

Red Orchestra 2 + Rising Storm

By Anonymous



“We have fought during fifteen days for a single house with mortars, grenades, machine guns, and bayonets. Already by the third day fifty-four German corpses are strewn in the cellars, on the landings, and the staircases. The front is a corridor between burnt-out rooms; it is the thin ceiling between two floors. Help comes from neighbouring houses by fire escapes and chimneys. There is a ceaseless struggle from noon to night. From story to story, faces black with sweat, we bombard each other with grenades in the middle of explosions, clouds of dust and smoke, heaps of mortar, floods of blood, fragments of furniture and human beings. Ask any soldier what half an hour of hand-to-hand struggle means in such a fight. And imagine Stalingrad; eighty days and eighty nights of hand-to-hand struggles. The street is no longer measured by meters but by corpses...

Stalingrad is no longer a town. By day it is an enormous cloud of burning, blinding smoke; it is a vast furnace lit by the reflection of the flames. And when night arrives, one of those scorching, howling, bleeding nights, the dogs plunge into the Volga and swim desperately to gain the other bank. The nights of Stalingrad are a terror for them. Animals flee this hell; the hardest stones can not bear it for long; only men endure.”

Welcome to Stalingrad, soldier. One of the largest battles in human history is taking place here. Two million men will become casualties in one of the bloodiest battles in human history, one that will leave a formerly beautiful city a smoking ruin. Soon, every single building will become a fortress, and to seize even a single apartment shall become a siege.

Or maybe the brutality of the Battle of Stalingrad doesn't appeal to you. Perhaps you'd like to fight through the steaming jungles of the Pacific, where the tenacious resistance of the Japanese armed forces drags out simple amphibious operations into months of endless warfare, where night-time suicide attacks keep every man awake, and every bush hides a rifle. Though there are fewer soldiers here, the nature of warfare is no less intense or destructive.

Welcome to the acclaimed ~~PTSD simulator~~ first-person shooter, Red Orchestra 2 and its expansion Rising Storm! You get 1000 Combat Points. Spend them wisely.

Faction:

Any one of these may be a Drop-In, at your choice. Alternatively, you may have a history within the world. Either way, you're by default a fresh recruit sent into the war.

Wehrmacht: The Battle for Stalingrad. Now you must claim the city that bears the name of the Soviet tyrant, Joseph Stalin, and carve open the way to seize the rich oil reserves of the Caucasian mountains. This city is the lynchpin of the Wehrmacht's strategy in Southern Russia, and you will take this city or be buried here. Your time here begins on the 23rd of August 1942 as a fresh member of the Sixth Army, as the first German troops begin their attack into Spartanovka, beginning of the Battle of Stalingrad.

Red Army: For too long the Red Army has been in retreat. The Nazis have taken the Soviet Union by surprise, but no longer. You must hold them off until the might of the Soviet Union's inexhaustible manpower and vast factory-complexes grinds them down to paste. There is no land beyond the Volga. Your time here begins on the 23rd of August 1942 in the city of Stalingrad, as the first German troops begin their attack into Spartanovka, beginning of the Battle of Stalingrad.

United States Marine Corps or United States Army: Though the Japanese caught the US by surprise in Pearl Harbour, we all knew it was inevitable. FDR was taking a more and more aggressive strategy to contain Japanese expansion throughout Asia, from cutting off oil, to arming and sending volunteers to China. Still, the sneak-attack has finally galvanised public opinion to be pro-war at last. Your time here begins on the 8th of December 1941 in the city of Manila, as the first Japanese soldiers land off the coast of Luzon, beginning the Philippines Campaign.

Imperial Japanese Army or Special Naval Landing Forces: Japan was regrettably late to the world being carved up by the Great Powers. Its attempts to rectify this have resulted in nothing but complaints from the very powers that so eagerly carved up the world for themselves! And as if it couldn't get any worse, for all Japan helped in the Great War, it was forced to give up most of its conquests at the end. No more. Japan will be a great power, or it will not be at all. Your time here begins on the 8th of December 1941, as one of the first Japanese soldiers to land off the coast of Luzon, beginning the Philippines Campaign.

