

# WAR STORIES

A WORLD WAR 2 RPG QUICKSTART RULESET



BY G.I. GARCIA

Firelock  
Games™

YEAR ZERO  
ENGINE





# A HISTORICAL RPG OF THE SECOND WORLD WAR

Smear on your war paint and haul your gear as you leap into the world of *War Stories*, a roleplaying game set during the ravage and ruin of World War II. This Quickstart document provides all the basic rules required to run your first foray into the breathtaking action that awaits. With it, your group will create tales describing the desperate missions and harrowing exploits of those who participated in the struggles of the war.

Once you've had a taste of the bare bones of the game, it's time to dive into the depths and details of the core book itself as well as an accompanying campaign setting. In no time at all, you and your fellow players will be able to create moments of valor and courage, ultimately weaving your personal tales into the fabric of the historical events from beginning to end. These will be your *War Stories*.

---

## STARTING THE GAME

One of you should take the role of the Game Master (GM), controlling the setting and any non-Player Characters (NPCs) encountered. The rest of the players will take on the role of one of the pre-generated characters (PCs) and take part in the narrative everyone collectively creates. The GM should read this entire document carefully so they can guide the others through the provided one-shot scenario, *Cut the Lines*.

Players should print out the pregenerated character sheets at the end of this document and come equipped with plenty of six-sided dice (d6s for short) and one or two ten-sided dice (d10s). Ten playing cards valued from Ace to 10 are also required to serve as the Initiative deck. A couple of pencils and scrap paper for makeshift notes and maps are a good idea as well.

Have a look at your character sheet so you can become familiar with what makes up a *War Stories* character.



# ASPECTS OF A CHARACTER

## ATTRIBUTES

There are four base Attributes that dictate a character's inherent capabilities. They are rated on a scale from 1 to 5. 5 represents the highest human capacity, while 1 represents a weak or below-average trait. Most people would rate as a 3 on this scale. A character may only have one Key Attribute, and only their Key Attribute may be at 5. These are the four Attributes of *War Stories* characters:

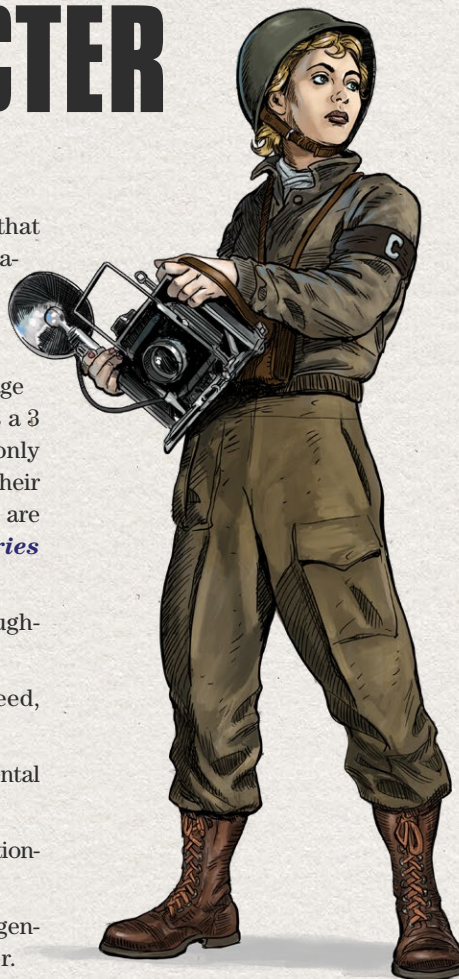
**Strength (STR):** Muscles, Toughness, Fortitude.

**Agility (AGL):** Dexterity, Speed, Fine Motor Skills.

**Intelligence (INT):** Intellect, Mental Stability, Know-How.

**Empathy (EMP):** Charisma, Emotional Stability, Discipline.

These Attributes determine the general aptitude of your character. Besides measuring how physically or mentally capable a character is, Attributes determine the number of dice you roll when attempting actions during the game. Each Attribute level allows you to roll an equal number of dice when testing for an action associated with that particular quality.



Attribute Level	Description
5	Extraordinary
4	Capable
3	Average
2	Poor
1	Terrible

## ENDURANCE

Endurance Points (END) represent your character's ability to handle the physical and mental stresses of combat and other challenges. It gauges how long a character can go without becoming Incapacitated due to the physical and mental drain caused by the horrors of war. Importantly, this value will diminish when a character takes Damage, whether it represents actual physical injury or mental stress.

**Endurance Points = Average of Strength and Empathy (rounded up) +1**

## SKILLS

A character's skills represent a broad area of expertise they have acquired along the course of their experience prior to and during the campaign being played. This will help determine whether a task will prove especially challenging or relatively easy if it is something the character is either especially skilled at or, perhaps, depressingly deficient. There are 16 core skills, and they are ranked just like the Attributes are, with one difference: the lack of a skill in an area may be denoted as 0 skill. Players will add the same number of dice to their pool as their Skill level.

Most of the time, players will still be able to have their characters attempt actions involving skills without a rank, but they may only roll the associated Attribute Dice in that effort. In some cases, however, further penalties and restrictions may be imposed for actions involving skills with 0 ranks. This is discussed further under each skill and its use. Ultimately, however, your GM will tell you when this applies.

Players can increase skill levels and acquire new skills during play using the core rules.

Skill Level	Description
5	Elite
4	Veteran
3	Talented
2	Experienced
1	Novice
0	Untrained

## SPECIALIZATIONS

Specializations are extensions of skills. They give a character more focused expertise in a particular area within the broader skill set. These provide characters with improved chances to succeed in relevant circumstances while also allowing a player to develop their character in unique and diverse ways. The Specializations themselves are tiered at two levels.



## TALENTS

Talents represent an additional way to customize your character. While the pre-generated characters will detail a few of these, they are further covered in the core rules.

## CHARACTER FLAWS & VIRTUES

These are also a means to personalize your character further. They, too, are detailed in the core rules.



## SKILLS AND THEIR USE

A story set in World War II cannot help but be action-packed and full of tension and drama. As the story unfolds and the adrenaline builds, there will inevitably come the moment when the narration between GM and players comes to a head and the dice must be rolled! At this tense moment, the PCs' skills will make all the difference between success and failure, perhaps even life and death.

## ROLLING THE DICE

When an action is declared that may or may not succeed and where failure may result in a meaningful setback, the GM may call for a Test to determine the results of the attempt. After describing what the character is trying to do, the player makes an Action Test. This is carried out by rolling a number of dice equal to the level of the Attribute being

used to overcome the challenge (as suggested by the description of the action) plus the level of the Skill most directly related to the action. These make up the Action Dice of the Test. Note that some Gear and Specializations will add dice to this total and will also be considered part of the Action Dice.

## SUCCESS

To succeed with your action, you must roll a 6 on one of your dice.

If multiple Successes are rolled (you roll more than one 6), you can achieve additional effects, such as increased Damage bonuses or generating Lucky Strike tokens. These and other options will be discussed later.

## FAILURE

If no 6's are rolled, something has gone wrong. More than likely, you have simply failed at your intended action, though your imagination and the GM's interpretation should make failure far more interesting than a mere lack of success. In some cases, a GM might allow the action to succeed but with a twisted disadvantage affecting the PCs as a result of their roll.

You have one chance to make things right, though. After an Action Test, you always have the option to Push Your Luck.

## PUSH YOUR LUCK

If you are not happy with an Action Test result, you have the option to Push Your Luck by rerolling all results (Attribute, Skill, Gear, and Bonus Dice) that are not Duds (any 1's rolled) or Successes. This may be done even if the original roll generated successes because you might want more successes than you rolled. This second, Pushed, roll might be just what is needed to succeed the way you hoped!

However, Pushing Your Luck in this way comes at a risk: doing so will activate all Duds, both those rolled in the original attempt and any rolled in the Pushed effort. Activating Duds will generate one FUBAR point for the GM regardless of how many 1's were



rolled. FUBAR points are never good for PCs (see below). Be careful how often you risk Pushing Your Luck!

A GM may also use Push Your Luck, just as players do. To do so, however, requires the use of a FUBAR. If an NPC's Pushed roll results in one or more Duds, regardless of success, the GM has the option of creating some sort of narrative-driven inconvenience for the NPC whose roll generated the Dud.

Pushing Your Luck does have two restrictions: you can only Push once per Action and you cannot Push a Protection roll (see below).

## DUDS

Rolling a 'one' is never a good thing. In *War Stories*, this is called rolling a Dud. Duds are important only if a player chooses to Push Their Luck. If a player rolls any ones and chooses to not Push Their Luck, Duds have no effect. However, Duds have two effects that are triggered when a roll is Pushed. First, a Dud cannot normally be rerolled as part of the Push Your Luck roll. They should be left alone and in sight, though, as they are activated after the pushed roll is completed. Second, if any Duds are rolled, either in the original roll or the pushed roll, one FUBAR point is generated (see below)! Because of this, players must think carefully about Pushing Their Luck as it can allow the GM the chance to make life difficult when it's most inconvenient!



Dice Set: 8 d6 and 1 d10

## LUCKY STRIKES AND FUBARS



Lucky Strikes represent a currency generated by scoring extra successes.

Players should track these on their character sheet or use tokens of any kind (bottle caps or coins will work easily enough). These represent the good fortune your character has been lucky enough to receive. They are acquired by turning in extra successes for Lucky Strikes. Each player may only ever have a maximum of two (2) Lucky Strikes as no one was ever that lucky in the war! Like any generous squad-mate, you may agree to give a Lucky Strike to a fellow PC in need, so long as you can justify how your character is helping to motivate or assist the lucky recipient!



By contrast, FUBARs (the often-used phrase which stood for Fouled (or some such) Up Beyond All Recognition) are the GM's version of Lucky Strikes. They are used against the players whenever least convenient by your wily GM! That said, it should be stated plainly for those overeager GMs out there: remember you do not need to actively try to harm or kill your PCs! The system will take care of that on its own.

FUBARs are acquired by the GM whenever players roll Duds after Pushing Their Luck as detailed above. Whenever this happens, your GM will hand you a FUBAR token to place alongside your Lucky Strikes near your character sheet. This means the GM will be able to use this specific FUBAR to impact the player who generated it! There is a limit of two (2) FUBAR that can be given to each player at any given time. Once a player has less than two, the GM may once again assign them a FUBAR (even in the same session). Additional FUBAR generated by a player who has their

maximum are given directly to the GM in a generalized pool for their use against any character or all the players as a group.

While these points are carried over from session to session, the initial allocation at the start of a mission is as follows: each player receives one Lucky Strike, while the GM receives one general pool FUBAR.

Each Lucky Strike or FUBAR may be used to do one of the following:

- » When you Push Your Luck, you may reroll ones from the original roll. Subsequent Duds do count though!

- » Add two dice to your Action Dice if your Dice Pool has at least one die.

- » Re-roll a Damage Roll.

- » Change a minor Plot Point (ex: environmental effect, innocent bystander, personal problem, lost possession) - GM permission required.

- » Remove the Suppression Effect so you may act normally.

- » Roll one die when your dice pool drops to 0 or less due to negative modifiers -GM permission required.

- » GM only: Push an NPC test.

- » GM only: Impose a narratively appropriate Condition (without END loss) onto an Attribute. Only one Condition, per PC, may be imposed at a time.

- » GM only: Random Bad Luck Event: The cost for this may vary from 1 to 3 FUBARs. The higher the cost, the more unlucky the event. These might include anything from an unexpected enemy appearing to friendly fire targeting the players or an artillery barrage landing close enough to affect the PCs.

When using a Lucky Strike or a FUBAR, no reroll can be re-rolled again. For example, you can't spend a Lucky Strike to force the GM to reroll a Damage result after they've used a FUBAR for the same purpose. You CAN use two Lucky Strikes on one roll



though.

As an example, you might add two dice to your pool with a Lucky Strike, and then choose to Push Your Luck with those results, Duds included, with a second Lucky Strike.

You cannot, however, retroactively decide to use one once the opportunity has passed and the next dice have been cast.

## GROUP TESTS

If a group of characters must make a collective roll, one roll carried out by the most or least suitable character is done instead. For actions like Infiltrating, the least suitable character is used. For actions like Perception, the best character may make the test. The other characters may assist (see below) as appropriate, but only one roll is allowed. Failure here counts as a failure for all. Extra Successes generated by group tests award Lucky Strikes to be distributed among the participating characters by the player who rolled.

## OPPOSED TESTS

When a PC's actions are directly opposed by an NPC (or even a fellow PC!), an Opposed Test is made. This simply means that to succeed, the player must roll a success, and also exceed the number of successes the opponent rolled. If there is a tie, the acting player (the one initiating the Opposed Test) fails in the action they are attempting. Only the acting player may Push the Roll. While sometimes opposed tests involve the opponents using the same Skills, there may also be occasions when the GM will call on different Skills to be used.

Opposed Tests are often used when sneaking by an enemy who is on guard, or when persuading an NPC who is resistant to your suggestion.

## MODIFIERS

Circumstances will frequently make some actions harder or easier to achieve. These often are a result of the inherent difficulty of the task, help from others, or Specializations the character possesses. The Modifiers come in the form of extra dice when tasks are made easier or removed dice when they are made more difficult. These will be shown as a +1 or higher for positive modifiers or -1 or more for negative ones. When both modifiers apply, they are cumulative, meaning all are taken into consideration.

If a player is called to roll dice, there is an assumption that whatever they are attempting to do is by default a difficult endeavor. If it was easy, the GM should not even call for a die roll. However, there are circumstances when the dice should roll and a GM must judge if an action is somewhat easier or harder than the average task. In this case, a positive or negative modifier may be applied. To help judge these circumstances, here are examples of potential situations. Each would apply a +1 or -1 modifier as needed. Note that multiple situations may apply and the modifiers they generate would be cumulative.

» Particularly appropriate Gear - having the 'right tool for the job' will provide the Gear Dice bonus (as listed in the Gear chapter below).

» An advantage the PC may have, whether with superior knowledge providing an informed status or perhaps an elevated or protected position during Combat. This would generate a +1 modifier.

