



WORLD WAR II HEROES

SQUAD LEVEL ROLEPLAYING



PLAYERS GUIDE

ROBERT W FARRIOR

STEELMAGIC



STUDIOS



WORLD WAR II HEROES

ROLEPLAYING GAME

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Robert W. Farrior is the founder of **SteelMagic Studios**, based in Allen, TX, a suburb of Dallas. Robert has been playing RPGs since 1979, when he was a freshman in high school. Over the years, he has been active with traditional roleplaying, miniature figure gaming, collectible card games, live-action roleplaying and strategic war games. He has designed many campaign worlds, adventures and roleplaying systems. Robert is the author of numerous papers and articles on religion, history and philosophy. He is also the author of the science fiction novel, **The Marginal Event**.

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DEDICATION

To my wife and son who inspire me every day.

To those men and women who answered their nation's call and went out to fight the great fight.

To James Megellas, who served as a First Lieutenant in the 82nd Airborne Division during World War II. For his heroism and service to his country, he received the Distinguished Service Cross, two Silver Stars, two Bronze Stars, a Presidential Citation and two Purple Hearts.





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INTRODUCTION



INTRODUCTION





INTRODUCTION

Thank you for purchasing this copy of the World War II Heroes Roleplaying Game. We are very proud of this game, and are so pleased that you have given us a chance to bring it to you.

When we set out to create World War II Heroes, our goal was not to glorify war or to trivialize the sacrifices made by those brave men who fought and died on the battlefields of Africa, Europe and the Pacific. Instead, we felt that it was paramount that we create a way to honor them. If we could capture just a bit of what it was like for them and bring it to a new generation, then their heroism, their dedication and their sacrifice would live on anew.

World War II Heroes is a roleplaying game set in the turbulent battlefields of World War

II. Players create characters who are soldiers in any of the major nations involved in the conflict. Working as members of squads, players complete tactical missions that are based upon actual historic small unit engagements.

World War II Heroes strives to capture the feel of what it was to be a soldier on the front lines, in the bunkers and foxholes. World War II Heroes allows for extremely detailed roleplaying as well as squad-level tactics and strategy.

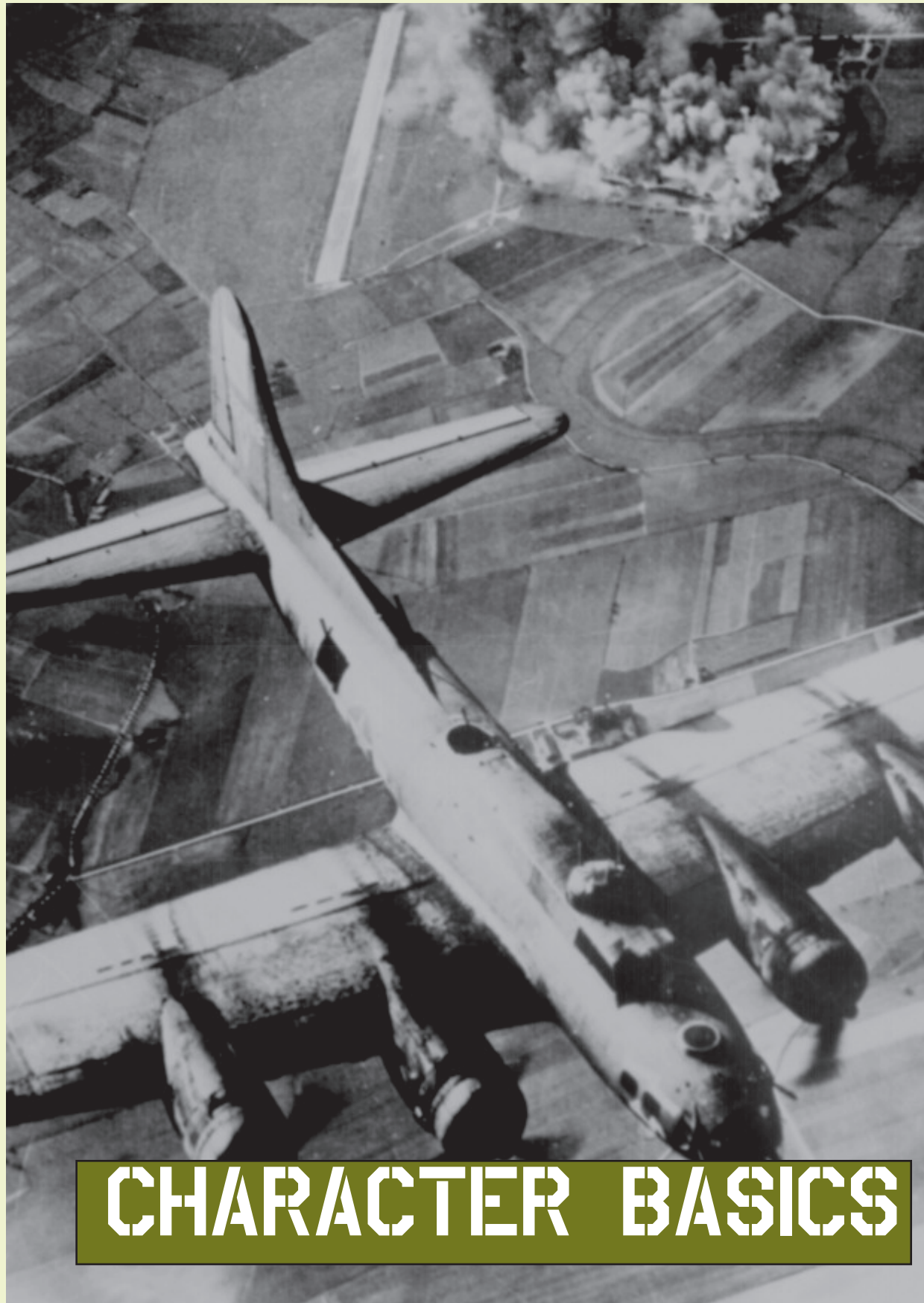
D20 COMPLIANCE

WW2H is 100% d20 Modern compliant. You must have a copy of the d20 Modern



Members of the US Army 101st Airborne Division near Bastogne during the Battle of the Bulge, 1944.





CHARACTER BASICS





CHARACTER BASICS

All of the normal d20 Modern character information and rules apply unless otherwise noted below.

ABILITIES

WW2H adds 3 new basic abilities that are not covered by the d20 Modern rules. The new abilities are:

- Discipline
- Guts
- Leadership

We believe strongly that these are attributes you are born with. They may be enhanced as you grow older, but you have an inherent level in all of them. Therefore, we felt that making them skills was insufficient. At a certain level, you either have them or you don't.

DISCIPLINE

Discipline is a measure of your character's personal self-control, self-discipline and willingness to obey difficult orders. Whenever you are faced with such a situation you must make a Discipline check by rolling 1d20 and adding your character's Discipline bonus.

GUTS

Guts is a measurement of your character's bravery and courage. It reflects how willing your character is to overcome his personal fear for the sake of the job at hand. Gut Checks are made whenever your personal bravery will determine the outcome of an action. For example, to storm a bunker you have to reach down deep inside yourself. You would make a gut check by rolling 1d20 and adding your character's Guts bonus. If the number is equal to or exceeds the DC for the check (as defined by the GM), your character can storm the bunker. Otherwise, your character refuses

to obey a direct order and commits an act of cowardice that is sure to get him some demerit awards.

LEADERSHIP

Leadership is a measurement of your character's ability to influence other people to perform tasks. People are born leaders. You either have leadership or you don't. Leadership checks are required whenever you need to exert your influence on others to motivate them to do something. Roll 1d6 and add your character's Leadership bonus. If the value of the roll equals or beats the required DC, you succeed. The person you are attempting to motivate must be within 15 feet.

You can also apply your character's leadership bonus to any soldiers within 15 feet who must make either a Guts or Discipline check.

RACE

As this game is based on actual history, all characters are obviously human. You can choose to make your character whatever ethnicity you desire, however you should try to keep things logical. It would be highly irregular to be an African American member of the Waffen SS, but not necessarily unusual to be Jewish in the US Marines.

GENDER

Russian mortar crews notwithstanding, soldiers in World War II were almost always men. Therefore, this manual only uses the masculine pronoun when referring in the third person. If you feel strongly that you want to play a female character, logic says you should limit such a character to partisan groups or perhaps the Soviet army. However, it is up to you and your GM.





LANGUAGE

Your soldier is fluent in his national language. If your soldier has an Int of at least 10, he can read and write in his native tongue. Additional languages must be acquired normally.

NATIONALITY

Your character can be a soldier in the military of the following nations:

- Germany
- Italy
- Japan
- United Kingdom
- United States of America
- United Soviet Socialist Republic

This manual covers rules for playing US Army soldiers. Other nationalities and branches of service will be provided in forthcoming supplements.

STARTING OCCUPATION

Before joining the military, what did your character do for a living? Maybe he was a college student or a farmer. Whatever the career, your character gained some skills and abilities during the attack.

EDUCATION LEVEL

Your character's education level is one determining factor in your character's eligibility to become an officer. College graduates can qualify to attend Officer Candidate School





during training. Education level is defined with your starting career.

CLASSES

WW2H has one basic class: Recruit. Upon creating and training your character, you select one of several advanced classes to complete the character creation and development process.

RANK

All characters begin play as either a Private or a 2nd Lieutenant. As your character completes mission, he may qualify for a promotion.

PROMOTIONS

To qualify for a promotion you have to:

Be recognized for meritorious service (have at least +5 merits)

Have sufficient experience (have gained 3 class levels since your last promotion)

Have met the minimum time-in-grade (completed at least one mission at your current rank).

If all three criteria are met, you can be promoted. Your GM is responsible for notifying you of your promotion.

DEMOTION

Anytime you receive more than -5 demerits you will automatically be demoted one rank. Your class level never changes. You are eligible for promotion again after attaining your next class level, not 3 more class levels.

MERITS

Merits are awards given to you by the GM to reward you for outstanding bravery and other forms of meritorious service.

DEMERITS

Demerits are penalties given by the GM for dereliction of duty, refusal to obey a command and fleeing from the enemy.

WEALTH

As your government provides you with everything you need, the Wealth system is not used.





INDUCTION



INDUCTION





INDUCTION

A man clad in the standard uniform of the United States Army stands before you and the other new recruits. His chest is covered in medals and ribbons, his arms with stripes. You aren't quite sure what it all means, but you're sure he must be a hero. He sure looks the part. You look at him with respect and admiration as he steps forward and begins to speak.

"Alright. Sit down, shut up and listen up. This is the US Army induction center. You men come into here as civilians, but you'll leave here as recruits, if you have what it takes. Never before in the history of this country has there been such a need for brave young men, like yourselves, to step up and give themselves for the defense of this nation."

"The Japs thought they would sneak up and attack us. They figured we were weak. They figured we didn't have the will to fight. What they didn't figure on was you, the men of America. Men, who are dedicated and true, brave and strong. Men, who will fight and kill and never surrender."

"You've had great lives, living in the peace and prosperity that this great nation has given you. Now, she needs your help. She needs you to fight for her, to defend her and avenge her. Are you ready to fight for your country?"

Welcome to the Induction Center. Here you will create your new character for use in World War II Heroes. Don't get too excited. You won't be ready to go fight the Japs and Gerries just yet. When you finish creating your character, he will be a raw recruit with no skills or abilities to speak of. Before you can become a soldier, you will have to go through basic and advanced military training. But, that will come later.

For now, you need to create a character. You only have one character class to choose from, so the process is simple.

CHARACTER CREATION

Use the rules in the d20 Modern Core

Rulebook for creating your character, using the following guidelines:

- Use the d20 Modern rules to assign your characters six basic abilities.
- Assign your 3 new basic abilities (Discipline, Guts and Leadership) by rolling 6d20. Keep the highest three rolls and assign each of the results to one of the new abilities.
- Use the d20 Modern rules to set your



starting occupation and initial class. Use only the starting career and class descriptions from this chapter, not those in d20 Modern.

- Be sure to include your character's education level, which is found in the starting occupation information.

INDUCTION





THE RECRUIT CLASS

The Recruit is a normal civilian who has been inducted into the military. This is the only entry-level class used in World War II Heroes, regardless of the nationality and branch of service of your character. This manual only covers the United States Army player characters, but future supplements will introduce other countries and branches of service.



this class. Recruits can have any score for all abilities.

HIT DIE

Recruits gain 1d6 hit points at creation. Recruits may not advance in level and do not gain additional hit dice.

ACTION POINTS

Recruits do not gain any action points.

CLASS SKILLS

Recruits have not received any training and therefore do not receive any class skills. Only record the skills listed in your starting career at this point.

Table: The Recruit

Class Level	Base Attack Bonus	Defense Bonus	Fort Save	Ref Save	Will Save	Reputation Bonus
1 st	+0	+0	+0	+0	+0	+0

GAME RULE INFORMATION

Recruits have the following game statistics:

ABILITY

There is no primary ability associated with

STARTING FEATS

Recruits do not gain any starting feats.

CLASS FEATURES

There are no special class features.





STARTING OCCUPATIONS

What was your character's job before being drafted or volunteering for service? Perhaps he was a student or a lawyer, a farmhand or a factory worker. It is totally up to you, however you need to determine your starting occupation. It helps define some of your character's starting skills and attributes.

The following are the starting occupations that you can choose from:

ACADEMIC

Academics include librarians, archaeologists, scholars, professors, teachers, and other education professionals.

Prerequisite: Age 23+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill.

Radio Operation, Craft (writing), Decipher Code, Gather Information, Knowledge (art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, technology, or theology and philosophy), Research, Read/Write Language or Speak Language.

Education Level: College graduate or Post-graduate degree.

ATHLETE

Athletes include amateur athletes of Olympic quality and professional athletes of all types, including gymnasts, weight trainers, wrestlers, boxers, martial artists, swimmers, skaters, and those who engage in any type of competitive sport.

Prerequisite: Strength 13 or Dexterity 13.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Jump, Ride, Swim, Tumble.

Bonus Feat: Brawl.

Education Level: High School diploma or some college

BLUE COLLAR

Blue collar occupations include factory work, food service jobs, construction, service industry jobs, taxi drivers, postal workers, and other jobs that are usually not considered to be desk jobs.

Prerequisite: Age 18+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill. Craft (mechanical, or structural), Climb, Drive, Gamble, Handle Animal, Intimidate, Repair, Ride.

Education Level: Some high school or high school diploma

CELEBRITY

A celebrity is anyone who, for whatever reason, has been thrust into the spotlight of the public eye. Actors, entertainers of all types, newscasters, radio and television personalities, and more fall under this starting occupation.

Prerequisite: Age 15+.

Skills: Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill.





Bluff, Craft (visual art or writing), Diplomacy, Disguise, Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments).

Reputation Bonus Increase: +1.

Education Level: Any

CREATIVE

The creative starting occupation covers artists of all types who fan their creative spark into a career. Illustrators, copywriters, cartoonists, artists, novelists, magazine columnists, actors, sculptors, musicians, screenwriters, and photographers all fall under this occupation.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill. Bluff, Computer Use, Craft (visual art or writing), Disguise, Forgery, Knowledge (arcane lore or art), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, or wind instruments), Spot.

Education Level: High school diploma , Some college or College Graduate.

DILETTANTE

Dilettantes usually get their wealth from family holdings and trust funds. The typical dilettante has no job, few responsibilities, and at least one driving passion that occupies his or her day. That passion might be a charity or philanthropic foundation, an ideal or cause worth fighting for, or a lust for living a fun and carefree existence.

Prerequisite: Age 18+.

Skills: Choose one of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill. Gamble, Intimidate, Knowledge (current events or popular culture), Ride, or add a new Speak Language.

Reputation Bonus Increase: +1.

Education Level: High School diploma, some college or college graduate

EMERGENCY SERVICES

Rescue workers, firefighters, paramedics, and emergency medical technicians fall under this category.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill. Balance, Climb, Computer Use, Drive, Jump, Knowledge (behavioral sciences, earth and life sciences, or technology), Search, Treat Injury, Swim.

Education Level: High School diploma or College Graduate

INVESTIGATIVE

There are a number of jobs that fit within this occupation, including investigative reporters, photojournalists, private investigators, police detectives, criminologists, criminal profilers, espionage agents, and others who use their skills to gather evidence and analyze clues.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1





competence bonus on checks using that skill. Radio Operation, Craft (visual art or writing), Decipher Code, Forgery, Gather Information, Investigate, Knowledge (behavioral sciences, civics, earth and life sciences, or streetwise), Research, Search, Sense Motive, Spot.

Bonus Feat: Select either Brawl or Weapon Qualification (M1911A1 Colt .45)

Education Level: High school diploma,

skill. Diplomacy, Drive, Gather Information, Intimidate, Knowledge (civics, earth and life sciences, streetwise, or tactics), Listen, Spot.

Bonus Feat: Select one of the following: Brawl or Weapon Qualification (M1911A1 Colt .45).

Education Level: high school diploma, some college, college graduate



INDUCTION

LAW ENFORCEMENT

Law enforcement personnel include uniformed police, state troopers, federal police, and federal agents.

Prerequisite: Age 20+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that

Military covers any of the branches of the armed forces, including army, navy, air force, and marines, as well as the various elite training units such as Seals, Rangers, and Special Forces.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill.





Climb, Demolitions, Drive, Hide, Knowledge (Military Science), Move Silently, Navigate, Pilot, Survival, Swim.

Bonus Feat: Select one of the following: Born Leader, Brawl, Disciplined or Weapon Qualification (M1903 Springfield Rifle).

Education Level: some high school or high school diploma

Rank: Begin game as a Sergeant.

MILITARY ACADEMY GRADUATE

Military Academy Graduate is someone who just graduated from one of the operational military academies. The character is well trained and knowledgeable of military arts, tactics and leadership.

Prerequisite: Age 23+

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill. Knowledge (Military Science), Marching, Map Reading, Protecting Military Information, Radio Operation, Tactics (Squad).

Bonus Feat: Born Leader, Disciplined

Education Level: College Graduate

Rank: Automatically begins game as a 2nd Lieutenant. Complete OCS.

RURAL

Farm workers, hunters, and others who make a living in rural communities fall under this category.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character

selects is already a class skill, he receives a +1 competence bonus on checks using that skill. Drive, Handle Animal, Repair (Mechanical), Ride, Survival, Swim.

Bonus Feat: Select either Brawl or Personal Firearms Proficiency.

Education Level: some high school or high school graduate

ROTC COLLEGE GRADUATE

ROTC College Graduate is someone who just graduated from a college or university after completing four years of Reserve Officer Training Corps (ROTC). The character is well trained and knowledgeable of military arts, tactics and leadership.

Prerequisite: Age 23+

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill. Knowledge (Military Science), Marching, Map Reading, Tactics (Squad).

Bonus Feat: Born Leader

Education Level: College Graduate

Rank: Automatically begins game as a 2nd Lieutenant. Complete OCS.


STUDENT

A student can be in high school, college, or graduate school. He could be in a seminary, a military school, or a private institution. A college-age student should also pick a major field of study.

Prerequisite: Age 17+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character





selects is already a class skill, he receives a +1 competence bonus on checks using that skill. Knowledge (art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, technology, or theology and philosophy), Research.

Education Level: some high school, high school graduate or some college

WHITE COLLAR

Office workers and desk jockeys, lawyers, accountants, insurance agents, bank personnel, financial advisors, tax preparers, clerks, sales personnel, real estate agents, and a variety of mid-level managers fall within the scope of this starting occupation.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he receives a +1 competence bonus on checks using that skill. Diplomacy, Knowledge (art, business, civics, earth and life sciences, history, physical sciences, or technology), Research.

Education Level: High school diploma, some college or college graduate

Rank: The character is qualified for OCS if he meets all other requirements.





TRAINING



TRAINING





TRAINING

Ok, recruit. You're in the Army now! Drop and give me twenty!

Now, you will give your character all of the military training he will need to be a successful soldier. Some of the skills and feats you will earn are determined for you by the training program. It is important that all soldiers have a similar set of skills and ability to perform them. However, you will have some degree of flexibility to customize your character, including the selection of an advanced class and possible specializations.

All recruits must now complete Basic Training.

BASIC TRAINING

Basic Training provides your character with the essential, core training to convert him from a raw recruit into a highly trained soldier. In Basic Training you will:

- Complete Physical Training to toughen your character physically and gain key skills
- Qualify with a variety of World War II weapons
- Learn to fight and survive on the battlefield through gaining key military and combat oriented skills and feats
- Select your character's Advanced Class, which comes with additional advanced training

PHYSICAL TRAINING

You spend the first several weeks of basic focusing on developing your body. You rise early in the morning and go on long distance runs. You are exercising constantly, gaining strength, endurance and agility.

Ability Increase: If any of your character's *Strength*, *Dexterity* or *Constitution* ability scores is less than 12, raise it to 12. Otherwise, for each of those abilities that has a score of 12 or more, your character gains a +1 increase to that ability. These increases are permanent.

COMBAT TRAINING

Your character gains the following feats: brawl, kneeling shot, prone shot, rapid-fire shot and quick shot.

Weapon Proficiency in WW2H

D20 Modern uses weapon proficiency feats which give your character the same ability with all weapons of a given type (simple weapons, exotic weapons, etc.). While easy to manage, we feel this is too simple and does not reflect the type of intense training recruits underwent in basic. We have chosen to require characters to qualify with specific weapons, not types of weapons. Being qualified eliminates the -4 non-proficiency penalty. However, by being qualified with one weapon, your character gains some proficiency with all weapons of the same type. Therefore, the non-proficiency penalty is reduced to -2 for any weapon of the same type of any weapon that your character has achieved qualification. If you are qualified with the M1 Garand, you only suffer a -2 non-proficiency penalty with any other rifle.

WEAPON QUALIFICATION

Your character trains with and is qualified to operate several types of weapons. All recruits are automatically qualified with several weapons and have the ability to optionally





qualify with others. Being qualified grants you the Weapon Qualification feat for that particular weapon. Without the Weapon Qualification feat, you suffer a -4 non-proficiency penalty when attempting to use a weapon.

You gain the following feats automatically:

Weapon Qualification (Rifle Caliber .30 M1 (M1 Garand))

Weapon Qualification (Mark II A1 Hand Grenade)

Weapon Qualification (M1 10" Bayonet)

In addition, you can gain the Weapon Qualification feat for your choice of 3 of the following weapons:

- **M1928A1 Thompson Sub-machine Gun**
- **M1903A3 Springfield 1903 Bolt-action rifle**
- **M1918A1 Browning Automatic Rifle (BAR)**
- **M1 .30 Caliber Carbine**
- **M1911A1 Colt .45 Pistol**
- **M1919 (Browning) .30 Caliber Medium Machine Gun**
- **M2 (Browning) .50 Caliber Heavy Machine Gun**
- **M2 60 mm Mortar (Light Mortar)**
- **M1 81 mm Mortar (Medium Mortar)**
- **M9A1 Rocket Launcher 2.36" (Bazooka)**

- **No. 82 Grenade (Gammon Bombs)**

MILITARY TRAINING

Your character gains a number of skills and feats that reflect the nature of actual World War II basic infantry training.

SKILLS

Table: Basic Military Skills has a list of skills that are to be considered as permanent class skills for your character, regardless of your future choice of advanced class. During basic training or any time in the future when you gain skill points, you may purchase skills from this list at a cost of one skill point per skill rank. Any skills marked with an asterisk (*) are required skills. You must purchase at least one rank with all required skills during basic training.

Skill Points during Basic Training

You are given 40 skill points to use during basic training.

Purchasing Skills

You may purchase any of the Basic Military skills at a cost of one skill point per skill rank.

Table: Basic Military Skills

Balance	Gamble	*Protecting Military Information
Booby Traps	Hide	*Radio Operation
*Chemical Defense	* Hygiene & Sanitation	* Sign Language (Military)
Climb	Jump	Speak Language
Concentration	*Knowledge (Military Science)	Spot
Craft (Camouflage)	Landmines	Survival
*Craft (Fortifications)	Listen	*Tactics (Squad)
Crawl	*Map Reading	* Use & Characteristics (Allied Vehicles)
Decipher Code	*Marching	* Use & Characteristics (Allied Weapons)
Demolitions	Move Silently	* Use & Characteristics (Axis Vehicles)
Escape Artist	Navigate	* Use & Characteristics (Axis Weapons)
*First Aid		





Go ahead and buy your basic skills now.

Maximum Ranks

The maximum number of ranks that you can have in a given skill is 4 (current level + 3).

Purchasing Skills After Basic Training

You may purchase basic skills any time you are given skill points, unless you are specifically told what you may spend them on. You gain new skill points during advanced training or after you gain a higher level.

FEATS

The following is a list of skills that you can choose from during Basic Training. In addition, any time you later are allowed to gain new feats, you may choose from the list of Basic Military Feats, unless directed otherwise.

Table: Basic Military Feats

Acrobatic	Defense Focus	Improved Damage Threshold	Pack Rat
Athletic	Disciplined	Improved Disarm	Point Blank Shot
Attack Focus	Dodge	Improved Feint	Rifle Expert
Battle Indoctrination	Double Tap	Improved Initiative	Quick Aim
Block & Strike	Endurance	Improved Knockout Punch	Precise Shot
Born Leader	Far Shot	Improved Trip	Quick Reload
Bravado	Great Fortitude	Indirect Fire	Run
Brawl	Heroic Surge	Iron Will	Shot on the Run
Burst Fire	Heroic Effort	Knockout Punch	Strafe
Combat Expertise	Hit the Dirt	Lightning Reflexes	Streetfighting
Combat Throw	Improved Brawl	Machine Gun Expert	Suppressing Fire
Confident	Improved Bull Rush	Mortar Expert	Track
Dead Aim	Improved Combat Throw	Night Fighting	Weapon Focus
			Weapon Specialization

Acquiring Feats During Basic

Select any **10** feats from the list of Basic Military Feats.

Gaining Feats After Basic

You will be given the chance to gain new feats throughout your advanced training and whenever your character gains a new level. Unless otherwise directed, you may always select feats from the list of Basic Military Feats.

SELECT YOUR ADVANCED CLASS

Select your advanced class from the following list:

- Regular Infantry – Standard G.I. or foot soldier in the US Army.
- Airborne – Highly trained parachute corp.
- Rangers – Highly trained commando-like unit.