Age:

15+1d8. Don't worry, plenty of people lied about their age to enlist too.

Perks:

Discount one of every tier. Discounted 100CP perks are free.

Mat – Free all, fortunately not compulsory: You have an excellent grasp of profanity of any language you speak, enabling you to craft grammatically correct, but incredibly obscene, sentences about any subject matter of your choice.

Basic Training – 100: You finished a quite rushed yet still functional wartime training course. You have the basic skills and knowledge to survive well enough in a modern war, from the use of cover and concealment, to understanding suppression and even being capable of radio communications with higher command, assuming you can find such a radio.

Tank Killer – 100: Those behemoths of war are a thankfully rare sight. But when one does appear, they seem like an unstoppable steel juggernaut. You know this is nonsense. You are very familiar with the weak points of every armoured vehicle you come across. Every blind spot, every thin plate. This does not necessarily allow you to defeat them, but should you possess the means to harm it, you will find it much easier to damage it.

Steel Eardrums – 100: You know, these guns aren't really that loud after all. Sure, you can hear them from across the map, but firing them doesn't seem much louder than a car starting up, and even firing the indoors or standing next to a tank gun going off doesn't seem to knock your hearing out. You can listen to some of the loudest sounds known to man without any effect upon your hearing.

Stamina Resistance – 100: You must have had plenty of practice jogging. You can run 10% faster, run 10% longer, and get tired 30% slower. Handy not only for running across a battlefield, but also avoiding losing your breath after a quick jog.

Universal Weapons Competency – 200: You seem to have a knack for this kind of thing. You can pick up, operate, and maintain in working condition any weapon simple enough for a single, ordinary soldier even if you have never had any prior training at all with it.

Lightning Reflexes – 200: In war, the man who lives is the man who shoots first. Your reflexes have been honed to perfection, enabling you to make rapid, but extremely accurate, snap shots against any odd coloured patch or unexpected movement at the edge of your vision. Comes with the patience to wait hours for the opportunity too.

The HUD – 200: Keeping track of all these kinds of things on a battlefield is so difficult, wouldn't you say? Anyway, this HUD will keep track of the ammunition for any weapons you're carrying, which compass direction you're facing, a little minimap along with directions to any set objective, and a little figure of yourself that turns orange if you are injured in that spot, or bright red if you suffer a severe enough injury.

Ammo Distribution – 200: Come loaded for bear. This perk somehow seems to increase your ammunition load by 20%. Pack four magazines, pull five out of your pockets. Additionally, you can always somehow carry a spare belt of machine gun rounds. Handy for supplying your allies.

Weapon Upgrades – 400: The more you kill with a weapon, the better it seems to get. As you use any weapon, you find that it has a “level up” track that slowly increases its effectiveness. A dirty, banged up Mosin-Nagant you picked off a filthy street will slowly turn into a clean, freshly polished, factory-new rifle. Additionally, small additions will appear on it as it continues to upgrade. While it won’t radically change the nature of the weapon, it will be always useful to you, from a muzzle brake on a weapon with strong recoil, to enlarged magazines or even self-feeding on a machine gun, to simply a longer, sharper bayonet.

Squad/Team Leader – 400: You are a natural leader of men, possessing not only the charisma but the intelligence and skill to make effective snap decisions under stress. In addition, you may give any simple verbal order (such as “Advance to this position”, “Fall back here”, or “Fire at this point”) to any group you lead, and they will instantaneously receive it. Even if they could not hear it ordinarily and no matter the distance between you will prevent them from understanding the order. Finally, in future jumps, you may choose to be recognised as an up-and-coming junior officer of the country of your choice.

Steady Breathing – 400: By steadying your breathing and focusing, your eyes seem to “zoom in” to your target, similar to a natural 2x magnification scope. Additionally, your involuntary body movements nearly stop, making accurate long-ranged fire a breeze. Naturally, this does not work if you cannot breathe carefully, whether from panic or exhaustion.