» Receiving Help from an ally will provide a +1 to +3 modifier depending on the Help attained (see below).

» Improvised Gear might not be as suitable and might generate a -1 modifier.

» Weather, distance, or lighting might decrease visibility generating a -1 (or greater) modifier. This may be cumulative if more than one is affecting the situation.

If, after modifiers, your Dice Pool drops to 0, this is normally an indication of a task that is simply beyond your ability at the moment. If the GM permits, however, you may spend a Lucky Strike to roll one die in the hopes of a Success you can chalk up to pure luck!

## ADJUSTMENTS

At times, Adjustments to die results are called for. This means adding or subtracting a value from the result of a roll. It is different from Modifying a test which is adding or subtracting dice to a pool. This is most often done for a d10 Damage roll, though there are other occasions when an Adjustment may be required.

## HELP FROM A FRIEND

Whenever a PC receives help from a fellow PC or even an NPC, they may receive a +1 modifier. The helping character must be present and the limit to how many might help is adjudicated by the GM up to a maximum of three. In combat, the type of action being modified will determine the type of action (Slow or Fast) the helper must use.

NPCs may use this Help tactic to track the actions of a large number of combatants if the GM wishes to keep the action running more rapidly. In this case, simply group up to four NPCs together and use one skill test with a +1 for each helping ally. This allows you to roll less often, speeding up the fight. Of course, this reduces the effectiveness of enemy minions, so it is up to the GM to decide how often to use this method!

Many Specializations provide additional modifiers in specific circumstances, as detailed in each pre-generated character sheet.



## GEAR

The tools available for PCs will typically provide additional dice to the Action Dice pool. In this way, using the right tool for the job will help to achieve success. The number of dice provided as well as details as to their use is listed later under the section on Gear.



Compass

## THE SKILLS

This section describes the Skills available in *War Stories*.

Strength	Agility	Intelligence	Empathy
Calisthenics	Infiltrate	Insight	Command
Close Combat	Nimble	Perception	Guts
Heavy Weapons	Operate	Survival	Medical Aid
Stamina	Ranged Combat	Tech	Persuasion

### CALISTHENICS (STR)

This is used for all tests involving physical strength like lifting heavy objects, pushing large loads, lifting beyond your Encumbrance limit for a brief period (Encumbrance is further detailed in the core rulebook), and strength-based movements like climbing and jumping. It is also used to throw grenades. This is only rolled when these actions would be obstructed by a significant obstacle or an impeding opponent.

**Failure:** The exertion is just too much. You are unable to get it done. You missed with your grenade.

**Success:** You're able to power your way through the challenge. You land the grenade on target.

**Extra Successes:** Each extra success allows you to choose from the following:

- » You're able to succeed with impressive results.
- » You might even manage to hurt an opponent in the process.
- » Draw an additional Initiative card and choose one during the next Round.
- » Increase the grenade's damage (+1 to the Damage Roll).

### CLOSE COMBAT (STR)

This skill reflects close combat training and ability. It is used when fighting in close quarters whether armed or not. Normally, you must be within 1m of your target to attack them using Close Combat.

**Failure:** You fail to connect! Better luck next time.

**Success:** You land a blow. Inflict weapon or unarmed damage (see the Gear section) on your opponent.

**Extra Successes:** Each extra success allows you to choose from the following:

- » +1 to the Damage Roll to determine the number of Damage points inflicted.
- » Draw an additional Initiative card and choose one during the next Round.
- » You disarm your opponent.
- » You push back your opponent for 1 meter for each extra success spent.
- » You knock your opponent Prone.
- » You successfully Grapple an opponent.

### HEAVY WEAPONS (STR)

This skill is used to fire heavy weapons that require a measure of strength to handle. This may be a large, cumbersome weapon or one with extra recoil, such that brute power is needed to fire accurately or handle the weapon effectively. These include machine guns, flamethrowers, and rocket launchers. It is also used for loading shells into cannons and other similar heavy weapons, including tank guns.

**Failure:** You are unable to hit your target accurately or load the weapon on time.

**Success:** You succeed at hitting your target or loading your weapon.

**Extra Successes:** Each extra success allows you to choose from the following:

- » You may achieve extra damage (+1 to the Damage Roll).
- » Draw an additional Initiative card and choose one during the next Round.
- » While loading a weapon, gain a +1 to your next loading test in the same scene.
- » You push back your opponent for 1 meter for each extra success spent.
- » You knock your opponent Prone.
- » Increase the Blast Radius by two meters.

### STAMINA (STR)

This Skill represents the endurance training of your PC. It is used whenever your character is challenged with physical stress. It is also used to combat Fatigue tests (as detailed in the core rulebook).

**Failure:** You succumb to the strain. You must stop what you're doing and take a break.

**Success:** You keep grinding through the hardship until the GM calls for another test.



**Extra Successes:** Each extra success allows you to choose from the following:

» Help an ally with a similar challenge you can physically assist. That character succeeds without rolling the dice. A single success can similarly be passed to an Ally allowing them to succeed while you sacrifice your success.

» Each extra success represents one less round you must test Fatigue (a part of the game not used in this Quickstart Guide).

## INFILTRATE (AGL)

Use this Skill when you attempt to remain unnoticed. This roll may be modified for visibility, movement, and other factors a GM may consider beneficial or detrimental. In an Opposed Test between Infiltrate and Perception that occurs outside of combat rounds (where no player is taking a Turn as the active PC), Perception successes must beat Infiltration successes to spot the hidden character.

**Failure:** You are seen or heard and the consequences that follow are likely not very good.

**Success:** You succeed in moving stealthily and manage to remain unseen and unheard.

**Extra Successes:** Extra successes allow you to choose from the following:

» Each extra success rewards the PC with a +1 die bonus to any attack test that benefits from being hidden by this action.

» Help an ally with a similar challenge. That character succeeds without rolling the dice. A single success can similarly be passed to an Ally allowing them to succeed while you sacrifice your success.

## NIMBLE (AGL)

This is used for moving in a way requiring agility rather than strength. This represents your ability to avoid harm. This also includes balancing, dropping down from a height, or even dancing! In the core rulebook, evading Suppressive rounds while moving through a Field of Fire also uses Nimble.

**Failure:** You do not succeed at avoiding trouble. You will likely suffer Damage or will be unbalanced and possibly fall.

**Success:** You avoid the dangerous situation, preventing harm. You succeed in your efforts, avoiding stepping on your partner's feet!

**Extra Successes:** Each extra success allows you to:

» Provide one of your successes to an Ally (if it makes narrative sense as determined by the GM) so they may benefit and not need to roll for the same kind of test on the same round. This may even be sacrificed by you, should you wish to "take the bullet" for them.

## OPERATE (AGL)

This represents an ability to drive a wheeled or tracked light vehicle. Driving heavier tracked vehicles (like tanks) or even boats and airplanes, requires a Specialization of the skill to operate. It is used whenever a challenging maneuver is attempted or an unfamiliar version of a vehicle is driven. This is also used when the driver is involved in vehicular combat.

**Unskilled:** Without this Skill, a GM may rule you cannot even attempt to drive something of any complexity if your PC has not been exposed to it. At best, you may receive negative modifiers to your Agility test.

**Failure:** You are unable to complete the maneuver or position the vehicle properly.

**Success:** You manage to succeed in your efforts, maneuvering the vehicle properly.

**Extra Successes:** Each extra success allows you to choose from the following:

» You're able to succeed with impressive results.

» You might even manage to hurt an opponent in the process.

» You may provide a Bonus die to one gunner who fires this Round after your action.

## RANGED COMBAT (AGL)

This covers training in any personal ranged combat weapon. It is most commonly used in firefights and so is quite common in *War Stories*. It includes weapons in the following categories: Pistols, Rifles, Submachine Guns, and Assault Rifles. This is also used whenever a challenging reload operation is required by the GM.

**Unskilled:** Without this Skill, a GM may rule you cannot even attempt to fire a weapon you have not previously handled. At best, you may receive negative modifiers to your Agility test.

**Failure:** You missed your target or failed to reload your weapon properly.

**Success:** You scored a hit against your target. Make a Damage Roll against the target(s).

**Extra Successes:** Each extra success allows you to choose from the following:

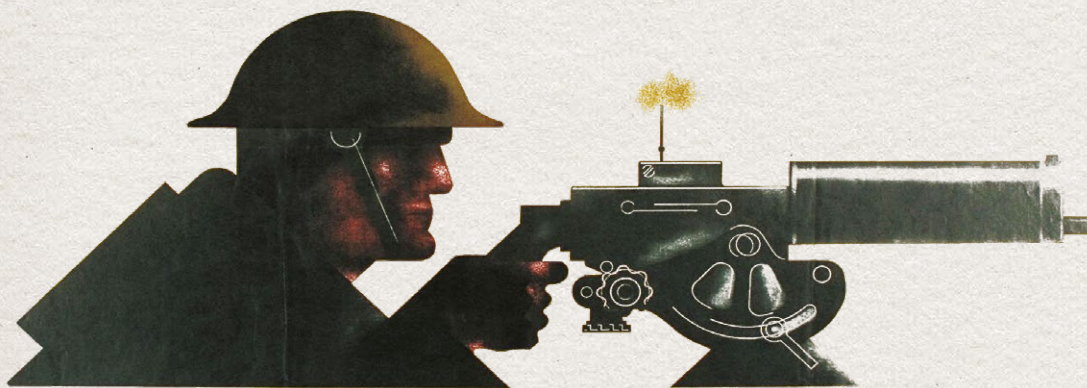
» +1 to the Damage Roll to determine the number of Damage points inflicted.

» Draw an additional Initiative card and choose one during the next Round.

» You push back your opponent for 1 meter for each extra success spent.

» You knock your opponent Prone.





## INSIGHT (INT)

This represents a wide array of knowledge-based abilities. By itself, it may be called for when a GM requires a general knowledge test to determine if a character knows anything about a given situation. Often, it is combined with a Specialization that will permit you to become an expert in a field, most often academic or social in nature (mechanical and technical areas are covered under Tech). Some of these Areas of Knowledge will be listed in the core book, while more will be described in future supplements. In a pinch, you and your GM can come up with additional Specializations as well.

**Unskilled:** Without this Skill, a GM may rule you cannot even attempt to understand or make use of something your PC has not previously experienced. At best, you may receive negative modifiers to your Intelligence test.

**Failure:** You are unable to determine enough information to be useful.

**Success:** You can recall something useful or manage to know precisely how to resolve the issue based on prior knowledge.

**Extra Successes:** Extra successes allow you to choose from the following:

- » Each extra success rewards the PC with a +1 to any future test that benefits from the knowledge gained.
- » Any Command Test rolled using information acquired by this Insight Action gets a +1 modifier if the GM considers the information helpful and relevant.

## PERCEPTION (INT)

This is used to notice something important or useful. It is used to sense an ambush or try to spot an opponent attempting to Infiltrate. Forward Observers use this to call in artillery. It can provide a character with insight on an NPC. While investigating a scene it may allow the character to notice out-of-place items or find clues. In an Opposed test between Infiltrate and Perception that occurs outside of combat rounds (where no player is taking a Turn as the active PC), Perception successes must beat Infiltration successes to spot the hidden character. Visibility and distance may impose penalties as determined by the GM.

**Failure:** You fail to notice what's possibly right in front of you!

**Success:** You are able to spot the clue or notice the enemy creeping up on your position. You accurately relay information to the artillery team, granting them your successes as bonuses.

**Extra Successes:** Extra successes allow you to choose from the following:

- » One additional character will benefit from your Perception test results.
- » More or different items than expected are found. The GM will let you know if this is possible and what is located.
- » Useful information about your location is gathered. The GM will let you know if this is possible and what the information is.

## SURVIVAL (INT)

This involves finding food and shelter and otherwise surviving in inhospitable locations while often being poorly equipped to do so. It also includes direction sense, navigation, and finding a means to withstand the challenges of nature.

**Unskilled:** Without this Skill, a GM may rule you cannot attempt any complicated Survival efforts if your PC has not experienced something similar in the past. At best, you may receive negative modifiers to your Intelligence test.

**Failure:** You fail to gather the essentials you were seeking, the path to take, or to find appropriate shelter.

**Success:** You are able to find enough of what you were looking for yourself and one other individual. You are able to find your way.

**Extra Successes:** Extra successes allow you to choose from the following:

- » Two additional characters benefit from your Survival Test results.
- » More or different items than expected are found. The GM will let you know if this is possible and what is located.
- » Useful information about your location is gathered. The GM will let you know if this is possible and what the information is.



## TECH (INT)

Whenever a character must use or repair complex equipment or Gear, this Skill is used. Often, the proper tools must be on hand for the test to be attempted. This should only be rolled when a task is particularly difficult or when using equipment the character is unfamiliar with. The time required to successfully operate or repair Gear varies considerably and should be determined by the GM. As a guideline, use a d6 where each value rolled represents Rounds, hours, or days as appropriate to the narrative. Additionally, this skill is used if you operate Heavy Weapons involving Field Artillery or Heavy Guns on tanks and other turreted weapons.

**Unskilled:** Without this Skill, a GM may rule you cannot even attempt to operate, build, or repair complex Gear if your PC has not been exposed to it. At best, you may receive negative modifiers to your Intelligence test.

**Failure:** You are unable to effectively use the equipment and fail in your efforts to accomplish your task. If firing artillery, you miss your target.

**Success:** You manage to work out the challenge and succeed at your task. If firing artillery, you achieve a Hit on your target.

**Extra Successes:** Extra successes allow you to choose from the following:

- » You manage to improve the desired outcome of what you were doing. With GM approval, this may provide an additional Gear bonus of +1 die to the item being used.
- » You make something last longer than expected.
- » You complete your work in less time than expected, as determined by the GM.
- » If firing artillery, you may add +1 to the Damage Roll for each extra success.
- » If firing artillery, you may affect targeted structures to a greater extent. This may include extra Damage or a narrative effect, as determined by the GM.