You must meet the prerequisites for the

advanced class. *Table: Advanced Class Prerequisites* lists the prerequisites for each advanced class. For further details on the Advanced Classes, see the Advanced Classes chapter.





Table: Advanced Class Prerequisites

Advanced Class	Prerequisites
Regular Infantry	Str, Dex, Con of at least 12
Airborne	Dex: 14, Con: 15, Disc: 13
Rangers	Str: 14, Con: 15, Disc: 13

SPECIALIZATION

Once you have completed Basic Infantry Training, you must choose a specialization. This is similar to the *Military Occupational Specialty (MOS)* used by the US Army, but not exactly. Basically, your specialization is what you do as your normal day-to-day job in the Army. You may be in the Airborne, but you are a Rifleman or a Sniper.

These specializations are not classes. They simply give your character a special designation and some additional capabilities. **Table: Specializations** shows the specializations, their prerequisites, the benefits and the advanced schools that your character must complete if you select the specialization.

COMPLETE ADVANCED TRAINING

In addition to the advanced training classes for your specialization, each advanced class includes a list of required advanced training schools that must be completed. **Table: Advanced Classes and Training**

Table: Specializations

Specialization	Prerequisite	Benefit	Advanced Schools
Rifleman	None	Easy to qualify	None
Support Weapons Specialist	Str: 16, Dex 16.	Become machine gun or mortar expert.	Support Weapons School
Sniper	Rifle Expert, Dex: 16	You gain additional skills and feats that allow you to act as a sniper.	Sniper School
Combat Medic	Wis: 16, 2 ranks First Aid	You can treat battlefield injuries.	Medic School
Combat Engineer	Int: 16, 2 ranks of Demolitions	You become an expert on demolitions and construction.	Engineer School
Officer	Lead: 16, College Education (see starting occupation)	You gain the rank of 2 nd Lieutenant.	Officer Candidate School

Advanced Classes and Training shows you what training your character will need to complete.

Table: Advanced Classes and Training

Advanced Class	Training Requirements
Regular Infantry	Basic, Advanced Infantry Training
Airborne	Basic, Advanced Infantry Training, Airborne/Ranger School, Jump School
Ranger	Basic, Advanced Infantry Training, Airborne/Ranger School

Once you have determined all of your advanced training schools, go through each one and select all of your additional skills and feats. See Advanced Training for the school descriptions.





ADVANCED TRAINING

The following advanced training schools are available:

- Airborne/Ranger School
- Engineer School
- Jump School
- Medic School
- Officer Candidate School
- Sniper School
- Support Weapons School

AIRBORNE / RANGER SCHOOL

During World War II, Airborne and Ranger units did not attend the same training program. However, after carefully reviewing records and accounts of their respective programs, we felt it was best to simplify matters by referring to the training jointly. The two programs were very similar, both geared toward creating highly trained, elite corps. We apologize if this offends anyone who went through either the Airborne or Ranger training programs.

PHYSICAL TRAINING

Your character may gain an additional permanent +1 increase to his Strength and Constitution ability scores.

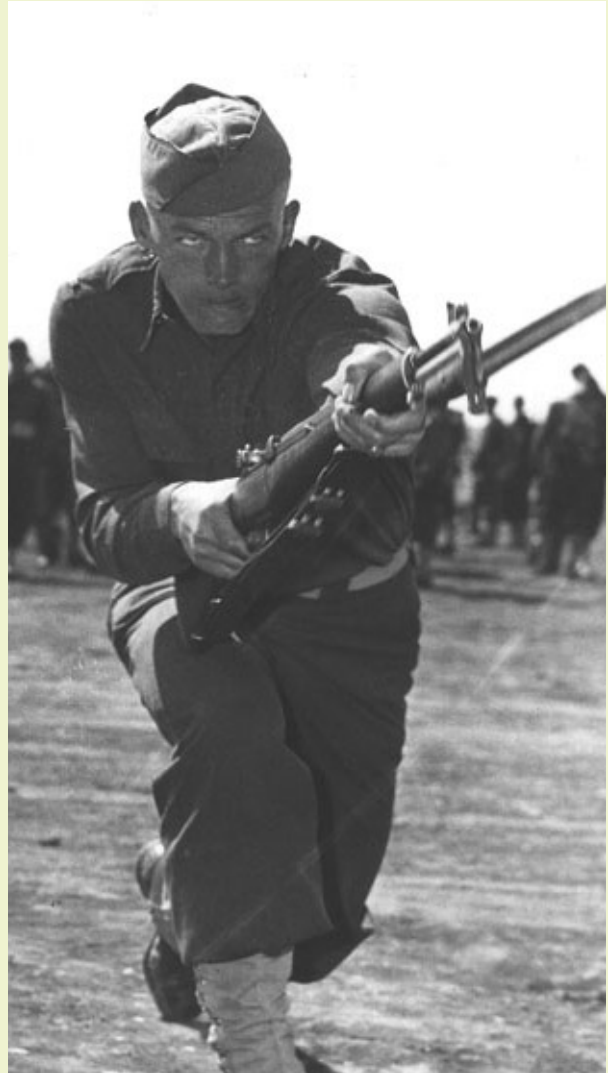
SKILLS

Skill Points Allotted: 10

Skills Allowed: Booby Traps, Concentration, Craft (Explosives), Craft (Mechanical), Craft(Structural), Decipher Code, Demolitions, Disable Device, Escape Artist, First Aid, Gather Information, Hide, Intimidate, Listen, Map Reading, Move Silently, Navigate, Radio Operation, Read/Write Language, Repair (Electrical), Repair (Mechanical), Repair (Weapons), Speak Language, Spot, Survival, Swim, Switchboard Operation, Tactics (Squad),

Tactics (Terrain), Tumble.

The skills listed become permanent class skills for your character and may be purchased in the future at a cost of one skill point per skill rank.



TRAINING

FEATS

You may select any 5 feats from the following list:

Alertness, Athletic, Battle Indoctrination, Bravado, Burst Fire, Combat Expertise, Confident, Disciplined, Dodge, Endurance, Explosives Expert, Guide, Heroic Effort, Heroic Surge, Indirect Fire, Night Fighting,





Stealthy, Track.

WEAPONS TRAINING

Your character may gain 1 additional Weapons Qualification with any US weapon.

GERMAN WEAPON QUALIFICATION

Your character may gain 1 Weapon Qualification with either the German Kar 98 rifle or MP40 sub-machine gun.

ENGINEER SCHOOL

You are training to become an expert at demolitions and construction.

SKILLS

Skill Points Allotted: 8

Skills Allowed: Booby Traps, Chemical Defense, Concentration, Craft (Camouflage, Electronics, Explosives, Fortifications, Mechanical, or Structural), Demolitions, Disable Device, Drive, Knowledge (Physical Science, Technology), Landmines, Map Reading, Radio Operation, Repair (Electrical, Mechanical, Weapons), Switchboard Operation, Telephone Wiring, Use & Characteristics (Allied Vehicles) , Use & Characteristics (Allied Weapons) , Use & Characteristics (Axis Vehicles) , Use & Characteristics (Axis Weapons).

FEATS

Select any 2 feats from the following:

Builder, Cautious, Focused, Explosives Expert, Surface Vehicle Operation, Vehicle Expert.

JUMP SCHOOL

SKILLS

Skill Points Allotted: 4

Skills Allowed: Balance, Climb, Jump, *Parachuting.

FEATS

You gain the following feats: Acrobatic, Endurance and Parachute Expert.

MEDIC SCHOOL

SKILLS

Skill Points: 8

Skills Allowed: Chemical Defense, Concentration, Craft (Medical), Diplomacy, First Aid, Hygiene & Sanitation, Knowledge (Life Science, Physical Science), Sleight of Hand, Spot, Treat Injury.

FEATS

You gain the following feats: Medical Expert and Surgery. In addition, you can select any 2 feats from the following: Attentive, Endurance, Focused, Meticulous, and Run.

OFFICER CANDIDATE SCHOOL

RANK

You gain the rank of 2nd Lieutenant.

WEAPONS QUALIFICATION

You gain qualification with either the **M1911A1 Colt .45 Caliber Pistol** or **M1 Carbine**.

SKILLS

Skill Points: 10





Skills Allowed: Bluff, Concentration, Decipher Code, Diplomacy, Escape Artist, Gather Information, Intimidate, Interrogate, Investigate, Knowledge (Behavioral Science, Military Science), Map Reading, Navigate, Protecting Military Information, Radio Operation, Read/Write Language, Search, Sense Motive, Spot, Speak Language, Tactics(Squad, Company).

FEATS

Select 4 feats from the following: Attentive, Born Leader, Drive-by Attack, Disciplined, Educated, Focused, Guide, Heroic Effort, Heroic Surge, Indirect Fire, Trustworthy.

SNIPER SCHOOL

WEAPON TRAINING

You gain Weapon Qualification with the M1903A3 Springfield Rifle.

SKILLS

Skill Points: 8

Skills Allowed: Concentration, Craft (Camouflage), Crawl, Gather Information, Hide, Listen, Map Reading, Move Silently, Navigate, Sense Motive, Sign Language (Military), Spot.

FEATS

In addition to the Sniper feat, select 4 feats from the following: Alertness, Cautious, Dead Aim, Double Tap, Far Shot, Focused, Lightning Reflexes, Quick Aim, Quick Reload, Stealthy.

SUPPORT WEAPONS SCHOOL

You gain extensive training on the operation of light, medium and heavy machine guns, light and medium mortars and rocket launchers (bazookas).

WEAPONS TRAINING

You may select 2 additional Weapon Qualifications from the following weapons:

- **M1918A1 Browning Automatic Rifle (BAR)**
- **M1919 (Browning) .30 Caliber Medium Machine Gun**
- **M2 (Browning) .50 Caliber Heavy Machine Gun**
- **M2 60 mm Mortar (Light Mortar)**
- **M1 81 mm Mortar (Medium Mortar)**
- **M9A1 Rocket Launcher 2.36" (Bazooka)**

SKILLS

There are no additional skills associated with this specialization.

FEATS

You may select any 3 of the following feats: Burst Fire, Autofire Expert, Dead Aim, Double Tap, Far Shot, Machine Gun Expert, Mortar Expert, Point Blank Shot, Precise Shot, Quick Reload, Skip Shot, Suppressing Fire, Walk the Beat, Weapon Focus, Weapon Specialization.





ADVANCED CLASSES



ADVANCED CLASSES





ADVANCED CLASSES

All Advanced Classes presented here are considered Soldiers in the United States Army.

There are three advanced classes:

- **Regular Infantry**
- **Airborne**
- **Ranger**

REGULAR INFANTRY

A soldier in the Regular Infantry is well trained and ready to face the challenges of combat. He is able to use a variety of weapons and has developed excellent physical condition and many new skills.

Select this advanced class if you want a well-rounded soldier.

REQUIREMENTS

To qualify to become a Regular Infantry soldier, a character must fulfill the following criteria.

- **Strength: 12**
- **Dexterity: 12**
- **Constitution: 12**

CLASS INFORMATION

The following information pertains to the Regular Infantry advanced class.

HIT DIE

The Regular Infantry gains 1d10 hit points per level. The character's Constitution modifier applies.

ACTION POINTS

The Regular Infantry soldier gains a number of action points equal to 6 + one-half his character level, rounded down, every time he gains a new level in this class.

History

It is impossible to detail the history of all of the regular infantry units that fought in World War II. Instead, we have focused on two units that had key roles on D-Day. The 1st and 29th Infantry Divisions landed on Omaha Beach, which was the bloodiest of all the Normandy Beaches. The Omaha Beach landings are the topic of our first published mission pack.

1st Infantry Division

Insignia: A red numeral '1' on a green field.

Nickname: The Big Red One



The First Expeditionary Division established in 1917 during World War I. On August 1, 1942, the First Expeditionary Division was reorganized and re-designated as the 1st Infantry Division.

The 1st Infantry Division first saw combat in World War II during the invasion of North Africa. On 8 November 1942, the 1st ID landed on the beaches near Oran in Algeria. The 1st fought through Algeria and into Tunisia.

Following the surrender of the German Afrika Korps, the 1st ID participated in the invasion of Sicily, landing at Gela on 10 July 1943. The beachhead was secured quickly, but soon the division encountered a fierce German counterattack including some 100 panzers of the Herman Goering Division. With combined bombardment from naval guns and artillery, the 1st ID repulsed the attack.

The 1st then drove on to capture towns and open the way through Sicily.

On 6 June, 1944 the 1st ID landed on Omaha beach with the 29th ID. The fighting near Coleville-sur-mer was extremely intense. The 16th Infantry Regiment was pinned down and was jammed with men waiting to die. Eventually, they managed to move off the beach at a huge cost.

The 1st pushed on through Normandy, battling in the hedgerows and into Belgium, where it liberated Liege. They fought on into Germany, breaking through the Siegfried Line and attacking the German town of Aachen.





CLASS SKILLS

All of the skills listed in all of the training programs that the Regular Infantry soldier has taken are considered class skills.

Skill Points at Each Level above 1st: 6 + Int modifier.

Table: Regular Infantry

Level	BAB	Def	Fort	Ref	Will	Rep	Special
1	+1	+1	+1	+1	+1	+0	Weapon Focus
2	+2	+1	+2	+1	+2	+0	Battle Hardened
3	+2	+2	+2	+2	+2	+0	Weapon Specialization
4	+3	+2	+3	+2	+3	+0	Bonus Feat
5	+4	+3	+3	+2	+3	+1	Sense Enemies
6	+4	+3	+4	+3	+4	+1	Bonus Feat
7	+5	+4	+4	+3	+4	+1	Battle Hardened
8	+6	+4	+5	+3	+5	+1	Bonus Feat
9	+6	+5	+5	+4	+5	+2	Weapon Master
10	+7	+5	+6	+4	+6	+2	Stonewall

CLASS FEATURES

The following features pertain to the Regular Infantry advanced class.

BATTLE HARDENED

At 2nd and 7th levels, the Regular Infantry soldier gains a +1 permanent increase to his Guts and Discipline abilities.

WEAPON FOCUS

At 1st level, the Regular Infantry soldier gains the Weapon Focus feat. He must choose a specific weapon with which he has already gained a Weapon Qualification feat. Weapon Focus grants him a +1 bonus to all attacks made with the selected weapon. Weapon Focus is not stackable and can only be taken once for a specific weapon.

WEAPON SPECIALIZATION

At 3rd level, the Regular Infantry soldier gains the Weapon Specialization feat. He must choose a weapon for which he has already gained the Weapon Focus feat. Weapon Specialization

On 16 December, 1944 the 1st encountered the leading edges of the German Ardennes counter offensive. When the German offensive failed, the Big Red One pushed back into Germany and captured the bridge at Remagen.

By April, the 1st ID had made its way all the way into Czechoslovakia.

All tolled, the 1st ID suffered over 21,000 casualties.

29th Infantry Division

Insignia:
A blue and gray yin-yang symbol with a green border.



Nickname:
The Big Red One

The 29th Infantry Division was converted from a National Guard unit to a US Army division on 12 March 1942. They trained in preparation for war from April to September of 1942 and then shipped out to England where they received additional training.

The 29th ID landed on Omaha Beach alongside the 1st Infantry Division. The section of beach assigned to the 29th was approximately 3,000 yards wide and was overlooked by high bluffs. The only way through the bluffs was via two narrow defiles or draws that were heavily defended.

At 0630 the 29th approached the beach in landing craft and came under heavy German fire from MG, Mortars and shore batteries. Many landing craft were destroyed. Others beached early, forcing the men in them to wade through chest or neck-deep water under constant fire.

Several waves of men landed and were pinned down on the beaches. The situation became desperate. The 2nd Battalion was able to capture a large stone house near the Les Moulins draw, but were unable to exploit their position due to heavy German fire.





In the afternoon, the 5th Ranger Battalion and portions of the 29th Infantry Division were able to reach the top of one of the bluffs and knock out German defenses. This lessened the enemy fire, enabling the men to begin to clear the beach and move inland.

After establishing a beachhead, the 29th Infantry Division was assigned to capture the village of St. Lo. They fought their way through hedgerow after hedgerow. After five weeks, they finally secured the town.

The 29th ID then moved on to attack the town of Vire in July. This culminated in a major battle over Hill 219.

Following Vire, the 29th attacked a fortified German garrison at the submarine pens of Brest. They surrounded the Germans and laid siege for three weeks before capturing the base.

Following these successes, the 29th was moved up to positions in Holland close to the German border. There they avoided Hitler's Ardennes Offensive and continued to harass German forces into Germany. On 24 April, 1945 elements of the 29th Infantry Division were the first to reach the Elbe River, where they linked up with the approaching Soviet Army.

Airborne

During World War II, there were two US Army Airborne Divisions, the 82nd (All American) and 101st (Screaming Eagles). Both groups saw extensive combat during World War II.

82nd Airborne Division

Insignia: Two letters 'A' in white within a blue circle inside a red square. Above this is a blue scroll with the word 'Airborne' in white.



gives him an additional +1 bonus to all attacks made with the selected weapon (+2 total). Weapon Specialization may only be taken once for a specific weapon.

WEAPON MASTER

At 9th level, the Regular Infantry soldier gains an additional +1 bonus to all attack rolls made with one weapon with which he has the Weapon Specialization feat.

SENSE ENEMIES

At 5th level, the Regular Infantry soldier gains an uncanny knack to sense when and where enemies are. He gains a +2 competence bonus to all Initiative checks.

STONEWALL

At 10th level, the Regular Infantry soldier gains a +5 bonus to all suppression Gut checks. Furthermore, he can inspire courage among other soldiers. Anytime he passes a suppression check, any other soldier within 10 feet of him gains a +5 bonus to their suppression Gut checks.

BONUS FEATS

At 4th, 6th, and 8th level, the Regular Infantry soldier gets a bonus feat. The bonus feat must be selected from the feats listed in all of the training programs that the Regular Infantry soldier has taken. The Regular Infantry soldier must meet all of the prerequisites of the feat to gain it.

EQUIPMENT

All Regular Infantry characters are issued the following equipment:

WEAPONS

- 1 standard infantry weapon (depending on qualifications)
- M1 Garand, BAR, Thompson SMG, Sniper Rifle
(Optionally, one machine gun or mortar, broken down, split among crew)
- 1 Colt .45 Pistol & holster (if qualified)
- 1 bayonet & scabbard
- Standard ammunition load
- 3 fragmentation grenades
- 1 smoke grenade





CLOTHING

- 2 underwear, long
- 1 M1941 combat jacket, chemically treated, OD
- 1 trousers, chemically treated, OD
- 1 shirt, wool OD
- 1 boots, pair
- 1 Helmet, M1, w/liner (+1 Equipment Bonus)
- 3 socks (pair) OD
- 1 utility belt, khaki
- 1 Cartridge belt, 10 pocket
- 1-2 Bandoleers, ammunition, khaki

MISCELLANEOUS

- 1 Canteen, cup, and cover
- 1 M1943 folding entrenching tool
- 1 First aid pouch, with field dressing
- 1 Gas mask w / MI VA I carrying (kidney) bag, khaki canvas
- 1 Haversack (pack), w/ meat can pouch
- 1 Mess kit (meat can) w / knife, fork, and spoon
- 1 Rifle cleaning kit, complete
- 1 Shelter half, OD
- 5 Tent pegs, wood
- 1 Tent pole, folding
- 1 Tent rope
- 1 Binoculars (NCO or Officer)
- 1 Compass
- 1 Flashlight
- 1 Razor
- 1 Map case, with appropriate maps
- 2 Cigarettes, carton
- 2 Blanket, M1934 OD wool
- 1 Bag, clothing (Duffel), green canvas
- 1 Bag, laundry, OD
- 1 Field (mussette) bag, M1936 w/strap
- 1 Foot locker w/tray
- 4 Handkerchief, OD cotton

FOOD

- 3-day supply K-rations
- 1 Emergency rations package

Nickname: All American

Development

The 82nd Division was formed in 1917, after the US entered World War I. The unit's 28,000 men came from all over the United States, which led to the unit's nickname of All American and its unique Double-A insignia. The unit was originally an infantry division.

The 82nd went into France early in 1918 and first saw combat on 25 June 1918 near the city of Toul in the Lagny area of northeastern France using French weapons. The 82nd led the charge during several major offensives, including the Meuse-Argonne Offensive in which they suffered over 6,000 casualties.

With the end of the war, the unit returned home and was officially downgraded. It spent the years from 1921 to 1942 as a reserve unit based in Columbia, South Carolina.

In 1940, with much of Europe the victim of Hitler's Blitzkrieg President Roosevelt called for the development of airborne infantry forces to include both paratroopers and gliders. By June the first Parachute Test Platoon was formed.

The Parachute Test Platoon included 48 hand-picked volunteers. They trained extensively on physical training, practice jumps, techniques and weaponry. The training culminated in five actual jumps. On 16 August 1940, the first actual jump from an airplane occurred. After the completion of training, the test platoon became the core of the airborne training school. By November, four full battalions had been authorized and training was well underway.

In 1942 the four active Parachute Infantry Regiments moved to their new headquarters at Fort Bragg, North Carolina as the 82nd Airborne Division. A core group was taken from the 82nd to form the 101st Airborne Division.





The 82nd Airborne included the 504th and 505th Parachute Infantry Regiments as well as a number of other groups including gliders, artillery, engineers, medical, HQ and other support groups. In addition, the 507th and 508th PIRs were attached to the 82nd for long periods.

Training

The training that both the 82nd and 101st Airborne divisions underwent was some of the most intense training any military personnel have ever received. I highly recommend the books *Band of Brothers* by Stephen E. Ambrose and *All the Way to Berlin* by James Megellas. They both cover the extreme training that the men went through in great detail.

Combat

The 82nd was active in North Africa, Sicily, Italy, France, Holland, Belgium and Germany.

North Africa and Sicily

In April 1943, the 82nd was ordered to North Africa, where they trained in preparation for the impending invasion of Sicily. When the invasion began, the 82nd dropped into Sicily behind enemy lines to disrupt German operation and prevent reinforcement of beach defenses. Gradually the resistance strengthened and by D+1, the 82nd was engaging fierce counterattacks by German units including the Hermann Goring Panzer Division.

Also on D+1, the Allies launched a second wave of parachute drops including the remainder of the 504th PIR, the 376th Parachute Artillery and some of the 307th Parachute Engineer Battalion. Confused allied troops opened fire on the C-47s as they flew over and on the paratroopers as they descended. 23 C-47s were shot down and dozens more were badly damaged. Less than one-fourth of the men who jumped made it to the Drop Zone. Over 300 men were killed and hundreds more wounded.

AIRBORNE

The US Army Airborne soldier was one of the most highly trained soldiers in the war. When the Allied invasion of Normandy began, key elements of the 82nd and 101st Airborne Divisions had been training for nearly two years. Their training was intense physically and mentally. They became masters of many weapons, both German and US. They developed specialties and cross-trained each other in their areas of expertise.

Select the Airborne advanced class if you want a character who is a paratrooper and who possesses highly advanced skills.

REQUIREMENTS

To qualify to become an Airborne soldier, a character must fulfill the following criteria.

- **Dexterity: 14**
- **Constitution: 15**
- **Discipline: 13**

CLASS INFORMATION

The following information pertains to the Airborne advanced class.

HIT DIE

The Airborne gains 1d12 hit points per level. The character's Constitution modifier applies.

ACTION POINTS

The Airborne soldier gains a number of action points equal to 6 + one-half his character level, rounded down, every time he gains a new level in this class.

CLASS SKILLS

All of the skills listed in all of the training programs that the Airborne soldier has taken are considered class skills.

Skill Points at Each Level above 1st: 8 + Int modifier.





Table: Airborne

Level	BAB	Def	Fort	Ref	Will	Rep	Special
1	+2	+1	+1	+1	+1	+1	Weapon Focus
2	+3	+1	+2	+2	+1	+1	Weapon Specialization
3	+4	+2	+2	+2	+2	+2	Rifle Expert
4	+5	+3	+3	+3	+2	+2	Bonus Feat
5	+6	+3	+3	+3	+2	+3	Submachine Gun Expert
6	+7	+4	+4	+4	+3	+3	Bonus Feat
7	+8	+5	+4	+4	+3	+4	Autofire Expert
8	+9	+5	+5	+5	+3	+4	Weapon Master
9	+10	+6	+5	+5	+4	+5	Demolitions Expert
10	+11	+7	+6	+6	+4	+5	Bonus Feat

CLASS FEATURES

The following features pertain to the Airborne advanced class.

WEAPON FOCUS

At 1st level, the Airborne soldier gains the Weapon Focus feat. He must choose a specific weapon with which he has already gained a Weapon Qualification feat. Weapon Focus grants him a +1 bonus to all attacks made with the selected weapon. Weapon Focus is not stackable and can only be taken once for a specific weapon.

WEAPON SPECIALIZATION

At 2nd level, the Airborne soldier gains the Weapon Specialization feat. He must choose a weapon for which he has already gained the Weapon Focus feat. Weapon Specialization gives him an additional +1 bonus to all attacks made with the selected weapon (+2 total). Weapon Specialization may only be taken once for a specific weapon.

WEAPON MASTER

At 8th level, the Airborne soldier gains an additional +1 bonus to all attack rolls made with one weapon with which he has the Weapon Specialization feat.

This terrible tragedy almost caused the US Army to abandon airborne units altogether. For the remainder of the Sicilian campaign, the 82nd served as a regular infantry unit. However, it was not the end.

Italy

On 9 September 1943, Allied troops landed on the beaches off Salerno Italy, without airborne support. German resistance was stiff and the troops were unable to establish much more than a beachhead. On 13 September, the Germans were preparing a major offensive that could break through the Allied lines and potentially drive the troops back into the sea. The 82nd was called on to stop them.

The 82nd was dropped in and quickly took up positions. They were able to hold off attacks by three German divisions. The 82nd held on until the 5th Army was eventually able to link up. The 82nd then pushed on leading the assault and capture of Naples.

The 82nd then marched into the mountains spearheading a major offensive throughout October and into November. On 22 January 1944, the 504th PIR made an amphibious assault on the beaches of Anzio with the 5th Army. The fighting was intense and casualties were high. The fighting over the next several days became so intense, with the 504th repulsing repeated assaults by the Germans, often with fierce hand-to-hand fighting.