Spawn Screen – 400: At your warehouse, or appropriate safe location, you can bring up a simple screen that will allow you to swap out any weapon you own for any other weapon at all. Additionally, you can view a handy screen tracking your achievements and, should you possess “Weapon Upgrades” progress until your next upgrade and ability to select which upgrades you have acquired you wish installed upon your weapon. As a final benefit, you may track any of your companions and watch their actions from this screen, at any time.

Hero – 600: Every war needs its war heroes, don’t you think? You are one of them now. You tire much slower, your nerves are steel and never be panicked by enemy fire, and for that matter, any shot you fire seems to panic your enemies far more efficiently than ever before, and finally, your presence on the battlefield inspires everyone nearby to greater acts of fearless heroism themselves. As a final benefit, you get free reign in this war and any next one to customize your own uniform or pick up any non-standard equipment.

Deadeye – 600: Some people are good shots. You, you are something special. You can castrate a man running five hundred metres away aided by nothing more than iron sights (and yes, this game does track fatal nut shots). You possess unparalleled self-control, able to selectively fire only when you would hit and never fall into the trap of firing wild. You have an almost instinctive grasp of bullet drop, able to know exactly how far away a man is and how much you need to adjust your shot. At this level, only the inherent inaccuracy of your weapon will let you miss an aimed shot. Finally, you have a peak human ability to control the recoil of any weapon you fire, making your long-ranged automatic fire vastly more accurate.

Tenno Heika Banzai! – 600: By screaming and brandishing a melee weapon of your choice while charging into combat, you seem to be surrounded by an aura of fear and courage. Your allies will find it easier to run into melee, even directly into the mouth of a machine gun, while your nearby enemies will find themselves so shaken that accurate aiming their weapons is nigh-impossible. Additionally, any allies will find themselves temporarily tougher, as they can shrug off ordinarily fatal or incapacitating wounds. Does not work on high calibre weapons, big enough explosives, or similar.

Battlefield Commission – 600: It would appear you are being watched. Any brave or gallant actions performed on behalf of any organisation while you are a legitimate member, or otherwise performing an impressive and improbable achievement, will be noticed no matter what, even if nobody else was around to observe it. Somehow, your peers will know. While ordinarily you would already be promoted faster, you can now “bank” this accumulated respect and “spend” it by walking up to a superior and declaring you are in command now, effectively taking over their role. Everyone shall treat you as if you have the right to lead the position you take via this perk. Jumping more ranks at once or into higher positions will require more internal respect. This does not protect against later demotions should you prove unsuited for your new position. This may be deactivated at will, should you desire privacy.

Items:

Equipment from the same faction is discounted. 100CP discounts are free once. To purchase an item a second time or the other listed option costs 50CP.

Basic Rifle Kit – 100: This contains one combat rifle, five clips, two grenades of the appropriate faction, and one combat uniform of the same faction. The free purchase grants you the weapon of your chosen faction, subsequent purchases give the weapon of another faction of your choice. They're all pretty much the same though. Ammunition and grenades respawns weekly, the rifle will respawn monthly. But don't worry, there'll be plenty of them lying around.

- The Wehrmacht gets the bolt-action Mauser Kar98k and the M24 Stielhandgranate.
- The Red Army gets the bolt-action Mosin-Nagant M91/30 and two Soviet F1 grenades.
- The USMC and US Army gets to choose between bolt-action Springfield M1903A1 or the semi-automatic M1 Garand, as well as receiving two Mk 2 grenades.
- The IJA and SNLF gets to choose between the bolt-action Arisaka Type 38 (6.5mm) and the Arisaka Type 99 (7.7mm) as well as two Type 91 grenades, which may easily be used as land mines.