## COMMAND (EMP)

This is used by those in charge or by anyone hoping to convey orders or direct the actions and morale of other characters. It is most often used by officers and NCOs but may also be used by anyone hoping to make decisive, authoritative decisions or directives. This Skill is also used to Rally soldiers who are suffering Conditions or to Inspire them, removing the Suppression Effect. Multiple soldiers in your Zone may be targeted. Additionally, this skill may be used to coordinate your squad by Commanding them: by succeeding in a Command test and spending a Slow Action, you may provide allies within earshot with your successes as bonuses if your orders or advice can assist their actions. Each of your successes translates to a bonus die for an ally performing the action ordered.

**Failure:** Your orders are misunderstood or your decisions on the battlefield are ineffective or dangerous. You fail to Rally or Inspire. Your Commands provide no help.

**Success:** Your orders are implemented successfully or your decisions benefit those involved. You are able to Rally those suffering from Conditions or Inspire those who are Suppressed (removing the Effect). If your Commands assist those within earshot, they may add a bonus die to their tests for each of your Command successes, so long as they are following your orders.

**Extra Successes:** Extra successes allow you to choose from the following:

- » Heal an extra (equal or lower level) Condition or remove Suppression from an additional ally in your Zone.

» Provide more bonus dice for one or more individuals in the same Zone. Each success provides one bonus die to one individual.

» Your orders create an unanticipated benefit beyond what was initially expected. Your GM will let you know if this is possible and what that benefit might be.

## GUTS (EMP)

This is used when your character is under fire or is otherwise affected by any kind of situation requiring a Guts test. It is often called upon after a character is hit in combat to avoid Suppression. Finally, this skill is used to try to remove Conditions on yourself with a Rally Action.

**Failure:** You will become Suppressed or suffer Endurance loss and imposed Conditions if using the rules on Stress found in the core rulebook.





**Success:** Each success passes a Stress test, Suppression test, or social Persuasion test (these are covered in the core rulebook as well). If a Rally test is successful, you remove a Condition.

**Extra Successes:** Each extra success allows you to:

- » Remove one additional (equal or lower level) Condition on yourself only.

## MEDICAL AID (EMP)

This is used to restore Endurance and remove Conditions (with First Aid actions), attempt Rally actions, perform surgeries, and even treat the mentally ill if needed. This is also used to diagnose all manner of medical problems. This skill requires a number of Actions (see Healing below). The test for success should be made before the actions begin as extra successes may reduce the time required.

**Untrained:** While attempting the First Aid action, your character may only ever heal one Condition or END.

**Failure:** You fail to heal the Damage or treat the individual properly.

**Success:** You can provide the care and treatment needed to improve the health of the patient. The number of successes determines the number of Conditions or END healed. Each success removes one Condition or restores one Endurance Point. Healing is further described in the section on Damage.

**Extra Successes:** Each extra success allows you to choose from the following:

- » Additional Conditions or Endurance may be healed.
- » Reduce by one the number of Actions required to Heal Conditions and Endurance, to a minimum of one.

## PERSUASION (EMP)

This is used to manipulate others to do what you want them to do. This might be achieved by coercive measures or by sweet-talking your way into getting what you want. It may also be used to remove Conditions with a Rally Action.

**Failure:** You do not convince the character to agree with you or to do what you wanted them to do. You do not remove a Condition.

**Success:** You manage to persuade the character to act in a way that aligns with your intent. Note that this Skill is often opposed by the target charac-

ter's Perception, Command, or Guts, depending on the circumstances. You remove the Condition targeted.

**Extra Successes:** Achieving extra successes may allow you to:

- » Have the target character go even further toward pleasing your PC.
- » Sow doubt in the mind of the target character causing them to suffer a Stress test. Depending on the circumstances, this may cause one Damage point per success at the GM's discretion.
- » Remove one additional (equal or lower level) Condition per extra success.



# SPECIALIZATIONS

The Core Rulebook provides a large number of Specializations. These further customize your character and give them added advantages. The pre-generated characters provided in this Quickstart detail all you need to know to use the Specializations assigned to them.





# COMBAT

*War Stories* is at heart an RPG featuring the fierce and brutal combat of the Second World War. It is likely quite inevitable the characters will engage with the enemy on more than one occasion in a given session of play. This section details the rules of Combat, while the way Damage is recorded is covered in the following section. The rules are meant to be intuitive and a general abstraction of real life. This way, once the bullets start to fly, you will be able to tell your story with very little intruding on the immersive action that unfolds.

## TIME IN THE GAME

### ROUNDS DURING COMBAT

Once combat breaks out, the narrative shifts to a more narrowly-focused approach. So many things might happen in a typical Combat scene, you need to break down the game into Rounds. A Round is a short, generalized period of time, roughly 6 seconds long. Each character will perform their actions during their time to act based on the Initiative card drawn. Characters and their enemies will perform in sequence taking their actions according to Initiative Order. Once they are all done, everyone will begin a new Round. This will continue until the combat is over.

### DYNAMIC INITIATIVE

The Initiative draw for *War Stories* reflects the theme of uncertainty in war. Each player including the GM draws a card from the Initiative deck (ten regular playing cards numbered Ace thru 10) determining the order when each player may act, lowest value to highest value. Cards drawn should be kept secret so that the Initiative order will remain a mystery. Players, including the GM, will not know precisely when each combatant will take their actions. To keep combat in a constant state of flux, Initiative cards should be drawn at the start of each Round, making the combat order wholly unpredictable and representing the chaos of a WW2 environment. We call this method 'Dynamic Initiative'.



Note that there are means by which the Initiative may be altered. These include the use of Talents as well as spending Extra Successes after certain skill tests. Delaying your Initiative order is also possible should you wish to act later in the Round. Reactions and Overwatch are special considerations that also interrupt the Initiative Order, and are discussed below.

## ACTIONS YOU CAN TAKE

So, it's your turn to act; what can you do? First, be sure to describe what you hope to accomplish during your Initiative. When it is your character's turn to act, you may carry out two types of actions: a Slow Action and a Fast Action. You may also choose to replace your Slow Action with a second Fast Action. Two Slow Actions in one Round are not permitted. There are also some Free Actions available that can be additionally performed at the discretion of the GM. Here are the kinds of things you can do:

### SLOW ACTIONS

- » Close Combat Attack
- » Coup de Grace
- » First Aid
- » Move 20m (and possibly Sprint)
- » Rally (1 slow action per success used)
- » Ranged Attack
- » Reload (Heavy Weapons)
- » Retrieve a Stowed Item
- » Slow Aim
- » Social Interaction
- » Use Item

### FAST ACTIONS

- » Aim
- » Draw Weapon
- » First Aid
- » Focused Strike
- » Go on Overwatch
- » Go Prone/Stand Up
- » Move 10m (and possibly Sprint)
- » Operate a Vehicle
- » Reload (a magazine or clip)
- » Use an Item

### FREE ACTIONS

- » Drop Item
- » Reload (a single Bolt Action round)
- » Shout or speak briefly

## SPECIAL ACTIONS

Some Actions particular to *War Stories* bear additional explanation.

### AIMING

There are two ways you can aim: Fast or Slow. Fast Aim requires a Fast Action and provides a +1 modifier. Slow Aim requires a Slow Action and provides a +2 modifier. As shooting is itself a Slow Action, Slow Aiming requires you to shoot your target on the next round. Aiming bonuses can stack provided they occur consecutively and without any kind of interruption as determined by the GM (generally, being hit, failing a Guts test, moving, etc.). Aiming bonuses may only provide a maximum of 3 dice, using a combination of Slow and Fast Actions. Aiming is only possible when firing a single shot. You cannot Aim while using Suppression, Rapid Fire, Burst, or Full Auto modes.

### DELAY

You may choose to delay your Initiative to act during or before another Initiative card's timing. This is most often done to coordinate with an ally who is acting later in the Round. You must inform the GM of when you intend to act (by either choosing a new Initiative number or nominating which other friendly character you are acting after) and cannot change your mind later.

### FIRST AID

As explained in more detail in the Healing section, this action requires a number of Slow and Fast Actions depending on the amount of healing accomplished. See below for details.





## RALLY

As explained in more detail in the Healing section, this action requires a number of Slow Actions depending on the number of Conditions being removed. See below for details.

## FOCUSED STRIKE

Focused Strike is similar to Aiming but applied to Close Combat attacks. Importantly, only one Focused Strike action can be taken. It counts as a Fast Action and grants a +1 modifier to the Close Combat attack, so long as the Close Combat Action immediately follows the Focused Strike during the same Round.

## OVERWATCH

You may choose to use your Fast Action to place your character on Overwatch while leaving your Slow Action unused. This means you will be able to keep watch over a chosen area of the Zone you are in as well as the Zones your weapon has range to. You may use your Slow Action during an enemy Turn to act before they do, for instance, with a Ranged Attack of your own.

Your Overwatch mode remains in place until any of the following occur, after which you are no longer on Overwatch:

- » You Move or take another Action.
- » You are Hit.
- » You are engaged in Close Combat.
- » You fail a Guts test.
- » You use your Overwatch's Slow Action.

## RELOAD

This maneuver varies in terms of Free, Fast, or Slow Actions. While it is most often a Fast Action, weapons teams who load heavier munitions will often need to use a Slow Action (or more if short-staffed). Also, loading a single Bolt Action round is just a Free Action.

## COMBAT BASIC CONCEPTS

While Combat in *War Stories* is largely composed of Ranged Attacks and Close Combat melees, an understanding of movement, range, and other circumstantial rules helps create the exciting action that is sure to unfold in a tense firefight or a life or death brawl.

## MOVEMENT

Once combat begins, it is helpful to know the locations of the individuals involved. For this reason, a rough sketch of the battlefield is advisable.

When you move your character using a Fast Action, you may move them 10 meters per action. You may spend a Slow Action to move up to 20m. Moving the full 20m distance is meant to simulate a quickened pace. If you spend both your Fast and Slow Actions moving, you are assumed to be running up to 30 meters. You may choose to Sprint after a Fast Action move or after a Slow Action move. A Sprint is done by making a Calisthenics test (or alternatively a Nimble test if your GM agrees)

with each success allowing you to add 2 meters to your run distance. Sprinting is normally only allowed once per Round (after only one of your two Actions) and only if you are not exceeding your Encumbrance.

Any sort of terrain that causes you to slow down (mud, snow, ice, barbed wire, etc.), will cause you to reduce your movement by half. Moreover, the GM may require other tests depending on the terrain. For example, ice may require a Nimble test to avoid being knocked down, while barbed wire may require a Stamina test to avoid being Damaged. Swimming and climbing will also slow movement to a rate of half-speed or less. Fatigue tests, something covered in the core rulebook, may be required by the GM for strenuous activity.





## RANGE

For weapon ranges, each weapon listed under the Gear chapter has a value listed in the Range column. Up to this number in meters reflects the Short Range of the weapon. Doubling this number provides the Medium Range. Doubling the Medium Range provides the Long Range. Doubling the Long Range provides the Extreme Range. For some rifles and machine guns, the Extended Range Quality may quadruple the Long Range to reflect an even more distant Extreme Range. Conversely, some weapons have the Limited Range Quality, which eliminates the Extreme Range altogether. These are noted in the Gear section when applicable.

As an example, a pistol may have a Range value of 15 meters. From 1 to 15 meters is Short Range. 16 to 30 meters is its Medium Range. 31 to 60 meters is Long Range, and 61-120 meters is the Extreme Range.

Melee weapons require targets to be within 1 meter. This is considered Engaged Range.

If your group does not use any sort of map to visually represent the battlefield, your GM should be the final judge of distances and ranges. That said, some care should be taken to communicate these distances to the best of everyone's ability.

## ZONES

In addition to the concrete distance representations necessary for movement and weapon ranges, *War Stories* also implements a more situational measurement called a Zone. This ambiguous area varies in size from a small room in a country cottage to a large town square in a busy city. The size is ultimately determined by the GM and is dependent on the needs of the narrative as events occur in this vicinity.

The purpose of the Zone is to determine an area where characters may be affected or where they may affect others. Perhaps a rule says a character may assist another in the same Zone, though not necessarily right beside them. Defining a Zone here would determine if this was possible. Perhaps there is a withering hail of suppressive fire directed at a particular alleyway in a town. The GM may define the Zone as the length of the alleyway but no farther than the end of the block. Each situation may vary; it's largely dependent on the area and the circumstances. This is why the Zone rule is intentionally flexible.

Whenever a rule states an effect occurs within a Zone or in a neighboring Zone, it is up to the GM to define the perimeters of the Zones involved.

They must keep in mind things like what might be within earshot, what might be in Line of Sight, or within the fire arc of a weapon. These sorts of elements will assist in determining the area of a Zone.

## VISIBILITY

Visibility determines how much can be seen. This is especially important when darkness, fog, smoke, rain, or other such impediments obscure a character's field of vision. In these cases, your Actions are penalized according to how extensively visibility has been diminished. The GM will impose a -1 to -3 dice penalty to any test where visibility is critical to success.



## OBSTRUCTIONS

While Visibility covers the natural conditions that impair an attack, Obstructions are objects that intervene between the attacker and the target. This may include trees, bushes, walls, and even other individuals. This will include the Cover the target benefits from but doesn't necessarily stop there. Obstructions include any element that makes a target more difficult to hit directly. It is important to note that some Obstructions are better at doing this than others. Light Cover will often not mean anything to a shooter who may choose to shoot through it, and so affords little to no Obstruction penalty (-1 die perhaps). Heavy Cover, on the other hand, might cause a shooter to try and shoot around the obstruction. This may impose anywhere from a -1 to a -3 dice (or even greater!) penalty on the shooter. This works in conjunction with Cover to provide the target with considerable protection.



# CLOSE COMBAT

Close Combat covers all kinds of hand-to-hand fighting, including both armed and unarmed combatants. When you want to strike your enemy in a Close Combat attack, you must be within Engaged Range and have a Slow Action available to use. To determine whether you are successful, make a Close Combat skill test, adding any Gear Dice from the weapon used. Fists are considered weapons if unarmed. If you roll any successes, you will Hit your target and inflict Damage, after Armor considerations, as described in the Damage section below.

