

GAME MODES

Cinematic Mode is a way of playing WGIN games in a more heroic, flashy way. Characters in Cinematic Mode have more HEALTH, more LUCK dice, and more. Cinematic Mode is great for emulating some of the more swashbuckling settings, both fantasy and sci-fi.

Sometimes, you want the other end of the spectrum, though. Maybe you're playing a game based around Lovecraftian horror, or particularly hard sci-fi. Such settings feature characters who do not seek out the glory of combat, because combat in those settings is dangerous.

Alternatively, you may wish to push the envelope into cartoonish action, especially in a game which features a lot of comedy.

This article introduces two new game modes - Grit Mode and Cartoon Mode.

Grit Mode

Grit Mode is an alternative to Cinematic Mode. It is designed for deadly games, and is particularly appropriate to survival or horror games or to hard sci-fi. In Grit Mode, the following applies:

1. Characters do not have a LUC pool. They still have a LUC score, which can be rolled like other attribute scores, but no character may spend LUC dice.



2. All hits in combat - not just critical hits - push characters one stage along a status track.
3. Characters only heal 1 point of HEALTH when they spend their 5 minutes to recover HEALTH.
4. Ammo must be tracked using the rules later in this article.

Playing in Grit Mode makes for a very different game. The game feels cautious, and slower; characters will be reluctant to throw themselves into combat and will know when to retreat.

Cartoon Mode

Cartoon Mode is the diametric opposite of Grit Mode, and pushes the boundaries of believability far further than even Cinematic Mode does.

1. Characters do not die. They merely fall unconscious, and wake up the next day with full HEALTH.
2. All characters recover all HEALTH when they spend their 5 minutes to recover.
3. Characters do not have a Maximum Dice Pool prescribed by their Grade. This enables them to perform ridiculous feats.
4. Characters earn LUC dice for comedic actions which make the rest of the group laugh out loud.



Tracking Ammo

In most WOIN games, basic ammunition is not tracked; it's a hassle to keep track of and super-cheap to replace, so it is assumed that PCs have enough ammo on them.

However, you may choose to track ammo using the following rules. If you are playing in Grit Mode, you must use these rules, as ammo conservation is part of the survival-horror genre.

Ammo uses a countdown pool. At the end of every encounter, you roll the countdown pool and remove any sixes.

When you discard the last die, you have run out of ammo.

When buying more ammo, you simply buy "dice". The first die costs one-twentieth (5%) the cost of the weapon, and each die thereafter costs double the previous die. So for a 100cr pistol, the first die of ammo costs 5cr, the second costs 10cr, the third costs 20cr, and so on.

You can top up at any time you would normally be able to buy ammo. If you already have two dice of ammo, you start by paying for the third die (20cr).

This means that you cannot always predict when you will run out of ammo. You know when you are running short, but you are not counting each shot exactly.

This can have unusual consequences - you buy ammo and then immediately run out. What does this mean? It means you dropped it, left it behind somewhere, it got wet, or whatever other explanation you or the GM care to proffer.

This applies to regular ammunition, the power packs of energy weapons, or a quiver full of arrows. Any weapon which uses ammunition is tracked using this rule.

Reloading. Usually reloading isn't featured in a WOIN game. Some weapons are designated with the *single* trait, which means they can only fire once per round. This abstracts the reloading of these slower weapons.

Suppressive fire. Suppressive fire automatically discards one ammo die.



Weight. Each ammunition die weighs one pound.

Sharing ammo. Ammo can be shared between characters by handing each other ammo dice. In combat, this costs one action on the part of the character donating the ammo. The GM will be the arbiter of what ammunition can be shared - generally, it should be the same type of weapon (slugger, laser, antimatter, etc.)