On 25 March 1944, the 504th was ordered out of Italy. With their numbers heavily depleted, they left on landing craft, still under heavy enemy fire. They made their way to England to join the rest of the 82nd which had pulled out back in November.

France

The 82nd was badly undermanned, having suffered tremendous losses in Sicily and Italy. The 507th and 508th





PIRs joined the 504th and 505th as the division set up base in England in preparation for the invasion of France. For the following 9 or so months, the division trained heavily, bringing new recruits up to speed and qualifying many new paratroopers.

The Allied invasion of Normandy relied heavily on the support of the 82nd and 101st Airborne Divisions. Both units were to be dropped into Normandy around midnight the morning of the invasion to capture key villages, bridges and roads to prevent German counterattacks and reinforcements of the beaches.

Unfortunately, the paratroopers were scattered over a wide area. Some came down in swamps and drowned before they could get out of their rigs. Others came down in front of the German defender's and were quickly killed or taken prisoner. One unit actually landed in the town of Ste. Mere-Eglise and was gunned down by the German defenders before they even landed.

The 82nd captured the town of Ste. Mere-Eglise by 0400 on D-Day and successfully defended the town as the Germans launched a determined counterattack later that day. This action diverted Germans from attacking the beaches, buying much needed time for the men wading ashore.

Other elements of the 82nd were tasked with capturing and holding bridges and roads leading to Utah beach. With small groups of men, the 82nd captured the bridges and held on against heavy counterattacks until they were eventually relieved.

The 82nd fought battle after battle and leading assaults to capture towns, bridges and key objectives. Fighting ahead of the regular infantry, the 82nd would capture strongpoints and then be relieved as the infantry made their way deeper into Normandy. The 82nd would then be tasked to push on and extend the beachhead deeper and deeper.

RIFLE EXPERT

At 3rd level, the Airborne soldier gains the Rifle Expert feat. He must meet all prerequisites for the feat. If he does not, then he will not gain Rifle Expert at this time. Once he has gained all of the prerequisites, he will automatically gain Rifle Expert.

SUBMACHINE GUN EXPERT

At 5th level, the Airborne soldier gains the Submachine Gun Expert feat. He must meet all prerequisites for the feat. If he does not, then he will not gain Submachine Gun Expert at this time. Once he has gained all of the prerequisites, he will automatically gain Submachine Gun Expert.

AUToFIRE EXPERT

At 7th level, the Airborne soldier gains the Autofire Expert feat. He must meet all prerequisites for the feat. If he does not, then he will not gain Autofire Expert at this time. Once he has gained all of the prerequisites, he will automatically gain Autofire Expert.

DEMOLITIONS EXPERT

At 9th level, the Airborne soldier gains the Demolitions Expert feat. He must meet all prerequisites for the feat. If he does not, then he will not gain Demolitions Expert at this time. Once he has gained all of the prerequisites, he will automatically gain Demolitions Expert.

BONUS FEATS

At 4th, 6th, and 10th level, the Airborne soldier gets a bonus feat. The bonus feat must be selected from the feats listed in all of the training programs that the Airborne soldier has taken. The Airborne soldier must meet all of the prerequisites of the feat to gain it.

EQUIPMENT

All Airborne characters are issued the following equipment:

WEAPONS

- 1 standard infantry weapon (depending on qualifications)
- M1 Garand, M1 Carbine, BAR, Thompson SMG, Sniper Rifle





Eventually, after 33 days of unrelenting battles, the 82nd was withdrawn. All tolled, it had suffered close to 50% casualties, but had not yielded an inch of ground to the Germans. The 82nd had destroyed 62 tanks, 44 artillery pieces and killed or captured huge numbers of enemy soldiers.

Holland

After withdrawing, the 82nd regrouped in England. They received some 10,000 replacements and worked hard to get them trained and prepared. The call would come soon to drop back into combat. The 82nd would be ready.

The call came on 17 September 1944. Operation Market Garden was to be an Allied push into Holland to

well as the bridge across the Maas River at Grave and the Nijmegen bridge across the Waal, and the British Airborne to capture the final bridge near Arnhem.

By D+2, the 101st Airborne and the British XXX Corps broke out of Eindhoven and managed to link up with the 82nd at the Grave Bridge. In spite of heavy fighting, the Allies were unable to take the bridge at Nijmegen. So, the British devised a plan. The 504th would cross the Waal River in small canvas boats, in broad daylight, and attack the Germans defending the far side of the bridge. At the same time other units would attack the near side. There were not enough boats to take all of the men at once, so the men had to cross in waves. Someone had to paddle the boats back across the river to get each wave. Unbelievably, it took as many as six trips



secure a backdoor route into Germany that would bypass the defenses of the Siegfried Line. The ambitious project called for the 101st Airborne to capture the area around Eindhoven, the 82nd to seize several canal crossings as

Nijmegen, Holland

under constant and heavy enemy fire to shuttle everyone across.

The Waal crossing was horrendous. The men in the boats were sitting ducks and the Germans cut them to pieces with concentrated small arms and mortar fire.





Those men who made it across attacked the German defenders relentlessly, if not brutally, forcing the defenders back and securing the bridge by 1900 hours. With the bridge captured and the Germans fleeing, the British armor units refused to advance to Arnhem to rescue the besieged British paratroopers. Nearly 7,000 British paratroopers died as a result.

In spite of this effort, Operation Market Garden was a failure and was abandoned. However, the 82nd was kept in place on the front lines until November 1944. The 82nd was then pulled out and took up residency away from the fighting in Reims, France.

Belgium

Operation Market Garden had again weakened the fighting strength of the 82nd and new replacements were set to stream in. But, they wouldn't get much time for rest. On 16 December 1944, the Germans launched a massive offensive that caught the Allies by surprise. By nightfall on the 17th, the Allied Command realized that this was a full frontal attack. The only reserve units available were the 82nd and 101st Airborne divisions who were still recovering from Market Garden.

By morning, the 82nd was on the move. The 82nd set up a defensive line near the Salm River, finding German units on three fronts. Gradually, the 82nd spread out and pushed a bit to the east. Over the next few days, they engaged with and repulsed the 2nd SS Panzer Division.

On 27 December, the 9th SS Panzer Division made a major attack against the 82nd, which was repulsed by the 504th and 508th PIRs. This was the last push by the Germans during the Battle of the Bulge.

Germany

On 3 January 1945 the 82nd assaulted the 62 Volksgrenadier Division and the 9th SS Panzer Division. They defeated their enemies and captured some 2,500 prisoners. Eventually, they pushed forward, fighting the retreating Germans over the next several weeks. By 2 February they were entering into Germany. They captured several German towns as well as other key objectives along the way. As February closed, the 82nd was pulled off the front lines and sent to recuperate near Epernay, France.

At the end of April, they moved out again for Cologne, Germany. Here the 82nd took up defensive positions along the Rhine. On 6 April, a company of the 504th fought off an attack by two companies of German Infantry and Tiger tanks. On 28 April, the 505th made a river crossing on the Elbe and met little resistance.

On 3 May, 150,000 men of the German 21st Army surrendered to the 82nd Airborne Division. Later that

day, the men of the 82nd met Russian troops for the first time.

On 7 May Germany officially surrendered. The 82nd remained in Germany, occupying Berlin until the end of 1945.

101st Airborne Division

Insignia: The head of an open-beaked bald eagle on a black shield shape. Above this is a black scroll with the word 'Airborne' in yellow.

Nickname: Screaming Eagles

The 101st Airborne Division was activated on 15 August 1942 in Camp Toccoa, Georgia. The first members of the 101st actually came from the 82nd Airborne Division. Some units, like the 506th PIR began training around that time and continued training until they parachuted into Normandy nearly two years later.

The men of the 101st underwent an intense training program prior to Jump School that included physical training, combat training as well as specialized training on demolitions, weapons, street fighting, night fighting and other topics that would prepare them for combat.

For the initial airborne units, the four-week jump school seemed almost anti-climatic. They had already undergone such intense preparation, that by the time they arrived, they could run rings around their physical training instructors. After four weeks, those who completed five actual jumps received their jump wings.

Combat

The 101st saw combat in France, Holland, Belgium and Germany.

France

Just prior to midnight on 6 June 1944, the pathfinders of the 101st jumped into France. They were followed, about an hour later, by some 6,000 paratroopers of the 101st Airborne Division. As they flew over France, they ran into heavy German AA fire, which caused the C-47s to fly off course. As a result, the paratroopers were scattered widely, though the 101st was better off than the 82nd which dropped in moments later.

The men of the 101st did their best to organize and regroup to complete their assigned missions. They were to secure the exits from Utah Beach in preparation for the landing of the 4th Infantry Division around 0600.

Moving quickly, elements of the 101st secured the causeways leading from Utah Beach and knocked out German defenses and gun emplacements overlooking the beach. The 101st then proceeded to capture the town of Carentan, which was located between the Utah and Omaha landing beaches. The battle for Carentan lasted





(Optionally, one machine gun or mortar, broken down, split among crew)

1 Colt .45 Pistol & holster (if qualified)

1 bayonet & scabbard

1 paratroopers knife & pouch

1 pocket knife

Standard ammunition load

3 fragmentation grenades

1 smoke grenade

1 gammon bomb

1 anti-tank mine

CLOTHING

2 underwear, long

1 M1941 combat jacket, chemically treated

1 trousers, chemically treated

1 shirt

1 jump boots, pair

1 MIC Steel Helmet (+1 Equipment bonus) with webbing

3 socks (pair)

1 utility belt

1 gloves, unlined (pair)

1 ammo belt

PARACHUTE

1 T5 parachute, harness and reserve chute

MISCELLANEOUS

1 entrenching tool

1 gas mask and pouch

1 canteen

1 field dressing (first aid kit)

1 life vest

1 pack

1 Griswold bag

1 compass

1 flashlight

1 spoon

1 razor

1 map case

Maps

2 carton cigarettes

1 pistol holster (if carried)

five days, as the 101st fought against the crack German 6th Parachute Regiment. Eventually the armor units advanced to Carentan and the 101st was relieved. They moved on to extend the Allied foothold in Normandy.

After 33 days of constant fighting, the 101st was returned to England to refit and prepare for their next job.

Holland

Like the 82nd, the 101st also dropped into Holland for Operation Market Garden. Their goal was to capture the town of Eindhoven, link up with British forces and work their way toward Arnhem, where British paratroopers had also dropped. On 17 September 1944, the 101st landed near the towns of Son and Veghel. The 101st met heavy opposition from veteran units of several German divisions.

On D+2, the lead elements of the British Guards Armored Division reached the 101st at Eindhoven. The British accompanied the 101st as they drove on toward Arnhem. The 101st fought a series of bloody engagements with superior German forces that had penetrated the American lines and were seeking to separate the 101st from the 82nd and other units near the Waal River. The 101st overcame their opponents and drove on, linking up with the 82nd near the Grave bridge.

The drive to Arnhem failed and Operation Market Garden was abandoned as an epic failure. After 72 days of intense fighting, the 101st was pulled out of Holland and set up a new base camp in France. There they rested and trained replacements.

Belgium

On 16 December the Germans attacked the Americans all across the front, which began to collapse. The entire northern core of the Allied army was in jeopardy of being routed out of Belgium and into France. At 2030 hours, 17 December, the 101st





was ordered to pack up and head to Bastogne. Some 12,000 men were herded into cattle trucks, with little equipment and no winter gear. They drove rapidly and quickly set up defenses outside Bastogne.

The 101st took the offensive and launched a preemptive strike near Longvilly, catching the Germans off guard. This gave the 101st time to dig in around Bastogne and prepare for the coming battle.

Bastogne was within the Ardennes Forest region of Belgium. This area was covered with densely wooded areas, that limited travel to a network of roads. The 101st was tasked with holding Bastogne against all threats and disrupting German lines of communication.

In late December, the Germans surrounded the 101st after capturing the last road leading out of Bastogne. Bastogne lay at the center of the road network, and possessing it was key to the German drive forward. The Germans through elite armored and infantry divisions against the 101st, but they were repulsed. They came at the 101st from different directions, but the defenders held on. On 22 December, the German commander offered the Americans a chance to surrender, to which General McAuliffe gave his famous one-word response, "Nuts!".

The 101st held on through constant attacks from five German divisions. Finally, on 26 December, the 4th Armored Division broke through the siege and relieved the 101st.

The Battle for the Ardennes was not complete, though. The 101st fought several major battles over the coming few weeks before eventually eliminating German resistance.

On 18 January 1945 the 101st was relieved and in March moved to the Ruhr region of Germany.

Germany

The 101st was active in the Ruhr region and then moved into Bavaria.

- 1 musette bag
- 1 weapon cleaning kit
- 1 binoculars (NCO or Officer)
- 1 pack
- 1 shelter half

CLOTHING

- 2 underwear, long
- 1 M1941 combat jacket, chemically treated, OD
- 1 trousers, chemically treated, OD
- 1 shirt, wool OD
- 1 boots, pair
- 1 Helmet, M1, w/liner (+1 Equipment Bonus)
- 3 socks (pair) OD
- 1 utility belt, khaki
- 1 Cartridge belt, 10 pocket
- 1-2 Bandoleers, ammunition, khaki

MISCELLANEOUS

- 1 Canteen, cup, and cover
- 1 M1943 folding entrenching tool
- 1 First aid pouch, with field dressing
- 1 Gas mask w / MI VA I carrying (kidney) bag, khaki canvas
- 1 Haversack (pack), w/ meat can pouch
- 1 Mess kit (meat can) w / knife, fork, and spoon
- 1 Rifle cleaning kit, complete
- 1 Shelter half, OD
- 5 Tent pegs, wood
- 1 Tent pole, folding
- 1 Tent rope
- 1 Binoculars (NCO or Officer)
- 1 Compass
- 1 Flashlight
- 1 Razor
- 1 Map case, with appropriate maps
- 2 Cigarettes, carton
- 2 Blanket, M1934 OD wool
- 1 Bag, clothing (Duffel), green canvas
- 1 Bag, laundry, OD
- 1 Field (musette) bag, M1936 w/strap
- 1 Bag (Griswold)
- 1 Foot locker w/tray
- 4 Handkerchief, OD cotton





The final significant combat action of the 101st in World War II was the capture of Hitler's retreat of Berchtesgaden. It was a fitting end to the war that the first Allied troops to occupy Hitler's Eagles Nest were America's Screaming Eagles.

While in Berchtesgaden, the German XIII SS and LXXXII Corps surrendered to elements of the 101st Airborne Division.

The 101st was deactivated on 30 November 1945.

Rangers

Insignia: A simple scroll with the word 'Ranger'.

Motto: "Leading the Way"

The modern US Rangers were devised in the early



1940s and were designed as a parallel to the British Commando units. It is true that there were military units called Rangers in various roles from the 1700s through the end of the 1800s. However, the only linkage that the modern Rangers have with these pseudo-ancestors is spiritual.

In 1942, the US government ordered the creation of an American Commando unit, which was subsequently renamed to the Rangers. The first Ranger unit was created from hand-picked volunteers within the US 34th Infantry and 1st Armored Divisions. The unit was officially formed on 19 June 1942.

The unit underwent training in Scotland with the British Commando Training Depot at Achnacarry, Scotland. The men received grueling physical training and were taught to fight with specialized weapons and gear. Lastly they were taught the skills that set them apart, such as scouting, moving and killing silently,



The Battle of the Bulge





mountaineering, amphibious assault and river crossing, and commando-style streetfighting.

After completion of the Commando training, the 1st Ranger Battalion was trained by the Royal Navy on amphibious warfare. This training included beach landings, assault boats, cliff assault, and methods for attacking coastal batteries.

Trial By Fire

On 18-19 August 1942, 44 Rangers participated with British Commandos and other units in Operation Jubilee. This operation was devised to test German defenses in France and determine the feasibility of seizing a port. The Rangers job was to neutralize German coastal batteries near the town of Dieppe.

The Rangers and Commandos crossed the channel in wooden landing craft. Their target was a coastal battery atop a cliff at Bruneval. During the crossing, disaster struck as the boats encountered a German convoy. Only one boat made it to shore, the rest were sunk or forced to turn back. A small handful of Rangers attempted to assault the battery, but were taken prisoner. In the firefight, Lieutenant Edwin Loustalot became the first US ground soldier killed in Europe.

A smaller group of six Rangers successfully crossed the channel with Lord Lovat's No. 4 Commando group. Their assault teams assaulted another coastal battery and overwhelmed the defenders, quickly destroying the battery.

Combat

North Africa

Operation Torch

The 1st Ranger Battalion was shipped to North Africa to participate in a beach landing/raid to seize the port of Oran in Algeria. On 7 November, four Ranger companies went ashore undetected and scaled the cliff overlooking the beach. Using stealth, they made their way to the defense works named Battery du Nord and Fort du Nord. As the Rangers were cutting through the barbed-wire entanglements, they were fired upon by the Vichy French defenders.

A brief firefight ensued and the French were quickly defeated. The battery was captured, but the men were engaged by sporadic fire from the French garrison in the fort. After unsuccessfully negotiating a surrender, the Rangers stormed the fort, which quickly surrendered.

Elements of the 1st Ranger Battalion were assigned to work with the 16th Infantry Regiment as it pushed out of the beachhead. The Rangers engaged the enemy

in several firefights and were able to capture strategic objectives and repulse enemy counterattacks.

Tunisia

The Rangers next assignment took them to Tunisia where they led raids to harass the Axis forces retreating into the area. This included an overland trek to the town of Sened and a surprise assault on the town against the Italians which effectively captured the town. However, this was to be a hit-and-run attack and the Rangers withdrew and marched 12 miles back to their own lines.

As the Germans attacked at the battle for Kasserine Pass, the Rangers were placed as a rear-guard to defend the Dernaia pass and prevent a German breakthrough. They engaged the Germans sporadically, but fought no major battles.



Preparing to make a beach landing under fire.

Next the Rangers were assigned to capture the heights from Rommel at Djebel el Ank, near El Guettar. Realizing a frontal assault against the German positions was impractical, the Rangers marched 12 miles and assaulted the position in a flanking maneuver. The battle commenced at 0600 and by 1400, the Rangers had the position secured.

The Germans counterattacked and for a time, the Rangers were surrounded, but they fought on, repulsing every German offensive made to dislodge them. After three days of heavy fighting, the Rangers were relieved.

Sicily

The 1st and 4th Ranger Battalions landed on the beaches of Sicily near Gela in advance of the general landing. It completed mission after mission to dig out the defenders. They took on coastal batteries, bunkers and forts, eliminating defenses and potential flanking forces. On many occasions, they repulsed enemy counterattacks, including assaults by German panzers.





FOOD

- 3-day supply K-rations
- 1 Emergency rations package

RANGER

The Rangers were an elite unit of the United States Army. Modeled after the British Commando Units, they were trained at infiltration, survival, sabotage and demolitions.

However well trained they were, the Rangers did not survive long as an organization and disbanded. The modern Rangers and Special Forces units of today trace their lineage back to the Rangers of World War II.

REQUIREMENTS

To qualify to become a Ranger, a character must fulfill the following criteria.

- **Strength:** 14
- **Constitution:** 15
- **Discipline:** 13

CLASS INFORMATION

The following information pertains to the Ranger advanced class.

HIT DIE

The Ranger gains 1d12 hit points per level. The character's Constitution modifier applies.

ACTION POINTS

The Ranger gains a number of action points equal to 6 + one-half his character level, rounded down, every time he gains a new level in this class.

CLASS SKILLS

All of the skills listed in all of the training programs that the Ranger has taken are considered class skills.

Skill Points at Each Level above 1st: 9 + Int modifier.

As the Rangers continued to take out defenses, the 3rd Ranger Battalion landed on the beaches of Licata and established a secure beachhead for the arrival of the 3rd Infantry Division.

The Ranger units linked up and led the drive off the beachhead through the mountains and around the Island. As the US 7th and the British 8th Armies slowed their advance, the Rangers were ordered forward to essentially clear a path. They linked up with the 82nd Airborne Division and swept through northwest Sicily.

Italy

The Rangers also made beach landings at Salerno, in Italy. Their role was to be a flank guard of the main beach landings. They were tasked with securing a 25-mile stretch and establish blocking positions to prevent German forces from moving though the mountain passes and attacking the landing beaches.

The Rangers quickly moved inland and established their blocking positions. German counterattacks were swift and strong. The Rangers had to fight Germans on two fronts, but the Rangers held the passes. Eventually, the US 5th Army broke through.

The Rangers were moved to defend Naples, but that was only temporary. Soon, they were in the battle again, as the army pushed farther and farther into Italy. In November 1943, the Rangers occupied strategic mountain locations near the German occupied town of Concacasalle.

In January, the Rangers were reorganized and picked up the 509th Parachute Infantry Regiment as well as some artillery and support units.

Death at Anzio

On 22 January, the Rangers were tasked with spearheading the landings at Anzio. The landing was successful and met little resistance. The Rangers were able to secure the beachhead and link up with other





units. Over the course of the next few days, the beachhead slowly expanded. However, the Germans soon rushed to the area and the Allies became blocked, unable to advance.

On 28 January, the Rangers were to lead a breakout from the beach, by making a midnight attack on the town of Cisterna, which was a key objective to support the advance of the remainder of the Allied forces. The plan was delayed and in that time, the Germans heavily reinforced Cisterna with two additional divisions, for a total of 3 divisions.

The attack began around midnight with two battalions crawling forward to infiltrate the German lines. By 0100, they had advanced well and apparently undetected. At 0200, the 4th Battalion came under heavy enemy fire and was unable to catch up to the 1st and 3rd Battalions. They also came under fire and it was obvious that the Germans had spotted them as they advanced and lay in ambush.

The Rangers were separated into small pockets of platoon and squad size. They were surrounded, pinned down and being systematically decimated. The 1st and 3rd Battalions were wiped out. Some men surrendered, most were killed. The 4th was surrounded but managed to fight on until the 3rd Infantry Division broke through to them. Only six men from the 1st and 3rd Battalions made their way back to the Allied lines.

The 1st, 3rd and 4th Ranger Battalions were deactivated between August and October, 1944.

France

29th Provisional Rangers

A very short-lived Ranger unit was formed in 1942, while the main Rangers were in North Africa. This unit conducted small-scale raids against German positions in Europe.

New Ranger Battalions

Table: Ranger

Level	BAB	Def	Fort	Ref	Will	Rep	Special
1	+2	+2	+1	+1	+1	+1	Weapon Focus
2	+3	+3	+1	+2	+2	+1	Weapon Specialization
3	+3	+4	+2	+2	+2	+1	Builder
4	+4	+5	+2	+3	+3	+2	Bonus Feat
5	+5	+6	+2	+3	+3	+2	Demolitions Expert
6	+6	+7	+3	+4	+4	+2	Bonus Feat
7	+6	+8	+3	+4	+4	+3	Infiltration
8	+7	+9	+3	+5	+5	+3	Bonus Feat
9	+8	+10	+4	+5	+5	+3	Weapon Master
10	+9	+11	+4	+6	+6	+4	Espionage

CLASS FEATURES

The following features pertain to the Ranger advanced class.

WEAPON FOCUS

At 1st level, the Ranger soldier gains the Weapon Focus feat. He must choose a specific weapon with which he has already gained a Weapon Qualification feat. Weapon Focus grants him a +1 bonus to all attacks made with the selected weapon. Weapon Focus is not stackable and can only be taken once for a specific weapon.

WEAPON SPECIALIZATION

At 2nd level, the Ranger soldier gains the Weapon Specialization feat. He must choose a weapon for which he has already gained the Weapon Focus feat. Weapon Specialization gives him an additional +1 bonus to all attacks made with the selected weapon (+2 total). Weapon Specialization may only be taken once for a specific weapon.

WEAPON MASTER

At 9th level, the Ranger soldier gains an additional +1 bonus to all attack rolls made with one weapon with which he has the Weapon Specialization feat.





BUILDER

At 3rd level, the Ranger gains the Builder feat if he does not already have it. He must meet all requirements for this feat or it is placed on hold. Once he attains all of the requirements, he will automatically gain Builder.

DEMOLITIONS EXPERT

At 5th level, the Ranger gains the Demolitions Expert feat if he does not already have it. He must meet all requirements for this feat or it is placed on hold. Once he attains all of the requirements, he will automatically gain Demolitions Expert.

INFILTRATION

At 7th level, the Ranger gains a +5 bonus to any Hide or Move Silently checks.

ESPIONAGE

At 10th level, the Ranger gains a +5 bonus to any Gather Information checks.

BONUS FEATS

At 4th, 6th, and 8th level, the Ranger gets a bonus feat. The bonus feat must be selected from the feats listed in all of the training programs that the Ranger has taken. The Ranger must meet all of the prerequisites of the feat to gain it.

EQUIPMENT

All Ranger characters are issued the following equipment:

WEAPONS

- 1 standard infantry weapon (depending on qualifications)
- M1 Garand, BAR, Thompson SMG, Sniper Rifle
(Optionally, one machine gun or mortar, broken down, split among crew)
- 1 Colt .45 Pistol & holster (if qualified)
- 1 bayonet & scabbard
- Standard ammunition load
- 3 fragmentation grenades
- 1 smoke grenade

The 2nd Rangers were formed while the 1st Rangers were engaged in Tunisia. This Ranger unit trained in preparation for Operation Overlord, the invasion of Normandy. It became clear that more Rangers were needed, and the 5th Ranger Battalion was authorized.

Pointe du Hoc

In the preparation for D-Day, Allied intelligence identified what it believed to be six very large (155mm) gun emplacements on the sheer cliffs of Pointe du Hoc which overlooked Omaha Beach. Naval and aerial bombing alone would not be capable of knocking out these heavily reinforced bunkers. So, the Rangers were tasked with one of the most dangerous missions of the entire invasion. There were to land on a strip of beach at the base of the cliff, scale the sheer surface, capture and destroy the guns.

When the Rangers landed, they soon realized that much of the equipment that they had brought to aid them in climbing would be useless. However, they were able to fire some grappling hooks and ropes to the top of the cliff. In addition, they had sectional ladders that they could use.

As they began their assault, they came under intense fire from the German defenders. Several ropes were cut, killing the men climbing them. Eventually, the Rangers made it to the top and were able to overwhelm the defenders and take the gun emplacements.

However, when they entered the gun bunkers they found that though the gun emplacements were completed, the guns themselves had not been installed. At 0900, they found the guns hidden in a field, waiting to be installed. The Rangers completed their mission, but were ordered to hold their position.

