehicles and motorcycles, but not tanks or tracked ones.
- Radio operation, but not enemy radios.

With higher ranks, characters may learn to use the following:

- Machine guns
- Bazookas
- Tank driving / Tracked vehicle driving
- Tank gunnery
- Airplane piloting
- Small boat piloting
- Sea Navigation
- Electronics operation, can use all radios
- Artillery operation (requires 2 people to perform)

Other skills may be created by consulting with the Referee.

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 speeds when carrying more than 10 slots (15 for paratroopers).
- 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**.
- Combat movement, in 1 round (10 seconds)
    - 50 feet with an action, such as firing or reloading.
    - 100 feet without acting, this is a double movement.
    - **Retreat** away from battle, up to 150 feet, forgoing other actions; enemies gain +1 on attack vs you.
    - Entering a **Prone** position or getting up from one.
- Overland movement, in 1 turn (10 minutes):
    - **Walking**: 1500 feet or 500 yards, when carrying any equipment.
    - **Running**: 3000 feet or 1000 yards, when carrying any equipment
    - **Sprinting**: 6000 feet or 2000 yards, but carrying *no equipment*.

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; e.g. 2 per means 2 items stack per 1 slot.
- You cannot mix stackable items, slots are limited to **item type**.
- **Pistols** and **revolvers**, if holstered on a hip, do not take a slot.
- **Mines** disable all vehicles, and deal 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 attach 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

- Only soliders & marines can use machine guns, only soliders can use bazookas
- **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.
- **Knives** can be freely unsheeted if you drop your current weapon.
- **Bayonets** can be equipped to Rifles, Shotguns, or Automatic rifles.
- All weapons can be used as **improvised melee** ones, with $1d4 + 1$ damage.
- Ranged weapons have limited attacks before they must be reloaded.
- **Reload** means the number of attacks before a reload action is required.

Weapons	Damage	Range	Reload	Notes
Knife or Bayonet	$1d4 + 4$	Close	-	
Pistol, Silenced .22	$1d4 + 1$	Near	10	
Pistol	$1d6$	Near	8	
Revolver	$1d6 + 1$	Near	6	
Sub Machine gun	$2d6$	Near	20	
Carbine	$2d6 + 1$	Far	15	
Rifle	$2d6 + 2$	Far	10	
Automatic Rifle	$3d6$	Far	15	
Shotgun	$4d6$	Near	8	
Sniper Rifle	$6d4$	Extreme	5	Has a scope
Machine gun	$4d6$	Far	50	Prone or mounted
Bazooka	$5d8$	Far	1	Blast Damage, AP
Grenade, rifle	$2d8$	Far	1	Blast Damage, AP
Grenade, hand	$2d8$	Near	-	Blast Damage, AP
Grenade, smoke	0	Near	-	Lasts 2d4 rounds

Distance and Weapon Ranges

- There are 5 bands of ranges normally used in combat:
    - **Close**: Roughly within 5 feet.
    - **Near**: Between 5 and 100 feet.
    - **Far**: Between 101 and 300 feet.
    - **Distant**: Between 301 and 1500 feet.
    - **Extreme**: Between 1501 and 3000 feet.
- Melee weapons can only be used in close range, unless thrown.
- You may use weapons outside thier normal ranges.
- Firing weapons outside their normal range, gives -1 to attack per band.

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.

Missions

- Gameplay is not necessarily frontline combat; rather bespoke missions.
- Scenarios are normally mission driven, with a clear objective.
- Mission objectives are intended to aid the allies on the war fronts.

Turns

- Generally, outside of combat, the Players take their turn before any enemies.
- Outside of combat, if you need to track turns, they are 10 minutes of time.
- 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.
- In combat, turns are 10 seconds, sometimes called rounds.

Actions

- On your turn a character can move and perform an action. An action can be anything from negotiating, to attacking, to fleeing.
- Depending on the action, you may need a relevant skill, per Referee decision.
- Attacks are detailed below in the **Combat** section.
- 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.

Ranks

- Whenever you successfully perform 2 missions you rank up.
- Whenever you rank you can gain 1 more skill, with training.
- Gained skills require 1 month of time in training.
- Optionally, if you performed an activity similar to the desired skill while on recent a mission, you can train in 2 weeks instead.

