T R U E   V I C T O R Y

A True20 Conversion of V for Victory

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WORD OF WARNING

This document is meant to be used with both the *True20* core rulebook and issue #156 of *Polyhedron Magazine*, not as a stand-alone game. For missing information about various things not explained in this document please refer to *Polyhedron #156* or the *True20* core rulebook.

When it comes to conflicts with *Polyhedron* rules and *True20* rules, the *True20* rules over-rule those in *Polyhedron*, and rules presented in here supersede all others.

Also, when it comes to normal D20 damage dice (2d6, 4d6, etc), follow the D20 -> True20 conversion in the back of the *True20* core rulebook.

NOTE: I must confess that this material has not be through a playtest, it is just some notes I have written up. So before you play it, give it a good read through beforehand.

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RULES IN PLAY

What follows are those rules that are used in True Victory games.

Campaign Option: Gritty or Cinematic?

Do you want the campaign to be realistic and gritty? Or more cinematic like in Hollywood movies?

• **Gritty Option:** If you prefer the campaign to be more gritty and realistic, there is no Toughness save escalation.

• **Cinematic Option:** If you want a more cinematic feel to the campaign, use this option. This option makes the Toughness save scale with character level. The Toughness progression is indicated below.

Note: This Toughness progression does not apply to Ordinaries or Minions.

Character Level	Toughness Bonus
1	+0
2-3	+1
4-5	+2
6-7	+3
8-9	+4
10	+5

Level Limits

Just like in *Polyhedron*, True Victory limits the number of total character levels to 10.

Reloading Firearms

Reloading a firearm depends on the type of weapon being used. See the accompanying table.

Firearm	Reload Time
Bazooka	Two full-round actions
Pistols	One standard action
Revolvers	One full-round action
Machinegun, light	One standard action
Machinegun, heavy	Two full-round actions
Rifle, anti-rank	One full-round action
Rifle, bolt-action	One full-round action
Shotgun	One standard action
Submachinegun	One standard action

Wealth Scores

While not an actual rule, the Wealth scores in *True Victory* represents those non-issued commodity items like cigarettes, magazines, etc. and war trophies gained from battle that are used as a form of bartering. While the specifics of these items and their relative Wealth score need not be tracked, it is worth noting them.

CHARACTERS

This section will detail the information needed to create a character.

Core Abilities

As there are four new roles specifically for True Victory, there are no Core Abilities as presented in *True20*. Instead characters start out with a Pre-War Career (and it's benefits) and gain several Specialties during the campaign.

Pre-War Careers

Here are the Pre-War careers as found in *Polyhedron #156*. The Pre-War Career acts as the racial background as presented in *True20*.

Artist
• *Ability Adjustments:* +1 Wis, +1 Cha, -1 Str.
• *Talented:* Choose two skills from the following list: Craft (painting, photography, sculpting, or writing), Knowledge (art), Notice.
• *Career Ability:* Eye for Detail (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Cop
• *Ability Adjustments:* +1 Str, -1 Int, -1 Cha.
• *Talented:* Choose two skills from the following list: Knowledge (civics or streetwise), Search, Sense motive.
• *Career Ability:* Attack specialization (club).
• *Favored Feats:* Choose any two feats as Favored Feats.

Criminal
• *Ability Adjustments:* +1 Dex, - Int, -1 Wis.
• *Talented:* Choose two skills from the following list: Appraise, Disable device, Forgery, Sleight of hand, Stealth.
• *Career Ability:* Case the Joint (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Dilettante
• *Ability Adjustments:* None.
• *Talented:* Choose any two skills.
• *Career Ability:* Jack-of-All-Trades.
• *Favored Feats:* Choose any two feats as Favored Feats.