## REACTIONS

Reactions enable a target of an attack to use a Fast Action as a response. These rules are detailed in the core book.

## CLOSE COMBAT MODIFIERS

Close Combat may include modifiers to the Dice Pool of the attacker as follows:

### CLOSE COMBAT MODIFIERS LIST

Elevated Attacker	+1 Die
Prone Opponent	+1 Die
Focused Strike	+1 Die
Each Additional Ally Helping in the Attack	+1 Die (+3 max)
Unaware Opponent	+3 Dice
Called Shot	-5 Dice
If Encumbered (carrying above your limit)	-2 Dice

If you manage to achieve multiple successes, you must declare how you will use your extra successes. These can be converted into the following:

- » Bonuses to the Damage roll.
- » Gain a second Initiative card on the next Round, discarding one.
- » Gain a Lucky Strike.

## THE DAMAGE ROLL

Roll the Damage Die (d10) next. Consult the Damage Table (see below) to determine how many points of Damage have been inflicted. The target may be able to reduce this through Protection saves (see below). If three or more (3+) points of Damage are scored all at once, a Critical Injury is achieved. These terrible wounds are detailed in the core book.

## TACKLING AND GRAPPLING

Tackling and Grappling are special kinds of Close Combat attacks which do not involve hitting your target as much as knocking them down or pinning them in place. Grapple attacks are handled the same way as a regular attack except that successes enable you to achieve your intention, rather than directly damaging your opponent.

Once knocked down, the prone character must spend a fast Action to stand up. Grappled characters must break the pin by succeeding in an opposed Calisthenics or Close Combat test. The grappled victim chooses which test to roll to attempt to

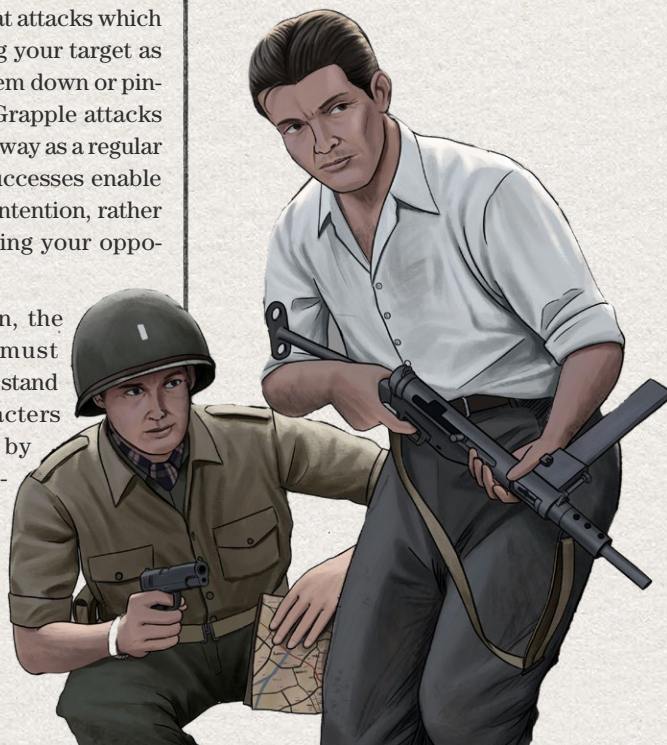
break out of the Grapple. This is treated as a Slow Action.

While you are pinning your opponent, you must spend a Fast Action maintaining your hold. You may spend a Slow Action attempting to attack your opponent, who cannot defend. You may release your Grapple as a Free Action.

Grappling likely involves both characters being Prone, though this is up to the GM. Note that another way to initiate a Grapple is to use extra successes generated by a Close Combat attack.

## DISENGAGING

If you have an active enemy at Engaged range, you must make a Nimble test to move away to outside Engaged range from them. The distance you move depends on the type of Action you use. If you fail, you still move but your enemy gets a free Close Combat attack against you. The free attack doesn't count toward their actions in the Round. Characters may only make this type of free Close Combat attack once per round.





# RANGED ATTACKS

Ranged Attacks are at the core of every mission in *War Stories*. If you want to shoot at an enemy, these are the rules to follow. Ranged Attack covers the use of all kinds of small arms and personal, long-range weapons. The use of heavier weapons, including artillery and tank guns is discussed in the core book.

To shoot at an enemy, you must first declare how many shots you will attempt (if firing a weapon with that capabili-

ty) and declare your target(s). Then, make a Ranged Combat Attack roll (or a Calisthenics, Tech, or Heavy Weapons test instead, when appropriate), adding any Gear Dice gained from the weapon used. If you roll any successes, you Hit your target and inflict Damage, after Armor and Cover are considered, as described in the Damage section below.

## REACTIONS

As mentioned above, Reactions are responses available to characters targeted by Ranged Attacks. They are detailed in the core rulebook.

## RANGED ATTACK MODIFIERS

The GM may add Ranged Combat modifiers as they see fit, but here are a few guidelines:

Aim Bonus (as a Fast Action)	+1 Die
Careful Aim (as a Slow Action the previous turn)	+2 Dice
Prone Opponent	-1 Die
Target wearing terrain-appropriate Camouflage	-1 Die
Vulnerable Opponent	+1 to +3 Dice
Visibility Penalty (Darkness or other conditions)	-1 to -3 Dice
Range Penalty	-1 Medium, -2 Long, -3 Extreme
Engaged	-1 for Pistols, -3 all others
Fast Moving Target (Running speed or faster)	-1 to -3 Dice
Obstructed Target	-1 to -3 Dice
Firing at Multiple Targets with Rapid Fire or Burst	-1 Die
Target Size	-3 to +3 Dice
Called Shot	-5 Dice

## MULTIPLE SUCCESSES

If you manage to achieve multiple successes, you must abide by your previously declared number of targets by distributing your extra hits to any declared target(s) beyond the first. Extra successes beyond the number of declared targets may be converted into the following options:

- » Each extra success spent provides a +1 adjustment to the Damage roll.
- » Gain a second Initiative card on the next Round, discarding one.
- » Gain a Lucky Strike.

If there is only one target, the shooter may not declare multiple hits on the same target. While this may indeed have occurred in the imagined fire-fight, it is handled abstractly with one Damage roll which may be adjusted by the extra successes as normal.

## THE DAMAGE ROLL

After succeeding on a Ranged Attack, roll the Damage Die (d10) next. Normally, if more than one character is hit, a separate roll is made for each. Consult the Damage Table (see below) to determine how many points of Damage are inflicted. The target may be able to reduce this with Protection saves. If three or more (3+) points of Damage are scored all at once, a Critical Injury is achieved. These terrible wounds are detailed in the core book.

## MACHINE GUN FIRE

Light and Heavy Machine Guns require bracing for support while shooting to maintain accuracy. Bipods and tripods provide this support. A GM should impose penalties for firing without this support as follows:

- Light Machine Gun without support: -2
- Heavy Machine Gun without support: -5



# MODES OF FIRE

Owing to the great variety of firearms used during the Second World War, various options exist in the operation of many commonly available weapons of the 1940s. These Modes of Fire are detailed below:

## SINGLE-SHOT

Many weapons, like the ubiquitous Bolt Action rifles, simply fire one round per Ranged Attack, and must then reload. Bolt Action rifles must spend a Free Action reloading each bullet, while a Fast Action reloads an entire clip into the magazine. Other, more complex weapons, like bazookas, may require a Slow Action or a Full Round to reload. These details will be listed in each weapon entry.

Importantly, the Single-Shot mode is the only mode permitting Aiming and Called Shots.

Semi-Automatic Weapons may fire single shots as well. Of course, they may also discharge more than one bullet each round as they are efficient, self-loading firearms. Other weapons may be fired with a trigger discipline that enables them to fire single shots.

## RAPID FIRE

Semi-Automatic weapons may opt to use Rapid Fire mode. Choosing this Mode of Fire will use up 3 rounds of ammo. Your target(s) must be announced before the dice roll, so you need to commit to firing ahead of time. You cannot target more individuals than the number of bullets being used. If you score multiple hits, you may distribute extra successes among the targets you nominated. This Mode of Fire provides you with an extra +1 Gear die at the expense of the bullets used. To facilitate this series of shots, you will only need to roll once, applying modifiers against the hardest-to-hit target for the single roll.

Remember to keep track of your ammo for each attack! Once emptied of ammo, a Fast action reloads a clip (or bloc of ammo) into most weapons.

## BURST FIRE

Burst Fire during the WW2 era is understood to mean the ability to fire an automatic weapon using a more conservative number of rounds by virtue of trigger discipline rather than any mechanical selector switch on the weapon itself. Only Automatic weapons are permitted to use Burst Fire Mode. This mode uses 1/10th the maximum ROF in ammo. Firing a Burst counts as a Slow Action. A Burst

receives an extra +2 Gear Dice to represent the extra bullets being spent.

You must state prior to rolling if you are targeting one target or multiple targets. If targeting multiple enemies, they must all be within the same Zone and roughly adjacent to each other. The GM will let you know how many can be targeted. Multiple hits achieved may be distributed among the eligible, declared targets so long as no individual would have been harder to hit than the first primary target. Modifiers should therefore be applied to the most difficult target (for example, a running target within a shadowy alleyway versus a stationary target in the sunlight).

## FULL AUTO

Only Automatic weapons are permitted to use Full Auto Mode. Representing the firer holding the trigger down for the duration of the Round, this mode uses the full ROF in ammo of the weapon as listed. This requires the use of both Fast and Slow Actions and, thus cannot be combined with any other action (including moving). Full Auto gains an extra +3 Gear Dice at the expense of the extra bullets being spent.

You must state prior to rolling if you are targeting one individual or multiple enemies. If targeting multiple enemies, they must all be within the same Zone and roughly adjacent to each other. Once again, the GM is the final judge on how many may be targeted. Multiple hits achieved may be distributed among the eligible targets so long as no individual would have been harder to hit than the first primary target. Modifiers should therefore be applied to the most difficult target.





## WHO GOT HIT?

After scoring multiple successes, you will need to randomize which enemy you hit (assign a value to each target and roll a die to see who was hit). Alternatively, a generous GM can simply allow the player the choice.

## SPECIALIZED WEAPONS

During the Second World War, some weapons were more complex than your basic firearm. When you wish to use a weapon that is found in the Mortars or Tank Guns category of the weapons list, you must use the Tech Skill. Machine Guns, Flamethrowers, and Rocket Launchers use the Heavy Weapons skill. Similarly, grenades are different enough that the Calisthenics skill is used to make attacks rather than the Ranged Combat skill.

Select a target, ensure you have the proper ammunition loaded, then make your skill roll. Generally, all applicable modifiers, as well as protection considerations, apply as normal. Each success scores a hit just as Ranged Combat Attacks do.

## EXPLOSIONS

If you miss your attack with a weapon that fires a heavy explosive (generally grenades, rockets, or shells), the projectile will possibly deviate to an unintended location! You should roll a d6 to see what happened. Consult the table below:

### MISSED EXPLOSIVE WEAPON TABLE

1 - Friendly Fire! If there are any friendly characters nearby, the blast falls near enough to them to potentially harm them. Make a Damage roll with a -3 to the weapon's normal Damage Adjustment. If there are no friendly characters, consider this Off Target instead.

2-5 - Off Target! The explosion occurs but is otherwise ineffective. The GM determines what superficial effects happen as a result.

6 - Enemy Caught in the Blast! If there are enemy characters nearby (or the initial enemy group was spread out sufficiently in the judgment of the GM), they may take damage. Make a Damage roll with a -3 to the weapon's normal Damage Adjustment. If there are no enemy characters nearby, consider this Off Target instead.

GMs may of course feel free to adjudicate some circumstances that fall outside the parameters of these rules. As an example, if a grenade is thrown into an otherwise enclosed area such as a bunker or a tank, there is very little chance it does not affect those within such tight confines. The GM may rightfully intercede here and dictate there is a greater chance to catch the enemy in the Blast than shown on the chart above.

## EXPLOSIVE BLASTS

Many of these weapons cause explosive Blast damage. This type of damage will feature a Blast Radius measured in meters. Anyone caught within the range of this Radius may potentially be wounded. The shooter rolls a d10 Damage Die and adds any appropriate weapons adjustments as well as any extra successes allotted to the roll. Each target within the Blast Radius should have a d10 roll made against them (though a GM may opt to roll one die for everyone if preferred).

Within the Blast Radius, this Damage die receives the full Damage adjustment listed under the weapon entry due to the proximity to the explosion. If the target is inside an enclosed area (like a room or a narrow trench), there is an additional +1 adjustment to the Damage die roll. Cover and Armor saves may be used, but keep in mind any AP value on the explosive before making the armor save! These saves are explained below.

If any characters are located up to twice the distance of the Blast Radius from the point of impact, the Damage roll is made after applying a -3 to the Damage Die adjustment listed. The explosion can no longer harm characters beyond twice the distance of the Blast Radius from the point of impact.





## GRENADES

While grenades are handled using the same rules listed above, this ubiquitous weapon warrants a small set of further rules. First, as mentioned elsewhere, the grenade uses Calisthenics as the attack skill to determine how accurately it is thrown.

Also, there may be numerous occasions when the use of a grenade will be a relatively easy task. Dropping a grenade down a chimney, pushing one through a bunker opening, or tossing it down a staircase to the floor below are situations that have a greater chance of success relative to lobbing grenades at a distance. The GM should consider providing appropriate bonuses (as much as a +3) in these circumstances as well as properly adjudicating the blast results of a missed attack.

## AMMUNITION

Tracking the ammo used for a weapon that fires one round per action is simple enough. Even when firing a Semi-Automatic weapon, this remains a relatively easy task as well. If you shoot in Rapid Fire mode, you will expend 3 rounds of ammo. Simply deduct each bullet fired and mark your character sheet accordingly. Obviously, you must have the number of bullets you intend to fire loaded.