Sidearms – 100:

- The Wehrmacht gets to choose between the P-38 and the Mauser C96. The Walther P-38 is an effective, if ordinary, 9mm pistol. The C96 has a rather odd clip feed design and the holster can be attached like a wooden stock to convert it into a carbine.
- The Red Army gets to choose between the TT-33 and the Nagant M1895. Due to a quirk in design, the Nagant M1895 is one of the only revolvers in the world capable of mounting a suppressor, although yours does not inherently come with one. The TT-33 is similar visually and in operation to the Browning M1911.
- The USMC and US Army gets the M1911A1 or the M1 Carbine. The old reliable M1911A1 Browning pistol remains one of the most distinctive looks around. The M1 Carbine on the other hand fires a .30 calibre round and, despite the name, is not related to the M1 Garand.
- The IJA and SNLF gets the Nambu Type 14. Guaranteed by jump-fiat not to discharge in your pocket, detonate the rounds in the magazine, or break the firing pin or springs during operation, at least, not any more than a normal pistol. That wouldn't be fun at all.

Commander – 100: All factions get a pair of binoculars, white smoke grenades, and coloured smoke grenades to mark targets. The Japanese additionally get a gunto.

Elite Rifle – 200:

- The Wehrmacht gets the G41(W). An experimental rifle issued in small numbers, it has the curious feature of its fixed magazine being reloaded from two five-round clips.
- The Red Army gets the SVT-40. Originally planned to be the standard-issue rifle of the Red Army, the beginning of the war caused a suspension in those plans in favour of restarting production of the vastly simpler MN91/30. Still, it remains in production and given to elite troops.
- The US Army and the USMC get the M1918A2 BAR, an automatic rifle with a twenty-round magazine. Designed for squad fire support but lighter than a true light machine gun, its small magazine size is its greatest drawback.

Machine Gun – 200:

- The Wehrmacht gets to choose between the MG-34 and the MG-42. The only major difference between the two is that the MG-42 is slightly lighter and fires at a blistering 1200 RPM as opposed to the MG-34's 800. Runs through ammunition and spare barrels quickly, but fortunately has a quick-change barrel function for this exact reason.
- The Red Army gets DP-27 LMG. Known as the "record player" for its unusual, disc-shaped magazine, it manages to spit out 550 RPM. Surprisingly easy to fire long-range sustained fire.
- The USMC and US Army gets the .30 cal M1919A6. Really a stopgap solution to the problem that emerged from the BAR being poorly-equipped for sustained fire, it is fairly large and heavy, though it does have a quick-change barrel feature and the heavy weight makes recoil slightly more manageable.
- The IJA and SNLF get to choose between the Type 96 and 99 machine guns. The Type 96 is visually similar to the Bren gun, with a curved "banana" magazine mounted above the machine gun. The Type 99 rifle is similar but adapted to fire the more powerful 7.7mm Arisaka round. Both can mount bayonets, if that's your fancy.

Assault – 200: Sub-machine guns here. They're short-ranged, fire a pistol cartridge, but can put up a fearsome volume of firepower, especially en masse.

- The Wehrmacht gets the MP40, a 9mm parabellum calibre sub-machine gun with a 32-round magazine.
- The Red Army gets to choose between the PPSH-41 or the PPS-42. The PPSH-41 "papasha" can fire 7.62mm Tokarev round accurately out to 150m and carries a rate of fire of around 900 RPM. The PPS-42 is a much-simplified design, vastly easier to mass-produce, with a lower rate of fire of around 700 RPM but is otherwise identical.
- The USMC and US Army gets the Thompson M1928A1 or the M12 Trench Gun. The Thompson is the famous "Tommy Gun" chambered in .45 ACP. The M12 Trench Gun is a shotgun.
- The IJA and SNLF get the Nambu Type 100. The Type 100 is a derivative of the First World War-vintage MP 18, which, despite firing the relatively-weak 8mm Nambu, has remarkably little recoil.

Marksman – 200: Semi-automatic or bolt-action rifles with a scope.