Soon, a fierce German counterattack began. The Rangers





held out for two days while the men on Omaha fought to reach them.

Omaha

Another group of Rangers landed on Omaha with the 29th Infantry Division. When the battle raged on and the situation looked close to hopeless, the assistant commander of the 29th told the Rangers to "Lead the Way, Rangers!"

They did just that. Working in small units, men of the 5th Ranger Battalion were among the first to make it off the beach and disable German shore defenses, allowing the remainder of the assault force to move forward.

France and Beyond

The 5th Rangers participated in the push out of Normandy and into Brittany. They were often served as a regular infantry unit, but were frequently given the job to make raids or infiltrate enemy lines to capture key objectives and high ground.

Pacific

The 6th Ranger Battalion was created and trained for combat in the Pacific. They were active extensively in the Phillipines.

CLOTHING

- 2 underwear, long
- 1 M1941 combat jacket, chemically treated, OD
- 1 trousers, chemically treated, OD
- 1 shirt, wool OD
- 1 boots, pair
- 1 Helmet, M1, w/liner (+1 Equipment Bonus)
- 3 socks (pair) OD
- 1 utility belt, khaki
- 1 Cartridge belt, 10 pocket
- 1-2 Bandoleers, ammunition, khaki

MISCELLANEOUS

- 1 Canteen, cup, and cover
- 1 M1943 folding entrenching tool
- 1 First aid pouch, with field dressing
- 1 Gas mask w / MI VA I carrying (kidney) bag, khaki canvas
- 1 Haversack (pack), w/ meat can pouch
- 1 Mess kit (meat can) w / knife, fork, and spoon
- 1 Rifle cleaning kit, complete
- 1 Shelter half, OD
- 5 Tent pegs, wood
- 1 Tent pole, folding
- 1 Tent rope
- 1 Binoculars (NCO or Officer)
- 1 Compass
- 1 Flashlight
- 1 Razor
- 1 Map case, with appropriate maps
- 2 Cigarettes, carton
- 2 Blanket, M1934 OD wool
- 1 Bag, clothing (Duffel), green canvas
- 1 Bag, laundry, OD
- 1 Field (mussette) bag, M1936 w/strap
- 1 Foot locker w/tray
- 4 Handkerchief, OD cotton

FOOD

- 3-day supply K-rations
- 1 Emergency rations package





SKILLS





SKILLS

Skills operate exactly as skills do in d20 Modern. However, skills are initially acquired only through training. Any skill from any training program your character has completed are considered class skills. All other skills from either World War II Heroes or d20 Modern are considered cross-class skills.

Table: WW2H Skills lists all of the new and modified d20 Modern skills used in World War II Heroes. Any standard d20 Modern skill not listed here can be used as defined in d20 Modern. All skill descriptions presented here supersede those in d20 Modern.

Table: WW2H Skills

Skill	Ability	Untrained
Booby Traps	Dex	No
Chemical Defense	Dex	No
Craft		
Camouflage	Int	No
Chemical	Int	No
Explosives	Int	No
Fortifications	Int	No
Medical	Int	No
Crawl	Con	Yes
Decipher Code	Int	No
Decipher Script	Int	No
First Aid	Wis	Yes
Hygiene & Sanitation	Wis	No
Interrogate	Cha	Yes
Knowledge (Military Science)	Int	No
Landmines	Int	No
Map Reading	Int	No
Marching	Con	Yes
Parachuting	Dex	Yes
Protecting Military Information	Int	Yes
Radio Operation	Int	No
Read/Write Language	Int	No
Repair		
Electrical	Int	No
Mechanical	Int	No

Skill	Ability	Untrained
Weapons	Int	No
Sign Language (Military)	Int	No
Switchboard Operation	Int	No
Tactics		
Squad	Int	No
Company	Int	No
Use & Characteristics		
Allied Equipment	Int	No
Allied Weapons	Int	No
Axis Equipment	Int	No
Axis Weapons	Int	No

SKILL DESCRIPTIONS

All of the new and modified d20 Modern skills are described below.

For detailed information on what skills are and how to use them, consult the d20 Modern Core Rulebook.

Booby Traps (Dex)

Trained Only

Check: The GM makes the Disable Device check so that the character doesn't necessarily know whether he has succeeded.

Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).





Try Again?: Yes, though the character must be aware that he or she has failed in order to try again.

Special: A character can take 10.

Possessing the proper tools gives a character the best chance of succeeding on a Booby Trap check. Disabling a booby trap requires a mechanical tool kit. If the character does not have the appropriate tools, he or she takes a -4 penalty on your check.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Booby Trap checks.

Time: Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

Chemical Defense(Dex)

Trained Only

The Chemical Defense skill represents your ability to detect and respond to threats from chemical weapons.

Check: Whenever chemical weapons are used, you must roll a successful Chemical Defense check to identify and respond quickly to the threat. The DC for the roll depends on the type of chemical agent and your proximity to it. The GM will determine the appropriate DC, as needed. If you pass the check, you successfully identify the presence of the chemical agent and, if equipped, you can put on your gas mask fast enough to avoid inhaling the agent. If you fail the check, you will be exposed to the agent for at least one round. You can repeat the check each round until you succumb to the agent or don your gas mask.

Craft (Int)

Trained Only

This skill encompasses several new categories, each of them treated as a separate skill: Craft (camouflage), Craft (explosives), Craft (fortifications), and Craft (medical). In addition, the existing Craft (chemical) skill

from d20 Modern is changed to not include any ability to craft explosives.

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools.

To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if the character succeeds in acquiring the raw materials. If the character succeeds at that check, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted).

Generally, a character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any raw materials (and thus no Wealth check is required to use the skill).

Craft (camouflage) (Int)

Trained Only

This skill allows a character to build camouflage for himself or another object from items at hand. Camouflage provides you, or the object camouflaged, with a concealment bonus.

Check: A successful Craft (camouflage) check indicates that you successfully created the desired level of camouflage. Tools and supplies such as camouflage netting or paint give you a bonus of +5 to the check. The DC is based on the level of camouflaging you wish to achieve. The following table summarizes the DC and camouflage level.





Table: Camouflage

Concealment	Hide Bonus	DC
¼	+1	10
½	+3	15
¾	+5	20
9/10	+10	25

You gain a concealment bonus for the level of camouflage you craft. In addition, you gain a bonus to any Hide checks.

Craft (chemical) (Int)

Trained Only

Craft (chemical) can be used as written in d20 Modern, except that explosives can only be made with the new Craft (Explosives) skill.

Table: Chemical Weapons

Agent	Type	Save	Initial Damage	Secondary Damage	Req. DC
Knockout gas	Inhaled	18	1d3 Dex	Unconscious	28
Mustard Gas	Contact	17	1d4 Con	2d4 Con	32
Sarin Gas	Contact	18	1d4 Con	2d4 Con	35
Tear Gas	Contact	15	Blind 1d6 rounds	-	25

Craft (explosives) (Int)

Trained Only

Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Table: Craft (Explosives)

Explosive	Req DC	Craft DC	Time
Improvised	6	10	1 rnd
Simple	12	15	10 min
Moderate	16	20	1 hr.
Complex	20	25	3 hr.
Powerful	25	30	12 hr.
Devastating	30	35	24 hr.

Craft (fortifications) (Int)

Trained Only

This skill allows a character to build foxholes, trenches and other similar fortifications. Fortifications provide cover. There are basically four types of fortifications that you can build: shallow, waist-deep, standard and improved foxholes. The minimum amount of time to build a fortification is 5 minutes. Therefore, each time you make a fortification check takes a minimum of 5 minutes.

The DCs for the checks are listed in Table: Craft (fortifications) DC. The highest DC you pass determines the type of fortification that you produced in the given amount of time. If you do not roll at least a 10, you do not make any progress in 5 minutes.

If you fail to dig a good enough fortification, you can try again as many times as it takes to complete the fortification to your desired depth.

The results of the check are cumulative, both in time taken and type of fortification produced. For example, two results of Shallow Foxhole equal a Waist-deep Foxhole. Two results of Waist-deep foxholes equals a Standard foxhole. A standard foxhole and a waist-deep foxhole (or 3 results of waist-deep or 6 results of shallow) equal an improved foxhole.

Other factors, such as frozen earth or lack of tools, modify the result of your check, not the DC, and the amount of time to complete. The time modifiers are against the base time, not any already modified time.





Be sure to keep track of the time it takes to produce the foxhole, including 5 minutes for each failed check.

Table: Craft (Fortifications) DC

Fortification	Cover	Time
Shallow foxhole	1/4	5 min
3 ft. foxhole	1/2	10 min
Standard foxhole	3/4	20 min
Improved foxhole	9/10	30 min

Table: Craft (Fortifications) Modifiers

Item	Check Mod	Time Mod
Hard Earth	-5	x2
Rocky Earth	-10	x4
Frozen Earth	-10	x4
Lack of Tools	-10	x4
Help from another	+5	x1/2
Soft Earth	+5	x1/2
Sand Bags/Logs	+5	x1/2

Therefore, the minimum time and roll needed to build an improved foxhole in frozen, earth is: two hours and a roll of 35.

Craft (medical) (Int)

Trained Only

This skill allows you to build medical tools and supplies to aid in treating wounds. The DC varies by the complexity of the item being constructed. If successful, you gain a +4 situational bonus to First Aid or Treat Injury. The types of items that you can build include such things as splints, compresses, stretchers, etc. The GM will assign a DC for the check.

Crawl (Con)

With this skill, you can crawl long distances without become fatigued. You can move at the rate of 12 feet per round for up to 5 minutes plus one minute per Crawl rank. After that time, if you continue to crawl, you must make a Crawl check (DC 15) each round or become

fatigued for 2d4 rounds. Once you have rested for 5 minutes, you can start crawling again.

Special: Without this skill, a character becomes fatigued for 1d4 rounds after 1 minute of continuous crawling.

Decipher Code (Int)

Trained Only

Check: A character can decipher codes. The base DC is 20 for the simplest coded messages, 25 for standard codes, and 30 or higher for intricate or complex codes. Simple decoding tools can provide a +2 circumstance bonus on the check. An applicable codebook gives a +4 circumstance bonus. Related decryption equipment gives a +10 circumstance bonus.

If the check succeeds, the character understands the content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the GM makes a Wisdom check (DC 10) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The GM secretly makes both the skill check and the Wisdom check so the character can't tell whether the conclusion drawn is accurate or not.

Try Again?: No, unless conditions change or new information is uncovered.

Special: A character can take 10 when making a Decipher Code check, but can't take 20.

A character with the Studious feat gets a +2 bonus on all Decipher Code checks.

Time: Decipher Code takes 1 minute or more, depending on the complexity of the code.





Decipher Script (Int)

Trained Only

Decipher Script does not apply to coded messages in World War II Heroes. Instead, use the Decipher Code skill.

Demolitions (Int)

Trained Only

Check: Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Bangalore Torpedo: Bangalore Torpedoes were designed by Captain McClintock (of the British Army Bengal, Bombay and Madras Sappers and Miners) in 1912. They were designed to explode booby traps and barricades. Later, they became useful in destroying large barbed wire entanglements and landmines. They were capable of blasting a ten- to 20-foot wide path through a minefield or section of barbed wire. It consisted of 10 5-foot sections of explosive-filled pipe. The sections of pipe were connected, end to end and passed through or under the obstacle to be destroyed. A curved end-cap was placed on the leading edge to allow the torpedo to be pushed forward. A blasting cap was attached to the other end and detonated.

To construct a Bangalore Torpedo requires several things. First you must take the 10 sections close enough to the object you wish to demolish. Then, you must connect them, one by one and push them under the object. Once you have connected all 10 sections, you must connect the blasting cap to the detonator wiring, run the detonator wiring to the firing location, connect the wiring to the detonator and then detonate the torpedo.

Check: You must make a Demolitions check (DC 10) to connect each section of the torpedo. Failure simply means you have to try

again. Each check takes one full-round. If you succeed, you can push the torpedo forward. To do so, you must make a Strength check (DC 10 + 1 per section). Failure means that the torpedo snagged and you must roll again to move it. Each time you try to move a section of torpedo takes 2 full rounds.

To connect the blasting cap requires a Demolitions check (DC 10) and 2 full rounds. Failure means you have to try again. Failure by 10 or more means the Bangalore Torpedo explodes while you were attaching the detonator to it. Lastly, you have to connect the detonator wiring to the detonator. This also requires a Demolitions Check (DC 10) and two full rounds. Failure mean the Bangalore Torpedo will not explode.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.

Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.

The GM makes the check (so that the character doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.





Disarm Explosive Devices: Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

Special: A character can take 10 when using the Demolitions skill, but can't take 20.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks.

A character without a demolitions kit takes a -4 penalty on Demolitions checks.

Making an explosive requires the Craft (chemical) skill. See that skill description for details.

Time: Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

Disable Device (Int)

Trained Only

Disable Device is not used to disable/set Booby Traps and Landmines in World War II Heroes. Instead, you must use the Booby Traps and/or Landmines skills.

First Aid

Trained Only

Check: The DC and effect depend on the task attempted.

Restore Hit Points (DC 10): With a first aid kit, if a character has received a wound, you can restore 1 hit point on a successful First Aid check. The number restored can never exceed the character's full normal total of hit points. It takes 1d4 rounds to give first aid.

Revive Dazed, Stunned, or Unconscious Character (DC 15): With a first aid kit, you can remove the dazed, stunned, or

unconscious condition from another character. It takes 2 rounds to revive a dazed, stunned or unconscious character.

A successful check removes the dazed, stunned, or unconscious condition from an affected character. You can't revive an unconscious character who is at -1 hit points or lower without first stabilizing the character. You cannot revive yourself.

Stabilize Dying Character (DC 15): With a first aid kit, you can tend to a character who is dying. A successful First Aid check stabilizes a dying character. The stabilized character regains no hit points, but he stops losing them. You must have a first aid kit to stabilize a dying character. It takes 2d4 rounds to stabilize a dying character.

Try Again?: Yes.

Special: You can take 10 or 20 when making a First Aid check.

You can use the First Aid skill on yourself, with a -5 penalty on the check. You may not attempt to revive yourself, as you are incapacitated.

If you have the Medical Expert feat, you get a +2 bonus on all First Aid checks.

Time: First Aid checks take different amounts of time based on the task at hand, as described above.

Hygiene & Sanitation (Wis)

Trained Only

This skill represents actual training that military personnel received in World War II basic training. It includes such topics as avoiding trench foot, proper methods for brushing teeth, and identifying the symptoms of venereal diseases. GMs should use their own discretion in using this skill and determining appropriate DCs.





Interrogate(Cha)

This skill is used when interrogating prisoners to gain useful information.

Check: With a successful check, you can forcibly persuade your prisoner to divulge some piece of information. The GM will determine what information is available and how significant it is.

The DC for the check is 10 if the target does not have the Protecting Military Information skill. With the skill, this check becomes an opposed check with you making an Interrogate check vs. your opponent's Protecting Military Information check.

Characters without this skill may only apply their Cha bonus.

Knowledge (Int)

Trained Only

World War II Heroes adds one additional Knowledge category: Military Science.

Military Science: This category includes detailed knowledge of the Articles of War, Military Courtesy, Drill & Ceremony, Military History and Military Organization.

Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

A character can take 10 when making a Knowledge check, but can't take 20.

A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.

The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check. Time: A Knowledge check

can be a reaction, but otherwise requires a full-round action.

Landmines (Dex)

Trained Only

This skill is used to place, disable or remove landmines.

Check: The GM makes the Landmine check so that the character doesn't necessarily know whether he has succeeded.

Place Landmine: Placing a landmine requires a DC of 10. Failure means that the landmine is not active. Failure by 5 or more accidentally detonates the landmine.

Disable Landmine: Disabling a landmine has a DC of 12. Complex or unknown designs have higher DCs. If the check succeeds, the landmine is disabled and it may be removed. If the check fails by 4 or less, nothing happens. If the check fails by 5 or more, the landmine detonates.

Removing Landmine: To remove a landmine, it must be disabled first. Once disabled, a simple check of DC 10 removes the landmine. Failure only means that you did not remove it. You may try again or take 10.

Try Again?: Yes, though the character must be aware that he or she has failed in order to try again.

Special: A character cannot take 10 or 20 when making a Landmine check to disable or place a landmine.

If a landmine has been triggered, but not yet detonated (as could happen if a soldier steps on the mine, knows it and stands still) you must first pass a Gut Check (DC 12) to attempt to disable the landmine. If you fail the Gut Check, you can try again next round. Each round that a mine is triggered there is a 5% chance that the mine will detonate on its own. At the beginning of a round in which a landmine is triggered, the GM must roll d% and check for detonation.





If a soldier is standing on a triggered mine, he must pass a Gut check (DC 12) each round or step off the mine, causing it to detonate. Any NCO or Officer within 15 feet may apply his leadership bonus to this check.

Any time a soldier causes a landmine to detonate, all soldiers in the burst radius of the landmine may make a Reflex Save (DC 15) to take only half the damage.

Time: Disabling or placing a landmine requires 2d4 rounds. Removing it takes 1 round.

Map Reading (Int)

Trained Only

This skill allows a character to read and interpret military maps, including coordinate systems and latitude/longitude. Map reading is essential for determining such things as enemy locations, relative position and indirect fire bombardment coordination.

Check: A successful Map Reading check indicates that you accurately designate a location on the map. The DC is based upon the distance from you to the object you are attempting to locate.

Object Range	DC
Self	10
< 50 yards	10
< 100 yards	15
< 500 yards	20
< 1 mile	25
< 5 miles	30
> 5 miles	NA

If you do not have a clear and unobstructed line of site to the target object or location, the GM will impose a situational modifier of no less than +5 to the DC.

The GM must make the check, therefore, you will not realize it when you have failed.

Try Again? You may only try again if you realize you were wrong or either you or the

object has moved at least 50 yards. If you are calling in indirect fire and fail your map reading check, you will realize it when the shells miss their target.

Marching (Con)

Trained Only

This skill allows a character to march in a variety of formations. Execute numerous facings and march for long periods of time. The GM should assign an appropriate DC and check when necessary.

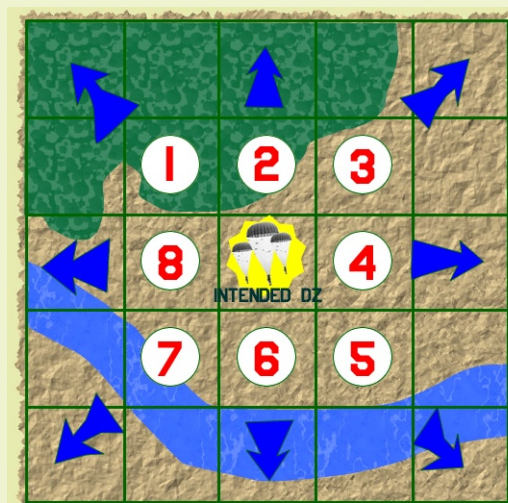
Parachuting (Str)

Trained Only

This skill allows you to make parachute jumps.

Check: To make a normal parachute jump successfully requires a DC of 10. If you fail by 4 or less, you are uninjured but land off course. If you fail by 5 or more, you take 1d8 hit points of falling damage and land off course.

Landing Off Course: To determine where you landed, you must determine the direction and amount of deviation. To determine the direction, roll 1d8 and apply the result to the following table:



Parachute Drop Dispersal





1d8 Roll	Direction
Northwest	1
North	2
Northeast	3
East	4
Southeast	5
South	6
Southwest	7
West	8

To determine the amount of deviation, roll 1d4 and multiply the result by 100 yards. Your parachute comes down that far from the designated LZ in the direction indicated.

Protecting Military Information (Int)

This skill reflects your knowledge of the importance of protecting military information as well as your ability to withstand interrogation.

Check: When undergoing interrogation, you can use your Protecting Military Information skill to oppose your interrogator's Interrogate skill.

Radio Operation (Int)

Trained Only

This skill allows you to operate military radios and field telephones.

Check: A standard check (DC 10) is required to perform such tasks as radio headquarters, connect a field telephone, etc. More complex tasks, such as trying to reach London would require a higher DC.

Try Again? Yes

Special: You may not take 10 or 20.

Read/Write Language (None)

Trained Only

You are able to choose any languages, but those that pertain to World War II Heroes are Dutch, English, French, German, Italian and Japanese.

Repair (Int)

This d20 Modern Skill is replaced by three separate skills in World War II Heroes. You must designate whether you are choosing Repair (Electrical), Repair (Mechanical) or Repair (Weapons).

Repair (Electrical)(Int)

Trained Only

This skill allows you to repair electrical devices such as radios, telephones and other systems.

Check: Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete.

Repair Task (Example)	DC	Time
Simple (tool)	10	1 min.
Moderate (component)	15	10 min.
Complex (device)	20	1 hr.
Advanced (cutting-edge device)	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

The jury-rig application of the Repair skill can be used untrained.

Try Again?: Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 or take 20 on a Repair check. When making a Repair





check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (mechanical) or Craft (electrical) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).

Time: See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

Repair (Mechanical)(Int)

Trained Only

This skill allows you to repair mechanical devices and equipment such as automobile engines, machines and other types of devices.

Check: Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete.

Repair Task (Example)	DC	Time
Simple (tool)	10	1 min.
Moderate (component)	15	10 min.
Complex (device)	20	1 hr.
Advanced (cutting-edge device)	25	10 hr.

Jury-Rig: character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

The jury-rig application of the Repair skill can be used untrained.

Try Again?: Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (mechanical) or Craft (electrical) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).

Time: See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

Repair (Weapons)(Int)

Trained Only

Check: Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete.

Repair Task (Example)	DC	Time
Simple (tool)	10	1 min.
Moderate (component)	15	10 min.
Complex (device)	20	1 hr.
Advanced (cutting-edge device)	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the Repair check DC by 5, and allows





the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

The jury-rig application of the Repair skill can be used untrained.

Try Again?: Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 or take 20 on a Repair check. When making a Repair

check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a -4 penalty on the check. Fixing jammed weapons does not require a toolkit.

Craft (mechanical) can provide a +2 synergy bonus on Repair checks made for mechanical devices (see Skill Synergy).

Time: See the table for guidelines. A character can make a jury-rig repair as a full-



Infantry advanced into the black smoke as a town burns.





Paratroopers drop into Europe.

round action, but the work only lasts until the end of the current encounter.

Sign Language (Military) (Int)
Trained Only

This skill allows you to communicate commands and other short messages via sign language.

Check: When you are in highly stressful situations the GM may require a check (DC 10) to successfully get your message across. Sign Language (Military) can only be used to send simple messages such as “stop”, “get down”, “go there”, “enemy there”, etc.

Speak Language (None)
Trained Only

You can choose any language from d20 Modern, however the ones that matter in World War II Heroes are: Dutch, English, French, German, Italian and Japanese.

Switchboard Operation (Int)
Trained Only

This skill allows you to operate telephone switchboards. This includes tapping phone lines or eavesdropping on calls.

Check: A successful check (DC 10) allows you to perform the desired task. More complex actions will have higher DCs.

Try Again? Yes.





Special: You may not take 10 or 20.

Tactics (Squad)(Int)

Trained Only

This skill allows you to plan and coordinate attacks at the squad or platoon level more effectively.

Check: You may make a Tactics check (DC 15) once for each combat encounter. If successful, your squad or platoon gains a +2 Initiative bonus for the duration of the encounter. In addition, you gain an additional 1d8 Action Points that may be used by anyone on the squad or platoon during the encounter.

Tactics (Company)(Int)

Trained Only

This skill allows you to plan and coordinate attacks at the company level.

Check: You may make a Tactics (Company) check once for each combat encounter. If successful, you can make one extra Indirect Fire attack. The attack is mortar barrage from 2 81 mm mortars. Each will fire up to 5 rounds at a single target of your choice.

Use and Characteristics (Int)

Trained Only

This skill gives you a familiarization with equipment or weapons from either the Allies or Axis nations. You must select one of the following categories:

Allied Equipment: You gain a general knowledge of various types of Allied equipment including armor, artillery, vehicles and aircraft. You can identify them on a successful check DC 10 and their characteristics DC 15.

Allied Weapons: You gain a general knowledge of various types of Allied weapons. You can identify them on a successful check DC 10 and their characteristics DC 15.

Axis Equipment: You gain a general knowledge of various types of Axis equipment including armor, artillery, vehicles and aircraft.

You can identify them on a successful check DC 10 and their characteristics DC 15.

Axis Weapons: You gain a general knowledge of various types of Axis weapons. You can identify them on a successful check DC 10 and their characteristics DC 15.





FEATS



FEATS





FEATS

Feats operate exactly as feats do in d20 Modern.

ACQUIRING FEATS

As you complete military training you will be allotted a number of feats. Some are required while others are optional. Each specific training program will present a list of feats to choose from.

As your character gain experience and class levels, they gain bonus feats. Bonus feats may be chosen only from the list of feats found in all of your characters' training programs.

PREREQUISITES

Some feats have specific prerequisites that must be met in order to acquire the feat, even if it is in your training list and potentially even if the feat is required.

FEATS LIST

Table: WW2H Feats lists all of the new and modified d20 Modern feats used in World War II Heroes. Any standard d20 Modern feat not listed here can be used as defined in d20 Modern. All feat descriptions presented here replace those in d20 Modern.

Table: WW2H Feats

Attack Focus
Autofire Expert
Battle Indoctrination
Block and Strike
Born Leader
Bravado
Burst Fire
Defense Focus
Disciplined
Explosives Expert

Heroic Effort
Hit the Dirt
Indirect Fire
Kneeling Shot
Machine Gun Expert
Medical Expert
Mortar Expert
Night Fighting
Pack Rat
Parachute Expert
Prone Shot
Quick Aim
Quick Reload
Quick Shot
Rapid-fire Shot
Rifle Expert
Sniper
Sub-machine Gun Expert
Walk the Beat
Weapon Qualification
Weapon Specialization

FEAT DESCRIPTIONS

All new or modified Feats are described below.

Attack Focus

You are more focused on attacking than on defending in melee combat.

Benefit: Take a permanent -2 penalty on your defense against melee attacks to gain a permanent +2 bonus on all melee attacks.

