To create your trooper, choose **rank**, **name**, **profile**, **background**, **stats**, **moves**, and **loadout**. Assign **bonds** (+2, +1, -1) with other PCs and NPCs.

**STATS: CHOOSE A SET**

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**GEAR**

- **SMOKES**

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**WEIGHT**

- **SMOKES**

**OTHER EQUIPMENT AND SPOILS OF WAR**

**EXPRESS YOURSELF**

- **IMPROVEMENTS**
  - **ADVANCED (4+)**
    - get +1grit
    - get 1-tough
    - get 2nd character
  - **FINAL (7+)**
    - go home

**MARK XP WHEN:**

- **YOU MISS A ROLL**
- **A MOVE TELLS YOU**
- **YOU RESET A BOND**
- **END OF SESSION**
- **CHECKLIST**

**TROOPER SPECIAL**

*You always were an asshole:* When you die, use up your remaining gear to make an attack with +1d +area but expose friendlies to 1d incidental fire from that attack.

Or choose **cinematic death (EW2)** if that option is in play.

**TROOPER MOVES**

- **Choose two more**
  - **Marines Go First:** When you charge forward and take ground to bring the fight to the enemy, **mark xp**.
  - **Battle tested:** You get +1battle (max +3).
  - **Comrade in arms:** When you help someone who’s rolling and get a hit, they take +2 to their roll instead of +1.
  - **Eye for Supply:** When you scrounge for ammo or weapons, roll+battle instead of roll+lucky.
  - **Heavy weapon:** Spend 1-supply from the unit surplus to equip a heavy weapon for the mission. Incinerator, heavy MG, rocket launcher, mortar, your call.
  - **Fight back:** When you push yourself, roll+battle instead of roll+guts.
  - **Spray & pray:** When you assault or provide covering fire, you can spend additional gear 1-for-1 to take +1 to your roll.
  - **Stone cold:** You get 1-grit.
  - **Get Some!**: When you attack or assault the enemy against a determined foe that outnumbers or outguns you, gain 1-tough and +1grit.

**LOADOUT**

- **Choose one**
  - **Pulse Rifle** (3d close/near spray), shotgun (3d tight messy), frag and smoke grenades.
  - **Smartgun** (3d near/far autofire, IFF, indirect), sidearm (2d tight quick), frag and smoke grenades.

Also: helmet w/camera and light, commlink, motion sensor, combat knife (2d tight), ammo, flares, hydration packs, nutrient packs, barter items worth 3-smokes, 1-personal item (detail).
To create your officer, choose rank, name, profile, background, stats, moves, and loadout. Assign bonds (+2, +1, -1) with other PCs and NPCs.

**IMPROVEMENTS**
- get +1 stat (max+3)
- get a new move
- get +1 grit
- get a new move
- get a new move
- get a new move
- get 1-tough
- get a new move
- go home

**ADVANCED (4+)**
- get +1 grit
- get 1-tough
- 2nd character
- go home

**MARK XP WHEN:**
- you miss a roll
- a move tells you
- you reset a bond
- end of session

**OFFICER SPECIAL**

Final orders: When you die, call in fire support as if you had rolled a 10+ and give your final order. When your soldiers follow through on your order, they take +1.

Or choose cinematic death (EW2) if that option is in play.

**OFFICER MOVES**

**Logistics:** Between sessions and when there's downtime, roll + tactics. On a 10+, the unit has surplus. On a 7-9, it has surplus and one trouble (GM picks). On a miss, it's all trouble.

**Harsh Lessons:** When one (or more) of your soldiers are killed or go critical because of a decision you made, mark xp.

**Pull Rank:** Take +1 to impose your will if you outrank the target and they're in your chain of command.

**Fire Support:** When you call in an air-strike, orbital bombardment, etc. spend 1-supply from the unit surplus and roll + leadership. On a 10+, it comes through. On a 7-9, the GM chooses one:
- The fire comes through on the target but also hits short, near you. Distribute 4d incidental fire among you and your team.
- The fire comes through but is a bit off-target with reduced effect.
- The fire will come through on target, but you'll have to wait for it.

**Tactical Support:** You can choose to roll + tactics instead of roll + bond when you help someone.

**Planning is Everything:** When you make a battle plan, roll + tactics. On a hit, give your subordinates orders. If they follow through, they take +1 forward. On a 10+, also, you take +1 forward to an engagement move or you recover 1-stress.