- The Wehrmacht gets to choose between the semi-automatic Kar-98k with a 4x telescopic sight and a semi-automatic G41(W) with a 2x telescopic sight.
- The Red Army gets to choose between the Mosin-Nagant M9130 with a 4x telescopic sight and the SVT-40 with a 2x telescopic sight.
- The USMC and US Army gets the M1903 Springfield with a 4x telescopic sight.
- The IJA and SNLF gets the Type 99 bolt-action rifle with a 4x telescopic sight.

Anti-Tank Package – 200: All factions get an anti-tank rifle and a pair of anti-tank grenades. Anti-tank rifles are very large calibre rifles that require being properly braced to fire safely. Unfortunately, they also require firing at specific weakpoints in armour to do any damage. The anti-tank grenade is much more reliable at destroying tanks, however requires getting within throwing range, or worse, outright attaching it to the tank.

- The Wehrmacht gets the 14.5mm semi-automatic PzB 748(r), a scavenged PTRS-1941, and two HHL3 AT-Grenades, with three magnets on the base allowing it to stick to any metal surface regardless of the angle. It is a shaped-charge grenade and as such can penetrate more than 140mm of armour.
- The Red Army gets the 14.5mm semi-automatic PTRS-1941 and two RPG-40 grenades. Unlike the German grenade, it does not have magnets or a shaped charge. What it does have, is lots of high-explosives and a contact fuse. Despite only being able to defeat 20mm of armour, the high explosive effect will easily produce fatal spalling inside the tank, as spall protection has yet to be invented.
- The USMC and US Army get a 0.55 cal semi-automatic Boys Anti-Tank Rifle and a pair of scavenged Type 99 mines.
- The IJA and SNLF get the 20mm semi-automatic Type 97 anti-tank rifle and the Type 99 mine, a flat anti-tank magnetic mine with a time-delay fuse.

Specialist Weapons – 300: This is where you get the unusual and experimental stuff.

- The Wehrmacht gets the MKB 42(H), the precursor to the StG-44 and the first assault rifle.
- The Red Army gets the selective fire AVT-40, a converted SVT-40 battle rifle. Mind the recoil.
- The USMC and US Army gets the M1 flamethrower, with a canister that allows thirty seconds of uninterrupted flaming. War crimes don't have to be fun, but this one sure is. As long as you can stand the screaming, it's the perfect weapon to flush determined enemies out of cover.
- The IJA and SNLF gets the Type 89 Grenade Discharger, a light "knee mortar" that can be operated by a single person and fire the Type 91 grenade or the Type 89 50mm shell out to 120m accurately and 670m maximum.

Bandages – 200: Two mysterious bandages. Wrap them around an injury and a wound that would kill in seconds suddenly stops bleeding and the affected body part regains function again. Does not mute the pain of the injury. Does not actually heal it either, only prevents it getting worse.

Satchel Charges – 200: Fortifications/barbed wire/walls/stationary tanks/objectives got you down? These two satchel charges will go a long way to fixing that. They are five kilograms of high explosive packed into a single metal box with a ten second fuse. Respawns weekly.

Ammunition Dump – 400: When you enter combat, this handy little ammunition dump seems to appear nearby. You always have a sense for where it is, and if you stand next to it you will discover all the ammunition for all of your weapons is miraculously restored, including grenades, satchel charges and anything else purchased here. The only downside is, it likes to appear somewhere inconvenient, and anyone who stands next to it is similarly restocked, friend or foe.

A Goddamn Tank – 400/600: You have a light tank now. It comes with its own rudimentary crew which you may replace any member. For an extra 200CP, this may be upgraded to a medium tank.

- The Wehrmacht gets the PzKpfw III light tank or the PzKpfw IV G medium.
- The Red Army gets the T-70 light tank or the T-34/76 medium.
- The USMC and US Army gets the M3 Stuart light tank or the M4 Sherman medium.
- The IJA and SNLF gets the Type 98 Ke-Ni light tank or the Type 3 Chi-Nu medium.