Doctor
• *Ability Adjustments:* +1 Int, -1 Cha.
• *Talented:* Choose two skills from the following list: Knowledge (?), Medicine, Notice.
• *Career Ability:* Healing Touch (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Factory Worker
• *Ability Adjustments:* +1 Con, -1 Wis.
• *Talented:* Choose two skills from the following list: Acrobatics, Intimidate, Operate heavy machinery.
• *Career Ability:* Proletarian Spirit (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Horseman
• *Ability Adjustments:* +1 Dex, -1 Wis, -1 Cha.

• *Talented:* Choose two skills from the following list: Handle animal, Ride.
• *Career Ability:* Mounted Combat (as Vehicular Combat, but while riding animals).
• *Favored Feats:* Choose any two feats as Favored Feats.

Journalist
• *Ability Adjustments:* +1 Int, +1 Cha, -1 Str.
• *Talented:* Choose two skills from the following list: Bluff, Gather information, Research.
• *Career Ability:* Nose for News (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Laborer
• *Ability Adjustments:* +1 Str, -1 Int, -1 Cha.
• *Talented:* Choose two skills from the following list: Climb, Swim.
• *Career Ability:* Feat of Strength (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Peasant
• *Ability Adjustments:* +1 Con, -1 Wis.
• *Talented:* Choose two skills from the following list: Bluff, Handle animal, Stealth.
• *Career Ability:* Cache (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Performer
• *Ability Adjustments:* +1 Cha, -1 Int.
• *Talented:* Choose two skills from the following list: Perform (any), Bluff, Disguise, Escape artist, Read lips, Sleight of hand.
• *Career Ability:* Distract (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Politician
• *Ability Adjustments:* +1 Cha, -1 Int.
• *Talented:* Choose two skills from the following list: Bluff, Diplomacy, Knowledge (local).
• *Career Ability:* Friends in High Places (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Priest
• *Ability Adjustments:* +1 Wis, +1 Cha, -1 Str.
• *Talented:* Choose two skills from the following list: Diplomacy, Knowledge (theology and philosophy), Sense motive.
• *Career Ability:* Calm (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Private Investigator
• *Ability Adjustments:* +1 Int, -1 Con.
• *Talented:* Choose two skills from the following list: Bluff, Craft (photography), Gather information.
• *Career Ability:* Tough.
• *Favored Feats:* Choose any two feats as Favored Feats.

Professional
• *Ability Adjustments:* +1 Int, -1 Cha.
• *Talented:* Choose two skills from the following list: Knowledge (accounting, architecture, civics, engineering),

Research, Speak other language.
• *Career Ability:* Work the System (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Revolutionary
• *Ability Adjustments:* +1 Cha, -1 Wis.
• *Talented:* Choose two skills from the following list: Demolitions, Gather information, Sense motive.
• *Career Ability:* Inspire.
• *Favored Feats:* Choose any two feats as Favored Feats.

Sailor
• *Ability Adjustments:* +1 Str, -1 Con.
• *Talented:* Choose two skills from the following list: Profession (sailor), Speak other language, Swim.
• *Career Ability:* Attack specialization (unarmed).
• *Favored Feats:* Choose any two feats as Favored Feats.

Scientist
• *Ability Adjustments:* +1 Int, +1 Wis, -1 Str.
• *Talented:* Choose two skills from the following list: Knowledge (anthropology, archeology, astronomy, biology, chemistry, geology, mathematics, meteorology, physics), Research.
• *Career Ability:* The Big Picture (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Soldier
• *Ability Adjustments:* +1 Dex, +1 Int, -1 Cha.
• *Talented:* Choose two skills from the following list: Climb, Notice, Search.
• *Career Ability:* Improved initiative.
• *Favored Feats:* Choose any two feats as Favored Feats.

Student
• *Ability Adjustments:* +1 Int, -1 Wis.
• *Talented:* Choose two skills from the following list: Craft (any), Knowledge (any), Speak other language.
• *Career Ability:* The Dog ate my Three-day Pass (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Teacher
• *Ability Adjustments:* +1 Int, +1 Cha, -1 Str.
• *Talented:* Choose two skills from the following list: Knowledge (any two), Language.
• *Career Ability:* Tell me why (see *Polyhedron #156* for details).
• *Favored Feats:* Choose any two feats as Favored Feats.