**Master Tactician:** You get +1 tactics (max+3)

**LOADOUT**

**Pulse Rifle** (3d close/near spray), sidearm (2d tight quick), frag and smoke grenades.

**SMG** (2d tight/close spray), sidearm (2d tight quick), frag and smoke grenades.

Also: helmet w/camera and light, commlink, motion sensor, combat knife (2d tight), ammo, flares, security codes, datapad, hydration packs, nutrient packs, barter worth 2-smokes, 1-personal item (detail).
To create your medic, choose rank, name, profile, background, stats, moves, and loadout. Assign bonds (+2, +1, -1) with other PCs and NPCs.

**STATS: CHOOSE A SET**

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**YOUR SQUAD & BONDS**

**SQUAD DESIGNATION**

**SQUAD LEADER**

**GEAR**

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**IMPROVEMENTS**

- get +1stat (max +3)
- get +1guts
- get a new move
- get a new move
- get a new move
- get a new move
- (from any playbook)

**ADVANCED (4+)**

- get +1gut
- get 1-tough
- 2nd character

**FINAL (7+)**

- go home

**MARK XP WHEN:**

- you miss a roll
- a move tells you
- you reset a bond
- end of session checklist

**LOADOUT**

- Pulse Rifle (3d close/near spray), sidestream (2d tight quick), frag and smoke grenades.
- SMG (2d tight/close spray), sidestream (2d tight quick), frag + smoke

Also: helmet w/camera and light, commlink, motion sensor, combat knife (2d tight), ammo, flares, medic kit, hydration packs, nutrient packs, barter worth 2-smokes, 1-personal item (detail).
The first sergeant of the regiment is a colonial marine sergeant. This character sheet outlines various aspects of the character, including rank, profile, background, deployment, stats, bonds, and loadout.

**Rank and Name:** Sergeant (Sgt.), Staff Sergeant (S/Sgt).

**Profile and Background:** Methodical, Bold, Cool, Precise, Charming, Sharp, Fragile, Reckless, Indecisive, Icy, Savage, Absent-Minded, Gung-Ho, Honorable, Psychotic, Hopeful, Shy, Guarded, Pessimistic, Cheerful, Dominant. Athlete, Artist, Teacher, Student, Laborer, Craftsman, Doctor, Lawyer, Engineer, Drifter, Musician, Mechanic, Firefighter, Reporter, Farmer, Cook, Driver, Clerk, Barber, Plumber, Service Worker, Writer, Caretaker, Parent, Criminal.

**Deployment:**

**Stats:**

- **Battle:** +1
- **Guts:** +1
- **Leadership:** +2
- **Lucky:** 0
- **Tactics:** 0

**Experience:**

- **IMPROVEMENTS:**
  - get +1stat (max+3)
  - get a new move
  - get +1grit
  - get 1-tough
- **ADVANCED (4+):**
  - get +1grit
  - get 1-tough
  - 2nd character
- **FINAL (7+):**
  - go home

**Mark XP When:**

- You miss a roll
- A move tells you
- You reset a bond
- End of session checklist

**Sergeant Special:** Frosty til the end: When you die, you have sudden insight into the battle. Ask the GM the best way for your soldiers to get out of here alive. While trying to get out, everyone gets +1grit and 1-tough.

Or choose cinematic death (EW2) if that option is in play.

**Sergeant Moves:**

- **Lead the way:** When you’re leading a team and you have to push yourself or attempt a dangerous combat action, roll+leadership. The result applies for everyone on the team. If you get your team out of a bad spot, mark xp.
- **Inspiring:** You can choose to roll+leadership instead of roll+bond when you help someone.
- **Battlefield awareness:** When you assess a situation, roll+battle instead of roll+tactics.
- **Look out!** When a nearby teammate takes damage, you may take up to 2 of the stress or wounds they suffered on yourself instead.
- **Natural leader:** You get +1leadership (max +3).
- **Not as bad as it looked:** After a battle, recover 1-stress or 1-wound.
- **Veteran instincts:** When you’ve assessed a situation and you or a squadmate is acting on the GM’s answer, take +1 to rolls and do +1d to targets.
- **Form Up On Me:** When you rally the troops, you get +1 hold, even on a miss.
- **Not my first rodeo:** You get 1-grit.