Radio – 600: This big, bulky WW2-vintage radio set always seems to be somewhere nearby when you need it. If you know the radio code, you can call a reconnaissance plane from somewhere else, and if you have a HUD anything it spots will be marked on your map, or otherwise concentrations of enemy troops will be reported back to you. Additionally, every five-ten minutes, you may call a light barrage of mortars, heavy artillery barrage, or extremely first-but-short barrage of rocket artillery into any one location on the same battlefield as you. Finally, once per year, you can call in an instant “respawn” for any and all dead companions or followers, who appear right next to you (as space allows, otherwise as close as possible).

Companions:

A Team of Heroes – 400: Six companions. Each with 400CP to spend in the jump, getting all discounts and free purchases as natural. They may be imported or created anew.

The Squad/Platoon – 100/300: You get one full historically-accurate squad of followers from 1942 or thereabouts. They are completely loyal to you and if any die, a replacement will be shipped in from elsewhere in a week. If this doesn't tickle your fancy, for 300CP you get a full platoon of 32 soldiers instead.

Fresh Meat – 50: You may import or create one companion for every 50CP you spend here. They get the free purchases, 200CP apiece and all discounts. In a war like this, quantity has a quality all of its own.

Drawbacks:

No limits.

Questionable Origin +100: You aren't from around here, are you? In fact, you stand out like a sore thumb. Because you're actually an "enemy citizen". If you're in the Wehrmacht, you're an ethnic Slav, and if you're in the Red Army, you're an ethnic German, if you're in the IJA or SNLF you're a gaijin American, and if you're in the USMC or US Army you're Japanese. Have fun explaining that to your comrades-in-arms.

I Can Still See Their Faces +100: You've picked up a mild case of shell-shock. Don't worry, it's nothing incapacitating, but you won't ever be able to get what you've seen and done out of your head, and you'll never hold a clean conscience here. At all.

Kill Those Fascist Scum +100: You really hate the other guys. The only thing that makes you happy is murdering them. Your devotion to their deaths is pure fanaticism. At least nobody will doubt your loyalties.

Bridges of Druzhina Again +200: Again? It seems every time you fight your way through one battlefield, you simply emerge in another similar-looking one. Almost like everyone keeps voting to replay the same map ad nauseum. At least by the end of your stay you'll be the master of the map.

Jackass Commander +200: It seems your commander is of the "we can always send in more men" school of leadership. This means getting orders to run straight into mortar barrages, getting artillery barrages called on top of you, and guess what? Rocket barrages too. You'll never find the bastard who keeps doing it either.

Broken Singleplayer +300: Looks like someone hasn't been updating the singleplayer game with the multiplayer updates. While you won't be personally affected, you will find yourself given blatantly unreasonable orders, as your opponents seem to be nigh-endless while you are given a limited timeframe to complete your own objectives. You and everyone on your side could achieve a kill ratio or 10:1 and still see no end to them.

AI Marksmanship +300: Did that guy just shoot his rifle backwards? Anyway, it seems like your enemies have the strangest ability to make the most ridiculous snap-shots you've ever seen. The only limiting factor is they seem to have a random chance of actually hitting their target or not. If you're unlucky, you might get noscoped from halfway across the battlefield. Fortunately, they're not really that accurate most of the time, and seem to miss the most blatantly obvious shots. But when they don't...

AI Tactics +300: Your teammates' grasp of tactics seem a little... off. They'll nicely run straight at a machine gun even after half a dozen allies have been gunned down right in front of them. They'll show some fairly crude pathfinding skills and generally prove to be good at only one thing; cannon fodder. This extends to any companions you have as well.

Realism Mode +600: All your outside perks, powers, items, companions, and so on, are locked out of this jump. You are now an ordinary human with whatever you purchased in this jump document. Good luck.

Ending:

As a special dispensation, you may leave this jump as soon as the war has been decisively won instead of the usual ten years. Either way, you get a free healing of any mental trauma you no doubt have acquired here, and the usual three choices.

Do you stay here, in this world ravaged by total war?

Do you go on, to new and brighter worlds?

Or will you return home?