Autofire Expert

When firing a weapon in fully automatic mode, the weapon naturally tends to rise as shots are fired. This makes it extremely difficult for the untrained soldier to maintain accuracy while executing targeted autofire. You, however, are highly trained to compensate for this and can fire automatic weapons more accurately.

Prerequisite: Burst Fire





Benefit: You only suffer a -4 penalty during the first attack roll of targeted autofire and only a -2 penalty during all subsequent attack rolls in the same autofire attack.

In addition, the penalty for Burst Fire is reduced from -4 to -2.

Normal: Without this feat, anyone attempting targeted autofire suffers a -6 penalty during the first round of targeted autofire and a -4 penalty

attack, you may automatically make a free attack against your opponent with the bayonet.

Born Leader

You have natural leadership capabilities.

Benefit: Each time you take this feat, you gain a +2 permanent bonus to your Leadership ability. You may take this feat multiple times.

Bravado

FEATS



Infantry hit the dirt as they approach St. Hubert.

during all subsequent rounds.

Block and Strike

You have developed a deadly counterattack ability with the bayonet.

Benefit: When fighting in melee with a fixed bayonet, any time you successfully parry an

daring.

Benefit: Each time you take this feat, you gain a +2 permanent bonus to your Guts ability. You may take this feat multiple times.

Burst Fire

You are well trained at controlling an automatic weapon during burst fire.

You are naturally





Benefit: The penalty for making a burst fire attack is reduced to -4 to your attack roll.

Normal: Without this feat, the penalty for making a burst fire attack is -6 to the attack roll.

Disciplined

You have excellent self-discipline.

Benefit: Each time you take this feat, you

Benefit: You gain a +2 bonus on all demolitions and Craft(Explosives) checks. You gain a +2 bonus to your attack roll when using any form of thrown explosive.

Heroic Effort

You ignore your pain to get the job done.

Prerequisite: Improved Damage Threshold

Benefit: Ignore the effects of massive



Medics help a wounded soldier in the Ardennes.

gain a +2 permanent bonus to your Discipline ability. You may take this feat multiple times.

Explosives Expert

You are highly trained with using explosives.

damage.

Hit the Dirt

You can drop to the ground quickly and remain effective.





Benefit: You can drop to the prone position as a free action and fire normally the same turn.

Machine Gun Expert

You spent extra time during training to master all aspects of machine guns.

Benefit: You gain a +1 bonus to your attack rolls whenever you are firing any form of machine gun. This includes sub-machine guns, light, medium or heavy machine guns.

Medical Expert

You are highly trained with combat medicine.

Benefit: You gain a +2 situational bonus to all First Aid, Treat Injury and Craft (Medical) checks.

Mortar Expert

You are a master of the mortar.

Benefit: You gain a +1 bonus to your attack rolls whenever you are firing any form of mortar, including light, medium or heavy mortars.

Night Fighting

You are trained to fight at night and have learned to discern your targets well.

Benefit: Darkness causes between a 40% and 50% chance of missing due to concealment. Any time you miss because of darkness, you can reroll your miss chance roll one time to see if you actually hit.

In addition, you take only half the usual penalty to speed for being unable to see well at night. Darkness in general reduces your speed to three-quarters of normal, instead of one-half.

Pack Rat

You are adept at scrounging for gear.

Benefit: You gain a +2 bonus to any Scrounge checks (See Equipment).

Parachute Expert

You spent many extra hours practicing your jump techniques and have made a few more jumps than the average paratrooper.

Benefit: You gain a +2 bonus to all parachuting checks. If you ever miss your LZ, the deviation is reduced by 100 yards, but never less than a minimum of 100 yards.

Normal: Without this feat, deviation is 1d4 x 100 yards.

Quick Aim

You have learned to aim quickly.

Benefit: You gain a +2 Initiative bonus when firing small arms.

Quick Reload

In addition to the rules for this feat in d20 Modern:

Benefit: You can fire bolt-action rifles faster due to your quick reload ability. If there are enough cartridges in the weapon or magazine that is already loaded, you can fire one additional shot every other round. This gives you a maximum fire rate of 3 shots ever 2 rounds, with a bolt-action rifle.

Quick Shot

The US Army teaches recruits to fire in a semi-ready posture, often called “shooting from the hip”. In reality, you are firing from the shoulder, but the weapon has not been raised and properly aimed. Quick shots are typically only accurate at targets up to 50 yards away.

Benefit: You gain a +4 Initiative bonus when using Quick Shot. You do not suffer any penalty on targets up to 50 yards away. You suffer a -2 penalty on targets beyond yards, in addition to any other range effects penalties. You may use this feat with any small arm that can be carried and fired.

Rapid-fire Shot

The US Army teaches recruits to fire semi-automatic weapons with a relaxed aim and





rapid trigger squeezes. This allows for a powerful, yet less accurate attack.

Benefit: You can fire 4 shots per round with a semi-automatic weapon. There is no penalty on the first shot. Each subsequent shot suffers a cumulative -2 penalty due to recoil, up to a maximum of -4 per shot.

Normal: Characters without this feat may only fire semi-automatic weapons at the normal fire rate of 2 aimed shots per round. Bolt-action rifles may only be fired once per round and are unaffected by this feat.

Sniper

You are a highly skilled sniper, able to kill with one shot at hundreds of yards.

Benefit: You gain a $+2$ bonus to your attack rolls when using a sniper rifle. Your scope gives you a range increase of 1.5 times. In addition, when you hit with a shot from a sniper rifle the target must make a Fortitude Save (DC 12) or die.

Normal: Without this feat, shots from sniper rifles deal normal damage.

Sub-machine Gun Expert

You are well trained with the sub-machine gun.

Benefit: You gain a $+1$ bonus to hit with any sub-machine gun. Furthermore, you gain the effects of Autofire Expert, but only with sub-machine guns.

Suppressing Fire

You are trained to suppress an enemy using autofire.

Benefit: Any time you make suppressing fire, the DC for the suppression check is increased by $+2$.

Normal: Anyone in an area (5ft square) under automatic fire must pass a gut check (DC $10 + 5$ for each weapon firing into the are per round). Failing the gut check causes them to

cower in fear for the duration of the fire or until they pass a further gut check.

Walk the Beat

You are trained to aim by watching the bullets beat on the target.

Prerequisite: Autofire Expert

Benefit: You are able to change targets while executing targeted autofire attacks. After any attack roll, you can opt to “walk” the beat from one target to another target. The new target must be within 5 feet of the prior target. Your next attack roll is made against the new target and any new modifiers, such as cover or concealment, apply.

Normal: Anyone without this feat may only perform autofire attacks on a single target.

Weapon Qualification

You train with and pass a test showing your competency with a particular weapon.

Benefit: You do not suffer the -4 non-proficiency penalty when using the designated weapon. Furthermore, the non-proficiency penalty is halved for any other weapons of the same type category as the weapon you are qualified to use. In other words, if you have Weapon Qualification (M1 Garand) you have no penalty when firing the M1 and only a -2 non-proficiency penalty when firing any other rifle.

Normal: Anyone without a weapon qualification feat suffers the normal -4 non-proficiency penalty when attempting to fire the weapon.

Weapon Specialization

You focus intently on using a particular weapon.

Prerequisite: Weapon Focus on the same weapon.

Benefit: You must designate a specific weapon to be specialized with. You gain an





COMBAT



COMBAT





COMBAT

Combat in World War II Heroes works, for the most part, identically to d20 Modern. However, there are some aspects of d20 Modern that we felt were not applicable or well-defined enough for use in a World War II combat environment. This chapter covers the changes to the d20 Modern combat system.

FIREARMS

Combat in WW2H is done predominately with firearms. More accurately, firearms are considered Small Arms. Small arms includes pistols, rifles, shotguns, sub-machine guns, carbines and light machine guns.

WEAPON QUALIFICATION VS PROFICIENCY

In d20 Modern, you gain proficiency with categories of weapons. In WW2H, we emulate military training by giving characters qualification with specific weapons, not classes of weapons. Therefore, to fire an M1 Garand without the non-proficiency penalty requires the Weapon Qualification (M1 Garand) feat. However, you become somewhat proficient with all weapons of the same class, suffering ½ the normal non-proficiency penalty with all other rifles, in this example.

ATTACKS PER ROUND

The standard d20 combat round is six seconds long. That may not seem like much time, but on

the battlefield, it is quite long. Using a semi-automatic weapon, a well-trained soldier can fire more than one aimed shot in six seconds. Therefore, in World War II Heroes, soldiers get to make two ranged attacks per combat round, if the weapon they are using has sufficient rate of fire. This is done as a full-round action, with the first shot done as your normal attack and the second in place of movement.

In the equipment guides, the Rate of Fire for weapons is the maximum number of rounds the weapon can fire in one six-second combat round.



Infantry running through a town as shells explode all around.

For slow firing weapons, like mortars this is expressed as 1/5 or slower, which means the weapon may be fired once every 5 rounds.

Bolt-action weapons can be fired and re-chambered a maximum of once per round, also as a full-round action. Technically, you could say that the firing is an attack action and the operation of the bolt mechanism to re-chamber a new round is a movement action. However,





for simplicity we make this into one full-round action.

Single shot weapons, such as a panzerfaust may be fired no faster than once per round. This only requires an attack action. The weapon must be reloaded to fire it again, which depends upon the actual reload time for the weapon.

Automatic weapons also can be fired twice per combat round. If you use Burst Fire, you may make two separate Burst Fire attacks, as a full-round action. If you use Autofire, you may make two separate autofire attacks, also as full-round actions.

AMMUNITION

It is important that you keep careful track of how many rounds of ammunition are loaded in your weapon and how many you fire. The Rate of Fire in the equipment guides is the maximum number of shots that can be fired in a six-second combat round.

AUTOMATIC WEAPONS

These rules supercede those in d20 Modern.

If you have a weapon that has an automatic rate of fire, you may set it to Automatic mode. Automatic weapons fire a continuous stream of bullets as long as the weapon is being fired. Submachine, machine guns and assault rifles are all capable of automatic fire. The rate of fire for automatic weapons in World War II ranged from about 400 to an amazing 1200 rounds per minute.

In game terms, that kind of rate of fire works out to between 40 and 120 shots fired in a single six-second combat round. With that many shots being fired, it is impossible to account for every one, let alone roll to hit for them. The Automatic Weapons rules of World War II Heroes generalize the effect of automatic fire in a way that is playable yet still

reflects the sheer devastation that firing these weapons could bring about.

TYPES OF AUTOMATIC FIRE

There are two primary ways to fire an automatic weapon: burst fire and autofire. Burst fire consists of firing short controlled bursts with your weapon. Each burst is actually several bullets and is less accurate than single shots, but potentially more deadly. Autofire consists of firing a continuous stream of bullets. Autofire is extremely difficult to control, but lays down a massive barrage of firepower.

BURST FIRE

When using an automatic weapon, you may fire a short burst as a single attack against a single target. You may make two such attacks in one round as a full-round action. You suffer a -6 penalty on your attack roll. If you hit, the attack deals an extra +2 dice of damage. For example, a firearm that normally deals 3d8 of damage would instead deal 5d8.

If you have the Burst Fire feat, the penalty is reduced to -4 instead. If you also have the Autofire Expert feat, the penalty is reduced to -2.


Number of Shots

Burst Fire mode uses a varying number of actual shots, depending on the rate of fire of your weapon. The number of round expended is equal to one-tenth (1/10) of the maximum rate of fire of your weapon, rounded down. For example, a weapon with a rate of fire of 45 shots per combat round would fire 4 shots in a single burst fire attack.

AUTOFIRE

When using an automatic weapon, you may fire a continuous stream of bullets against a single target. You may continue the attack





across multiple actions and rounds, rolling to hit the target up to two times per combat round.

Autofire attacks are considered to be continuous series of actions, not individual attacks. From the time you pull the trigger, until you release it you are making an autofire attack. This could be as short as a single attack action, lasting 2-3 seconds, or multiple actions spanning several combat rounds. You can decide when to stop firing at any time.

You start firing and autofire attack as an attack action and roll to hit. At the end of that action, if you wish to continue firing, you state that you are doing so and roll to hit a second time. You must then spend the remainder of the round firing and can take no other action, even the normally allowed 5-foot step. When it is your turn to act in the next round, you may indicate that you are continuing to fire, again as your attack action. Again, you can continue firing for the remainder of the round. If it is easier to think of it this way, you can view this as taking two Autofire attacks each round as a full-round action. Essentially, that is what you are doing, however, it is all one autofire attack, broken up into multiple attack rolls.

You can stop an autofire attack after either the first or second action of the round. If you stop after the first, attack action, you can make a normal movement action, as specified in the standard d20 combat rules. If you stop firing after the second action, you cannot take any further action that round, including a single 5-foot step.

Number of Shots

Each autofire attack roll is for a group of shots. The number of rounds of ammunition fired during the autofire attack roll is one-half of the maximum rate of fire for the weapon. For example, the MG42 has a rate of fire of

120 shots per combat round. Therefore, when making an autofire attack, each time you roll to hit, you are firing 60 rounds at your target, assuming you have that many shots loaded in your weapon.

Minimum Ammo

To make an effective autofire attack you must have enough bullets loaded into the weapon being fired. Each attack role consumes one-half of your weapon's maximum rate of fire for a combat round. The shortest autofire attack you can make is one attack roll (single attack action). Therefore, if your weapon does not have at least half of its rate of fire any autofire attack roll made will only deal normal damage.

Autofire Drawbacks

Difficult to Control

It is extremely difficult to fire an automatic weapon accurately. Automatic weapons tend to rise as they are fired. Anyone attempting autofire suffers substantial penalties on their attack rolls. Highly trained soldiers have learned to compensate for this effect as well as learning alternate aiming methods that allow for accurate control of the weapon. The Autofire Expert feat represents this high level of competency with automatic weapons.

Weapon Breakdown

Automatic weapons are also prone to jamming and overheating. Jamming renders the weapon inoperable until the jam can be cleared. Overheating can make the weapon even more inaccurate and can lead to a catastrophic failure of the weapon. Sustained autofire increases the likelihood of failure.

Anytime you have a critical miss while firing an automatic weapon, you run the risk of either jamming or overheating the weapon.





The equipment lists indicate whether a weapon is prone to jamming or overheating and the critical miss number.

Critical Miss

Anytime you roll an unmodified 1 while firing an automatic weapon, you may have experienced a critical miss. Immediately roll 1d20 again. If the result matches the weapon's critical miss number, it has suffered a breakdown and is either jammed or overheating. Check the weapon's listing in the equipment guide to see which.

Clearing Jammed Weapons

If you have the Repair (Weapons) skill, you may make an immediate Repair attempt as a movement action. If you succeed at a Repair check (DC 10) the weapon is no longer jammed.

If the Repair check fails or you don't have Repair (Weapons), roll 1d4. The result indicates the number of rounds that you must spend to clear the jammed weapon. You must spend each full round attempting to clear the jam.

Overheated Automatic Weapons

If a weapon overheats you must wait 1d8 rounds for the weapon to cool enough to use it again. If you continue to fire the weapon before it has cooled, you risk breaking it. Any further attack roll of an unmodified 1 while using the overheated results in the weapon breaking. The weapon can only be made usable following a successful Repair (Weapon) check and the associated time delay. (See the Repair (Weapon) skill for specifics.)

TYPES OF AUTOFIRE ATTACKS

There are two primary methods for using autofire: targeted autofire and area autofire.

Targeted Autofire

Targeted autofire is used when you wish to fire at a specific target in fully automatic mode. You aim at the target, but your aim only really affects the first shot that is made by the weapon. After that, the combined effect of the escaping gases and the mechanical operation of the weapon make it rise and fight against your control. Aiming the weapon in the normal fashion is not practical at this point.

The best way to maintain aim is to observe either tracer rounds or to watch the "beat zone". The beat zone is the area being struck by the stream of bullets. You see the effects of the bullets beating on the target. You can then walk the beat onto your designated target.

When using targeted autofire, you suffer a -6 penalty for the first attack roll of targeted autofire and a -4 penalty for each subsequent attack roll. As long as you continue firing, you suffer the -4 penalty.

If you stop firing, the autofire attack ends. You may then execute another autofire attack against a new target.

If you have the Autofire Expert feat, this penalty is reduced to -4 for the first attack roll and -2 for each subsequent attack roll.

If you have the Walk the Beat feat, you can choose a new target for each attack roll.

Targeted Autofire Damage

If you hit your target, it takes the weapon's Autofire damage amount, not the normal single shot damage amount.

Area Autofire

Area autofire is used when you do not want to aim at a particular target, but would rather spray an area with your stream of bullets. There





is a random chance that you will hit anyone within the area under fire. You target a 10-foot-by-10 foot area and make a single autofire attack roll; the targeted area has an effective defense of 10.

If your attack succeeds, every character within the area under fire must make a Reflex save (DC 15) or take the weapon's regular, single shot damage.

As with Targeted Autofire, you can make a second area autofire attack in the same combat round or continue area autofire over multiple rounds. If you have the Walk the Beat feat, you can move your area autofire to a new 10-foot-by-10-foot area with each attack roll.

Each rea autofire attack roll shoots a number of bullets equal to the one-half the weapon's autofire rate, as specified in the equipment guide.

Strafing

If you have the Strafe feat, you can spread your area autofire over a wider, but narrower 20-foot-by-5-foot area. If you also have the Walk the Beat feat, you can move your area autofire to a new 20-foot-by-5-foot area with each attack roll.

Suppression

Anyone in a 5-foot-by-5-foot area that receives any type of automatic fire may become suppressed. When a soldier is suppressed, he cowers and tries to find the best cover possible. He can take no actions other than to move directly for better cover. To check for suppression, each soldier in the area under fire rolls a Gut check. The DC for the Gut check is $10 + 5$ for each automatic weapon firing into the area that round. Suppression checks are therefore made at the end of a combat round.

Anyone failing a suppression check will

be suppressed from the beginning of the next round.

Once suppressed, a soldier can check for suppression at the end of each round to see if he overcomes his fear. Soldiers remain suppressed until there is no autofire into the area for a complete round or the soldier passes a suppression check.

Any NCO or Officer within 15 feet of a suppressed soldier can spend 1 action point to apply his Leadership bonus to the suppressed soldiers Gut check.

HAND GRENADES

Hand grenades operate exactly as defined in d20 Modern.

MORTAR

Light and medium mortars can be carried and fired by infantry units. Each requires a two-man crew to operate properly. A light mortar may be carried and fired by one man, but it is very heavy. Furthermore, when only one man fires a light mortar, he suffers a -2 penalty on the attack roll.

FIRING MORTARS

Firing mortars is handled using the thrown explosive rules from d20 Modern. You make a ranged attack against a specific 5-foot square. You determine where the shell lands and apply damage to anyone within the burst radius. Characters within the burst radius are allowed a Reflex save (DC varies by explosive type) to take half damage.

Light mortars can be fired once per round.

Medium mortars can be fired once every other round.





OVERHEATING MORTARS

Anytime you roll an unmodified 1 while firing a mortar the weapon may overheat. Immediately roll 1d20 again. If you roll the weapon's Critical Failure number, the mortar has overheated. The rules for overheated guns presented earlier apply. However, instead of

ROCKET LAUNCHERS

This category of weapons includes bazookas and panzerfausts. These are light anti-tank weapons carried and fired by infantry units. Bazookas typically require a two-man crew: a loader and a firer. Panzerfausts can be fired by an individual.



Mortar fire near the Rhine.

simply breaking, rolling a subsequent 1 while a mortar overheats causes a mortar round to explode in the gun. The gun is destroyed and anyone within the shells burst radius must pass a Reflex Save (DC 12) or take the weapon's full damage.

Both weapons fire armor penetrating shells.

FIRING ROCKET LAUNCHERS

If you fire a rocket launcher against a vehicle or building, you make a normal ranged attack against the target. If you hit, the shell impacts on the target, dealing its damage to that target and creating a half-circle burst area projecting





outward from the point of impact.

If you fire a rocket launcher against personnel, you fire it in the same manner as you would a mortar.

Anyone attempting to fire a rocket launcher without the appropriate Weapon Qualification suffers a -4 non-proficiency penalty on their attack rolls.

LANDMINES

In WW2H there are only two types of landmines: anti-personnel and anti-tank. Anti-personnel mines trigger when a soldier steps onto the mine and detonate when he steps off. Anti-tank mines detonate whenever a vehicle rolls onto the mine.

MINEFIELD DENSITY

All minefields have a density rating. This number equates to the % chance that a mine will be encountered by an individual (soldier or vehicle). For each round that each individual spends moving through a minefield, the individual rolls a d%. If the result is less than the designated minefield density, the individual triggers a mine.

TRIGGERING A LANDMINE

If a vehicle triggers a landmine it detonates.

If a soldier triggers a mine, he may make an immediate Spot check (DC 10) to notice that he has done so. If he succeeds, he may make a Reflex save (DC 10) to freeze in place. Failing either the Spot check or the Reflex save detonates the mine.

Each round that a soldier remains on a triggered landmine causes the soldier to take a Gut check (DC 12). If he passes, he remains calm and stays put. If he fails, he tries to run away and detonates the landmine.

Another soldier may attempt to disable the landmine. See the Landmines skill for details on disabling landmines.

DETONATING LANDMINES

When an anti-tank mine detonates, it deals its damage to the bottom of the vehicle.

When an anti-personnel mine detonates everyone in the burst radius may make a Reflex save (DC 15) to avoid injury. Anyone who fails takes full damage. Also, anyone making the save is considered to be moving in a mine field and must roll to see if they trigger a mine themselves.

BANGALORE TORPEDOES

Bangalore Torpedoes are used to clear minefields or barbed wire barricades. They are covered in detail in the Demolitions feat.

INDIRECT FIRE

Some missions include the ability to call in off board artillery or air strikes against targets you designate. In order to call in Indirect Fire, you must have the Indirect Fire feat and the mission must specify that Indirect Fire is available and its type.

TARGET DESIGNATION

To successfully designate a target, you must make a successful Map Reading check. A radio operator within 5 feet of you must then make a successful Radio Operation check (DC 10).

For off-board artillery, you first request a spotting round. The GM will determine where the shell lands. If you need to correct the location of the shells, you must pass another Map Reading check. You do not need to make another Radio Operation checks, as it is assumed you have maintained radio contact. After you give the fire adjustment command,





another spotting round is fired.

When you are satisfied with the targeting of the artillery, you call for Fire For Effect. No roll is necessary. The GM will determine the number of rounds of artillery fired, where each shell lands and the damage dealt.

For air strikes, the GM will resolve the location and damage from the air strike using the coordinates you designated.

it causes.

BROKEN ARROW

If you ever find that your position is overrun, you can call in for indirect fire on your own position. This requires a Leadership check (DC 15). Your radio operator must take a Discipline check (DC 12). If he fails, he refuses to send the message. You can exert your Leadership on him by making another Leadership check (DC 15). If you succeed, he sends the message.



Artillery firing at enemy positions.

CALLING OFF INDIRECT FIRE

If you find that the indirect fire is hitting the wrong target or you wish to cancel it for any other reason, you must have your radio operator make a successful Radio Operation check (DC 10). The GM will determine when the indirect fire stops and any further damage

The GM will resolve the indirect fire.

WEAPONS CAUSE FEAR

Tanks, artillery barrages of at least 75mm and fire from the German MG42 cause fear.

Anyone within 25 feet of an operational





enemy tank must make a Gut check (DC 12) to avoid cowering for 1d4 full rounds. This check is only made once for each time the character comes within 25 feet of an enemy tank. The check does not have to be made each round if the character remains within 25 feet of the tank after already making a Gut check for that tank.

Any NCO or Officer within 15 feet may spend 1 action point to apply his leadership bonus to this check.

Anyone within 5 feet of the edge of the burst radius of at least a 75mm shell (including anyone within the burst radius) must pass an immediate Gut check (DC 12) or cower in fear for 1d4 rounds.

Any NCO or Officer within 15 feet may spend 1 action point to apply his leadership bonus to this check.

Anyone making a Suppression Gut check due to receiving fire from a German MG42 has the DC for the check increased by +5.

ARMOR

Another limitation of the d20 Modern system is in accurately handling the effectiveness of armor plating and armor piercing weapons. Therefore, we have introduced some new rules for handling armor.

HARDNESS

Tanks, vehicles and reinforced buildings have armor protection ratings, which are specified as their Hardness. (See the Equipment guides for details.) This represents how well the armor works to stop damage and is related to its thickness. Thicker armor has better hardness.

ARMOR PENETRATION

Armor penetration is the capability of a weapon to make holes in armor. Some weapons, but not all, have armor penetration ratings. This is the base amount of hardness the weapon can get through.

DETERMINING PENETRATION

To determine if penetration occurs, you roll 1d20 and add the weapon's armor penetration number. If it equals or exceeds the tank, vehicle or building's hardness rating, the weapon penetrated the armor.

DAMAGE

If a weapon has no armor penetration rating or if it fails to penetrate armor, the shells explode on the surface. The tank, vehicle or building suffers no damage. The shell creates a half-circle burst radius projecting outward from the point of impact.

If the weapon penetrates the armor, it deals its full damage to the interior of the tank, vehicle or building. In addition, each occupant of the tank, vehicle or building takes the full damage. Each occupant is allowed a Reflex save (DC 15) to bail out and avoid the damage.

ARMOR PIERCING WEAPONS

Some weapons fire projectiles that are designated as Armor Piercing. Armor Piercing rounds are specifically designed to penetrate armor and deal extra damage to the interior of the thing penetrated. Therefore, AP ammunition has two different damage ratings: standard and AP. The standard damage is dealt whenever the AP round is fired in a manner that does not penetrate a tank, vehicle or building. Perhaps the weapon failed to penetrate a tank's armor or the weapon was fired at infantry moving in the open. In those cases, you only apply the AP round's standard damage.

If the AP round penetrates armor, it is designed to inflict extra damage in the confined spaces inside of a vehicle. Therefore, the vehicle and all occupants take the AP round's more powerful AP damage.

FX

World War II Heroes does not use any of the FX system.





SQUAD TACTICS





SQUAD TACTICS

The following are some examples of squad-level tactics for movement and combat. You can use them in the game and gain the listed benefits provided at least one member in your squad has the Tactics (Squad) feat. If not, you gain no benefit.

the butt held against the shoulder and the hands holding the weapon as for firing.