**Loadout:**

- **Weapon:**
  - Pulse Rifle (3d close/near spray), shotgun (3d tight/close messy reload), frag and smoke grenades.
  - SMG (2d tight/close spray), sidearm (2d tight quick), frag and smoke grenades.
- **Gear:**
  - Helmet w/camera and light, commlink, motion sensor, combat knife (2d tight), ammo, flares, hydration packs, nutrient packs, barter items worth 6-smokes, 1-personal item (detail).

**Other Equipment and Spoils of War:**

- SMoKEs
- GEaR
- wOuNDS
- sTRESS
- sMOKES
- TOUGH
- GRIT

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To create your sergeant, choose rank, name, profile, background, stats, moves, and loadout. Assign bonds (+2, +1, -1) with other PCs and NPCs.
To create your synthetic, choose name, profile, stats, and moves. Assign bonds (+2, +1, -1) with other PCs and NPCs. (If a Weyland-Yutani rep is present, you must assign +2 bond w/ them.)

**NAME**

**PROFILE**

Methodical, Cool, Precise, Charming, Icy, Shy, Pessimistic, Cheerful.

**DEPLOYMENT**

**CORE DIRECTIVE**

Preserve human life, gather intelligence on [subject], destroy [targets], obey orders from [human], preserve Weyland-Yutani property and interests.

**STATS**

**BATTLE**

**LUCKY**

**GUTS**

**TACTICS**

**LEADERSHIP**

**YOUR SQUAD & BONDS**

**SQUAD DESIGNATION**

**SQUAD LEADER**

**OP**

**GEAR**

You don’t go critical.

**WOUNDS**

You are immune to stress.

**OVERLOAD**

**SMOKES**

**EXPERIENCE**

**ADVANCED (4+)**

- get +1stat (max+3)
- get +1stat (max+3)
- get a new move
- get a new move
- get a new move
  (from any playbook)

**SYNTHETIC SPECIAL**

*They can fix me:* When you die, you cease functioning until you are repaired or you download your personality matrix into a new body.

**SYNTHETIC MOVES**

*Choose one more*

- **Core Directive:** When you pursue your core directive, take +1 ongoing. If you achieve a goal pertaining to it, mark xp.
- **Overload:** Mark off a box of overload to re-roll or perform a superhuman feat of strength or reflexes.
- **Combat model:** Your hardened combat chassis gives you 1-tough. Your bare hands are a weapon (3d tight quick).
- **Designed to assist:** When you help someone who’s rolling a non-battle move, the bonus stacks with help from other PCs.
- **Technician:** When you interface with a machine, roll +tactics. On a hit, you take control of the system, gather +intel, and/or deny the enemy access. On a 7-9 also, the GM will choose one: cost (gear/time), exposure, or compromise.
- **Scientific analysis:** When you have time and access to a lab, roll +tactics. On a 10+, ask the GM 3 questions about the subject of your analysis. On a 7-9, ask 2. On a miss, ask 1.
- **Adaptive system:** When you have time to improvise a solution to a problem, tell the GM what you are trying to achieve and the GM will tell you the cost in time and gear. You may reduce the time cost by spending additional gear, or vice versa.

**LOADOUT**

*Sidearm* (2d tight quick)

Also: Commlink, toolkit, trackers and wrist monitor, motion sensor, combat knife (2d tight), ammo, flares, barter items worth 1-smoke.

**OTHER EQUIPMENT AND SPOILS OF WAR**
On a hit, when you push yourself, there's an element of warfare (incidental, direct, or concentrated). The GM also assigns concealment (reduces VOF by one step) and cover (reduces damage dice 1-1). When you

**ATTACK**

When you **attack the enemy** or **suffer an attack**, roll dice on the VOF table to determine its effects (based on the weapon and the volume of fire—incidental, direct, or concentrated). The GM assigns concealment (reduces VOF by one step) and cover (reduces damage dice 1-1) as established.

**ASSAULT**

When you **assault the enemy** to seize territory or gain a tactical advantage, spend 1-gear and roll. On a hit, you hammer the enemy with your weapon and seize contested ground under enemy fire as established. **On a 10+**, GM decides if you push them back, force them to surrender, or if you gain an overlooking or flanking position.

**COVERING FIRE**

When you **provide covering fire**, spend 1-gear and roll. On a hit, you rattle the enemy’s position with fire, giving friendly troops an opportunity to maneuver; but, your VOF is reduced by one step. GM chooses: the enemy is suppressed or the enemy is pinned but finds cover and/or concealment. **On a 10+**, you also give the allies you cover +1 forward.

