

# WAR STORIES



**AN RPG OF THE  
SECOND WORLD WAR**

EXPLORE OUR OTHER GAMES AT [firelockgames.com](http://firelockgames.com)

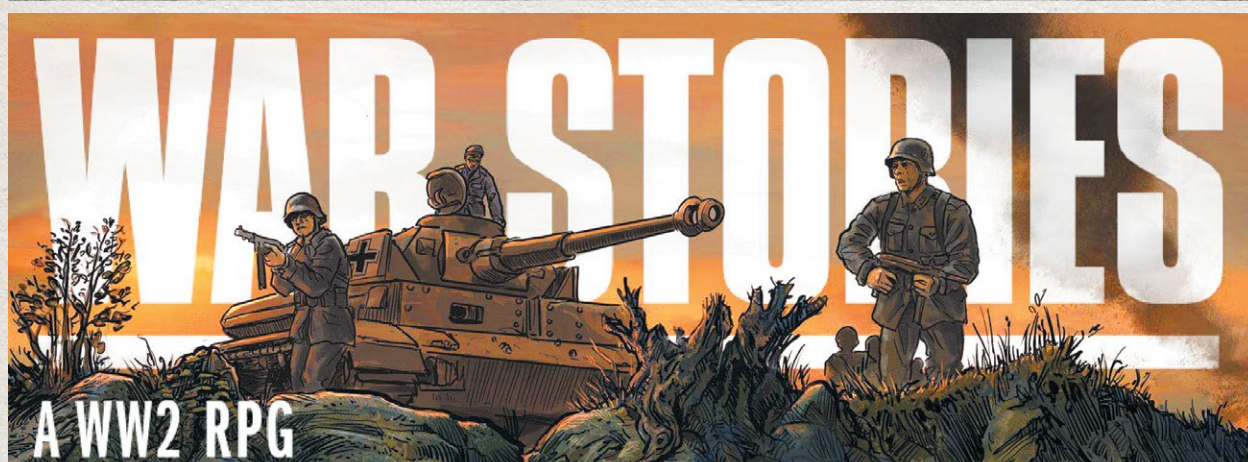
*Blood & Plunder*

OAK & IRON

BLOOD AND VALOR







## BY MITCH REED

Like many of you I am willing to try any historical game whether it be a board game, miniatures or video game. However, one type of gaming I have never tried is role playing games and the new game from Firelock Games called *War Stories* has gotten me to change my mind and take the plunge.

My interview with the lead designer Gabriel Garcia really got my attention for this World War Two based RPG. I did not think that taking such a topic as WWII would translate well in the RPG format, however the depth and breadth of *War Stories* really had me wondering why this has not been done before.

The book itself is over 200 pages and is full of everything to bring the experience of WW2 into the hands of dedicated RPG players. Using a Year-Zero game engine, the player can create a very detailed series of characters to recreate some of the toughest and most challenging skirmishes of the war. Characters are created with a great attention to detail, where you can roll to see what type of life, education and skills your player character had before the war. Once you get the background then you pick a specialty where you can assume the role of a riflemen, medic, engineer, partisan or combat correspondent just to name a few.

Once this done you then pick a nationality that your character serves in, the list is long and you can be a American Joe, British Tommy, or a Canadian and even a free Polish soldier along with 6 other nationalities that fought for the allies in the war. A player can be a member of the elite 101<sup>st</sup> Airborne jumping into Normandy on D-Day or a crew member on a British Cromwell tank. The mix of options is almost limitless and lets players explore the many different aspects of the war close and personal.

The game centers around combat and the mechanics here are a huge draw for me. In combat the players develop a plan then based on their initiative which uses a card draw. The action is then fast and furious as the player and their teammates play out the skirmish in rounds where they can take specific actions. I wondered when I first heard of this game how it will manage the quick and violent action in a manner that would be fun and challenging. *War Stories* excels in this and anyone who appreciates tight and well-done mechanics will see the greatness in how the design team got this right.

Knowing how bloody the war was I also wondered how the game would handle what could be a short life for their characters in the game. Once again, the game blazes a great path where if your character dies you can then switch to a non-player character that the player also creates.

A testament to the games detail is the exhaustive list of tanks, anti-tank guns and other heavy weapons that are in the game. *War Stories* even has all the types of ammunition that each weapon uses which is a detail that many games often ignore.

Having played many games based on WWII, I am drawn to games that do not miss any details and offers a player a rich and well-rounded gaming experience. Many board and miniature games strive for such accuracy and detail, and few succeed. *War Stories* gets the narrative of the war correct in an immersive experience that will draw non-RPG players to this type of gaming.

I think this game will have a broad appeal and if you are into a RPGs picking up *War Stories* is a no brainer, however I hope that gamers I know from board and miniatures circles will join me and play and see why I am so excited about this game.