Basic Training
Unlike in normal *True20*, True Victory has four roles to choose from, each representing a different aspect of basic training. These roles are: Combat training, Intelligence training, Leadership training, and Recon training.

Combat Training
• *Combat Progression:* Good (as Warrior).
• *Saving Throws:* Good Fortitude, Poor Reflex and Will.
• *Skills:* At 1st-level starts with (4 + Int modifier) skills each at rank 4. Gains (4 + Int modifier) in skill points per level.
• *Feats:* Starts with Firearms Training (rifles), Martial Weapons Proficiency, Simple weapons, and Thrown Weapons.
• *Reputation:* Poor (as Warrior).

Intelligence Training
• *Combat Progression:* Poor (as Adept).
• *Saving Throws:* Good Will, Poor Fortitude and Reflex.
• *Skills:* At 1st-level starts with (8 + Int modifier) skills each at rank 4. Gains (8 + Int modifier) in skill points per level.
• *Feats:* Starts with Firearms Training (pistols) and Simple Weapons.
• *Reputation:* Good (as Expert).

Leadership Training
• *Combat Progression:* Medium (as Expert).
• *Saving Throws:* Good Will, Poor Fortitude and Reflex.
• *Skills:* At 1st-level starts with (6 + Int modifier) skills each at rank 4. Gains (6 + Int modifier) in skill points per level.
• *Feats:* Starts with Firearms Training (pistols), Firearms Training (rifles), Simple Weapons and Thrown Weapons.
• *Reputation:* Good (as Expert).

Recon Training
• *Combat Progression:* Medium (as Expert).
• *Saving Throws:* Good Reflex, Poor Fortitude and Will.
• *Skills:* At 1st-level starts with (4 + Int modifier) skills each at rank 4. Gains (4 + Int modifier) in skill points per level.
• *Feats:* Starts with Firearms Training (submachineguns), Martial Weapons Proficiency, Simple weapons, and Thrown Weapons.
• *Reputation:* Poor (as Warrior).

Specialties
These are free feats that represent the specialized training one gets during their experiences. Specialties are bonus feats that are gained, for free, at 1st-, 4th-, and 10th-level.

Specialty Training	Bonus Feat
• Airborne Training	• Jump Training
• Arctic Warfare	• Favored Terrain (arctic)
• Amphibious Assault	• Skill Focus (swim)
• Cryptography	• Skill Focus (decipher script)
• City Warfare	• Block Fighter
• Close Combat	• All-out Attack
• Combat Medicine	• Skill Focus (medicine)
• Combat Engineering	• Skill Focus (demolitions)
• Communications	• Alertness
• Discipline	• Iron Will
• Espionage	• Skill Focus (disguise)
• Jungle Warfare	• Favored Terrain (jungle)
• Interpretation	• Linguist
• Interrogation	• Skill Focus (intimidate)
• Mounted Warfare	• Saddle Shot
• Mountain Warfare	• Favored Terrain (mountain)
• Night Fighting	• Blind-fight
• Partisan Warfare	• Skill Focus (stealth)
• Scouting	• Track
• Sniping	• Precise Shot
• Special Weapons	• Firearms Training (machinegun) or Exotic Weapon Proficiency (anti-tank or flamethrower)
• Tactics	• Skill Focus (knowledge [tactics])
• Training	• Skill Focus

SKILLS AND FEATS

Skills in Play
Here is a list of *True20* skills used in True Victory.