**HIT THE DECK**

When you come under fire and **hit the deck**, roll. On a hit, you scramble to cover and/or concealment, as established—apply them to whatever attack you’re facing now; but you’re also pinned. **On a 10+**, you aren’t pinned, just suppressed.

**PUSH YOURSELF**

When you need to **push yourself** through physical hardship, emotional trauma, or enemy fire, roll. **On a 10+**, you keep calm and carry on. **On a 7-9**, you push through it; but you avoid a direct, honorable, or all-in confrontation with the problem at hand. Say how and why you take it slow, keep your head down, pass the buck, or cover your ass. GM says what it costs you: time, trouble, respect, stress, etc.

**COMBAT ACTION**

When you **attempt a dangerous combat action**, say what you’re doing and roll. If you do it... ...by brute force, violence, or aggression, +battle. ...by observation, wits, or maneuvering, +tactics. ...by sheer nerve or luck, +lucky. On a hit, you do it, taking fire as established. On a 7-9, also, you’re in a tough spot now. The GM will offer you a worse outcome, hard bargain, or ugly choice—concerning gear, stress, wounds, allies, exposure, opportunity, etc.

This is the catch-all combat move. If a more specific move applies, use it instead.

**SUPPORT MOVES**

**ASSESS**

When you **assess the situation**, ask a question about what the fuck is going on and roll. **On a 10+**, the GM will answer generically, including a few follow-up questions. **On a 7-9**, the GM will give you a straightforward answer. **On a 6-**, the GM will tell you something true, but incomplete.

**RALLY**

When you **rally the troops before action**, roll. **On a 10+**, hold 3. **On a 7-9**, hold 1. During the execution of the action, spend your hold 1-for-1 for you or a member of your team:
- Keep your head down! Get 1-tough.
- You can do this! Get +1 grit.
- Short, controlled bursts! Recover 1-gear.
- You’re doing it, taking fire as established. On a 10+, you do it, taking fire as established. On a 7-9, the GM will give you a straightforward answer. On a 6- to 1, the GM will tell you something true, but incomplete.

**HELP**

When you **help someone who’s rolling**, roll. On a hit, you give them +1. **On a 7-9**, also, you’re exposed to danger, retribution, or cost. When you **help someone who’s in trouble**, roll. On a hit, you mark xp and they can clear a condition, temporarily stabilize, or recover 1-stress. If you ignore a comrade who needs help, take stress equal to your bond and you both lose your bonds to 0.

**LIBERTY MOVES**

When you **down time**, in safety, out of combat, recover 1-stress or 1-wound. Then choose a number of options below equal to **smokes spent**:
- Improve a bond by +1. They can do the same.
- Recuperate. Heal 1-wound.
- Relax and enjoy yourself. Heal 1-stress.
- You can choose the same option more than once.

When you **scrounge for spoils**, roll. On a hit, you find gear or barter items worth **smokes**. Depending on circumstances (usually 1-3). Or, if you’re scrounging an enemy position for intelligence, you find intel. **On a 10+**, choose two. **On a 7-9**, choose one:
- You find it quickly.
- You find it without trouble.
- You hit the jackpot. 6-gear/smokes or major intel.

When you **resupply from the unit reserves**, distribute up to 6-gear between yourself and other soldiers and remove 1-supply from the unit stocks. When you consolidate, remove 6-gear and increase your unit reserves by 1-supply.

**PERIPHERAL MOVES**

**WILL**

When you **impose your will**, roll. **On a 10+**, they have to choose: obey your command or suffer 1-stress. **On a 7-9**, it’s 2-stress instead.

**PETITION**

When you **petition the chain of command**, roll. **On a 10+**, they have to choose: obey your command or suffer 1-stress. **On a 7-9**, they have to choose: obey your command or suffer 2-stress. **On a 6-**, they have to choose: obey your command or suffer 3-stress.

**RECOVERY & HEALING**

When you recover a wound or stress, erase a mark in one of the boxes to the left of the line. When you heal a wound or stress, erase a mark from any box. When you have 3+ wounds or 4+ stress, you have the **critical condition**, and you’ll get worse until you’re stabilized and the condition is removed (see the help or medic! move).

**NPC ACTION**

When your fellow NPC soldiers take independent action, roll. **On a 10+**, they do it to the best of their ability. **On a 7-9**, there’s an additional cost; men, materiel, morale, or a mix (GM roll on VOF table for results, see page EW2).