Automatic Weapons, though, use a Rate of Fire (ROF) stat to determine ammo spent when firing in Burst or Full Auto modes. Luckily, it remains quite simple to track ammo: the ROF listed in the weapon entry provides the approximate historical rate of fire for that weapon in the roughly 6-second duration of a game Round. Admittedly, some adjustments were made to these figures to allow the ammunition to be more easily tracked, yet historians will find them rather close to the real thing!

If firing on Full Auto, the ROF figure represents how many bullets are used in one Ranged Attack roll. If firing a Burst, simply divide this number by 10 (this is already done for you under the same heading) to determine the rounds spent. Some Automatic weapons (like submachine guns) may be fired one round at a time. Deduct the

rounds fired from the ammo available after firing your weapon and mark your character sheet accordingly.

For Full Auto mode, at least half of the ROF must remain loaded in the weapon to choose this mode of fire. If you do not have this minimum amount, it's time to fire more conservatively, or better yet, reload!

## COVER AND ARMOR - PROTECTION SAVES



When the bullets start flying it's best to get behind some cover and get your helmet on! These types of protection will afford the defender a 'save', that is, a chance to negate Damage.

## COVER AND ARMOR PROTECTION

Cover is anything that stands in the way of you and incoming attacks. Armor is anything worn by the target or the protection provided by an armored vehicle. Collectively, these are called Protection.

Cover saves are made immediately after the attack's Damage has been rolled. The defender rolls a pool of dice equal to the value of that Cover – the higher the value the better the protection. Each success (a roll of a 6) reduces the amount of damage taken by 1. If it brings the total damage to 0, then the target takes no damage at all thanks to the Cover Protection.

Armor (most often the ubiquitous steel helmet) is treated differently. A player only makes an Armor save if the location the armor is protecting is specifically targeted with a Called Shot.



If the target is protected by both Cover and Armor (during a Called Shot) you add the two totals together to form their total Protection Save pool.

## LIGHT AND HEAVY PROTECTION

Cover and Armor come in two forms: Light and Heavy. Light and Heavy Protection are applied with slight differences.

### LIGHT PROTECTION

Light Protection represents weak or thin protection such as personal armor (a helmet or flak jacket) or thin wooden boards, wooden slat fences, and hedgerows. Any weapon is theoretically capable of penetrating Light Protection. However, Light Protection is especially vulnerable to Armor-Piercing weapons. When an AP weapon makes an attack against a target with Light Protection a number of dice equal to the weapon's AP Rating is deducted from the total Protection pool. If this reduces the Protection pool to zero the Cover or Armor offers no Protection against that attack.

### HEAVY PROTECTION

Heavy Protection represents the armor you would find on a tank or protection provided by a solid wall or door, or a concrete casemate. Heavy Protection is so tough that it cannot be penetrated by a weapon unless the weapon is both Armor-Piercing and the weapon's AP value matches or is greater than the Heavy Protection value of the target. A round from an AP weapon with a lower AP Rating than the target's Armor, or any attack that is not armor-piercing, will simply ricochet off harmlessly. In the case of Armor on a vehicle, the vehicle will come away battered but otherwise unscathed: they simply ignore any hit from a weapon whose AP value is lower than their Armor. Similarly, Heavy Cover hit in this way may be scorched but otherwise undamaged: this can afford absolute protection to characters completely behind or within its safety.

For example, an American BAR equipped with black-tipped AP rounds (AP4) fires at a concrete structure (Heavy 8) hiding enemy soldiers. If the Germans are inside and unexposed, then the rounds cannot hope to penetrate the Protection afforded by the concrete walls (the ammo's AP value is lower than the Protection value). If

the Germans peek out the windows, however, they may be hit (see below for partial Cover).

If the AP Rating of the weapon is equal to the Protection value being targeted, it may penetrate. In this case, the target will roll its full Protection pool to defend against the attack. However, if the weapon's AP Rating is greater than the Protection value of the armor, it will have a better chance of penetrating. For every point that the AP Rating of the weapon exceeds the target's Cover or Armor Protection, the target's Protection Save dice pool is reduced by 1 die, to a minimum of 0.

For instance, that BAR might target the second floor of the same structure which happens to be made of wood (Heavy 3) rather than concrete. In this case, the special rounds (AP4) can penetrate. Normally the German soldiers within would roll 3 Protection dice, but as the black-tipped rounds' AP is 4 (1 point better than the Cover), the targeted soldiers' pool is reduced by 1 die, so they only roll 2 dice of Protection against the BAR's damage.

If a German decides to shoot from out of a window, the Allied character might decide to return fire with a Called Shot targeting the enemy's head (suffering a -5 penalty to their Ranged Attack test). If he scores a success, the German would not benefit from Cover Protection at all (as the head was not protected by the wall). If the target was wearing a helmet, however, he would normally benefit from its Armor Protection (Light 3), however in this instance the AP4 of the ammunition used negates the save altogether as it is Light Protection only.

Generally, Heavy Cover is assigned a higher value in dice to reflect its stopping power against light weapons and weaker armor-piercing weapons. Moreover, targets in Heavy Cover may be granted higher Obstruction penalties to reflect the added difficulty of having to fire around or over the Protection.





## ATTACKS AGAINST TARGETS IN COVER

### PARTIALLY EXPOSED TARGETS IN COVER

Often a target will be taking Cover but will be partially exposed. They may be hunkered down behind a wall, with only their head visible, or behind a low wall with everything except their legs in line of sight. If an attacker makes a normal (non-Called Shot) attack against a target who is partially exposed that target will gain the benefit of the Protection that Cover offers.

Light Cover will still be reduced by AP weapons as described above. If that reduction brings the value to 0 or less, then no Cover save may be made.

A target in partial Heavy Cover is still vulnerable to non-AP weapons (or those with lower AP values than needed). While Heavy Cover is normally invulnerable to these weapons, the *partial exposure* of the target means that they may still be hit. To portray the more defensive nature of Heavy Cover, however, the GM should ensure that Obstruction penalties appropriate to the amount of the target that is exposed are applied to the attack roll itself (the less of the target that is exposed the higher the Obstruction penalty). This, and the more generous Heavy Cover dice pools, will appropriately reflect more favorable protection as compared to Light Cover.

### CALLED SHOTS AND PROTECTION

If a target suffers a Called Shot (which will hit a specific location as nominated by the attacker) to an area that is exposed, Cover Protection may be bypassed entirely. Only the personal Armor that protects the targeted location will apply.

In the core book, Hit Locations are determined when a Critical Hit is scored. This adds a layer of nuance to Protection that is further detailed in the core rulebook.

## COVER TABLE

The Cover Table below provides some sample values for GMs to use. Note that HP values are used for damaging structures, a set of rules available in the core book.

Cover	Protection Type, Value, HP
Prone vs. Blast Weapon	Light 3
Light Fence/Bushes	Light 1 (HP 1)
Light Wooden Wall, Door, or Support	Light 2 (HP 3)
Dense Hedgerow	Light 3 (HP 2)
Aluminum Siding or Door	Light 4 (HP 4)
Individual Sandbag	Heavy 1 (HP 1)
Heavy Wooden Wall, Door, or Support	Heavy 3 (HP 5)
Stucco and Cement Wall	Heavy 2 (HP 6)
Sandbag Wall	Up to Heavy 4 (HP 2-5)
Solid Tree Trunk	Heavy 4 (HP 6)
Brick and Mortar Wall	Heavy 5 (HP 8)
Heavy Stone Wall or Structure	Heavy 6 (HP 7)
Concrete Wall	Heavy 8 (HP 8)
Steel Structures / Bridge Supports	Heavy 10 (HP 8-10)
Defensive Casemate	Heavy 10-12 (HP 8-10)

## PERSONAL ARMOR TABLE

Armor Type	Hit Location Protected	Protection
Steel Helmet	Head	Light 3
Flak Vest	Torso	Light 4
Tanker Helmet	Head	Light 2





# DAMAGE AND HEALING TAKING DAMAGE

## THE DAMAGE ROLL

When a target has been hit or otherwise wounded the extent of the Damage must be determined. This is done by making a Damage Roll with a d10 Damage Die. The higher the result, the more deadly the Damage. This roll can be Adjusted in the following ways:

- » The weapon being used may have a Damage Bonus which is added to the roll.
- » Specializations can increase the Damage Adjustment.
- » Any successes over and above the first can be traded for a +1 to the Damage Roll per success, to be decided before the Damage Die is rolled.

After Adjustment, refer to the chart next:

## DAMAGE ROLL TABLE

13+\*: (4+ points of damage) \* +1 additional Damage Point for each increment over 13!

10-12: Critical Hit! (3 points of damage).

7-9: Moderate Hit (2 points of damage).

2-6: Minor Hit (1 point of damage).

1 or less: Inconsequential Hit (No Damage).

\*Damage roll results higher than 12 inflict an added point of damage for each increment higher than 12. For example, if after adjustments the d10 damage roll results in an astounding 15 (3 higher than 12), this causes 6 points of damage (3+3)! This will likely guarantee a mortally wounded character or a severely damaged vehicle.

Damage suffered in *War Stories* is represented by a combination of physical and mental impairments that both diminish a character's Endurance track and also inflict Conditions that reduce their abilities.

Whenever a character suffers Damage Points, they must deduct them from their Endurance. The Endurance space on your character sheet can help you track your normal and current Endurance. Once your Endurance drops to 0, you are Incapacitated (see below).

Taking Damage from any kind of Ranged Attack will also require a Guts test to avoid Suppression (see below).

## IMPOSING CONDITIONS

In addition to depleting their Endurance, a character who suffers Damage also suffers Conditions such that they must distribute the number of Damage points as negative modifiers to one or more of their Attributes. A player's character sheet provides a small table to track these Conditions.

Conditions associated with Strength and Agility are referred to as Physical Conditions while those affecting Intelligence and Empathy are referred to as Mental Conditions.

Physical Conditions may be further defined as Wounds for Strength-affecting Conditions and Weariness for Agility-affecting Conditions.

Mental Conditions may be further defined as Fear for Intelligence-affecting Conditions and Morale for Empathy-affecting Conditions.

Each of these is recorded using a Condition Track linked to the Attribute they negatively affect.

The Conditions Tracker on each character sheet looks like this:

## CONDITIONS TRACKER

Strength	Agility	Intelligence	Empathy
Wounds	Weariness	Fear	Morale
-3 <input type="radio"/> Gashed	<input type="radio"/> Exhausted	<input type="radio"/> Terrified	<input type="radio"/> Hopeless
-2 <input type="radio"/> Cut	<input type="radio"/> Winded	<input type="radio"/> Panicked	<input type="radio"/> Disheartened
-1 <input type="radio"/> Nicked	<input type="radio"/> Tired	<input type="radio"/> Nervous	<input type="radio"/> Unsure

The first Condition that is affected is determined by the GM. Care should be taken to select an appropriate Condition that matches the situation narratively. After this, any further Conditions that impose a negative modifier are chosen by the player affected. When a Condition is applied, that bubble is ticked off to show the negative modifier that must be applied to any test using that Attribute. If additional Conditions are taken affecting the

same Attribute (or if Conditions are removed) tick marks can be erased and moved up (or down) to show any changes over time.

If an Attribute is ranked at 2 or less, only those Conditions totaling the value of the Attribute may be ticked. In this case, the highest level Condition is not used. No Attribute may be modified below -3, the severest of Conditions.





If an Attribute must be further affected by a fourth Condition (or one when the tracker is already filled), your PC is Incapacitated instead! Reduce your Endurance to 0, and your character is out of the scene until treated with Medical Aid or they recover through rest (as discussed below).

Also, recall that Conditions may be imposed independently of Damage when the GM spends a FUBAR against a player. Importantly, these do not diminish END.

As an example:

Private Barnes is hit by a German soldier's Karabiner. The GM rolls the d10 and scores enough to impose 2 points of damage. The GM rules that one point must be imposed under the Strength Attribute as a Wound. The player has the option to apply the second point under whichever Attribute they wish. In this case, the Nicked Condition is ticked off (under Strength, as required by the GM), and a second Condition, Nervous, is ticked under Intelligence. The Endurance Track is reduced by 2 as well.

## POSSIBLE SUPPRESSION

Being under fire is a frightening ordeal. To represent this, each damaging hit *resulting from Ranged attacks of any type* (not any other source of Damage) will require you to succeed at a Guts test (modified by a -1 die for each Damage Point taken during the same attack beyond the first) to avoid being Suppressed.

The Suppression Effect will cause you to lose your next Slow Action and seek cover, even if it's during the next Round. If this misfortune happens to your character, you may still act but within the following limitations: if you are Suppressed, you lose your Slow Action and you must remain in cover or seek cover. You may move away from what you perceive as a more dangerous place to one that affords better protection, even if that momentarily puts you in the line of Direct or Suppression fire. Of course, you may also reload, shout out, or do any other action while unexposed and within Cover. You cannot shoot back though. In other words, it is not a complete loss of your Turn!

You can remove the Suppressed Effect by spending a Lucky Strike. It may also be removed by an allied character within earshot who either attempts to Inspire you and succeeds in their

Command test or awards you with an extra success from their own Guts test. Otherwise, the state of being Suppressed goes away when your character takes their next turn after having been affected by it once.

If you succeed in your Guts test, you are not Suppressed, and you may have your character act as they wish.

Returning to our example above:

Private Barnes must pass a Guts Test at -1 (suffering 2 Damage Points imposes a -1). He rolls his diminished dice pool and fails. Barnes is now Suppressed. During his next turn to act, he must seek Cover and lose his Slow Action.

Modifiers can affect the dice used to make the Guts Test. Your GM will let you know what the overall modifier may be. The following are some suggestions for guidance:

- » Allied characters in the same Zone add a +1 die modifier per character to a maximum of +3 dice. This does not count as Help.
- » Light Cover +1 die
- » Heavy Cover +2 dice
- » Obscured +1 or +2 dice
- » Out of Sight +3 dice
- » Each Point of Damage suffered beyond the first -1 die



## NPC DAMAGE TRACKING (THE EASY TRACK RULE)

As the GM often portrays a large number of enemy characters, they are encouraged to keep track of the health of these NPCs with whatever method they are most comfortable with. While this can involve a faithful log of each Endurance Point those characters suffer, this may be more tedious than it's worth. This becomes especially difficult the more NPCs you must track. If you prefer to keep the action moving and avoid the bookkeeping, you may be more inclined to try the following method instead:

If an enemy is Hit for 1 point of Damage, test for Suppression and note the character was hit. If they are Hit with 2 points of Damage, assume the character is Suppressed momentarily so that they may not act the next time they have a chance. If they are hit with 3 points of Damage, they are taken out of the fight in whatever creative way the GM might describe.