• Acrobatics (Dex)
• Bluff (Cha)
• Climb (Str)
• Craft (Int)
• Diplomacy (Cha)
• Disable Device (Int; Trained Only)
• Disguise (Cha)
• Escape Artist (Dex)
• Gather Information (Cha)
• Handle Animal (Cha; Trained Only)
• Intimidate (Cha)
• Knowledge (Int; Trained Only)
• Medicine (Wis)
• Notice (Wis)
• Ride (Dex)
• Sense Motive (Wis)
• Sleight of Hand (Dex)
• Stealth (Dex)
• Swim (Wis)
• Survival (Wis)

New Skills
Here is a list of new skills in True Victory, found in *Polyhedron*.

• Command (Cha)
• Logistics (Int)
• Operate Heavy Machinery (Dex; Trained Only)
• Read Lips (Int; Trained Only)
• Research (Int)

• Decipher Script (Int; Trained Only)
You know how to decipher unfamiliar languages and cryptic messages.

• *Check:* You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.
If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)
Both the Decipher Script check and (if necessary) the Wisdom check are made secretly, so that you can't tell whether the conclusion you draw is true or false.
• *Try Again:* No.
• *Action:* Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

• Read Lips (Int; Trained Only)
You know how to tell what someone is saying by reading their lips.

• *Check:* The character must be within 30 feet of the speaker and be able to see her speak. The character must be able to understand the speaker's language. (Use of this skill is language-dependent.) The base DC is 15, and it is higher for complex speech or an inarticulate speaker. The character has to concentrate on reading lips for a full minute before making the skill check, and the character can't perform some other action during this minute. The character can move at half speed but not any faster, and the character must maintain a line of sight to the lips being read. If the check succeeds, the character can understand the general content of a minute's worth of speaking, but the character usually still misses certain details.
If the check fails, the character can't read the speaker's lips. If the check fails by 5 or more, the character draws some incorrect conclusion about the speech.
The Narrator rolls the character's check so the character don't know whether the character succeeded or missed by 5.
• *Try Again:* The skill can be used once per minute.

Old and Banned Skills
Here are some notes on old skills with new uses and those skills that are not available.

Skills with New Uses
• **Craft (demolitions) (Int; Trained Only)**
This skill functions like the Demolitions skills as in *Polyhedron*.

• **Language (Int)**
The Language skill functions like the Speak Other Language skill as in *Polyhedron*.

Banned Skills
• Computers
• Knowledge (supernatural)

New Feats
• **Thrown Weapons (General)**
You know how to use thrown weapons.
• *Benefit:* You are proficient with all thrown weapons, including grenades.
• *Special:* Without this feat you suffer a -4 penalty to attack rolls with thrown weapons.

Modified and Banned Feats
Here is a list of feats, both in *True20* and *Polyhedron*, that have been altered or do not fit into True Victory.

True20 Feats
• Animal Empathy (banned)
• Armor Training (banned)
• Firearms Training (see below)
• Exotic Weapon Training (this covers Anti-tank Weapons, Flamethrower, Mortars)
• Shield Training (banned)
• Two-Weapon Defense (banned)
• Two-Weapon Fighting (banned)
• Vehicular Combat (this also covers combat done while on a mount)

Adept
• Empower (banned)
• Erase Signature (banned)
• Familiar (banned)
• Imbue Item (banned)
• Mind Over Body (banned)
• Quicken Power (banned)
• Shield Penetration (banned)
• Subtle Power (banned)
• Supernatural Focus (banned)
• Supernatural Talent (banned)
• Widen Power (banned)

Expert
• Deflect Arrows (banned)

Warrior
• Rage (banned)
• Weapon Bind (banned)
• Weapon Break (banned)

Polyhedron Feats
• Cross Training (replaced by Skill Training)
• Linguist (replaced by Skill Focus [languages])
• Saddle Shot (replaced by Vehicular Combat)
• Tough as Nails (banned)
• Weapon Familiarity (banned)

Firearm Feats
Unlike *True20*, True Victory has a different set of firearm proficiency feats. The firearm feat is now multiple feats covering: Machineguns, Pistols, Rifles (this includes shotguns), and Submachineguns.

EQUIPMENT

Equipment Packages
Starting characters can choose one of the following equipment packages, subject to Narrator approval.