**ATTACK A VEHICLE**

When you **attack a vehicle** with an AP weapon, roll. On a hit, damage the vehicle as established. For each wound, inflict a major condition. For each stress, inflict a minor condition. If a vehicle takes 3 or more major conditions, it is destroyed. If it takes 3 or more minor conditions, it is disabled until repaired.

**END OF SESSION CHECKLIST**

- Completed mission objective (1 xp)
- Valor beyond the call of duty (3 xp)
- PC died (mark improvement on next character)
THE REGIMENT // COLONIAL MARINES // ELEMENTS OF WARFARE

ENGAGEMENT MOVE

When you begin a new engagement, roll + operational effectiveness (OP). On a 10+, choose two. On a 7-9, choose one:
- You seize the initiative. You act while the enemy must react.
- You maintain unit cohesion. Your forces are positioned where you want them and are ready for immediate action.
- You gain a tactical advantage; establish a superior position, find cover/concealment, identify key enemy targets, etc. as established.

This move sets the stage for the beginning of the action, so you can skip lots of planning (see GM2).

VOLUME OF FIRE

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Roll damage dice and read each die separately on VOF table. Example: 3d direct. You roll 1, 4, 6. You inflict one stress and two wounds.

If VOF would increase past concentrated, add +1d instead. If VOF would decrease below incidental, subtract 1d instead. For any effective attack, the minimum VOF is 1d incidental.

FORCE PARITY: When a larger force attacks a smaller force, increase VOF by one, and vice versa.

UNIT MANEUVERS: When NPC units maneuver to engage the enemy and/or seize objectives, roll damage on the VOF table to determine how they fare. Stress results indicate loss of morale, materiel/supply issues, delays, or confusion. Wound results indicate casualties suffered.

Begin with 3d direct fire, then increase/decrease damage and VOF depending on the strength of the opposition, situational factors, and cohesion of support/leadership.

DEFENSIVE FACTORS

Cover: Removes damage dice from an attack before the roll. 1-10.
- 1-cover: A ditch, a low wall, a window or doorway, rubble
- 2-cover: A trench, sandbags, inside a building
- 3-cover: A bunker

Concealment: Reduce volume of fire by one (into and out of). Movement: Reduce volume of fire by one if the attacker or the target is moving quickly (relative to the situation at hand).

Tough: Durability, either natural or from body armor. Reduces wounds taken, 1-10.

WEAPONS

Sidearm (2d tight quick)
A pistol (semi-auto or revolver). Very good in tight spaces.
Pulse Rifle (3d close/near spray)
The standard marine battle rifle. Optional under-barrel shotgun or grenade launcher attachment.
Carbine (2d close quick)
A compact rifle.
Smartgun (3d near/far autofire, IFF, indirect)
A hi-tech light machinegun with computer-assisted fire control.
Anti-Materiel Rifle (4d AP far/ex breach reload)
Armor-piercing sniper rifle with thermal scope.
Shotgun (3d tight messy)
For close encounters.
Frag Grenade (4d close messy indirect ordnance)

Smoke Grenade (4d close indirect area ordnance)
Gives concealment to an area.
Rifle Grenade (3d AP near messy indirect reload ordnance)
A special grenade made to be fired from a pulse rifle. Less of a bang, but longer range.

Entrenching Tool (2d tight)
A collapsible shovel.
Combat Knife (2d tight quick)

HEAVY WEAPONS

HMG (4d far/ex area autofire suppress setup ordnance)
A heavy machine-gun.
Rocket Launcher (5d HEAT AP near breach messy reload ordnance)
Incinerator (4d tight messy autofire burn terror)

Mortar, Light (4d AP ex indirect breach setup reload ordnance)
A portable, short-range artillery piece.
Mortar, Heavy (4d AP ex messy indirect 2-crew breach setup reload ordnance)

UNUSUAL WEAPONS

Molotov Cocktail (3d tight messy burn expend)
Satchel Charge (5d AP tight messy breach expend)

Anti-Personnel Mine (4d tight messy expend)
Anti-Vehicle Mine (5d HEAT AP tight messy expend)

WEAPON RANGES

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<thead>
<tr>
<th>TIGHT</th>
<th>CLOSE</th>
<th>NEAR</th>
<th>FAR</th>
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<td>0-7</td>
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<td>26-100</td>
<td>101-300</td>
<td>301-500</td>
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Distances are in yards. When you’re attacking outside the optimal range(s) of your weapon, take -1d per increment.