While you must still track each NPC's Damage Points until they reach their threshold (most often 4 or 5) if they are inflicted a little at a time, simply generalizing damage for the enemy helps keep the game from getting too bogged down. Of course, if you feel this gives the players too much of an edge, and you prefer to give the enemy the same survivability as the players, you are free to play it however you like!

## INCAPACITATED!

If your character's Endurance Points drop to 0 or less, you have been Incapacitated. You are either in severe shock, have fallen in combat, or are otherwise taken out of the action. Your character may be dying and is certainly in need of assistance. At their discretion, the GM may require a Stamina test just to remain conscious! The character will remain Incapacitated and unable to act until they recuperate enough Endurance Points to rise above 0 again.

You may eventually recover Endurance on your own at the rates described below (after the scene ends) or through successful Medical Aid tests.

## CRITICAL HIT

The core game provides a much grittier Damage system that uses several Location-specific Critical Hit Tables. Suffering 3 or more Damage points all at once will trigger these Critical Injuries. Read more about this in the core rulebook!

## EFFECTS

The core rulebook also provides a list of Effects that can affect characters. In these Quickstart rules, only Suppression and Prone are used in the interest of simplicity.

## HEALING UP

### HEALING ENDURANCE AND CONDITIONS

Restoring lost Endurance and removing Conditions can be done with help or on your own.

Health can be restored at a rate of one (1) Endurance Point per hour of real rest. One (1) Condition is simultaneously removed with one hour of rest. This is permitted only after combat and with appropriate downtime, as allowed by the GM.

There are two other ways to recover health:

- » **First Aid:** a successful Medical Aid test may restore Endurance Points and/or remove Conditions.
- » **Rallying:** a successful Empathy-based skill test may remove Conditions.

These skill tests are performed by friendly characters in the same Zone or right beside your character (in the case





of Medical Aid) and can help you heal more rapidly (within the same scene, for example). Rallying with Guts is done on your own, so long as you are not Incapacitated. This is further described in the Skills section and below.

## FIRST AID: HEALING ENDURANCE AND CONDITIONS

First Aid with Medical Aid will remove either a Condition or restore an Endurance Point per success. The Medical Aid practitioner must choose to target either END or a specific Condition prior to rolling the dice. The first success is applied to this choice. Any additional successes may heal Endurance or remove Conditions as decided by the healing player. Unlike Rallying (discussed below), there is no negative modifier for removing Conditions more severe than -1 when using First Aid.

An Unskilled Medical Aid test can only restore one END or remove one Condition regardless of any additional successes.

When removing Conditions, simply erase the tick mark from the higher level and tick the lower level Condition for each success applied. If the Condition ticked is already the lowest level, then simply remove the ticked Condition. Restoring Endurance is simply done by adding back to your END total.

Only one First Aid action may be attempted between Damaging events. Once a test is made, a new First Aid action can only be attempted after the next time that character receives Damage, including Conditions imposed without Endurance loss (by the use of a GM FUBAR, for example). For this purpose, a 'Treated' space should be ticked on the character sheet when

they are the target of a First Aid test (whether successful or not) to help remind the player of this restriction. This mark may be removed once a character suffers new Damage (to their END and/or Condition Track).

Using First Aid to treat Damage requires 1 Slow Action AND 1 Fast Action per END or Condition healed. While these do not have to be spent during the same Round, they must be consecutive and uninterrupted Actions. The Medical Aid test should be rolled to determine how many successes (and therefore Rounds) must be spent helping the patient. The patient must remain inactive for the duration of the treatment. If this is interrupted (by choice or by circumstances), the time spent prior to the interruption may result in partial healing. Interruption to the process would result in lost Successes that would not be applied to the target. The 'Treated' space must still be marked despite the incomplete effort. If no successes are generated, the medic must nevertheless spend 1 Round treating the patient in vain.

## RALLYING: HEALING CONDITIONS

Rallying is the attempted removal of Conditions by use of Empathy-based skills. The Guts skill is used when your character attempts to rally themselves and heal their own Conditions. Persuasion, Command, and Medical Aid are skills one character can use on another. They must be in the same Zone to do this and capable of communication.

Multiple successes by the Rallying character may be applied to multiple targets, so long as the player states they are attempting to target these other individuals prior to rolling, and they are all together in the same Zone.

Only one Rally action may be attempt-

ed between Damage-causing events. Once a test is made, a new Rally action can only be attempted after the next time that character takes Damage, including Conditions imposed without Endurance loss (by the use of a GM FUBAR, for example). For this purpose, a 'Rallied' space should be ticked on the character sheet when they are Rallied (whether successful or not) to help remind the player of this restriction. This mark may be removed once a character suffers new Damage (to their Endurance Points or Condition Track).

Before the roll, one Condition Track must be targeted. The highest (worst) Condition must be targeted and is the first to be removed on a successful Rally. Should a character attempt to Rally themselves with a Guts-based Rally test, then any Morale Condition modifiers will also apply.

Any extra successes can be spent removing other Conditions, but not those of greater severity than the original, targeted Condition. Endurance cannot be restored by Rally actions.

Rallying requires a number of Slow Actions equal to the number of Conditions removed. Should the Rally attempt be interrupted, the Rounds spent prior to the interruption still count as having removed the Conditions that were treated. The patient must remain inactive for the duration of the treatment. If the test is failed, the character attempting the Rally must spend 1 Slow Action on their effort despite the failure.

Rallying your own character (through the use of Guts) has some special restrictions. You may only attempt to Rally yourself if you have reached a safe haven where you are not being immediately threatened in the judgment of the GM. If your character was Incapacitated, they cannot Rally themselves as they have no available Actions.



# WEAPONS AND GEAR

## GENERAL GEAR FEATURES

### BONUS

This value is the number of extra Gear Dice your character can roll on a skill test where this item is useful. Note that, for some firearms, this number varies depending on the mode of fire being used by your character (see above).

### WEIGHT

This determines how easy or difficult an item is to carry. A character's capacity to carry their gear is fully covered in the core rulebook. The pre-generated characters are within their limits for the purpose of the Quickstart. For these basic rules, GMs should feel empowered to set common-sense parameters for anything additional.

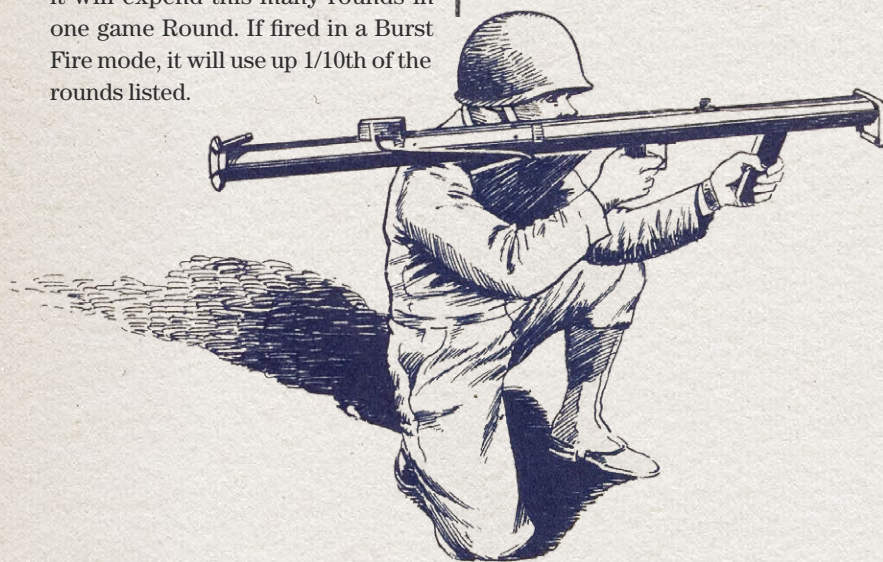
## WEAPON SPECIFIC FEATURES

### ROF (RATE OF FIRE)

This is the number of rounds a weapon expends when fired. The number represents the historic maximum fire capacity in an approximate 6-second time span. For Automatic Weapons, if fired on Full Auto (as detailed above), it will expend this many rounds in one game Round. If fired in a Burst Fire mode, it will use up 1/10th of the rounds listed.

### AMMO

This is the ammunition capacity of the weapon. This may be in the form of a clip (C), cylinder (Cy), box (B), drum (D), magazine (M), or pan (P). Certain machine guns are Belt fed as well. Most firearms can have one round chambered in addition to their listed ammo capacity. Once all the rounds are expended, the weapon will need to be reloaded.



### RANGE

The range of a weapon describes the distance at which it is effective. If it is a numerical value, this is the Short Range. Medium Range is determined by doubling the Short Range. Long Range is determined by doubling the Medium Range. Extreme Range is determined by doubling the Long Range. If the Range is 'E', this means the weapon is effective only at Engaged Range of 1m.

### DAMAGE

This is the Adjustment added or subtracted to the d10 Damage roll to determine the severity of the Injury.

### QUALITIES

**AP (Armor Penetrating):** This weapon is designed to penetrate heavy armor. As such, its value determines what kind of armor it can affect. Any Armor or Cover greater than the AP value is impenetrable to this weapon. If the weapon's AP value is equal to or greater, however, it may affect the target. The target's save is negatively modified by the extent the AP exceeds the Armor/Cover value. See the rules above for details.

**Automatic:** This weapon has the capacity to fire a large number of rounds at a continuous rate. It can use the Burst Fire or Full Auto Fire modes.

**Blast:** This weapon explodes or detonates, potentially damaging more than one character. A Blast radius, representing a distance in meters, is printed beside the Damage Adjustment. All characters present from the point of impact to this distance are affected by the full brunt of the Damage rolled. Make a Damage roll for every character within the range listed. For all characters present between the listed range and twice that number, make



a Damage roll at -3. Beyond double the listed range the weapon's explosion is ineffective.

**Extended Range:** This weapon's Extreme Range is doubled. This is quadruple the Long Range.

**Jab:** This weapon may target the Head without a Called Shot modifier.

**Limited Range:** This weapon does not have an Extreme Range.

**Platform:** Platform weapons require a stable firing position. This is most often a bipod, tripod, or dedicated weapon mount. Each weapon will specify the kind of platform needed for ideal operation. A weapon requiring a bipod will suffer a -2 penalty without it. One requiring a tripod will suffer a -5 penalty without it. Those requiring more substantial stability cannot be used without their dedicated platform.

**Reliable:** The GM requires 2 FUBAR to have this weapon suffer a simple Mishap. Mishaps are fully covered in the core rulebook.

**Semi-Automatic:** This weapon may be fired without needing to reload manually. As such, it may be used to fire repeatedly.

**Single Shot:** This weapon fires one round which must be replaced by some manual action. It may represent Bolt Action rifles, rocket launchers, or some shotguns. The Bolt Action, for example, has a lever-action mechanism for reloading between each shot fired, requiring a Free Action to complete. A Fast Action will reload the entire magazine.

**Team or Crew:** This weapon requires the number of additional crew listed in order to operate properly. Often these individuals assist in loading the weapon. If the shooter acts first in Initiative order, they may wish to Delay their Initiative to act after the loader has loaded the weapon. Should these crew members be absent, it is up to the GM to impose penalties on the weapon's operation or declare it to be unusable. A recommended -1 die penalty per absent crewman is suggested. Moreover, loading is slowed as well. The Rate of Fire is halved if up to half the crew is unavailable and halved again if even more crew are out of action.

**Terrifying:** The use of this weapon immediately imposes a Stress test when it is first fired into your Zone or an adjacent Zone, regardless of success. The number of Auto-Hits imposed equals the value of X in the Quality. Stress and Auto-Hits are fully explained in the core rulebook.

# CONCLUSION

These are the base rules of *War Stories*. With them and the pregenerated characters provided, you will be able to run the included scenario, *Cut the Lines*. We hope you enjoy this taste of the game! You might be wondering what the core rulebook contains that these Quickstart rules do not. Read on!

The main rulebook includes a wealth of additional information and tools. Character Creation rules allow you and your friends to make your own customized PCs, providing an assortment of additional Specializations and allowing the flexibility to make any kind of personality you can dream up! The innovative use of Background Characters helps flesh out the larger company that might surround the PCs.

The core book's Damage system includes vicious Critical Injuries and precise Hit Locations. Combined, these introduce the possibility of grave wounds and deadly encounters that make the combat experience both exhilarating and lethal.

Stress and Fatigue rules provide a GM tools to truly bring the difficulties of war to the narrative. Using the corebook, the characters can tactically use Suppression to create Fields of Fire to better control the combat zone.

An arsenal of additional weapons and gear have been researched and provided so your characters (and their enemies) are kitted out precisely as you intend. Vehicle rules broaden the scope of your narratives, while an extensive Campaign system provides guidance for the GM to run long storylines deep into the history of the war.

Massive battle scenes can be played out using the Campaign battle rules. These implement an innovative dice mechanic similar to the same basic Year Zero Engine that drives the whole of *War Stories*! Advice is provided for using miniatures in your games.

There's even a series of optional rules detailing anything from diseases and permanent injuries to rules for more coordinated squad-level leadership. And there's another introductory level scenario too!

In short, the core book provides precisely what you need to become fully immersed in a rich, historical WW2 RPG experience.





# CUT THE LINES

What follows is a brief introductory scenario allowing players to try out these abbreviated rules. It is characterized as a one-shot, likely taking from 2 to 3 hours or more to complete depending on the group. If you plan on playing this mission as a PC, do NOT read any further as it will spoil the surprise and the fun. The scenario is meant to be read solely by the GM who will run it.