Combat

1. **Surprise**: If one side catches the other off guard, each on that side may perform 1 action before initative.
   - If an enemy is completely unaware of your presence and you are in **close** range with a deadly weapon, roll 1d6 to instantly kill. On a 1 the kill attempt fails and initiative begins.
2. **Initiative**: Players roll 1d6: on 1-3 referee acts first, 4-6 players act first.
   - Combat is side versus side; initiative winner performs the below first.
3. **Morale**: Only when required, a WIL Save to avoid being routed.
   - Required for NPCs if they lose half their numbers.
4. **Declarations**: Everyone on your has to commit to their two actions prior to any movement or rolls.
5. **Combat Turns**: For your side, each player may take 2 actions: any combination of movement, attack, or reload.
   - Other actions may be taken at referee discretion, such as use a radio.
6. **Movement**: A movement action covers up to 50 feet of ground.
   - As a movement, you can become **prone** or get up from prone; being prone gives +1 on attack rolls, and +1 DR.
   - **Retreat** or **routed**, move up to 150 feet but enemies gain +1 to attack rolls against you. No other actions may be taken.
7. **Range**: Determine if target is within your weapons range.
8. **Attack Roll**: Roll 1d6, a 1 or 2 is a miss. 3 to 6 is a hit.
   - If 3 attacks target the same 10 foot area, enemies in that space are **pinned down** and take -2 on their next attack.
   - Machine guns must be fired while prone or mounted on a surface. For every 5 continuous attacks they must halt for 1 round to cool down.
9. **Expend Ammo**: Tally attacks fired per ranged weapon.
10. **Damage Roll**: Roll your weapons damage dice; reduce total due to any DR, deal damage to enemy's HP.
    - **Hand to hand** combat without a weapon deals 1d4 damage.
    - For weapons that cause **Blast** damage, roll for each person in a 20 ft.
    - For weapons with **AP** (armor piercing) ignore half DR rounded up.
    - For bazooka or grenade versus a tank, on an attack roll of 6, players may forgo damage to HP and instead disable the tank's movement.
11. **Pierce Armor**: On a successful attack, if using an **AP** weapon, permanently reduce the targets DR by 2.
12. Combat ends whenever one side is eliminated or one side flees successfully, else return to step 2 and repeat.

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.
- **Scars Table**: If you take critical damage, roll 1d6 on the **Scars Table**.
- **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.

Scars Table

Roll	Scar, Effect
1	For Whom the Bell Tolls, lose -1 max HP
2	Old War Wound, reduce max slots by 2, for 4 weeks
3	Shell Shocked, make a moral check on your next combat
4	Brush with Death, gain +1 max HP
5	Purple Heart, gain 1d4 additional max HP
6	The Grim Reaper, gain 1d6 additional max HP

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.

Communcations

- Players are skilled in hand signal communication, ideal for combat or stealth.
- Hand signals are only dimished by visibility, see **Light and Vision**.
- At referee's discretion, communications in combat may require a WIL save.
- Vocal and radio comms are easily obfuscated by gunfire and explosions.
- Radios cannot be used while handling a weapon; using one in combat gives the enemy +1 on hits against you, if you are visible.
- Handheld radios are usable within a 1 mile radius of other allied radios; backpacks radios have a radius of 3 miles.

Light and Vision

- **Combat visibility**: Ability see enemy targets or an ally's hand signals.
- During the day, combat visibility is limited up to **Distant** ranges.
- At day, Scopes and Binoculars easily let someone see **Extreme** range.
- At night, combat visibility is decreased to **Near** range.
- At night, Scopes and Binoculars easily let someone see **Distant** range.
- Someone creating a light at night (e.g. lighting a cigarette) is an easy target; visibility of someone doing so is treated as if during the day.

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.
- All enemies and NPCs have 10s for their stat block; STR, DEX, WIL.
- Enemies are less well trained than players, they hit on 4-6 on a 1d6.
- Enemies normal range of fire is **far** unless otherwise noted.
- Damage dealt to enemies reduces HP, death occurs at 0 HP for them.
- Enemies are unlikely to run out of ammo, they only do at Referee discretion.
- Vehicles can move up to 200 feet in 1 movement action.
- If a vehicle is brought to 0 HP it no longer functions and is non-repairable.
- Tank attacks with their main gun deals bast damage, but their MG attack only deals 3d8 of normal damage.
- Tanks, amored cars, and some Jeeps have machine guns, a **MG**.
- **MG**, machine guns, deal 3d8 damage; on tanks represent a second attack.
- For bazooka or grenade versus a tank, on an attack roll of 6, players may forgo damage to HP and instead disable the tank's movement.