WEAPON TAGS

#d: No. of damage dice rolled.
AP: Armor penetrating. Use the attack a vehicle move to engage armored vehicles.
Area: The weapon inflicts harm on everyone in its area of effect (contrast w/ messy).
Autofire: Spend 1-gear to make an area attack or do +/-1 VOF to a small group of targets (contrast w/ spray).
Breach: This weapon knocks down doors, punches holes through walls, and may reduce cover.
Burn: The target(s) of this attack is set ablaze and remains on fire. Damage is dealt continuously until the fuel is exhausted or the fire is extinguished.
Crew: The weapon requires the specified number of crew to operate or you take -1d when using it.
ExpendDate: The weapon is removed after one use.
HEAT: (High-Explosive, Anti-Tank): +2d vs. armored targets.

CONDITIONS

Critical: When you have 3+ wounds or 4+ stress, you have the critical condition. You’ll get worse until you’re stabilized and the condition is removed (see the help or medic! move). You get worse on a schedule determined by what you do:
- Lie still and try to recover: get worse by the hour
- Move and perform simple actions: get worse by the minute
- Get back in the fight and do battle: get worse by the moment

Suppressed: Your volume of fire is reduced by 1. If you’re suppressed again while you have this condition, you’re pinned.

Pinned: VOF reduced further by 1 and you can’t move from your position.

You can push yourself to overcome the effects of a condition. The help move can be used to remove an ally’s condition.

Cinematic Death (optional): When you die, choose one: make your death move and create a new character, or take a debility (-1 battle, tactics, or guts, and change your profile) and survive.
NPCS

NPC enemies don’t have separate stress and wounds damage tracks. They just have one track: strength. When an NPC unit runs out of strength, it can no longer fight. Apply both stress and wounds inflicted to the strength damage track (so there’s no need to roll damage when NPCs take direct fire, unless you need the added detail). An NPC unit has 3-strength. 2 damage will put it down, and 3 will take it out. A unit can represent a single soldier, a fireteam, a squad, a platoon, etc. depending on the size of the engagement.

VEHICLES

Vehicle armor resists all small arms attacks. Only weapons with the AP tag can harm an armored vehicle. Armor=0 means the vehicle does have small-arms resistant armor, but it is thin and vulnerable to AP attacks.

GM MOVES

GENERAL
- Immerse them in the chaos of war.
- Announce impending danger.
- Inflict fire (as established).
- Tell them the possible consequences and ask.
- Offer an opportunity, with or without a cost.
- Separate them.
- Put them in a tough spot.
- Trade harm for harm (as established).
- Introduce news from home or other fronts.
- Give them downtime.
- Consume resources (gear, supply).
- Manifest the limitations of their equipment.
- Corner them. Capture someone.
- Make them buy it (supply, gear, smokes).
- Turn their move back on them.
- Show the consequences.
- Make a battle move.
- Make an enemy move.
- Advance a countdown clock.
- After every move: “What do you do?”

PHASES

VOLUME OF FIRE

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XENOMORPHS

Little is known of their full capabilities, but based on close combat encounters with alien warriors, the following specifications can be used as a baseline.

XENOMORPH WARRIOR DRONE
- Claws and bite (3d tight quick)
- Tail blade (3d tight quick messy)
- Fast rush attack (3d close quick terror, -1 VOF to their attack and PC counterattack due to fast movement)
- Acid blood spray when killed (4d AP HEAT tight messy)
- COLDLY BRUTAL (1-grit, +1grit when near queen)
Athermic (invisible to thermal scans), can cling to surfaces (run on walls/ceilings), adaptive intelligence, possible hive-mind communication coordinated by “queen” xenomorph, capture live human hosts for reproduction.

XENOMORPH WARRIOR DRONE

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ENEMY
- Hit them where they’re weak.
- Eliminate serious threats.
- Recon and gather intel.
- Fortify your position.
- Steal or destroy resources.
- Pin them down. Suppress them.
- Seize superior positions.
- Degrade / destroy positions.
- Consume movements, use smoke.
- Fall back, regroup, counter-attack.