Benefit: Characters moving at the ready, gain a +2 bonus to Initiative. They also gain a +2 bonus to Spot checks for Surprise. Furthermore, they do not have to spend any actions to ready a weapon for firing.

Normal: Characters who do not have their



Infantry firing in an open field in Belgium as other soldiers are spread out and watching. There is no cover to be had, so the men are advancing cautiously.

MOVING AT THE READY

Characters may opt to move at the ready. In this manner, they move at half their normal movement rate, but have their weapons held in the ready position. For rifles, carbines and submachine guns, the ready position is with

weapons ready to fire, must spend an action (as much as a movement action depending on where the weapon is) to ready the weapon and suffer a -2 penalty to Initiative checks.





BOUNDING OVERWATCH

Bounding Overwatch is a specialized method for moving overland. A squad or platoon moving in this manner will split into two groups. One group is designated as the bounding group and the other as the overwatching group. The overwatching group tries to get behind cover and watches over the

The groups now change roles. The group that was overwatching is now the bounding group. They advance forward, beyond the new overwatching team by 25 or so yards and take up defensive positions.

Each team alternates between bounding and overwatching until they successfully reach their destination or engage the enemy.



The Bridge at Remagen

area of travel looking for enemy soldiers. If they see any, they will engage them. Their job is to protect the bounding group.

The bounding group will move quickly forward 25 yards. When they reach the end of their bound, they take up defensive positions behind available cover and begin to overwatch.

Benefit: The overwatching group receives a +5 bonus to any spot checks for surprise and a +5 bonus to any initiative checks in the first round of combat if an enemy is engaged. The bounding group receives a -5 penalty to Initiative checks during the first round of combat if an enemy is engaged.





MOVE TO CONTACT

A squad or platoon is unsure where the enemy is located so it sends elements out to move until the enemy is contacted. At the point of contact the enemy position and strength is assessed and information relayed to the squad or platoon. The squad or platoon can then attempt to engage the enemy.

Benefit: If successful, the squad or platoon cannot be surprised by the enemy unit.

FIX AND DESTROY

When a squad or platoon engages an enemy unit, a common tactic is to split the squad or platoon into two or possibly more groups. One group is responsible to "fix" the enemy. This means to lay down suppressing fire on the known enemy positions to keep the enemy occupied and defensive. The remaining groups will then maneuver into advantageous attack positions, preferably the flank or rear, and isolate and destroy enemy soldiers.

Benefit: The enemy soldiers will likely be suppressed. In addition, the "destroy" group or groups gain a +5 bonus to Initiative for the first combat round in which they engage the enemy units. Furthermore, they may gain a flanking or rear attack bonus.

FLANKING MANEUVER

It is always advantageous to attack an enemy from his flanks (sides) or rear in addition to a frontal assault.

Benefit: Any unit engaging an enemy from a flank gains a +2 bonus to ranged attacks against that enemy unit. Any unit engaging an enemy unit from the rear gains a +4 bonus to ranged attacks against the enemy unit. These bonuses only apply if the enemy unit is being engaged by a frontal attack. The accompanying diagram shows how to determine if an attack is from the front, flank or rear.





EQUIPMENT



EQUIPMENT





EQUIPMENT

The standard d20 Modern rules for equipment apply unless otherwise specified.

ACQUIRING EQUIPMENT

As a soldier, you will be provided with all of the equipment the government feels you need to be successful. Your gear is issued to you at the end of training. There is no purchasing or wealth system in World War II Heroes, so you cannot buy additional equipment or gear.

In addition to your standard kit, each mission has specific equipment outlays. Be sure to check the mission specifications for the equipment you are issued.

If you feel that you need some piece of equipment that has not been issued you, you can attempt to acquire it in one of two ways: requisition it or scrounge it.

REQUISITIONING EQUIPMENT

The rules for requisitioning equipment in d20 Modern cover this adequately. The DC used is the Purchase DC for d20 Modern gear or the Requisition DC for items listed in World War II Heroes manuals. You may only requisition weapons that were fielded by your nationality, unless you are on a covert mission.

SCROUNGING EQUIPMENT

All equipment has a Requisition DC (Purchase DC for d20 Modern listings). To scrounge an item, you must pass a Scrounge check. Roll 1d20. If the result is equal to or greater than the DC, you got it. If you have the Pack Rat feat, you gain a +2 bonus to your Scrounge check.

SMALL ARMS

Small arms are any form of light ranged weapons, including pistols, carbines, sub-machine guns, shotguns, rifles and machine guns. Anyone attempting to fire a small arm without the appropriate Weapon Qualification suffers a -4 non-proficiency penalty. Characters may fire weapons of the same type as weapons that they have qualified with at a -2 non-proficiency penalty.

SMALL ARMS DESCRIPTIONS

The following information is provided for small arms:

Damage(D): The amount of damage dealt with a single shot on a successful hit.

Auto Damage (AD): The amount of damage dealt with a weapon using autofire.

Critical Hit or Miss Information(Crit): (Critical Hit Number/Critical Miss Number/Critical Miss Result)

Critical Hit: See d20 Modern.

Critical Failure: Any time you roll an unmodified 1 on your attack roll, roll 1d20 again. If you get this number, the weapon has experienced a critical failure as indicated by the Critical Failure Type.

Critical Failure Type: This indicates whether the weapon overheats or jams on a critical failure.

Damage Type(DT): The type of damage the weapon deals. All small arms deal Ballistic damage.

Range Increment(RI): See d20 Modern.

Method(M): This indicates the method of fire: single shot(SS), semi-automatic(S), bolt-action(B), automatic(A).

Rate of Fire(RoF): This indicates the maximum number of rounds this





weapon can fire per round. For semi-automatic weapons, it is the number of normal ranged attacks a character can make per round with the weapon. For autofire capable weapons, it indicates the number of rounds of ammunition fired per round.

Magazine(Mg): This indicates the type and capacity of the weapon's magazine.

Weight(Wt): The weapon's weight in pounds (US).

Requisition DC(DC): The DC needed to requisition or scrounge this item.

Type: This indicates the type of weapon: pistol, rifle, sub-machine gun, carbine,

light machine gun, etc.

Nationality: The nation or nations that fielded this weapon.

PISTOLS

Pistols come in two main varieties in World War II: the revolver and the semi-automatic. The British forces relied on .38 caliber revolvers for the most part. They had a six-shot revolving cylinder. The US and German forces used semi-automatic pistols. The US used the famous Colt .45, which is still widely used today. The Germans originally carried the Luger P08, but it was replaced by the Walther P38. Both weapons look similar.

EQUIPMENT







Standard US Infantry Weapons and Armor (left column: M1 Garand, M1903 Springfield, M1918 Browning Automatic Rifle, M1 Carbine, M1928 Thompson Submachine Gun; right column: M1911 Colt .45 Pistol, M1 Steel Helmet, M1 Bayonet, Assorted grenades)





Table: Pistols

Nation	Weapon	D	AD	Crit	RI	M	RoF	Mg	Wt	DC
	M1911A1, Colt .45 Caliber Pistol	2d6	-	20/1/J	30	S	2	7 box	3 lb.	12
	Enfield No. 2 Mk I	2d6	-	20/-/-	30	S	2	6 cyl.	2 lb	19
	Luger P08	2d6	-	20/1/J	30	S	2	8 box	2 lb	21
	Walther P38	2d6	-	20/1/J	40	S	2	8 box	2 lb	22

COLT 45

The Colt 45 was the standard pistol for the US Army. It fired .45 caliber Colt ammunition. It had an effective range of about 50 yards. They are semi-automatics with a seven-round magazine plus one in the chamber.

Specifications

Operation: Semiautomatic
 Caliber: .45 (11.4 mm)
 Length: 8.625 in. (21.91 cm)
 Weight: 2.5 lbs (1.14 kg)
 Barrel: 5.03 in. (12.78 cm)
 Magazine: 7 rounds
 Muzzle velocity: 356 ft-lbs.
 Effective Range: 82.02 feet (25 m)

ENFIELD NO 2 MK I

This was a standard British service revolver. The No. 2 Mark I variation is distinguishable because it has no cocking spur on the hammer. The Enfield revolver uses the British .380 revolver cartridge.

LUGER P08

In use since World War I, the Luger was phased out early in the war, but was a much sought after prize among US troops. It fired the 9mm Parabellum round.

WALTHER P38

The Walther P38 was superior to the Luger which it replaced. It was developed during the

1930s. The P38 featured a recoil-operated, locked breech design with vertically tilting blocking bar that connected the short moving barrel and the slide. It also featured short, top-open slide and, first of the full-power military handguns in the world - the Double action trigger. It fired the 9mm Parabellum round.

RIFLES

The bolt-action rifle was the predominate rifle in World War II. For the majority of the war, only the US standardized on a semi-automatic, the M1 Garand. Both the UK and Germany relied on weapons that were essentially updated World War I vintage rifles. However, in the closing months of the war, Germany deployed a very successful semi-automatic rifle, as well as a true assault rifle.

Bolt-action rifles can be fired once per round, normally. Semi-automatic rifles can be fired twice per round.

M1903 SPRINGFIELD

M-1903A4 was specially modified for use as a sniper rifle with the addition of a M73 or M73B1 2.2X telescope. The M1903A4 was an accurate rifle with an effective range of 600 yards (550m). It fired US .30-06 ammunition.

M1 GARAND

Designated Rifle Caliber .30 M1, the M1 Garand was the standard infantry rifle of the US





Table: Rifles & Carbines

Nation	Weapon	D	AD	Crit	RI	M	RoF	Mg	Wt	DC
	M1903A4, Springfield .30 Rifle	2d12	-	20/1/J	120	B	1	5 box	9 lb	20
	M1 .30 Caliber Rifle (Garand)	2d10	-	20/1/J	100	S	2	8 clip	10 lb	10
	M1 Carbine	2d6	-	20/1/J	50	S	2	30 box	5 lb	14
	Rifle No 1 SMLE Mk III	2d10	-	20/1/J	100	B	1	10 box	9 lb	19
	No. 4 Enfield Mk I	2d10	-	20/1/J	100	B	1	10 box	10 lb	21
	Karabiner 98K (Mauser)	2d10	-	20/1/J	100	B	1	5 clip	9 lb	22
	Karabiner 43	2d10	-	20/1/J	100	S	2	10 box	10 lb	25

Army in World War II. It was a semi-automatic weapon which fired US .30-06 ammunition. It was 43.5 inches long with an effective range of 500 yards.

Specifications

- Operation:** Semiautomatic
- Caliber:** .30 (.30-06)
- Length:** 43.6 in. (1103 mm)
- Weight:** 9 lb 8 oz (4.37 kg)
- Barrel:** 24 in. 4 grooves, right hand twist
- Magazine:** 8 round internal box, clip loaded, clip ejected after last round fired
- Muzzle:** velocity 2800 fps, 2903 ft-lbs
- Ammunition:** 174 gr bullet, 50 gr charge, Ball M1
- Effective Range:** 440 yds

M1 CARBINE

At half the weight an far lower firepower, the M1 Carbine was the choice weapon of support troops and those not directly involved in combat. It was designed, not as a rifle, but as a replacement for pistols among the NCOs and officers. It was 35.65 in. long and had an effective range of 300 yards.

Specifications:

- Operation:** Semiautomatic
- Caliber:** .30 (.30-06)

- Length:** 35.65 in. (905 mm)
- Weight:** 5 lb 7 oz (2.48 kg)
- Barrel:** 18 in. 4 grooves, right hand twist
- Magazine:** 15 or 30 round detachable box
- Muzzle velocity:** 1990 fps, 967 ft-lbs.
- Ammunition:** 108 gr bullet, 13 gr charge, US Service M1
- Effective Range:** 300 yds

RIFLE NO 1 SHORT MAGAZINE LEE-ENFIELD MK III

In use since World War I, the Mk III was 44.5 inches long. It fired the British .303 ammunition.

Specifications:

- Operation:** Bolt Action
- Caliber:** .303
- Length:** 44.57 in overall
- Weight:** 8.62 lbs
- Barrel:** 25.2
- Magazine:** 10 round detachable box
- Muzzle velocity:** 2440 fps
- Ammunition:** Mark 6 ball, 215 grain bullet, 33 gr charge Mark 7 ball, 174 grain bullet, 36.5 gr charge
- Effective Range:** 400 yds

NO 4 ENFIELD MK I

The replacement for the No. 1 Mk III, this rifle featured many improvements. However,





UK Weapons

Enfield No. 4 Mk 1, No. 1 SMLE, Sten Mk IV, Bren Machine Gun, Enfield .38 Revolver, Enfield No. 2 Mk 1 Revolver.

it was still bolt action and used the .303 ammunition of its predecessor.

Specifications:

- Operation:** Bolt Action
- Caliber:** .303
- Length:** 44.57 in overall
- Weight:** 8.8 lbs
- Barrel:** 25.2
- Magazine:** 10 round detachable box
- Muzzle velocity:** 2440 fps
- Ammunition:** Mark 6 ball, 215 grain bullet, 33 gr charge
Mark 7 ball, 174 grain bullet, 36.5 gr charge
- Effective Range:** 400 yds

KARABINER 98K

This bolt-action rifle fired the 8 mm (7.92) round. It had an effective range of 437 yards. This rifle was the standard German issue arm of World War II. It had a fixed internal magazine for 5 rounds.

KARABINER 43

Originally called the Gewehr 43, this semi-automatic rifle was a replacement for the Kar 98K. Production started in October 1943. It was prized as a sniper rifle.





SUBMACHINE GUNS

The submachine gun is a lightweight, handheld weapon capable of either semi-automatic or fully automatic fire. The Thompson submachine gun was developed during World War I, pioneering the concept. The Germans however, were the first nation to widely deploy submachine guns, or machine pistols as they called them. Until late in the war, the British lagged in this area. However, the Sten Mk V was a very good submachine gun.

THOMPSON SMG

The Thompson submachine gun was designed during World War I as a trench sweeper. However, the war ended before the weapon could be deployed. It was later ignored by the United States military, but became popular with the British as well as American gangsters. Eventually, it was deployed with

- Magazine:** 50-round drum & 20- and 30-round detachable box magazine
- Muzzle velocity:** 920 fps (280 mps)
- Ammunition:** .45 ACP, 230 gr bullet, 5 gr charge
- Rate of fire:** 600 to 725 rpm
- Effective Range:** 55 yds (50 m)




STEN MK 5

This submachine gun was first deployed during the Arnhem offensive (Operation Market Garden) by British paratroopers. It soon became the standard submachine gun of the British army. It fired the 9mm parabellum round.

MP 38/MP 40

Nicknamed "Schmeisser" by allied troops, the weapon was actually designed by the Erma company. The 1938 and 1940 variants are almost identical. The weapon featured reasonable accuracy, easy handling and relative stability. However, it was prone to jam.

Table: Submachine Guns

Nation	Weapon	D	AD	Crit	RI	M	RoF	Mg	Wt	DC
	M1928A1 (Thompson)	2d8	-	20/1/J	40	S,A	70	30 box	11 lb	18
	Sten Mk V	2d6	-	20/1/J	40	S,A	60	32 box	7 lb	20
	MP 38/40	2d6	-	20/1-3/J	40	S,A	65	32 box	6 lb	24

US troops during World War II. It featured selective fire for both semiautomatic or fully automatic fire. It fired a .45 cal. cartridge in 20- or 30-round magazines, or a 50-round drum. It's rate of fire was 600-725 shots per minute.

Specifications:

- Operation:** Selective fire (semi-automatic and fully automatic)
- Caliber:** .45 (11.4 mm)
- Length:** 33.7 in (85.6 cm)
- Weight:** 11 lbs (4.9 kg)
- Barrel:** 24 in. 4 grooves, right hand twist

ASSAULT RIFLES



Assault rifles were intended to be a full function weapon. In semi-automatic mode, it should be as powerful and accurate as a standard rifle. In fully automatic mode, it should deliver as effective a field of fire as a light machine gun. It should also be lightweight and capable of being fired without a bipod/tripod.

The US had the old World War I automatic rifle, the BAR. It was too heavy and cumbersome to be a true assault rifle, but for 15





Table: Assault Rifles/Light Machine Guns

Nation	Weapon	D	AD	Crit	RI	M	RoF	Mg	Wt	DC
	M1918A2, Browning Automatic Rifle (BAR)	2d8	-	20/1/J	80	S,A	55	20 box	16 lb	16
	Sturmgewehr 44	2d8	-	20/1/J	80	S,A	65	30 box	12 lb	28

years, it was the closest thing the world had to a true assault rifle. Late in the war, the Germans released the Sturmgewehr 44, which truly was the first real assault rifle. In fact, its design was the prototype for all future assault rifles.

fired both in selective single-shot and in full automatic mode (toggled by a switch located on the right side of the gun). The StGw 44 features a 30-round curved magazine.

M1918A1 BROWNING AUTOMATIC RIFLE (BAR)

The BAR was first deployed in 1918 at the waning of World War I. It continued to see service into Vietnam. It fired a US .30-06 round and was capable of firing 550 rounds per minute. It had an effective range of 550 yards.

SUPPORT WEAPONS

Support weapons are weapons that are too heavy for regular infantry to carry and use. They are fielded by specialized infantry support units. Support weapons include medium to heavy machine guns, light or heavy mortars, anti-tank weapons and other weapons used to support infantry operations.

Specifications:

- Operation: Selective fire (semi-automatic and fully automatic)
- Caliber: .30 (30-06)
- Length: 47 in. (119.4 cm)
- Weight: 18.5 lbs (8.33 kg)
- Magazine: 20-round detachable box magazine
 - (1) Bandoleer (BAR belt): 12 magazines
 - (2) Magazine changeable in 2-4 seconds (but averaged 6-8 seconds in combat)
- Muzzle velocity: 2800 fps (853.4 mps)
- Ammunition: (1) Ball M2; 150 gr bullet, 50 gr charge
 - (2) Tracer M25, M1: for designating targets and signaling
 - (3) Armor piercing M2 (black tip); 165gr/53gr
 - (4) Armor piercing incendiary: for lightly armored flammable targets
- Rate of fire: 550 rounds per minute
- Effective Range: 600 yards (550m)

M1919A4 BROWNING .30 CALIBER MACHINE GUN

The Browning M1919A4 light machine gun was an improvement over the earlier water-cooled M1917 heavy machine gun. The M1919A4 was air-cooled, but had a slower rate of fire than the liquid-cooled M1917. The M1919A4 was also very lightweight, making it easy for infantry squads to deploy. It became the standard US crew-served infantry weapon. It only fired fully automatic and had a rate of fire of from 400 to 550 rounds per minute. It was effective up to about 1100 yards.

STURMGEGWEHR 44

The first ever assault rifle, in fact the name means 'assault rifle'. The weapon is a gas-operated automatic weapon that can be

Specifications:

- Operation: Fully automatic, recoil operated, air-cooled
- Caliber: .30 (7.62 mm)
- Length: 41 in (104.1 cm)
- Weight: 41 lbs (18.5 kg) with tripod
- Magazine: 250-round belt
- Muzzle velocity: 2800 fps (853.4 mps)
- Ammunition: Ball M1; 174 gr bullet, 50 gr charge





German Weapons

Karabiner 98, Kar43, MP 38/MP40, MP44/StG44, Luger P08, Walther P38, Hand Grenade, MG 34, MG 42, Panzerfaust.

Rate of fire: 400 to 550 rounds per minute
Effective Range: 1100 yds (1000m)

M2 .50 CALIBER AIR COOLED MACHINE GUN

This weapon was also air cooled. It was capable of 450-550 rounds per minute at an effective range of 2500 yards. Due to its weight it is not suitable for mobile infantry. However, it was an extremely powerful weapon in fixed positions. It was useful against massed infantry as well as vehicles. The M2 was commonly used as a vehicle mounted weapon and is still in widespread use today.

Specifications:

Operation: Selective Fire; Semiautomatic or Fully Automatic, recoil operated, air cooled
Caliber: .50 (12.7 mm)
Length: 65.1 in (165.4 cm)
Weight: 128 lbs (57.8 kg) with tripod; barrel 81 lbs, tripod 44 lbs
Barrel: 45 in
Magazine: 250-round belt
Muzzle velocity: 2800 fps (853.4 mps)
Ammunition: Ball M1; 174 gr bullet, 50 gr charge
Rate of fire: 400 to 550 rounds per minute
Effective Range: 2500 yds (2287m)





Table: Machine Guns

Nation	Weapon	D	AD	Crit	RI	M	RoF	Mg	Wt	DC
	M1919A4 Browning .30 MG	2d8	4d8	20/1-2/J	100	A	45	Belt	18 lb	20
	M2 .50 Caliber Heavy MG	2d12	5d12	20/1-2/O	120	A	50	Belt	128 lb	22
	Bren	2d8	3d8	20/1-4/O	100	S,A	2/50	30 box	20 lb	24
	Machinengewehr 34 (MG34)	2d8	4d8	20/1-2/O	100	S,A	85	Belt	27 lb	29
	Machinengewehr 42 (MG42)	2d10	6d10	20/1/O	100	A	150	Belt	25 lb	31

BREN

Specifications:

Operation: Selective Fire; Semiautomatic or Fully Automatic, gas operated, air cooled

Caliber: .303 (7.696 mm)

Length: 45.5 in.

Weight: 22.12 lbs (10.15 kg)

Magazine: 30 round box

Muzzle velocity: 2440 fps

Ammunition: (1) Ball Mk6; 215 gr bullet, 33 gr charge (1970 fps)

(2) Ball Mk7; 174 gr bullet, 36.5 gr charge (2400 fps)

Rate of fire: 500-520 rounds per minute

Effective Range: 600 yds (550m)

MACHINENGEWEHR 34 (MG34)

This machine gun was first introduced in 1935 and saw extended service in the Spanish Civil War. The MG34 was capable of providing

a high volume of sustained firepower without sacrificing tactical flexibility. It fired a 7.92mm round at a rate of 800-900 shots per minute.

MACHINENGEWEHR 42 (MG42)

The MG42 may have been the finest weapon produced in WWII. No other machine gun on the battlefield could come close to its amazing rate of fire. Its 1200 shots per minute made a horrendous and distinctive "ripping" sound while firing.

Special: This weapon causes a +5 increase to suppression DCs.

MORTARS

Mortars are a form of artillery that fires a projectile with a high trajectory and relatively short range. Mortars are primarily anti-

Table: Mortars

Nation	Weapon	Crit	RI	RoF	Wt	DC
	M1 81 mm Mortar	20/1-5/O	200	1/5	136 lb	22
	M2 60 mm Mortar	20/1-3/O	150	1/5	42 lb	18
	3 in. Mortar	20/1-4/O	185	1/5	112 lb	29
	2 in. Mortar	20/1-2/O	140	1/5	50 lb	31
	80 mm GW 34	20/1-5/O	175	1/5	125 lb	35
	50 mm GW 36	20/1-2/O	130	1/5	60	33





personnel in nature. Mortars are generally made from a tube with a bipod base. Shells are dropped into the tube. When the shells hit bottom, the propulsion on the shell is ignited and it fires out of the tube, rocket like. As the shell leaves the tube it makes a distinctive "whump" sound. The shell travels and descends at a high angle, allowing it to pass over intervening obstacles and "drop" on infantry.

M1 81 MM MORTAR

This medium mortar was capable of delivering 18 rounds per minute or about one shot every 5 combat rounds. It had an effective range of 2500 yards.

Specifications:

Weight: 136 lbs assembled; tube 44.5 lbs; mount 46.5 lbs; base plate 45 lbs.

Overall Length: 3 ft 9.5 in.

Muzzle velocity (HE): 700 fps

Rate of Fire: 18 rounds/min norm; 30-35 rpm max

Rocket: M7A1 shaped charge, rocket motor ignited electrically

Maximum Range (HE): 3290 yds

Ammunition:

M43A1 Light HE: 6.87 lbs; range min 200 yds; range max 3290; 80% frag radius 25 yds (comparing favorably with 75mm howitzer); fast detonating fuse (explode on surface).

M45, M45B1 Heavy HE: 10.62 lbs; range max 2558 yds; bursting radius comparable with 105mm howitzer; equipped with delay fuse so some penetration possible for demolition use.

M56 Heavy HE: 15.01 lbs; range max 1300 yards; adjustable fuse for quick or delay operation.

M57 WP (White Phosphorus): 10.74 lbs; range max 2470 yds; designed to lay down screening smoke, but had definite anti-personnel and incendiary applications.

M57 FS: 10.74 lbs, range max 2470 yds; laid down dense white smoke.

M301 Illuminating shell: range max 2200 yds; attached to parachute; burned brightly (275,000 candlepower) for about 60 seconds, illuminating an area of about 150 yards diameter; used M84 time fuse, adjustable from 5 to 25 seconds before priming charge detonated, releasing the illum and chute.

M2 60MM MORTAR

This light mortar weighed in at 42 pounds and was capable of firing 18 rounds per minute or about 1 shot every 5 combat rounds. It had an effective range of about 2000 yards.

Specifications:

Weight: 42 lbs assembled; barrel 12.8 lbs; bipod 16.4 lbs; base plate 12.8 lbs.

Length: 28.6 in.

Muzzle Velocity (HE): 535 fps

Max Range (HE): 1000 yds effective (1985 yds max)

Rate of Fire: 18 rpm normal; 30-35 rpm max

BRITISH MORTAR

The British deployed two mortars, a 2" and a 3" version.



GERMAN MORTAR

Germany had two primary mortars for infantry support: an 80mm and a 50mm.

ANTI-TANK ROCKET LAUNCHERS

The US and Germany both had anti-tank rockets in World War II. The US version, nicknamed "bazooka" was essentially a shoulder fired mortar that fired an armor

Table: Anti-Tank Rocket Launchers

Nation	Weapon	Dam	AP	Burst	Pen	RI	RoF	Wt	DC
	M9A1 2.36" Rocket Launcher	2d6	4d6	10'	7	70	1/6	15 lb	22
	Panzerfaust 60	2d6	4d6	10'	10	65	1	15 lb	35





penetrating shaped charge. The German panzerfaust was a one-time-use only device that resembled the modern Rocket Propelled Grenade.

M9A1 2M36" ROCKET LAUNCHER

The M9A1 or "Bazooka" had a maximum range of 450 yards and was effective up to 120 yards. It fired shape-charged projectiles that were capable of penetrating up to 5 inches of armor. This made it able to penetrate the armor on virtually every tank on the battlefield.