Enemy	HP	Damage	Notes
Solider	7	1d8 + 1	Normal Movement, 1 attack
Sergeant	9	1d8 + 2	Nearby (150ft) soliders +1 on attacks
Sniper	8	2d8	Extreme range
Machine Gunner	10	3d8	Only moves if forced out of position
Jeep, with MG	12	3d8	Gunner eliminated at 6/12 HP
Armored Car	18	3d8	DR of 3,
Armored Carrier	18	3d8	DR of 3, Tracked, can hold 6 personel
Small Tank	30	5d8, 3d8	2 attacks: 5d8 blast & .50 cal, DR of 5
Medium Tank	45	7d8, 3d8	2 attacks: 7d8 blast & .50 cal, DR of 6
Heavy Tank	60	8d8, 3d8	2 attacks: 8d8 blast & .50 cal, DR of 7

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

Glossary

Ammo: Players can carry extra ammo for their weapons. To reload in combat is a standard action, like movement or attacking.

Armor Piercing (AP): a per weapon characteristic, where attacks ignore half of the target's DR, rounded up. Successful attacks permanently reduce a target's Damage Reduction (DR) by 2.

Artillery: Remote ballistic guns that can precisely hit a target. Attakcs by artillery require a DEX save for half damage. They deal 3d8 damage.

Automatic Rifle: A automatic rapid fire weapon, requires 2 hands to use, can make 15 attacks before a reload is needed. Deals 3d6 damage and has a normal range of 500 feet without penalty.

Bayonet: A melee bladed weapon that can be attached to any rifle or weilded in hand. Deals 1d4 + 4 damage on a hit, can be used in melee range which is **close**.

Bazooka: A single shot weapon that fires a rocket propelled grenade, requires 2 hands to use. Reloading its 1 ammo capacity takes a standard action. It can deal 5d8 blast damage on a hit, has armor peircing, and has a range of **far**.

Bed Roll: Required for multiday overland travel, sleeps 1 person. Multiple nights without a bedroll may require a WIL save to prevent negatives to combat.

Binoculars: A single slot item that increases combat visibility by 1 range band, in both day and night scenarios.

Blast: A per weapon characteristic where damage can be inflicted on more than 1 target on a successful attack. The radius of the damage is 20ft, all targets in that radius must have their damaged rolled individually.

Canteen: A useful 1 slot item to store liquids; required if tracking resources in an overland campaign.

Carbine: A lightweight rifle ideal for paratroops, requires 2 hands, deals 2d6+1 damage, and has a range of **far**. Can perform 15 attacks before a reload is reload is required.

Crowbar: Iron bar intended to pry open doors, locks, and other stuck items. Can be used as a melee weapon that deals 1d4 damage.

Cyanide Pills: A suicide pill that can easily be hidden on person. Upon ingestion, kills within minutes.

Detonator: Required to ignite explosives, either a timer or wire detonator. Timers offer up to 30 minutes of count down. Wire is available up to 300 feet.

Explosives: A bundle of explosive material capable of bringing down a small building, a bridge section, or sabotaging vehicles and large equipment. If used to

kill, it deals 8d8 blast damage. Requires either a wre or a timer detonator.

First Aid Kit: Healing kit available to anyone, only 1 use per item and can heal up to 2 points of Strength damage. Takes 1 slot of inventory.

Flares: Commonly used as a light source or target indicator. Can start fires when used on flamable material. Provides 1 hour of light.

Flash Light: Useful for a dim light when in darkness, uses batteries but will last for an entire mission.

Gas Mask: Prevents suffocation and damage due to gas attacks, effects combat attacks by -1 on attack rolls. Filters should be replaced each mission.

Grenade: A throwable weapon (or fired with rifle grenade variant) that deals 2d8 damage.

Grenade, rifle: Used with a rifle grenade launcher, can fire a grenade at a greater distance than throwing it. Reloading takes 1 action.

Grenade, smoke: A throwable weapon (or fired with rifle grenade variant) that creates a cloud of smoke to prevent visibility. The cloud has a 20 foot radius and lasts 2d4 combat rounds.

Hand Signals: Used to communicate in a firefight or in stealth operations. General commands can be given, but specific details are very limited. Examples include: moveout, halt, attack, change targets, covering fire, a specific number targets ahead, range in yards or feet, and so on.