• **Infantryman:** Rifle, Bayonet, Fragmentation grenades (x3), Smoke grenade (x1), Helmet, Backpack, Entrenching tool, and One week's rations. Infantryman with appropriate skills may substitute a light machinegun or flamethrower for their rifles. Sniper specialists may have a sniper's rifle and telescopic sight.
• **Non-Commissioned Officer:** As infantryman, but may substitute a submachinegun for the rifle.
• **Officer:** As non-commissioned officer, plus pistol and binoculars. Helmet optional.
• **Partisan:** Rifle, Fragmentation grenade (x1), Rucksack, One day's rations.
• **Resistance Fighter:** Pistol or rifle, Molotov cocktail (x1).
• **Spy:** Pistol, Forged ID papers, Microcamera, Foreign currency.
• **Cavalry:** Cavalry saber or lance, Fragmentation grenades (x3), Carbine or submachinegun, Saddle, Light warhorse, One week's rations. Helmet optional.

Helmets
While helmets are not effective at stopping bullets, they did help against artillery barrages and grenades, offering a +2 equipment bonus to Reflex saves against such attacks.

Weapons
Unlike in the *Polyhedron* issue, True Victory doesn't have a list of real-world weapons, but a generic listing of weapons that covers all these items.

Firearms
Pistols: Pistols are handguns with a semiautomatic actions and internal magazines in the pistol-grip. Light pistols are those that are chambered for calibers of 9mm or lower, while heavy pistols are chambered for higher calibers.
Revolvers: Revolvers are handguns with a rotating-chamber where the bullets are held. As the weapon is fired the chamber rotates, bringing a new bullet in-line with the barrel. Most revolvers have six-rounds chambers, with light revolvers using 9mm calibers or smaller, and heavy revolvers using bigger calibers.
Machinegun, light: A light machinegun is an automatic weapon capable of short, sustained automatic fire. Light machineguns are those that can be used by infantry without support.
Setting up a machinegun on a tripod takes one full-round action. Firing a machinegun without support will receive a -2 penalty to all attack rolls.
Examples of light machineguns are the US BAR, British Bren Gun, Browning M1917, and German MG34 and 42.
Rifle, automatic: The only known automatic rifle that is workable and combat-ready is the Sturmgewehr 44.
Rifle, bolt-action: This is a full-size rifle that has a manually operated bolt-action. Most bolt-action rifles have five rounds magazines, but the British Lee-Enfield No. 4 had ten rounds. Rifles used by snipers are almost always the best, accurate bolt-action rifles, receiving a +1 to attack rolls. Most are also equipped with telescopic sights as well.
Rifle, carbine: This is a shortened rifle designed to be used in tight quarters or by units that do not need a rifle, but need a weapon more powerful then a pistol. The Lee-Enfield No. 5 and the US M1 Carbine are examples of this type of weapon.
Rifle, semiautomatic: This is a rifle that has a semiautomatic action that allows the wielder to fire one shot per pull of the trigger. Examples of this type of weapon are the US M1 Garand, the German Gewehr 43, and the Tokarev SVT40. Some snipers also used semiautomatic rifles as well, but unlike bolt-action rifles, they do not receive an attack bonus.
Shotgun: Shotguns are rifles designed to fire a spreading shot of pellets, and are good in close-quarters combat.
See *True20* core rulebook for further information.
Submachinegun: Submachineguns are short automatic rifles that try to re-create the automatic fire of machineguns into a rifle-size weapon. Examples of this type of weapon is the US M1 Thompson, the British Sten Mark 2, MP38/40, and PPSh.

Grenades
Mines: Mines are explosives that explode when anything steps on them. Mines come in type types, anti-personnel and anti-vehicle. Anti-personnel cannot harm a tank, nor can an anti-vehicle mine be detonated by anything lighter then a light vehicle.
Molotov Cocktail: This improvised grenade-like weapon is a glass container filled with a flammable liquid and stuffed with a rag, which is lit when thrown. Anyone within the radius of the impact point must make a Reflex save (DC15) or catch fire.