After all that, we were right there, just outside the post office where the phone line hooked up. We had to cut the line and recover any intel kept inside, but the jig was up, and the Jerries knew we were here. Getting shot in a frontal assault looked like a real possibility at that moment, and I wasn't too jazzed about that at all.

Sarge called out. He wanted us flanking the sides right after lobbing grenades. It almost went down according to plan. Almost.

The explosions covered our advance, but when we reached the side of the building, we finally had vantage to the rear. A large grove of trees climbed a slope to surround an old, stately chateau silhouetted atop the ridgeline. Vehicle lights from behind the trees pierced the dark and smoky horizon.

German reinforcements were emerging from the grove. They charged in our direction.

## MISSION BRIEFING

June 6th, 1944. US Paratroopers of the 101st and 82nd have dropped into the flooded fields of Normandy in scattered groups, sticks adrift in the wind. The early hours of the invasion would require these men, often from different units, to come together into a cohesive fighting force capable of carrying out their missions of capture or disruption. Your under-strength squad is one such group. Part of the 502nd PIR of the 101st Airborne, you've been tasked with securing the roadways to the beaches and capturing strategic towns at key points. The trouble is, you and your squadmates are not quite sure if the burning village before you is among your objectives. And even if it is, there's only a handful of you.



## THE TOWN ON FIRE

The PCs have come upon a Norman town in chaos. Some of its buildings are on fire, likely a result of burning debris from a C-47 Skytrain that exploded in the air above or perhaps the recent bomber airstrikes. The characters have surreptitiously worked their way forward and are presently hidden behind some buildings that border the center of the town. Nearby, two or three structures are engulfed in flames.

From their vantage, they can see a group of German soldiers (numbering two more than the PCs) in the village center, an open space dominated by a large church. Its tall spire rises above the shorter buildings, illuminated by the fires. The Germans are heatedly ordering villagers to douse the flames. The French are maneuvering a heavy hose attached to a water pump at the edge of the circle. The fire continues to engulf a two-story building and two smaller structures beside it.

PCs may or may not know the village is the small hamlet of Houesville (pronounced 'wee-veel'), a strategically located settlement near Carentan. If there is a PC among them who is a local (such as the pre-generated Partisan), this is certainly known. Otherwise, they will have to find out. In either case, the logical course of action is to approach closer or perhaps reconnoiter the perimeter of the buildings in an effort to find more Allied paratroopers before launching an assault.

However the PCs decide to proceed, their position (wherever they choose to go) will gain sight of a detachment of Germans (4 in total) who are setting up an MG42 in a position behind a stone wall amid the local graveyard beside the church. The machine gun is facing the northern edge of the town, opposite the PC's current southwest-



ern position. Just then, an officer begins to yell out orders, and the German soldiers run to take up defensive positions, disregarding their earlier fire-fighting efforts. The Germans seem to be readying for an assault from the north.

The PCs may decide to advance onto the rear of the enemy position or hold back. Either way, gunfire erupts in moments as the MG42 buzz-saws toward unseen targets up the street, toward the edge of town. Return fire can be heard from what could only be Allied troops moving into the village.

The PCs will likely wish to silence the machine gun crew and attack the Germans from their flank. They will need to succeed in a group Infiltrate test here, using the lowest Infiltrate skill of the group. That said, there is no Opposed roll as the Germans are a bit busy. The chaos of the imminent battle and the distraction of the nearby fire grant +2 Bonus dice to the test.

If the test fails, the German officer spots the PCs before they can act, and so no surprise is achieved. If they succeed, the PCs will be granted a free Slow Action before Initiatives are dealt.

During the ensuing combat, don't forget to modify tests appropriately for range and obstructions. Illumination will not be an issue with the fire raging near the action. The enemy squad is equipped as detailed below.

The machine gun emplacement will not protect the Germans as the PCs are approaching from behind. If the players are smart, they'll peek out of the alley and use its wall to shield themselves; they'll have decent cover (Heavy 3) if they do, though only two can do so at a time. The PCs may even decide to enter the nearby buildings to gain a better vantage while remaining in cover.

**German Tactics:** The soldiers will turn and face the PCs, immediately seeking the cover of a few wrought iron benches they'll overturn (Heavy Cover 2). They will lob grenades if they are in range, but will otherwise aim and fire from their positions. While the MG42 will remain facing the greater threat to the north, two or three members of the machine gun squad may turn toward the PCs and fire in their direction.

## OPTIONAL ENCOUNTER: THE RESCUE!

During the firefight, the PCs may be distracted by a mother crying for help as her child is trapped in one of the burning buildings. She will be pointing frantically at the building where her child is located, and PCs can either attempt to communicate with her (requiring knowledge of French), or can hear the voice of a small child calling for their 'mammon'. An Insight test will discern precisely what the mother is communicating.

A PC may decide to help here, requiring them to pass a Nimble test in order to avoid taking Damage from the flames. Two successful tests (each taking one Round) will be required to retrieve the small boy: one to reach the boy, the other to get out. Failing any of them will allow the GM to 'attack' the PC with 6 dice if it's on the way in, and 10 dice if it's on the way out, inflicting a point of Damage for each success! These 'attacks' cannot be Pushed. Moreover, failing a Nimble test requires the test be attempted again!

If no one helps, the structure will collapse in four Rounds, and the boy will likely perish. If a PC is still inside when it collapses, they will suffer a GM-rolled 'attack' of 12 dice! Luckily, they can make an Opposed test using their Nimble skill to attempt to cancel any of the GM's successes.

After two or three rounds of combat, other German soldiers can be seen emerging from the dark alleys and streets ahead, retreating in the face of an Allied advance. American paratroopers are glimpsed amid the buildings to the north, pushing forward toward the church and the fire.

By the third or fourth round of combat, the German squad the PCs are facing begins to retreat. They will abandon their MG42 and move eastward through the streets behind the church. Just then, an American officer and his contingent of men will break through to make contact with the PCs.

Major Benjamin Cole is leading various squads he's been able to piece together from the straggling paratroopers he's encountered. His force now numbers nearly 50 men. He should be portrayed as a capable leader possessing a commanding presence. He gives the PCs immediate orders that will supersede any other goals they may have at the moment.

Addressing the highest-ranking PC, he shouts above the gunfire, "Sergeant [or another appropriate rank], you and your men have new orders so listen carefully!"

He unfolds a map and consults it in the light of the fire. "The telegraph and telephone lines are hooked to the post office just down that way." He points the way southeast with a firm hand signal indicating a gravel road leading out of the town center. "You need to cut those wires and retrieve any useful intel from inside the building, TNT!"

Just then, the crack of a rifle gives away the location of a German sniper atop the church steeple.

"Rogers! Secure that church! I'm right behind you!" orders Cole. Turning to the PCs, he says, "You'll have to go it alone. I'll send another squad to back you up when I can spare them. Go!"

Cole quickly follows Rogers toward the church entrance.

The PCs have their orders!



# THE WOUNDED MAN

The PCs should make their way along the gravel road lined with small, brick-laid storefronts. The moon and the receding fire illuminate their way. Gunfire from the village center signals the battle continues behind them. The breeze surrounds the PCs with the smell of ash and smoke.

Just as they approach the approximate location of the post office, they encounter a French woman, pleading for help in very broken English. Her husband is lying beside her, bleeding from a gunshot wound to his left arm. These are Margaret and Sebastian Vernier, local dairy farmers. The GM is encouraged to be flexible on the couple's position as PCs may decide to approach the Post Office from different routes. Ultimately, they should be located within earshot of the objective building.

If the PCs do not stop to help, the woman will curse at them in French, angry enough to yell rather loudly. This will alert the soldiers in the Post Office, spoiling any chance at surprise the PCs may have benefitted from.

If they do help, they will learn that Sebastian was wounded by a German soldier after he had emerged from their nearby farm with a rifle, ready to help the Allies. Margaret explains that when her husband realized the expected invasion had finally arrived, he felt it was his patriotic duty to assist.

Medical Aid will need to be administered here. Success will stop the bleeding and morphine will help with the pain. The couple will be grateful enough to provide helpful information: the Post Office is within a building that is largely a boulangerie (a bakery) owned by a local family, the Baudelaires, who have been collaborating with the German occupiers. They are traitors to France in the opinion of the Verniers.





# THE BAKERY

The PCs are close enough to the post-office-boulangerie to recognize the building as such. The two-story structure, sitting on the north side of the street, is indeed a bakery, with a business front framed by a mid-sized window and a sign hanging above the door reading 'Boulangerie'. However, there is also a smaller door on the right side of the building, giving access to a separate function. Faded letters running vertically are stenciled onto the gray bricks above the



door: Postes. There is a dim light emanating from the small window facing the street.

If the PCs have approached the Post Office without the Germans being alerted, they have the opportunity to plan their attack. Allow the players some time to brainstorm how they'd like to do this. Provide the following information:

» The small side door to the Post Office is on the east side of the building, not directly facing the street. In fact, this door may not be visible at all if the PCs arrive from the west (as is likely). From the outside, the Post Office appears to be a separate room from the main ground floor of the building which is largely a bakery storefront. There is a civilian automobile, the Baudelaires', parked under an oak tree nearby.

» The small window is grimy and hard to peer through, but the dim light from within indicates the Post Office is likely occupied.

» The cables from the poles outside lead to the rear corner of the east wall. From there, they traverse the plaster and brick building into the office to the receiver. Wires also emerge from the transmitter within. While they are collected about 10 ft up the wall, there is a maintenance ladder overgrown with weeds lying against the back wall of the building. It will require a successful Perception test to find it in the dark. If unsuccessful, the PCs will have to get creative or cut the cables from the inside.

» If the PCs have help from the Verniers, they will receive some additional information: the bakery and the post office are in fact connected via a shared hallway. The same hallway has a staircase to the second-floor apartment of the Baudelaires. This is a small living space with two bedrooms, a wash closet, and a small kitchen. There is an attic space as well though it is

crowded with old furniture and outdated bakery equipment. (Presently, Mrs. Angelique Baudelaire and the two children, Madeline and Corrine, are hiding in the wash closet, door barred, due to the noise of the nearby gunfire.) If asked, the appearance of the Post Office itself can be described by the Verniers as well.

The Post Office is a crowded space with pale green paint chipping to a midpoint along the walls from the wooden floor up. A long counter dominates the room and an equally long table extends from it along the east and north side walls where the telegraphist and telephone operator normally sit. A large marked map of Normandy hangs on the wall. The table is smartly kept with straightened stacks of disposition reports and garrison deployments. Annotated maps are neatly folded alongside these. They seem to be ready for dispatch as there are leather satchels on hooks above them.

The German soldiers manning this communication station number one less than the number of PCs. They belong to the local garrison, a part of the Grenadier-Regiment 1058 of the 91st Infanterie Division, and are led by Hauptman Hans Wagner, a dedicated and fervent Nazi. They are loyal and ready to do what is necessary during this emergent crisis. This contingent is not wearing any helmets.

Up to this point, the Germans have been collecting garrison disposition reports by telegraph in preparation for defensive exercises that were being planned by senior officers at the German HQ situated at the manor to the northeast of the town, the Château du Vivier. These reports would prove invaluable for the Allied efforts.



# THE FIREFIGHT!

The firefight with the Germans in the Post Office may take place under various circumstances, depending on how the narrative develops. Generally, though, one of two situations will likely transpire. Either the PCs sneak up on the enemy, or the Germans are aware of the Americans and ambush their position. Details and suggestions for the GM follow for these scenarios:

## PCs Gain the Advantage:

Should the PCs gain the advantage of surprise, they may decide to cut the communication lines outside the structure. Of course, as the other objective is to retrieve any useful intel from within the office, they will likely assault the interior of the building. This may occur with the use of grenades thrown through the small window (which must first be broken) as well as a flanking assault using the bakery entrance. Reconnoitering the building may suggest a third access point: the unlocked rear door leading to the central hallway. A worn trail (discovered with a successful Perception or Survival test) along the grass from the automobile suggests the Baudelaires use this as the main entrance to their apartment.

Whatever method is used, the GM should require one or more Infiltration tests from the PCs opposed by the German soldiers' Perception. Passing these permits the characters free Slow Actions until the point the enemy becomes aware of their presence (either by beating their Infiltration successes or because the attack is sprung). At that point, Initiative cards are dealt as normal. GMs are encouraged to make use of the cover within the office: the counter is Light 3 Cover.

**German Tactics:** If the PCs are heard early enough and provide the Germans with some warning, they will

telephone HQ and alert the garrison there, requesting reinforcements. Additionally, Hauptman Wagner will begin stuffing the documents revealing German positions into the satchel.

Once the PCs attack, Wagner will react as follows: if the PCs attack from the hall, he will attempt to leave the office by its main door to the outside. If the PCs come in through this main entrance, he will attempt to exit via the hallway and its rear door. If he is surrounded, he may opt to lob a grenade to distract or force his way through the PCs so he may escape. Inside the leather satchel, he has the documents detailing German positions in the region. He hopes to make it to the German HQ at the manor on the ridgeline by slipping through the grove of oak trees in the cover of darkness. The amount of intel he has been able to stow inside his satchel depends on how quickly the Germans notice the PCs.

Before leaving, he will order the other soldiers to fight to the death defending him and their post. The soldiers will do this until only one is left alive. This survivor will surrender once he realizes there is little hope for survival.

Among the Germans, Phillip Baudelaire is present as well. He will be unarmed and seeking shelter from the assault. His concern is his safety and the safety of his family upstairs. PCs may have difficulty avoiding collateral damage should the GM place Phillip in the line of fire. The potential for friendly fire may be a good use of a FUBAR!

By the end of the combat, the characters will have retrieved all, some, or none of the intel they were tasked with recovering. If they've yet to cut the lines of communication, they can easily do so inside the office after the firefight. The gunfire will have likely been noisy enough to attract the attention of the nearby manor where the German HQ is located. A force of German infantry will be dis-

patched to investigate. This force will be more numerous and faster to react should Hauptman Wagner have been able to alert HQ before the PC attack. Once this new force is on their way, see "Uh Oh, We're in Trouble" below.