Note: If fired at a target within 50 yards, add +5 to its penetration rating.

Specifications:

Weight: 15 pounds, 14 oz.

Overall Length: 61 in assembled, 21.5 in disassembled.

Muzzle velocity: 265-275 fps.

Sight: T90

Rate of Fire: 10 rounds/min

Rocket: M7A1 shaped charge, rocket motor ignited electrically 3.5-pound (1.6-kilogram), length 19 inches.

Range: Range up to 400 yards, effective to about 120 yards

Charge: 8 ounces of pentolite, could penetrate up to 5 inches of armor



US Support Weapons

From Top: 81 mm Mortar, 60 mm Mortar, M9A1 2.36" Rocket Launcher (Bazooka), M2 .50 Caliber Heavy Machine Gun, M2 Flamethrower, M1919A4 .30 Air Cooled Machine Gun.





PANZERFAUST 60

The Panzerfaust was a powerful one-man anti-tank weapon. The weapon was first deployed in September 1943. It was a disposable weapon that could only be fired once. It was accurate and deadly with good armor penetration.





Note: If fired at a target within 50 yards, add +5 to its penetration rating.

HAND GRENADES & THROWN EXPLOSIVES

These devices were used for both anti-personnel and anti-tank purposes. The Gammon Bomb was mainly used to blow up vehicles or disable tanks.

The Penetration (Pen) rating is used to determine if the explosive penetrates armor. See Armor in the Combat section for details.

Table: Hand Grenades/Thrown Explosives

Nation	Weapon	Type	Dam	Burst	Pen	RI	RoF	Wt	DC
	Mark II A1 Grenade	Delay	4d6	20'	2	10	1	1 lb	12
	Gammon Bomb	Contact	6d6	10'	10	10	½	2 lb	14
	No. 36 Mills Bomb	Delay	4d6	20'	2	10	1	1 lb	22
	Steilhandgrante 24	Delay	4d6	20'	2	10	1	1 lb	30
Any	Smoke Grenade	Delay	-	-	-	10	1	1 lb	14

CLOSE COMBAT WEAPONS

Close combat weapons are weapons used in hand-to-hand combat, including bayonets,

RIFLE BUTT

In close combat, your rifle butt becomes a deadly weapon.

Table: Close Combat Weapons

Nation	Weapon	D	Crit	RI	Wt	DC
Any	Bayonet	1d6	20	-	1 lb	7
Any	Paratroopers knife	1d4	20	10	1 lb	9
Any	Commando Knife	1d6	20	10	1 lb	22
Any	Rifle butt	1d4	20	-	-	-

knives, rifle butts, fists, boots and improvised weapons. For weapons not listed here, consult the d20 Modern rulebook.

BAYONET

This is a long bladed knife that attaches to the end of a rifle. Each nation had their own various bayonet for different rifles. This is a generic bayonet usable by any nationality.

PARATROOPER'S KNIFE

This is a knife carried by airborne troops. It is small and slips into a boot sleeve or elsewhere on the uniform.

COMMANDO KNIFE

Commando Knives were popular among British Commandos, but similar knives were also used by other nationalities.





EXPLOSIVES AND SHELLS

This category is to indicate the explosive power and armor penetrating capability of various explosive shells and devices. This includes landmines, rockets, mortar, tank and artillery shells.



Table: Explosives, Shells and Ordnance

Nation	Weapon	Type	Dam	AP Dam	Burst	Penetration	Wt	DC
Any	Anti-personnel mine	HE	3d6	-	5'	-	-	16
Any	Anti-tank mine	HE	8d6	4d6	15'	10	-	24
	2.36 " Rocket (Bazooka)	AP	2d6	4d8	5'	8	2 lb	14
	60 mm mortar shell	HE	2d12	-	10'	4	3 lb	22
	81 mm mortar	HE	2d8	-	20'	6	6 lb	24
Any	30 – 40 mm	HE	4d6	-	10'	0	-	-
Any	30 – 40 mm	AP	2d6	4d12	5'	4	-	-
Any	40 – 60 mm	HE	6d6	3d6	15'	2	-	-
Any	40 – 60 mm	AP	4d6	8d6	10'	6	-	-
Any	75 mm	HE	8d8	4d8	20	4	-	-
Any	75 mm	AP	4d8	8d8	15	8	-	-
	88 mm	HE	10d10	5d10	25	4	-	-
	88 mm	AP	8d8	10d10	15	12	-	-
	90 mm	HE	9d10	5d10	25	3	-	-
	90 mm	AP	8d8	10d10	15	10	-	-
Any	105 mm	HE	12d10	6d10	30	6	-	-
Any	105 mm	AP	8d10	12d10	20	16	-	-
Any	250 lb bomb	HE	10d10	5d10	30	15	-	-
Any	500 lb bomb	HE	12d20	6d20	35	20	-	-

EQUIPMENT





MISCELLANEOUS EQUIPMENT

The following items can be issued to a character. The Requisition DC is 12 for any item in this list:

Item	Weight
Bag, clothing (Duffel), green canvas	0.5 lb.
Bag, Griswold, khaki or OD	1 lb.
Bag, laundry, OD	0.5 kb
Bag, mussette, khaki	1 lb.
Bandoleers, ammunition, khaki	2 lb.
Blanket, M1934 OD wool	2 lb.
Canteen, cup, and cover	4 lb.
Cartridge belt, 10 pocket	2 lb.
Entrenching tool, folding, M1943	5 lb.
First aid pouch, with field dressing	1 lb.
Footlocker w/tray	15 lb.
Gas mask w /bag, khaki canvas	5 lb.
Handkerchief, OD cotton	-
Haversack (pack), w/ meat can pouch	3 lb.
Helmet, M1 or M1-C, w/liner	5 lb.
Hygiene kit	4 lb.
Identification tags, set	-
Manual, FM 21-100, The Soldiers Handbook	0.5 lb.
Mess kit (meat can) w / knife, fork, and spoon	1.5 lb.
Netting, helmet	-
Parachute T5	70 lb.
Pillow w/ cover	1.5 lb.
Rifle cleaning kit	.5 lb.
Sewing kit	-
Sheets, set	5 lb.
Shelter half, OD canvas	2 lb.
Tent pegs, wood	2 lb.
Tent pole, folding	2 lb.
Tent rope	3 lb.
Towels, set	4 lb.

Bag, Clothing

This is a standard duffel bag for carrying clothes. Not typically used in combat.

Bag, Griswold

An elongated, rectangular shaped bag used by paratroopers to carry weapons and other equipment while jumping. This bag was attached to the paratrooper's leg, which gave it the nickname of 'leg bag'.

Bag, Laundry

A standard bag used while at base campe to hold laundry.

Bag, Musette

This square bag was used by paratroopers and other soldiers to carry extra ammunition, broken down weapon pieces and extra gear into combat.

Bandoleers, Ammunition

These ammo belts were worn across the chst from one shoulder to the opposite hip. They carried 12 M1 Garand clips each.

Blanket

A standard OD green wool blanket.

Canteen

A standard-issue military canteen. It fastened to a web belt and the lid doubled as a cup/pot.

Cartridge belt, 10 pocket

A standard cartridge belt that had pouches for M1 Garand clips. It could carry up to 10 clips.

Entrenching tool, folding, M1943

A folding entrenching tool, which was a combination shovel and pick-axe. It was often wielded in close combat.

First aid pouch, with field dressing

A small first aid pouch worn on the body, typically attached to a helmet or legging.





Footlocker w/tray

The footlocker held all of a soldier's belongings. They were kept at base camp, not on combat missions.

Gas mask w /MI carrying (kidney) bag, khaki canvas

Each soldier was issued with a gas mask, which was kept in a large square pouch that hung from the belt or thigh. The bag had a distinctive US imprint on the flap.

Handkerchief, OD cotton

Standard-issue OD green handkerchief.

Haversack (pack), w/ meat can pouch

A standard pack that could be used to carry rations or other gear.

Helmet, M1 or M1-C, w/liner

Standard-issue US Army helmet. Paratroopers were issued the M1-C which had a different chin strap.

Hygiene Kit

This small pack includes a safety razor, mirror, shaving soap, razor blades, foot powder, comb, tooth powder/paste, toothbrush, brown shoe polish, polish applicator

Identification Tags

Commonly called "dog tags", these metal tags held key identifying information on soldiers in case they were killed, captured or wounded.

Manual, FM 21-100, The Soldiers Handbook

The standard manual of how to be a soldier.

Mess kit

The standard-issue mess kit including a knife, fork, and spoon

Netting, helmet

Fish-net cover for the steel helmet.

Parachute T5

The standard parachute of US paratroopers. The T7 was also used, later.

Pillow w/ cover

A GI pillow for use at base camp.

Rifle cleaning kit

Essential tool for any soldier to keep his weapon clean and operational.

Sewing kit

Includes needle and thread.

Sheets

Standard issue white sheet set for use at base camp.

Shelter half

Two-man tent canvas was carried in halves by two men.

Tent pegs, wood

Half of a tents supply of tent pegs.

Tent pole, folding

One of two folding tent poles.

Tent rope

Half of the needed rope to put up a tent.

Towels

Set including bath, hand, washcloths for use at base camp.

UNIFORM & CLOTHING

The following items can be issued to a character. The Requisition DC is 12 for any item in this list:





Item	Weight
Belt,web w/ buckle	0.5 lb
Cap, Knit wool	-
Cap, overseas, khaki cotton	-
Cap or hat, fatigue OD herringbone twill	-
Cap, Overseas, OD wool	0.5 lb
Coat, service, OD wool	2 lb.
Collar Brass, set	-
Gloves, OD knit wool	-
Jacket, Assault	3 lb.
Jacket, Field, M1941	2 lb.
Jacket, field, M1943	2 lb.
Jacket (sweater), knit wool	1 lb.
Leggings, M1936, pair	0.5 lb
Overcoat, OD wool, M1926	3 lb.
Raincoat, rubberized or synthetic resin coated	3 lb.
Poncho, OD rubberized canvas, w/o hood	1 lb.
Scarf, OD knit wool	-
Scarf, field (necktie), khaki	0.5 lb.
Service shoes / boots, pair	3 lb.
Shirt, fatigue OD herringbone twill	1 lb.
Shirt, long sleeve khaki cotton	1 lb.
Shirt, OD wool	1 lb.
Socks, OD cotton and/or wool, pair	-
Suspenders, belt M1936, pair	-
Trousers, OD wool serge, M1937 or M1942	2 lb.
Trousers, khaki cotton	2 lb.
Trousers, fatigue OD herringbone twill	2 lb.
Trousers, field M1943	2 lb.
Underdrawers, button front, OD, pair	1 lb.
Undershirts, tank or "T" type, OD	-

Belt, web w/buckle

Uniform belt.

Cap, Knit wool

Wool knit cap for cold weather.

Cap, overseas, khaki cotton

Standard uniform cap.

Cap or hat, fatigue OD herringbone twill

Uniform Cap

Cap, Overseas, OD wool

Uniform cap.

Coat, service, OD wool

Uniform coat.

Collar Brass, set

Uniform insignia.

Gloves, OD knit wool

Winter gloves.

Jacket, Assault

Specialized jacket with mesh pockets, worn by Rangers and some other units.

Jacket, Field, M1941

Fatigue jacket.

Jacket, field, M1943

Fatigue jacket.

Jacket (sweater), knit wool

Winter sweater.

Jump Boots

Boots worn by paratroopers.

Leggings, M1936, pair

Leggings worn over lower leg with trousers bloused.

Overcoat, OD wool, M1926

Winter overcoat, worn in combat or as uniform.

Raincoat

Rubberized or synthetic resin

coated coat.





Poncho

Rubberized canvas, w/o hood

Scarf

Winter knit scarf.

Scarf, field (necktie), khaki

Uniform necktie.

Service shoes / boots, pair

Standard issue shoes or boots.

Shirt, fatigue OD herringbone twill

Standard fatigue shirt worn in combat.

Shirt, long sleeve khaki cotton

Standard uniform shirt.

Shirt, OD wool

Winter shirt, worn in combat.

Socks, OD cotton and/or wool, pair

Standard-issue socks.

Suspenders, belt M1936, pair

Uniform suspenders.

Trousers, OD wool serge, M1937 or M1942

Standard trousers.

Trousers, khaki cotton

Summer trousers.

Trousers, fatigue OD herringbone twill

Standard fatigue trousers worn in combat.

Trousers, field M1943

Newere fatigue trousers worn in combat.

Underdrawers, button front, OD, pair

Thermal underwear.

Undershirts, tank or "T" type, OD

Standard undershirt, not winterized.



M4 Sherman





VEHICLES



VEHICLES





VEHICLES

The d20 Modern rules for Vehicles apply.

US VEHICLES

Willys-Overland 1/4-Ton Truck (Jeep)

The jeep was an all-purpose vehicle used for reconnaissance and cross-country travel. The Jeep was designed by Willys-



Overland Motors, and built by both Willys and the Ford Motor Co. The jeep came in both two- and four-wheel drive versions and had a top speed of 55 mph. The Jeep was even able to ford streams up to 40 inches deep.

Speed: 92 kph

WC-63 Truck, Cargo, 1 1/2 ton, 6x6

This was the common troop carrier used by the US Army. The 1 1/2 ton truck was able to carry its load on the road or overland.



Speed: 80 kph

GERMAN VEHICLES

Kubelwagen Kfz1 Light Car

The two-wheel drive German car was no match for the US Jeep. It had high ground

clearance, but its lack of 4-wheel drive limited its overland use. It could carry 3 passengers and one crew. Built by Volkswagen.



Speed: 87 kph

Opel Blitz

This 3 ton truck came in a 4x2 and a 4x4 version. The 4x2 had a top speed of 85 kph, while the more versatile 4x4 could get up to 80 kph.



Speed: 80 km/h

US ARMOR

M4A2 Sherman III

The Sherman was the standard US tank in World War II. It was produced in large numbers, much faster than the Germans could destroy them. It featured good armor and a reasonably powerful main gun. Was able to take out Panzer IV without much difficulty.



Weapons: 75mm main gun
1 bow .30 cal MG
roof-mounted AA .50 cal





MG
Speed: 48 kph

M22 Locust

This light tank featured thin armor and a small gun.



Weapons:
37mm main gun

1 coaxial .30 cal MG

Speed: 64 kph

Weapons: 40 mm Mk IX main gun
7.7mm (.303) MG
Speed: 29 kph

Mk IV Cruiser Tank (A13 Mk II)

The Cruiser tank had thin armor and was vulnerable to most of the tanks in the German army. It had about 1 inch (25 mm) of armor. It was obsolete by 1942.

Weapons: 40 mm main gun
7.7mm (.303) Vickers MG
Speed: 46 kph

M26 Pershing

This powerful tank saw limited use in Europe. It had a hefty 90mm gun, but was actually less powerful than the 88mm gun of the Panther/Tiger tanks.



Weapons: 90mm main gun
1 coaxial .30 cal MG
1 bow .30 cal MG

MK Vi Cruiser Tank (Crusader I)

The Crusader was a reasonably weak tank for its time. Its armor ranged from only 7mm (.27 in) to 40 mm (1.5 in.). It only had a 40 mm gun, which would not do much to the German panzers.



Weapons: 40mm main gun
1 coaxial .303 MG
1 bow .303 MG
Speed: 43 kph

M7B1 Priest Howitzer Motorized Cannon

This self-propelled gun had very thin 25mm (1 in.) armor but packed a big punch.



Weapons: 105 mm howitzer
.50 cal MG in cupola

Infantry Tank Mk IV (Churchill)

The Churchill first appeared in 1942. It was extremely slow, but was much better armored than the Crusader. Although obsolete, it was used in Europe after D-Day.



Weapons: 57mm AP only main gun
1 bow .303 MG
Speed: 24 kph

UNITED KINGDOM ARMOR

Infantry Tank Mk II (Matilda)

The Matilda was a heavy, slow tank. It featured 78mm (3 in.) of armor up front.





A27M Cruiser MK VIII (Cromwell)

Potentially the best British tank of World War II, the Cromwell was fast, reasonably armored and well gunned. It had 76mm (3 in.) armor. In 1945, its gun was increased to 95mm. It was very effective against Panzer III and Panzer Ivs, but was not good against the bigger Tigers.

- Weapons:** 75mm main gun
1 coaxial .303 MG
1 bow .303 MG
- Speed:** 61 kph

M4A4 Sherman VC Firefly

The British variant of the Sherman was in all likelihood better than the US version. It was effective against the Tiger I and could penetrate 120mm (4.7 in.) of armor at 500 meters. It had additional armor over the US version, but was slightly slower.



- Weapons:** 76mm main gun
1 bow .30 cal MG
roof AA .50 cal MG
- Speed:** 40 kph

AEC MkIII Armored Car

This armored car was heavily armed. It featured 4 wheels.

- Weapons:** 75mm main gun
.303 MG
- Speed:** 58 kph

GERMAN ARMOR

Panzer II Ausf F

This tank was used for infantry support. It was relatively weakly armored, but could withstand 30-40 mm hits. It had 35mm of armor on top and less on its sides. It was first used in 1939, but was effectively obsolete by 1944.



- Weapons:** 20mm rapid-fire main gun (4 shots per round)
7.92 mm MG
- Speed:** 40 kph

Panzer III Ausf H

This medium tank was very effective in the early years of the war, but was outgunned by the allied tanks. It was obsolete in 1943, but some may still be in use.



- Weapons:** 50mm Or 75mm main gun
1 coaxial 7.92mm MG
1 bow 7.92mm MG
- Speed:** 40 kph

Panzer IV Aus F

This heavier panzer was first produced in 1939 and was also obsolete by 1943. It had approximately





50mm (2 inch) armor.

- Weapons:** 75mm long barrel main gun
- 1 coaxial 7.92mm MG
- 1 bow 7.92mm MG

Speed: 42 kph

Panzer 38T

Based on a non-German design, this tank was slower, with thinner armor and less powerful gun than the Panzer III. It was obsolete by 1942-1943.

- Weapons:** 37.2mm main gun
- 1 coaxial MG37 7.92mm MG
- 1 bow MG37 7.92 MG

Speed: 38 kph

Panzer V Ausf D - G (Panther)

The Panther was a step ahead in tank design. Its distinctive sloping armor made it less vulnerable to armor piercing rounds, which often tended to ricochet off. It boasted a hefty 110mm (4.33 inches) of armor on the turret and 80mm (3.15 inches) up front. It also featured a new quick traversing turret. The Panther first appeared in 1942 and was operational after D-Day. The G version had better armor than the D, which is listed here.



- Weapons:** 75mm KwK42 main gun
- 1 coaxial 7.92mm MG
- 1 bow 7.92mm MG

Speed: 46 kph

Panzer VI Ausf H (Tiger I)

The Tiger tank was better than any Allied tank in 1944. It was well armored, but was

vulnerable in the rear. It was a big step up for German armor. It was capable of penetrating a



Cruiser IV at 2000 meters. The Cruiser could only penetrate the Tiger's armor from 3 feet away. The H version featured an electric recoil system.

- Weapons:** 88mm main gun
- 1 coaxial 7.92mm MG (MG34)
- 1 bow 7.92mm MG (MG34)

Speed: 37 kph

Panzer VI Tiger II (King Tiger)

The King Tiger was the most powerful tank in World War II. It boasted 180mm (7 in.) of armor on its turret and 150mm (5.9 in.) up front. Its 88mm gun was more powerful than the US 90mm gun. It could penetrate 153mm (6 in.) of armor at 2000 meters. It was relatively slow and often too large for bridges and roads.



- Weapons:** 88mm KwK43 L/71 main gun
- 1 coaxial 7.92mm MG (MG34)
- 1 bow 7.92mm MG (MG34)

Speed: 35 kph

SdKfz 232 Armored Car

This armored car featured 8 large wheels. It was highly mobile and fast.

- Weapons:** 20mm KwK 30 main gun
- 1 coaxial 7.92mm MG (MG34)





Speed: 85 kph

SdKfz 251 Halftrack

This armored half track was useful for carrying infantry or towing artillery. It had a forward firing machine gun mounted on top as well as an anti-aircraft machine gun in the rear.

It could carry 10 passengers in addition to its crew of 2.

Weapons: 1 forward only 7.92mm MG (MG34)

1 AA MG (MG34) rear

Speed: 40 kph

Table: Vehicle Specifications

Nation	Vehicle	Armor ¹	Hardness	Defense	HP	Speed	Init	Man	Crew	Pass
	M4 Sherman	40 – 80mm (1.5 – 3")	14	9	60	48	-5	-5	5	0
	M22 Locust	25mm (1")	8	10	40	64	-4	-4	3	
	M26 Pershing	50 – 100mm (2-4")	13	7	38	48	-5	-5	5	0
	M7B Priest	25mm (1")	8	5	35	42	-5	-6	2/5*	0
	Matilda	78mm (3")	16	7	45	29	-6	-6	3	0
	Crusader	7-40mm	12	8	45	43	-5	-5	5	0
	Churchill	20-100mm	13	8	50	24	-7	-7	5	0
	Cromwell	76mm (3")	15	8	55	61	-4	-4	5	0
	M4A4 Sherman Firefly	40-80mm (1.5 – 3")	14	9	60	40	-5	-5	5	0
	PzKpfw II	35mm	9	8	37	40	-4	-4	2	0
	PzKpfw III J	40-45mm	10	7	50	40	-5	-5	3	0
	PzKpfw IV	50mm	11	9	55	42	-5	-5	3	0
	PzKpfw 38T	25mm	8	8	40	38	-4	-4	2	0
	PzKpfw V Panther	80-110 mm	16	11	60	46	-5	-5	4	0
	PzKpfw VI Tiger	100mm	17	6	65	37	-6	-6	5	0
	PzKpfw VI Tiger II	150-180mm	19	6	70	-6	-6	35	5	0
	SdKfz 232 8-rad	10mm	8	9	34	85	-4	-4	3	5
	SdKfz 251 Halftrack	15mm	9	9	34	53	-4	-4	2	10

* The Priest is a self-propelled gun with a 5 man artillery crew in addition to its vehicle crew of 2.

¹ Armor is thinner on the bottom and top. Reduce hardness by 1/2 for any attack to the bottom and by 1/4 for any attack to the top.





GAMEMASTERING



GAMEMASTERING





GAMEMASTERING

The section on gamemastering in the d20 Modern Core Rulebook does a great job of giving you an idea of what is involved in being a gamemaster. This section will provide you with some specific information on how to handle some of the unique aspects of World War II Heroes missions.

DRAMATIC STORYTELLING

When you are running a mission, be sure to make it as dramatic and suspenseful for players as you can. The World War II battlefield was an extremely dangerous place. It is common to have to deal with surprise, because enemy units were often concealed and waiting in ambushes. Be sure to give them the feeling that an enemy sniper could be anywhere at any time, or that a machine gun nest could be right over the next ridge.

RANDOM ENCOUNTERS

You should inject the following types of random encounters into your games.

SMALL PATROL

An enemy patrol of 4-5 low-level Wehrmacht and one Wehrmacht NCO should happen by. Check for surprise. If they have surprise, they will ambush the PCs squad.

MESSENGER

An enemy scout or messenger is spotted. He could be either a low-level Wehrmacht or SS soldier. He will try to avoid the PCs squad and get away to alert his unit about the PCs location.

MACHINE GUN NEST

The PCs squad comes upon a single MG34.

It is manned by a 2-man crew, both low-level Wehrmacht. They are armed with MP38s in addition to the MG34. There are two boxes of 250 rounds each available for the MG34.

SNIPER

The PCs come into the kill zone of an enemy sniper. He is well concealed and has surprise on the PCs. They must locate him. Each time he fires, they can make a Spot check (DC15) to locate him. He is armed with a Kar98 with a sniper scope. He has about 40 rounds of ammunition on him. He is a low-level Wehrmacht soldier, with +4 BAB.

TANK

The PCs encounter an enemy tank. It is a PzKpfw IV or V. Roll for surprise. If the tank wins surprise, it means it is sitting in a concealed position with its engine off.

LARGE-SCALE BATTLES

You will periodically be faced with running your PCs through what turn out to be very large-scale battles, in which there were hundreds or thousands of participants. In fact, the very first mission covers the landings at Omaha beach. 2,000 Americans alone were killed or wounded in that battle.

How can you manage so many characters and so much activity in a roleplaying game? The answer is simple: you can't! So, don't!

Instead, you generalize things. You fudge things. You basically make things up. That is to say, you make things up where it doesn't directly impact your PCs. You are dealing with thousands of unimportant NPCs. They are just along for flavor and drama anyway, so you can do what you want with them.

You only need to track the actions of the small number of NPCs who actually are going





to interact with the Players. You will know who those NPCs are, where they are and what they will do.

BE CREATIVE

You should let your creativity flow. Act out what is going on around the PCs. Live it up. Describe what is happening in the battle. We will try to give you enough information in the missions to help you do this. Also, liberally apply semi-random or fake random (meaning you just make them happen, but pretend to roll dice) events such as explosions, NPC deaths, NPC wounds, etc. This is all done to provide a dramatic context for the mission.

ROLL LOTS OF DICE

Periodically roll dice. Then look pensive and go "hmmmm" a lot. Make notes. Consult tables. Ask players "ok, what are you doing now" frequently. Ask players what their Defense rating is and roll dice.

KILL NPC'S FIRST

Be sure that you try to kill and wound only NPCs at first. Otherwise, it will be hard for the PCs to complete the mission if they are wounded, or dead. Instead of killing a PC, make the NPC right next to him get his head blown off showering your PC with blood and chunks of gray matter.

When a mortar round lands near a PC tell him you are rolling his save, roll a dice and say "whoa, that was close". Then inform him that he has been blown off his feet, but the two NPCs near him were dismembered.

DON'T OVERDO IT

You can give PCs a feeling of invulnerability if you don't make some harm come their way. You may have to make real area autofire attacks against them and roll to see if they get hit. Be

fair, but not necessarily impartial. Lean in the direction of letting the PCs off with minor wounds instead of major or wounds instead of death. At least during the major cinematic battle sequences.

Also, if players do really boneheaded things, don't reward them by letting them get away without injury when it is clear their character should get wounded. Try to keep it semi-realistic, yet enjoyable. Nobody likes the game to be too easy. But, they don't like it when they keep getting killed off too.