Heavy Weapons
Bazooka: Bazookas are man-portable, shoulder-fired launchers that fire a rocket-propelled explosive used in an anti-tank role. Anyone within 10 ft. of the impact point must make a Reflex save (DC18) or suffer damage. Those that succeed at the save suffer only half damage.
Flamethrower: A flamethrower is a terrifying weapon. It is composed of a backpack with the fuel tanks and the rifle-like weapon attached by a hose. Most are ignited with either an electric spark or by blank cartridges.
Anyone using a flamethrower without the weapon proficiency feat will catch themselves on fire if they roll a natural 1 during an attack roll.
See *True20* core rulebook for further information.

Machinegun, heavy: Heavy machineguns are the larger cousins of the light machinegun, and if often chambered for .50 caliber cartridges or larger, most seen on tripod mounts or on vehicles.

Setting up a machinegun on a tripod takes one full-round action. Firing a machinegun without support will receive a -2 penalty to all attack rolls.

The prime example of a heavy machinegun is the US M2HB.

Mortars: Mortars are launchers that fire explosives shells in high-ballistic arcs. Light mortars are man-portable and crewed by three infantrymen, while heavy mortars are far heavier and were towed.

Mortars use fragmentation and smoke grenades as their explosives. Light mortars do normal fragmentation damage, while heavy mortars do +8 damage with a 60 ft. radius.

Rifle, anti-tank: The anti-tank rifle was a large caliber rifle designed to punch through the armor of lightly armored tanks and vehicles.

Melee Weapons

Cavalry Saber: While the mounted cavalry charge was gone, some cavalry units still used their sabers in combat.

Cavalry Lance: Just like the cavalry saber, the lance has been regulated to ceremonial use, but did see combat on the rare occasion. Cavalry lances receive a +3 bonus to damage with a mounted charge attack or setup against a charging attack.

Entrenching Tool: An entrenching tool is a small shovel with sharpened edges and was found to be more useful in close-quarters then a rifle and bayonet.

Pistol-whip: Pistols can be used as an improvised club in melee combat.

Rifle Butt: Rifles can be used as an improvised club in melee combat.

Bayonet: The bayonet is a knife that can either be fixed to a rifle or used as a normal knife. Shooting a rifle with an attached bayonet receives a -1 penalty to attack rolls.

Firearms

Weapon	Damage	Critical	Descriptor	Range Inc.	Capacity	Size	Cost
Pistol, heavy	+4	20/+3	Ballistic	30 ft.	7	Medium	18
Pistol, light	+3	20/+3	Ballistic	20 ft.	9	Small	16
Revolver, heavy	+4	20/+3	Ballistic	40 ft.	6	Small	17
Revolver, light	+3	20/+3	Ballistic	30 ft.	6	Medium	15
Machinegun, light*	+6	20/+3	Ballistic, Autofire	100 ft.	20	Large	21
Rifle, automatic	+4	20/+3	Ballistic, Autofire	50 ft.	30	Large	16
Rifle, bolt-action*	+5	20/+3	Ballistic	150 ft.	5	Large	14
Rifle, carbine	+4	20/+3	Ballistic	40 ft.	15	Medium	13
Rifle, semiautomatic	+5	20/+3	Ballistic	100 ft.	10	Large	15
Shotgun	+5/+6*	20/+3	Ballistic	40 ft.	8	Large	15
Submachinegun	+4	20/+3	Ballistic, Autofire	40 ft.	30	Medium	19

* See weapon description for details.