Hand to hand: melee combat without a weapon, successful attacks deals 1d4 damage.

Jeeps: 4 wheeled on/off road vehicles that sometimes have a MG attached. With MG can deal 3d8 damage; if an enemy unit, the MG is elimnated after recieving 6 damage.

Knife: Held held melee weapon, capable of dealing 1d4+4 damage at close range. In combat, it can be unsheathed as a free action *only if* you have no other weapon in hand or you drop your weapon. Can be thrown with a -2 to attack, within 20 feet, for 1d4 damage.

Lockpicks: A 1 slot item that allows anyone to open mechanically locked doors, chests, and so on. This item has unlimited uses.

Machine Gun: A large ranged weapon that must be mounted to fire, either on the ground while prone or propped on some ledge or surface. May perform up to 50 attacks before reloading. Deals 4d6 damage and has a range of **far**. For every 5 continuous attacks, you must halt for 1 combat round for a barrel cooldown. You may perform other actions in the cooldown window, e.g. move or reload.

Medic's Kit: Can only be used by the medic class, able to be used up to 6 times per mission, takes up 3 slots. For each use, can heal 1 person for all of their STR damage.

Mess Kit: Required for multiday overland travel, allows for food prep. Multiple days without food may require a WIL save to prevent negatives to combat.

Mines: Placed on the ground and easily hidden, only damage vehicles if driven over. If a armored tracked vehicle hit a mine, it is disabled and cannot move. If a vehicle with tires hits a mine, it is disabled and takes damage.

Parachutes: Used during mission deployments, all players have training to jump and use these successfully. Normally abandoned once at a mission site, but could be dismembered with a knife or bayonet for improvised materials.

Pinned Down: When 3 attacks target the same 10 foot area, regardless if they miss, the enemies in that area are considered to be pinned down. Being pinned down causes a -2 to attacks on their next turn.

Pistol: A one handed range weapon capable of 8 attacks before a reload is required. Deals 1d6 damage and has a normal range of **near**.

Prone: A standard action in combat, gives +1 on attack rolls and provide +1DR when attacked by enemies.

Radio, handheld: Hand held radios are still quite large and cannot be used while wielding a weapon. They have a 1 mile radius for communications. The audio quality is fuzzy and is easily overwhelm by the noise of a firefight.

Radio, backpack: A large battery powered radio, cannot be used while wielding a weapon. They have a 3 mile radius for communications. The audio quality is fuzzy and is easily overwhelm by the noise of a firefight.

Rations: Required for multiday overland travel, requires a mess kit to be prepared. Multiple days without food may require a WIL save to prevent negatives to combat.

Retreat or **routed**, move up to 200 feet but enemies gain +1 to attack rolls against you. No other actions may be taken.

Revolver: A one handed range weapon capable of 6 attacks before a reload is required. Deals 1d6 + 1 damage and has a normal range of **near**.

Rifle: The standard semi automatic range weapon of the infantry, requires 2 hands to fire. Capable of having a bayonet or a grenade launcher attached, but not both. Deals 2d6 + 2 damage and has a normal range of **far**. It can perform 10 attacks before having to be reloaded.

Rope: A useful item, takes up 1 slot per 50 feet of length.

Ruck Sack: Standard issue for all players, holds up to 20 slots worth of items. Players with more than 10 items are slowed, or 15 for paratroopers.

Shotgun: A 2 handed range weapon, deals 4d6 damage with a range of **near**. Can perform 8 attacks before requiring a reload.

Silenced .22 Pistol: A silent weapon, has a range of **near** and can deal 1d4 + 1 damage, +6 damage if used in **close range** with **surpise**. Best used as a surpise weapon to eliminate an enemy and avoiding combat.

Sniper Rifle: A long range 2 handed weapon, capable of dealing 6d4 damage with an **extreme** range, can attack 5 times before requiring a reload.

Sub Machine Gun: A 2 handed range weapon with a large magazine, deals 2d6 damage with a range of **near**. Can perform 20 attacks before requiring a reload.

Surprise: Combatants often want to gain surprise, good planning will ensure surprise. Players or NPCs may become surprised simply due to carelessness.

Tanks: Large tracked vehicles, that come in 3 sizes. Each size has increasing HP and damage (due to a larger main gun). They also each have 1 machine gun for a secondary attack that can deal 3d8 damage.

Trench Tool: A small foldable shovel