SMALL-SCALE BATTLES

More commonly, you will run small scale battles at the squad or platoon levels. In these battles you should apply the rules more strictly and really roll things to decide outcomes. Here are some essential tips to managing small-scale battles:

Be sure to use Spot checks to see if PCx notice such things as ambushing enemies in windows and doorways, snipers, landmines and other hidden things.

Surprise and Initiative are very important. Be sure to calculate all bonuses and penalties.

Cover and Concealment play a huge roll in combat. Foxholes, fortifications, camouflage, lying prone all impact cover or concealment. Be sure you calculate and handle them appropriately.

Line of Sight should be checked on maps using a string or straight edge. Don't forget to allow for differences in elevation.

Morale plays a big roll as well. Few German soldiers will want to fight to the death. Many soldiers in the Wehrmacht, especially in France, were eastern conscripts with no loyalty to Hitler. They will run away or surrender rather than fight.





PRISONERS OF WAR

At some point, your players will face the dilemma of what to do with surrendering Germans. Should they let them go? Should they keep them? Should they send some NPCs to escort them back to HQ? Should they shoot them?

Geneva Convention. Remind them that they can be court marshaled. Remind them they can be shot.

If they continue to attempt to do it, use this rule. No soldier in the US Army with a Discipline ability score of 10 or higher will ever shoot unarmed prisoners or surrendering



SHOOTING PRISONERS

It is a violation of the Geneva Convention, and just downright mean, to harm prisoners of war. Furthermore, most US soldiers took great pride in the fact that we treated our prisoners better than our enemies treated us.

Don't tolerate shooting or hurting prisoners by your players. Just don't. But, if they try to do it, you should have an NPC interfere. Remind them that it is a violation of the

enemy soldiers. If your PCs have less than 10 and do it anyway, at the end of the mission, inform them that their character has been arrested and is no longer eligible to be played.

GUARDING PRISONERS

Some prisoners will attempt to escape or attack their guards. It depends on the type of unit that the prisoners are from. Conscripts and low level Wehrmacht soldiers will be passive. Wehrmacht NCOs and Officers as well as any





SS troops will try to escape or may attack the guards and try to overpower them. You decide.

INTERROGATING PRISONERS

Decide if a prisoner knows anything worthwhile. It could be as small as the number of soldiers in his unit and where they are. PCs can make Interrogation checks to find out. The DC is 10 for simple information, 15 for important information, 20 for secret information and higher as needed. If the soldier is a conscript, the DC gets a -10 reduction. If the soldier is an NCO or Officer, the DC is increased by +5. If the soldier is SS, the DC is increased by +5. (+10 for SS NCO/Officer).

VEHICLES

PCs cannot drive any form of Armored Fighting Vehicle. They may drive jeeps, trucks, cars and motorcycles if they have the Drive skill.

VEHICLE WEAPONS

PCs may fire vehicle mounted machine guns normally. If they pass a Use & Characteristics (Allied or Axis Weapons) check (DC 15), they can figure out how to fire the main gun of a tank or other AFV, but suffer a -6 penalty to any attack rolls.

REWARDS AND BEHAVIOR

There are three types of rewards that you can give your players. First, you can give them Experience points whenever the defeat an opponent or succeed at a mission objective. Second, you can give their PCs military awards, such as the Bronze Star or Medal of Honor for exceptional bravery. Lastly, you can give them merits for outstanding performance that helps them gain rank.

EXCEPTIONAL STRATEGY

If players demonstrate exceptional planning or strategy during the game, be sure to reward them for it. This is behavior that you want to encourage. Give out some extra experience points or perhaps merits. The kinds of things you should look for are: using squad tactics in combat, performing reconnaissance prior to combat, using terrain wisely and other similar actions.

GOOD ROLEPLAYING

You also want to recognize players who roleplay their characters. This is not a tabletop combat game; it is a roleplaying game. Encourage players to develop their characters and to play in persona. Maybe they come to play wearing camouflage or an old army helmet. Encourage and reward this kind of creativity with bonus experience points.

HISTORIC AWARDS

The following awards were available for heroism during the war: Medal of Honor, Distinguished Service Cross, Silver Star, and Bronze Star. In addition, soldiers wounded or killed in battle were given the Purple Heart. If you have PCs who do something during a mission that stands out as truly heroic, you can give them one of the following awards at the completion of the mission.

Be judicious in your granting of these awards. Think of the brave men who really earned these awards and the things they did to get them. Don't belittle them and the bravery they demonstrated by issuing these awards to your PCs unless they really earn them. Yes, this is a game, but when we play we pay tribute to those who fought so that we can be free. Here are some of the citations for men who received the Medal of Honor in World War II. Use these as guidelines for comparison with





your PCs heroism.

Recipient: Staff Sergeant Lucian Adams,
US Army

Place and date: Near St. Die, France, 28
October 1944.

Citation: When his company was stopped in its effort to drive through the Mortagne Forest to reopen the supply line to the isolated third battalion, S/Sgt. Adams braved the concentrated fire of machineguns in a lone assault on a force of German troops. Although his company had progressed less than 10 yards and had lost 3 killed and 6 wounded, S/Sgt. Adams charged forward dodging from tree to tree firing a borrowed BAR from the hip. Despite intense machinegun fire which the enemy directed at him and rifle grenades which struck the trees over his head showering him with broken twigs and branches, S/Sgt. Adams made his way to within 10 yards of the closest machinegun and killed the gunner with a hand grenade. An enemy soldier threw hand grenades at him from a position only 10 yards distant; however, S/Sgt. Adams dispatched him with a single burst of BAR fire. Charging into the vortex of the enemy fire, he killed another machinegunner at 15 yards range with a hand grenade and forced the surrender of 2 supporting infantrymen. Although the remainder of the German group concentrated the full force of its automatic weapons fire in a desperate effort to knock him out, he proceeded through the woods to find and exterminate 5 more of the enemy. Finally, when the third German machinegun opened up on him at a range of 20 yards, S/Sgt. Adams killed the gunner with BAR fire. In the course of the action, he personally killed 9 Germans, eliminated 3 enemy machineguns, vanquished a specialized force which was armed with automatic weapons and grenade launchers, cleared the woods of hostile elements, and reopened the severed supply lines to the assault companies of his battalion.

Recipient: Staff Sergeant Jesse R.

Drowley, US Army

Place and Date: Bougainville, Solomon Islands, 30 January 1944.

Citation: S/Sgt. Drowley, a squad leader in a platoon whose mission during an attack was to remain under cover while holding the perimeter defense and acting as a reserve for assaulting echelon, saw 3 members of the assault company fall badly wounded. When intense hostile fire prevented aid from reaching the casualties, he fearlessly rushed forward to carry the wounded to cover. After rescuing 2 men, S/Sgt. Drowley discovered an enemy pillbox undetected by assaulting tanks that was inflicting heavy casualties upon the attacking force and was a chief obstacle to the success of the advance.

Delegating the rescue of the third man to an assistant, he ran across open terrain to 1 of the tanks. Signaling to the crew, he climbed to the turret, exchanged his weapon for a submachine gun and voluntarily rode the deck of the tank directing it toward the pillbox by tracer fire. The tank, under constant heavy enemy fire, continued to within 20 feet of the pillbox where S/Sgt. Drowley received a severe bullet wound in the chest. Refusing to return for medical treatment, he remained on the tank and continued to direct its progress until the enemy box was definitely located by the crew. At this point he again was wounded by small arms fire, losing his left eye and falling to the ground.

He remained alongside the tank until the pillbox had been completely demolished and another directly behind the first destroyed. S/Sgt. Drowley, his voluntary mission successfully accomplished, returned alone for medical treatment.

Recipient: Stanley Bender, Staff Sergeant,
US Army

Place and date: Near La Lande, France, 17
August 1944.

Citation: On 17 August 1944, near La Lande,





France, he climbed on top of a knocked-out tank, in the face of withering machinegun fire which had halted the advance of his company, in an effort to locate the source of this fire. Although bullets ricocheted off the turret at his feet, he nevertheless remained standing upright in full view of the enemy for over 2 minutes. Locating the enemy machineguns on a knoll 200 yards away, he ordered 2 squads to cover him and led his men down an irrigation ditch, running a gauntlet of intense machinegun fire, which completely blanketed 50 yards of his advance and wounded 4 of his men. While the Germans hurled hand grenades at the ditch, he stood his ground until his squad caught up with him, then advanced alone, in a wide flanking approach, to the rear of the knoll. He walked deliberately a distance of 40 yards, without cover, in full view of the Germans and under a hail of both enemy and friendly fire, to the first machinegun and knocked it out with a single short burst. Then he made his way through the strong point, despite bursting hand grenades, toward the second machinegun, 25 yards distant, whose 2-man crew swung the machinegun around and fired two bursts at him, but he walked calmly through the fire and, reaching the edge of the emplacement, dispatched the crew. Signaling his men to rush the rifle pits, he then walked 35 yards further to kill an enemy rifleman and returned to lead his squad in the destruction of the 8 remaining Germans in the strong point. His audacity so inspired the remainder of the assault company that the men charged out of their positions, shouting and yelling, to overpower the enemy roadblock and sweep into town, knocking out 2 antitank guns, killing 37 Germans and capturing 26 others. He had sparked and led the assault company in an attack which overwhelmed the enemy, destroying a roadblock, taking a town, seizing intact 3 bridges over the Maravanne River, and capturing commanding terrain which dominated the area.

Recipient: Sergeant Charles A.

MacGillivray, US Army

Place and date: Near Woelfling, France, 1 January 1945.

Citation: He led a squad when his unit moved forward in darkness to meet the threat of a breakthrough by elements of the 17th German Panzer Grenadier Division. Assigned to protect the left flank, he discovered hostile troops digging in. As he reported this information, several German machineguns opened fire, stopping the American advance. Knowing the position of the enemy, Sgt. MacGillivray volunteered to knock out 1 of the guns while another company closed in from the right to assault the remaining strong points. He circled from the left through woods and snow, carefully worked his way to the emplacement and shot the 2 camouflaged gunners at a range of 3 feet as other enemy forces withdrew. Early in the afternoon of the same day, Sgt. MacGillivray was dispatched on reconnaissance and found that Company I was being opposed by about 6 machineguns reinforcing a company of fanatically fighting Germans. His unit began an attack but was pinned down by furious automatic and small arms fire. With a clear idea of where the enemy guns were placed, he voluntarily embarked on a lone combat patrol. Skillfully taking advantage of all available cover, he stalked the enemy, reached a hostile machinegun and blasted its crew with a grenade. He picked up a submachine gun from the battlefield and pressed on to within 10 yards of another machinegun, where the enemy crew discovered him and feverishly tried to swing their weapon into line to cut him down. He charged ahead, jumped into the midst of the Germans and killed them with several bursts. Without hesitation, he moved on to still another machinegun, creeping, crawling, and rushing from tree to tree, until close enough to toss a grenade into the emplacement and close with its defenders. He dispatched this crew also, but was himself seriously wounded. Through his indomitable fighting spirit, great initiative, and





utter disregard for personal safety in the face of powerful enemy resistance, Sgt. MacGillivray destroyed four hostile machineguns and immeasurably helped his company to continue on its mission with minimum casualties.

If you need any additional information on the acts of heroism committed by soldiers on the front lines of World War II, read *All the Way to Berlin: A Paratrooper at War in Europe* by James Magellas. As a Lieutenant in the 82nd Airborne Division, Magellas received more awards than any other man in the history of the 82nd. He received the Distinguished Service Cross (which is being reviewed for upgrade to the Medal of Honor – which he deserves), two Silver Stars, two Bronze Stars, two Purple Hearts and a Presidential citation. In addition, the governments of both Holland and Belgium honored him for his courage and service. *[I had the honor of meeting him at a book signing in McKinney, Texas in the fall of 2003. He told me some of his stories and inspired me to finish writing this game. – RWF]*

Please report any medals that you issue to us via the email address: awards@steelmagicstudios.com. Be sure to include the name of the PC and Player who received the medal, the mission they were playing and a brief write up of their heroism. Try to write it up as if you were recommending the soldier for a real medal. We will post them on our website's WW2H Hall of Honor.

CONGRESSIONAL MEDAL OF HONOR

The Medal of Honor is awarded to a soldier who distinguishes himself conspicuously by gallantry and intrepidity at the risk of his life or her life above and beyond the call of duty while engaged in an action against an enemy of the United States. The deed performed must have been one of personal bravery or self-sacrifice so conspicuous as to clearly distinguish the

individual above his comrades and must have involved risk of life.

If you have a PC that demonstrates the above heroism, then you should award him a Medal of Honor. However, this should be **EXCEEDINGLY** rare.



DISTINGUISHED SERVICE CROSS

The Distinguished Service Cross is awarded to a soldier who distinguished himself by extraordinary heroism while engaged in an action against an enemy of the United States. The act or acts of heroism must have been so notable and have involved risk of life so extraordinary as to set the individual apart from his or her comrades.



If a PC demonstrates this level of heroism, you should award him the DSC at the completion of the mission. However, it really must be something out of the ordinary that risks his life and really sets his behavior apart from the others.

SILVER STAR

The Silver Star is awarded to a soldier who is cited for gallantry in action against an enemy of the United States. The required gallantry, while of a lesser degree than that required for the Distinguished Service





Cross, must nevertheless have been performed with marked distinction.

If a PC demonstrates gallantry with marked distinction, you should award him the Silver Star at the completion of the mission.

BRONZE STAR

The Bronze Star Medal is awarded to any soldier who distinguished himself by heroic achievement in connection with military operations against an armed enemy.



If a PC demonstrates "heroic achievement" on the battlefield, you should award him the Bronze Star at the completion of the mission.

PURPLE HEART

The Purple Heart is awarded to any soldier who has been wounded or killed in any action against an enemy of the United States.



Each time a PC is wounded in combat by enemy action, he should receive a Purple Heart at the completion of the mission.

MERITS

In order for PCs to gain rank, they have to earn Merits. If a PC distinguishes himself by demonstrating exceptional performance or leadership during a mission award him a single merit. If he demonstrates outstanding performance or leadership you can issue him

two merits. Never give more than two merits to a PC for a single mission.

DEMERITS

If a PC disobeys an order or commits an act that is dishonorable, cowardly or fails to complete an assigned objective, you should issue him a demerit. Do not issue more than one demerit for a single mission.

RANK

Players will want their characters to advance in rank. The rules for rank require a minimum of 5 merits, 3 class level increases since their last promotion and the completion of at least one mission. Each demerit effectively reduces their overall merit total by one point. This means to qualify for promotion, they must have at least 5 more merits than demerits. Merits and demerits reset to 0 when a character is promoted.




The Following are US Army Ranks and their respective insignia, as used during World War II.

Insignia	Rank
	Private
	Private Fist Class
	Corporal
	Sergeant





	Staff Sergeant
	Technical Sergeant
	Master Sergeant
	1st Sergeant
	2nd Lieutenant
	1st Lieutenant
	Captain

	Major
	Lieutenant Colonel
	Colonel

Report all promotions to us at awards@steelmagicstudios.com. Be sure to include the PC's and player's names and the new rank achieved. We will put it in our database and make it viewable on our website.

MISSIONS

In WW2H, players complete missions. Missions are the same as adventures in other d20 games. Missions are generally based on historic missions of real units from World War II. A single mission is designed to be playable in one or two game sessions. Missions are part of Campaigns. Campaigns are part of Operations. Operations are part of Theaters of Operation.

THEATER OF OPERATIONS

Historically, the Allies broke the war up into regional theaters, with separate command structures for each designated theater of operations. In WW2H, we also break down the war along these same lines. For each theater of operations, we will publish a Theater Guide that details the topography of the region, provides additional information on such things as vehicles, weapons, and NPCs. In addition, the Theater Guides will include a timeline of historical events and battles, with breakdowns on key operations and engagements. This





information can help would-be gamemasters in designing their own missions or running missions that we publish.

The first published mission will be Omaha Beach.

The first Theater Guide covers the European Theater of Operations (ETO) Theater Guide and is incorporated into this manual. The ETO covers Western Europe and the timeline from the Normandy Invasion through the fall of Germany. Theater guides for North Africa & Italy, Eastern Europe and the Pacific will be published separately.

OPERATIONS

In WW2H, we use Operations to group related campaigns within a specific theater of operations. We may at some point publish Operations Guides, but currently they are only used for organizational purposes. Each Operation corresponds to historical operation, such as Operation Overlord, Operation Anvil and Operation Market Garden.

CAMPAIGNS

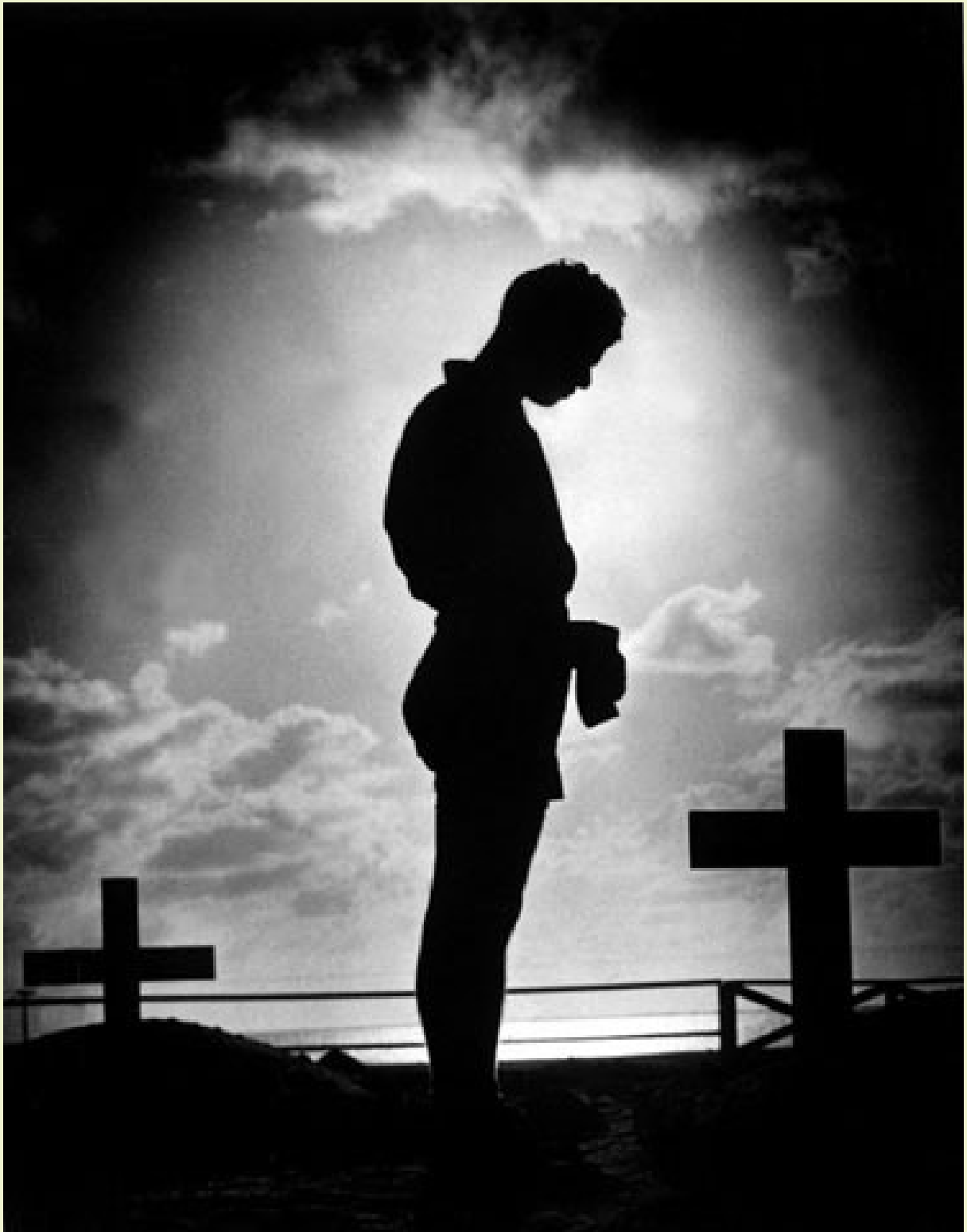
Campaigns are groups of linked missions with a common set of goals and objectives within a specific Operation. For example, within Operation Overlord, we have plans for campaigns covering D-Day, The Bocage, Carentan, Cherbourg, Caen, and Breakout of Normandy.

Within each campaign there will be one or more missions. The outcome of one mission can affect other missions within a campaign, which can affect other campaigns, etc.

Within the D-Day campaign, we have plans for the following missions and more in the works:

- **Omaha Beach (29th Infantry)**
- **Guns of Pointe de Hoc (Ranger Battalions)**
- **Ste. Mere-Eglise. (82nd Airborne)**
- **Battle for the Causeways (101st Airborne)**





GAMEMASTERING





NPCS





NPC	Level	CR	HD	HP	MAS	Init	Def	Def Flat	BAB	GRAP	Attack Un	Attack Mel	Attack Ran	Fortitude Save	Reflex Save	Will Save	Str	Dex	Con	Int	Wis	Cha	Gut	Dis	Lead	Feats and Qualifications
Civilian																										
Low-level Civilian	1	1/4	1d4	4	11	+0	10	10	+0	+1	1	1	+0	+0	+0	+0	12	10	11	12	10	12	8	8	8	
Partisan																										
Rookie	1	1/2	1d8 + 2	10	13	+1	12	11	+0	+2	+2	+2	+1	+2	+2	+1	14	13	13	11	10	8	9	9	8	Rifle
Veteran	5	2	5d8 + 10	50	14	+1	13	12	+2	+4	+4	+4	+3	+4	+3	+2	14	13	14	11	10	8	9	10	9	Rifle and Submachine gun
Elite	10	5	10d8 + 20	100	14	+1	15	14	+4	+6	+6	+6	+5	+6	+5	+4	15	13	14	11	10	8	9	11	10	Rifle, SMG and pistol
US Army Infantry																										
Rookie	1	1/2	1d10 + 1	11	13	+2	14	12	+1	+3	+3	+3	+3	+2	+3	+1	15	15	13	12	10	8	11	10	9	Bayonet, rifle, hand grenade
Veteran	5	2	5d10 + 10	60	14	+2	15	13	+4	+6	+6	+6	+6	+5	+4	+3	15	15	14	12	10	8	11	11	10	Bayonet, rifle, hand grenade
Elite	10	5	10d10 + 20	120	14	+3	19	16	+7	+9	+9	+9	+10	+8	+7	+6	15	16	14	12	10	8	11	12	12	Bayonet, rifle, SMG, hand grenade
US Army Airborne																										
Rookie	1	1/2	1d12 + 2	14	15	+2	14	12	+2	+3	+3	+3	+4	+3	+3	+1	13	15	15	12	10	8	12	13	10	Bayonet, rifle, SMG, hand grenade
Veteran	5	2	5d12 + 10	70	15	+3	17	14	+6	+7	+7	+7	+9	+5	+6	+2	13	16	15	12	10	8	12	13	12	Bayonet, rifle, SMG, hand grenade
Elite	10	5	10d12 + 30	150	16	+3	21	18	+11	+12	+12	+12	+14	+9	+9	+4	13	16	16	12	10	8	12	13	14	Bayonet, rifle, SMG, hand grenade
US Army Rangers																										
Rookie	1	1/2	1d12 + 2	14	15	+2	15	13	+2	+4	+4	+4	+3	+3	+2	+1	15	13	15	13	10	8	12	13	10	Bayonet, rifle, SMG, hand grenade
Veteran	5	2	5d12 + 10	70	15	+3	16	13	+5	+8	+8	+8	+6	+4	+4	+3	16	13	15	13	10	8	12	13	12	Bayonet, rifle, SMG, hand grenade

NON PLAYER CHARACTERS





NON PLAYER CHARACTERS

Elite	10	5	10d12 + 30	150	16	+3	25	22	+9	+12	+12	+10	+7	+7	+6	13	16	13	10	8	12	13	14	Bayonet, rifle, SMG, hand grenade
British Army																								
Rookie	1	1/2	1d10 + 2	12	14	+1	13	12	+1	+2	+2	+2	+3	+2	+1	13	12	14	10	8	11	11	9	Bayonet, rifle, hand grenade
Veteran	5	2	5d10 + 10	60	14	+1	14	13	+4	+6	+6	+5	+5	+3	+3	14	13	14	10	8	11	12	10	Bayonet, rifle, hand grenade
Elite	10	5	10d10 + 20	120	14	+2	18	16	+7	+9	+9	+9	+8	+6	+6	15	14	14	10	8	11	13	12	Bayonet, rifle, SMG, hand grenade
German Wehrmacht																								
Conscripts	1	1/3	1d8	8	11	+0	11	11	+0	+1	+1	+0	+0	+0	-1	12	11	11	9	8	9	6	6	Bayonet, rifle, hand grenade
Rookie	1	1/2	1d10 + 2	12	14	+1	13	12	+1	+2	+2	+2	+3	+3	+1	12	14	14	13	11	9	8	8	Bayonet, rifle, hand grenade
Veteran	5	2	5d10 + 10	60	15	+2	16	14	+5	+6	+6	+7	+5	+5	+2	13	15	15	13	11	9	10	10	Bayonet, rifle, hand grenade
Elite	10	5	10d10 + 20	120	15	+2	19	17	+8	+10	+10	+10	+8	+8	+4	14	15	15	13	11	9	12	12	Bayonet, rifle, SMG, hand grenade
German Waffen SS																								
Rookie	1	1/2	1d12 + 2	14	15	+2	15	13	+2	+4	+4	+4	+3	+3	+1	15	15	15	13	10	6	15	14	Bayonet, rifle, SMG, hand grenade
Veteran	5	2	5d12 + 15	75	16	+3	16	13	+6	+9	+9	+9	+5	+6	+3	16	16	16	13	10	6	15	15	Bayonet, rifle, SMG, hand grenade
Elite	10	5	10d12 + 30	150	16	+3	25	22	+10	+13	+13	+13	+7	+9	+6	16	16	16	13	10	6	15	16	Bayonet, rifle, SMG, hand grenade
Specializations																								
Rifleman																								Rifle Expert
Submachine Gunner																								Submachine Gun Expert
Assault Rifleman																								Autofire Expert
Machine Gunner																								Machine Gun Expert, Autofire Expert
Mortar Crew																								Mortar Expert





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