Explosive

Explosive	Effect	Radius	Ref. Save	Size	Cost
Mine, heavy*	+10 explosive damage	20 ft.	20	Medium	17
Mine, light*	+6 explosive damage	10 ft.	18	Medium	16
Molotov cocktail*	+5 fire damage	10 ft.	15	Small	12

Heavy Weapons

Weapon	Damage	Critical	Descriptor	Range Inc.	Capacity	Size	Cost
Bazooka*	+10	-	Explosive	100 ft.	1	Large	15
Flamethrower*	+6	-	Fire	-	10	Large	17
Machinegun, heavy*	+8	20/+4	Ballistic, Autofire	200 ft.	100	Huge	24
Mortar, heavy*	-	-	-	300 ft.	1	Huge	20
Mortar, light*	-	-	-	200 ft.	1	Large	18

Melee Weapons

Weapon	Damage	Critical	Descriptor	Range Inc.	Size	Cost
Bayonet (held)*	+1	19-20/+3	Piercing	10 ft.	Tiny	7
Bayonet (fixed)*	+3	20/+3	Piercing	-	Large	-
Cavalry lance*	+3	19-20/+4	Piercing	-	Large	6
Cavalry saber	+3	19-20/+3	Slashing	-	Medium	11
Entrenching tool	+2	20/+4	Bludgeoning or Slashing	-	Medium	8
Pistol-whip	+1	20/+3	Bludgeoning	-	Small	-
Rifle butt	+2	20/+3	Bludgeoning	-	Large	-

* See weapon description for details.

COMBAT

Barrages and Shell Shock
• **Barrages** do explosion damage.
• **Shell Shock** conditions last for 3 rounds if the save fails by less then five points and for 3 minutes if the save failed by five or more.

Barrage Table

		Duration	
Intensity	**Short**	**Average**	**Long**
Light	+3 / 10	+5 / 13	+6 / 15
Medium	+4 / 12	+6 / 15	+10 / 17
Heavy	+6 / 15	+10 / 18	+12 / 20

Shell Shock Table

		Duration	
Intensity	**Short**	**Average**	**Long**
Light	Dazed / 10	Dazed / 13	Shaken / 15
Medium	Shaken / 12	Cowering / 15	Cowering / 17
Heavy	Frightened / 15	Frightened / 18	Panicked / 20

Cover and Concealment
As there is no armor in True Victory, the rules for Cover and Concealment are expanded on the table below.

Flamethrowers
Whenever a flamethrower operator is shot there is a chance that the fuel tanks are hit as well. The operator must make a Reflex save (DC 5) or have the tanks ignite, destroying the weapon and dealing +8 fire damage to the wielder and must make an immediate Reflex check (DC 15) to avoid taking damage again. In the round the weapon is removed, the operator must still make a Reflex save to avoid damage.

Semiautomatic Weapons
You can fire a semiautomatic weapon (including revolvers and pistols) in rapid succession as a full-round action. Each attack suffers a -2 penalty to the attacks roll.
The following weapons can be used with this combat action: Pistols, Revolvers, Semiautomatic rifles, Carbine rifles, Automatic rifles, Machineguns, and Submachineguns.

Cover and Concealment Table

Degree of Cover	Example	Defense Bonus	Save Bonus*
10%	Behind open wooden fence	+3	+1
20%	Behind low wall	+4	+2
30%	Prone in shallow foxhole	+5	+3
40%	Standing at window, behind small tree	+6	+4
50%	Behind a high wall, prone in a foxhole	+7	+5
60%	Inside a trench, behind a large tree	+8	+6
70%	Inside a log bunker	+9	+7
80%	Inside a stone or brick bunker	+10	+8
90%	Inside a reinforced concrete bunker	+11	+9**
100%	Underground or behind solid objects	—	+10**

* Applies to Reflex saves and saves vs barrages.
** Half damage if save failed; no damage if successful.

ALLIES AND ENEMIES

What follows is a list of sample characters and a sample squad and their officer.

Note: These sample characters do not have any Pre-War Careers, leaving them blank for the Narrator to decide.

Sample Grunts

1st-level Grunt
Speed: 30 ft.
Abilities: Str +1, Dex +1, Con +1, Int -1, Wis -1, Cha -1.