BATTLE
- Reveal a dangerous opportunity.
- Reveal hidden units.
- Artillery, mortars, snipers.
- Divert, subvert, or destroy their support resources.
- Introduce new, conflicting, or confusing orders from the players’ commanders.
- TARDIS (covered by a cloaking device)

OTHER
- Make maps (prepared and on-the-fly)
- Use the whole time-scale: seconds, minutes, hours, days, weeks

The Regiment is by John Harper & Paul Riddle
BATTLE PLANS

RECON PATROL

GOAL: To gather intel with minimal engagement.

METHODS
- Assemble teams: 1) point/scouts, 2) primary element, 3) support element, 4) security element.
- Establish patrol route and duration.
- Avoid direct enemy engagement.
- Gather intel and return to base.

CONSIDERATIONS
- Positions and status of enemy units.
- Terrain factors.

COMBAT PATROL

GOAL: To engage the enemy with a raiding force but not hold ground.

METHODS
- Assemble teams: 1) point/scouts, 2) primary element, 3) support element, 4) security element.
- Establish patrol route and duration.
- Patrol to contact.
- Eliminate or harass enemy units and withdraw before they can mount a counter attack.

CONSIDERATIONS
- Positions and status of enemy units.
- Terrain factors.

FIRE & MANEUVER

GOAL: Outflank and destroy the enemy.

METHODS
- Overwatch element establishes base of fire.
- Assault element maneuvers to flanking position.
- Assault element destroys enemy element.

CONSIDERATIONS
- Positions and status of enemy and friendly units.
- Terrain factors.
- Elements may reverse roles and continue action to “bound” forward.

AMBUSH

GOAL: To attack the enemy using concealment and surprise.

METHODS
- Assemble teams: 1) point/scouts, 2) primary element, 3) support element, 4) security element.
- Determine ambush point and fields of fire.

CONSIDERATIONS
- Enemy strength and approach vectors.
- Terrain factors.

HOLD GROUND

GOAL: To repel an enemy's attempt to seize territory.

METHODS
- Assemble teams: 1) security/perimeter, 2) HQ/command position, 3) fire teams, 4) support/medical/mortar teams, if available.
- Occupy and fortify defensive positions.

CONSIDERATIONS
- Defensive factors of position(s) and terrain.
- Enemy support elements.
- Enemy strength and approach vectors.

PINCER

GOAL: To cut off enemy from retreat and support.

METHODS
- Assemble left and right blocking elements.
- Create opening in center for enemy to advance into.
- Advance and secure left and right blocking positions to cut off the enemy element(s).

CONSIDERATIONS
- Positions and status of enemy units.
- Available resources for blocking elements.
- Terrain factors.

DEFENSE IN DEPTH

GOAL: To fail back and delay an attacker so they lose momentum and are vulnerable to a counter attack.

METHODS
- Establish lines of retreat and rally points.
- Communicate plan to all elements before fallback begins.
- Execute an orderly fighting retreat, maintaining fire on the enemy.

CONSIDERATIONS
- Positions and status of enemy and friendly units.
- Terrain factors.

INFECTION

GOAL: To maneuver through enemy territory without being detected.

METHODS
- Assemble teams: 1) point/scouts, 2) primary element, 3) support element, 4) security element.
- Determine infiltration point and route.
- Avoid detection and maneuver to objective point.

CONSIDERATIONS
- Positions and status of enemy units.
- Terrain factors.

USING BATTLE PLANS

Battle plans are a new thing we’re trying out for Alpha 2.0. They’re the same mechanic as the workspace rules from Apocalypse World.

The idea is to help players and the GM organize the action of the game by offering military objectives in simple packages consisting of goals, methods and considerations. Here’s how it works.

When a player decides to achieve an objective on the battlefield, and isn’t sure how to go about it, show them the battle plans and pick the closest that applies. To achieve the goal, the player and allies must execute the methods of the plan. You can judge the ongoing success of the action (and the potential for trouble) by how thoroughly the soldiers achieve the methods of the plan. The considerations of a plan are usually intelligence items that will enhance the execution of the plan or help the soldiers avoid danger. They’re optional but useful components. (The battle plans recon patrol and infiltration are good ways to gather intelligence to inform considerations for other plans.)

As GM, you control the scale of the “camera” in the game. For most battle plans, you will “zoom in” on the combat as the soldiers execute the plan, following them in the moment-by-moment action. Sometimes, though, it makes sense to “zoom out” and deal with the execution of a plan as a simple dice roll. You can use the engage move and the unit maneuvers mechanic (EW2) to handle these situations, which most commonly will involve NPC characters, off-screen.