## Germans Gain the Advantage:

If the Germans within the post office have been alerted to the PCs (likely by the yelling of Margaret Vernier), then the PCs will encounter a prepared enemy. The Germans are assisted by Phillip Baudelaire, and this collaborator is present with them at the moment. Hauptman Wagner wishes to send a communication to coordinate a counterattack on the town while also safeguarding important documents detailing the defensive garrisons of the area. To stall for time, he will send Phillip out to the PCs to divert them.

Phillip Baudelaire is indeed a collaborator, though not by choice. Early during the occupation, when the Ger-





mans discovered his family's bakery and domicile housed the communications facility in Houesville, they threatened him, his wife and children should he fail to cooperate. In time, the arrangement made the Baudelaires' lives a bit easier, if unpopular. Nevertheless, Phillip doesn't like the Germans for what they did, especially as they threatened his family. He ultimately wishes his wife and two daughters to remain safe and unharmed. Presently, they are hiding upstairs in their small apartment.

When he emerges from the Post Office door, hands in the air, he will lie to the PCs in excellent English, saying the Germans have taken his family to their headquarters in the Chateau situated

farther up the road. He will even say that the German HQ is full of important documents (quite true) useful to the Allied forces. He will personally offer to lead them there, hoping to guide the PCs away from his home or at the very least obey the Germans and delay the PCs as was demanded of him.

The PCs must decide what to do. They may try and discern if Phillip is lying. This is done with a Perception test (carried out by the player who suggests doubting Phillip), opposed by Phillip's Persuasion test (he uses 5 Action Dice). If the PCs roll more successes, they will suspect the lie. Even if they fail, they must still consider their orders to cut the lines of communication. If the GM needs to remind them, the actual cables can be seen by the PCs as they snake from a nearby post toward the wall and into the building's side wall.

PCs that specifically say they are checking the windows for movement will not be surprised when the Germans attack, allowing them to draw Initiative cards and join in the first Round. Anyone paying attention or interacting with Phillip will need to succeed in a Perception test (at -2 dice due to being distracted).

Should the players be duped enough to decide to follow Phillip, the GM can launch the German attack immediately as a PC assault on the Chateau is not detailed in this scenario! See the German Tactics detailed below.

Meanwhile, Wagner will use the distraction to stow the most sensitive documents in the satchel and leave the building via the rear door, using the darkness and the trees to mask his retreat. He will order the remaining German soldiers to ambush the Americans while they are exposed in the street or at least unaware of the German's preemptive attack.

**German Tactics:** Assuming the

Germans have a Slow Action due to surprising the PCs, they will act as follows: one German will rush down the hall and up the stairs to the window overlooking the street. He will position himself there as a sniper awaiting his fellow soldiers' attack below. A second German will open the office door at the side of the building and throw a grenade onto the street wherever the PCs may be situated. A third German will break the small window and prepare to fire from this position. The positions at windows provide considerable Protection. Treat these as Heavy 3 with a -3 Obstruction penalty. Remember, a Called Shot (to the head) will incur a -5 Ranged Attack penalty but will negate the Protection save.

As soon as the grenade goes off, everyone should draw Initiative. If he's able, the German at the side door will quickly shut the door, barring it from the inside. The rest fire at whichever PCs are in their sights.

As stated above, some players may express their vigilance at the building despite Phillip's distraction. These PCs will force an Initiative draw early and negate the free Slow Action for the Germans.

Once the firefight begins, the PCs may need to enter the building by way of the Bakery entrance. Either the lock (Light Armor 1, HP 1) will need to be broken to get the door open, or the large window can also be easily shattered. A Tech test to pick the lock may also work here but might require an extra Round at the GM's discretion. The Germans will likely not find it tactically wise to emerge from cover.

The ruthless sniper upstairs may opt to use the Baudelaires as hostages to be allowed to escape, especially if he's the last German active. He will try and take the youngest daughter with him to guarantee his safety. How the PCs handle this is up to them. Trying to shoot past a hostage would be a Called Shot (-5 penalty!) at best.





The use of a FUBAR here could result in a frightening graze that wounds the child. PCs may also try to use Perception to see how ruthless the German really is. Succeeding this will reveal he doesn't seem to have the stomach for actually going through with his threats. They may wish to bargain with him using Persuasion as well. The German should provide an opposed test using his own Guts roll (at -1 per threatening PC perhaps). If the PCs gain more successes, the German gives up the child and surrenders.

Wagner will get away unless the PCs quickly move to the rear of the building, noticing the fleeing Hauptman and perhaps giving chase through the grove of trees behind the bakery. Wagner will flee using the cover of the trees rather than risk the open road leading more directly to the manor. Should this happen, provided they haven't already surrendered, the rest of the Germans will emerge from the Post Office and fight to protect their leader.

The firefight within the oak trees will feature undulating terrain with plenty of cover afforded to both groups. The familiarity of the grove will allow Wagner the ability to escape from sight within two Rounds and move toward the Chateau du Vivier overlooking the hill in an effort to safeguard the papers and call on reinforcements.

By the end of the combat, circumstances should be quite similar to the suggested combat conclusion described above. The finale of the adventure will conclude in the "Uh Oh, We're in Trouble" section below.

---

## UH OH, WE'RE IN TROUBLE!

As the PCs recover from the firefight in whatever location that may be, they will hear the sounds of a vehicle engine come to life from somewhere in the distance behind the building. Gaining a vantage of the fields surrounding the bakery will afford them the following view: a large grove of oak trees darken the slope toward the ridge above the town. Behind the trees, they will see the outline of an old manor, the Chateau du Vivier, the German HQ (though they will likely not be aware of this). Before it, still atop the ridge, the slitted lights of a half-track illuminate the trees below as it begins to maneuver toward them. That's when they hear and spot movement from up slope. Dozens of German reinforcements are moving out downhill through the grove to counterattack the PCs' position and the town beyond.

The PCs may have cut the lines and retrieved critical intel, but they better consider beating a retreat on the double! Of course, a generous GM may announce the arrival of Major Cole and the rest of the 101st, fighting out a larger engagement and using the full complement of Campaign Battle rules available in the core rulebook!





## GERMAN WEAPONS

		Bonus	ROF	AVAL	Natl.	Wt.	Ammo	Range	Damage	Qualities
Karabiner 98K Mauser	SS	+0	1	2	Ger	1	5 C	50m	+2	Reliable, Single Shot
Luger P08	SS	+0	1	2	Ger	1/2	8 M	10m	+1	Semi-Auto
	RF	+1	3							
MP 28/38/40	SS	+0	1	2	Ger	1	32 B	20m	+1	Reliable, Semi-Auto, Automatic
	B	+2	4							
	FA	+3	40							
MG42	B	+5	15	3	Ger	5	250 Belt	100m	+4	Automatic, Platform, Crew (3), Terrifying 1, Extended Range
	FA	+6	150							
SHG 24 Grenade		+1	1	2	Ger	1/2	-	10m	5m/+1	Thrown, Limited Range
Fist		-2	1	-	-	-	-	E	-2	Jab

**Abbreviations:** Availability (AVAL), Nationality (Natl.), Weight (Wt.)

**Bonus Abbreviations:** Rapid Fire (RF), Single Shot (SS), Burst (B), Full Auto (FA)

**Ammo Abbreviations:** Box (B), Clip (C), Magazine (M)

## GERMAN AND FRENCH NPCs

NAME	STR	AGI	INT	EMP	END	Key Skills	Gear
GERMAN INFANTRYMAN	3	3	3	3	4	CALISTHENICS 2 CLOSE COMBAT 2 GUTS 1 RANGED COMBAT 2	Karabiner 98K Mauser, SHG M24 Grenades, Helmet (Light Armor 3)
GERMAN MACHINE GUNNER AND CREW	4	3	3	3	5	CALISTHENICS 2 GUTS 2 HEAVY WEAPONS 2 RANGED COMBAT 1	Karabiner 98K Mauser, MG34, SHG M24 Grenades, Helmet (Light Armor 3)
GERMAN OFFICER	4	4	3	4	5	CALISTHENICS 1 CLOSE COMBAT 1 COMMAND 2 RANGED COMBAT 2	MP40 SMG, Helmet (Light Armor 3)
HAUPTMAN HANS WAGNER	3	4	4	4	5	CALISTHENICS 1 CLOSE COMBAT 1 COMMAND 2 GUTS 2 RANGED COMBAT 3	Luger P08, Satchel of Maps detailing troop deployment.
PHILLIP BAUDELAIRE	3	3	3	3	4	GUTS 1 INSIGHT 2 PERSUASION 2 TECH 1	NONE.





















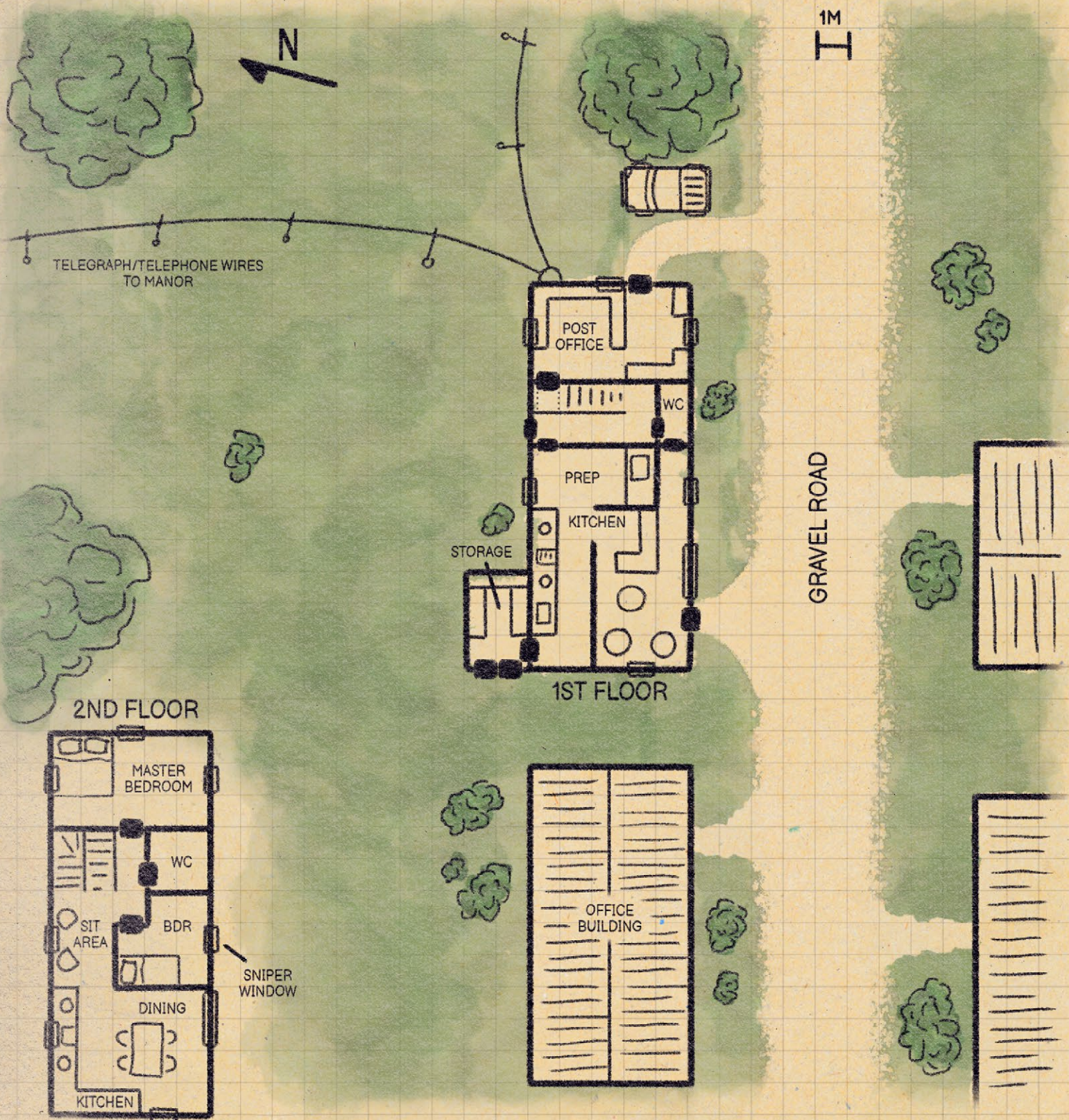


# HOUESVILLE





# POST OFFICE/BAKERY





# EXPAND YOUR EXPERIENCE AT FIRELOCKGAMES.COM



## EXPLORE OUR OTHER GAMES

*Blood & Plunder* OAK & IRON

BLOOD AND VALOR BLOOD & STEEL

SCURVY  
DICE



Firelock  
& Games™



## CREDITS

## LEAD DESIGN:

G. I. Garcia

## ORIGINAL CONCEPT:

Alex Aguila

## WRITTEN BY:

G. I. Garcia

## COVER ART:

Peter Diesen Hosfeld

## ILLUSTRATIONS BY:

Peter Diesen Hosfeld

Anhar Hawari

## LAYOUT AND GRAPHIC DESIGN:

Lily Figueroa

## EDITING:

K. Drew Saxton

## DESIGN CONSULTANT:

Dave Semark

## HISTORICAL CONSULTANT:

Michael Santana

## CARTOGRAPHY BY:

Chris Strecker

## SUPPORT:

Alec Aguila

Ray Aguila

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use.

No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Year Zero Engine Standard Reference Document  
© 2019 Fria Ligan AB

War Stories, a WWII RPG Copyright 2022, Firelock Games; Authors G. I. Garcia

In accordance with the Open Game License Section 8 "Identification" the following designate Open Game Content and Product Identity:

## OPEN GAME CONTENT

The contents of this document are declared Open Game Content except for the portions specifically declared as Product Identity.

## PRODUCT IDENTITY

All artwork, logos, symbols, designs, depictions, illustrations, maps and cartography, likenesses, any elements of the proprietary setting, including but not limited to capitalized names and other graphics, characters, any and all stories, storylines, plots, thematic elements, documents within the game worlds, quotes from characters or documents, and dialogue, unless specifically identified as Open Game Content.