Skills: Intimidate 4 (+3), Notice 4 (+3), Stealth 4 (+5).
Feats: All-out attack*, Attack focus (rifle), Dodge focus, Firearms training (rifles)*, Grenadier, Martial weapons proficiency*, Simple weapons*, Thrown weapons*. * Bonus feats.

Combat: +1 base; melee +2, ranged +2, rifle +3.
Damage: +1 unarmed, +5 rifle, +4 fixed bayonet, +5 grenade.
Defense: +1 base; dodge 13, parry 12.
Initiative: +1.
Saving Throws: Toughness +1; Fort. +3; Ref. +1; Will -1.

Specialties: Close Combat.
Reputation: +0.
Equipment: Rifle, Fragmentation grenades (2), Bayonet, Helmet.

2nd-level Grunt
Speed: 30 ft.
Abilities: Str +1, Dex +1, Con +1, Int -1, Wis -1, Cha -1.

Skills: Intimidate 5 (+4), Notice 5 (+4), Stealth 5 (+6).
Feats: All-out attack*, Attack focus (rifle), Dodge focus, Firearms training (rifles)*, Grenadier, Martial weapons proficiency*, Simple weapons*, Thrown weapons*, Quick draw. * Bonus feats.

Combat: +2 base; melee +3, ranged +3, rifle +4.
Damage: +1 unarmed, +5 rifle, +4 fixed bayonet, +5 grenade.
Defense: +2 base; dodge 14, parry 13.
Initiative: +1.
Saving Throws: Toughness +1; Fort. +4; Ref. +1; Will -1.

Specialties: Close Combat.
Reputation: +0.
Equipment: Rifle, Fragmentation grenades (2), Bayonet, Helmet.

Sample Squadleader
3rd-level Recon
Speed: 30 ft.
Abilities: Str +2, Dex +2, Con +2, Int -1, Wis +0, Cha +1.

Skills: Climb 3 (+5), Command 6 (+7), Gather information 4 (+5), Notice 5 (+5), Stealth 4 (+6).
Feats: Attack focus (submachinegun), Dodge focus, Firearms training (submachineguns)*, Iron will*, Martial weapons*, Promotion 2, Skill training, Simple weapons*, Thrown weapons*, Tough. * Bonus feats. 2

Combat: +2 base; melee +4, ranged +4, submachinegun +5.
Damage: +2 unarmed, +4 submachinegun.
Defense: +2 base; dodge 15, parry 14.
Initiative: +2.
Saving Throws: Toughness +3; Fort. +3; Ref. +5; Will +3.

Specialties: Discipline.
Reputation: +1.
Equipment: Submachinegun, Fragmentation grenade (x2), Knife, Helmet.

Sample Officer
6th-level Leadership
Speed: 30 ft.
Abilities: Str -1, Dex +0, Con +1, Int +1, Wis +2, Cha +2.

Skills: Bluff 9 (+11), Command 9 (+13), Diplomacy 9 (+11), Gather information 9 (+11), Intimidate 9 (+11), Knowledge (tactics) 9 (+12), Logistics 9 (+10), Notice 9 (+11), Sense motive 9 (+11).
Feats: Attack focus (pistol), Attack specialization (pistol), Defensive roll, Dodge focus, Firearms Training (pistols)*, Firearms Training (rifles)*, Gun in a knife-fight, Promotion 3, Simple Weapons*, Talented (command and knowledge [tactics]) and Thrown Weapons*. * Bonus feats.1

Combat: +4 base; melee +3, ranged +4, pistol +5.
Damage: -1 unarmed, +5 pistol.
Defense: +4 base; dodge 15, parry 13.
Initiative: +0.
Saving Throws: Toughness +2; Fort. +3; Ref. +2; Will +5.

Specialties: Tactics, City Warfare.
Reputation: +2.
Equipment: Heavy pistol, Binoculars. Helmet optional.