DON’T GET BOGGED DOWN IN PLANNING!

This is the classic problem with tactical games: given the high stakes of combat, players will (understandably) try to plan for every last contingency, which can lead to sessions that are 3 hours of planning and discussion and one hour of action. I know... I ran other war RPGs for years and this was SOP — which is why The Regiment gives you tools to skip over all that planning and cut right to the beginning of the action. Here’s how you do it.

- Ask the players what their plan is in broad strokes. One or two sentences, tops.
- Try to distill this down to a clear goal. If this goal matches one of the battle plans, you’re all set. If not, modify a plan that’s close, or quickly throw a plan together to fit the goal.
- Use the methods and considerations to ask the players a few key questions about what they want to do.
- Roll the engagement move. The outcome will tell you the starting point of the action. Are the PCs in a good spot? In trouble? Scattered in disarray? Use the outcome of this roll to frame the establishing shot of the movie, so to speak. Tell the players the situation — mix in their POVs as much as you can to immerse them in the circumstances — then ask what they want to do.
- Now you’re down at the moment-to-moment action level! Long, boring planning session skipped.
### MARINE ASSAULT UNIT

#### DESIGNATION
5th (6th, 7th, etc.) Marine Assault Unit, 4th Marine Division, Marine Space Force Herculis.

#### THEATER OF OPERATIONS

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- HEADQUARTERS
- LOGISTICS
- MEDICAL
- AEROSPACE
- INFANTRY
- INFANTRY

The Marine Assault Unit has a strength of about 400 combat troops. It is comprised of a headquarters platoon, a logistics platoon, a field medical unit, an aerospace combat drop group, and two infantry companies.

The PCs are soldiers in one of the infantry companies. The company (about 120 people) is made up of 2-5 platoons (40 people each). A platoon is lead by a Lieutenant and is made up of 3 squads. All the fighting is done by squads of roughly 13 soldiers each, lead by a Sergeant. Squad vs. squad combat is the standard for warfare. Within a squad, the soldiers are divided into 4-man fire teams. The PCs will usually be members of the same fire team. Some fire teams may have specific assignments, such as scouting or machine-gun duty.

### MARINE ASSAULT UNIT COMMANDER

#### MAJOR

The MAU commander embodies the soul of the unit. Choose two strengths: inspiring, resolute, aggressive, cunning, honorable.

And one weakness: Blind to human suffering, outdated tactics, vying for power, addicted to victory.

### COMPANY COMMANDER

#### CAPTAIN

Your platoon reports to the company commander. Choose two strengths: efficient, flexible, organized, experienced, calculating.

And one weakness: fanatical, ambitious, reckless, indecisive, cruel, overconfident, distracted.

---

GM: Deploy the strengths and weaknesses of the commanders especially when the players use the petition up the chain of command move.
BRIEFING

OVERVIEW

Flash directive from HQ said: “Weyland-Yutani Outer Colony 724 (commonly known as Greystone) has rebelled against the Core Systems.” Ha. In other words, they’ve decided they don’t want to work for scrip anymore. Want to be “independent contractors” — pardon me, “anti-system terrorists.” Whatever. WY signs our paychecks so it’s all the same to us, am I right Marines?

We’re here to put the rebellion down and restore order to the colony. Wall to wall civilians here. Don’t shoot nobody unless you have to and we can get out of here before my balls have sagged all the way down to the goddamn deck.

THE MISSION

Your platoon has been selected for a special mission behind enemy lines. Infiltrate and secure outpost Epsilon.

**INTEL bonus:** Epsilon is a WY science facility, tagged as SECRET in the Core Systems Military database.

Extract three key personnel, their research data, and lab specimens:
- Dr. Nasim Singh
- Dr. Rebecca Crane
- Technician Franklin Porter

This is mission critical, high-priority. Check your datapads for ID codes and images of the extract targets.

**WY Corporate Field Officer Bolden** will accompany you on the mission. His safety is your responsibility. He is a civilian consultant, but effectively holds the rank of Captain.

**INTEL bonus:** These researchers are tagged as chief scientists in the WY bio-weapons division.

Rendezvous at the extraction point before the retreating rebels enter the area. Intel on the area is minimal, though the outpost is thought to be moderately armed and guarded.

ASSETS

- (1) M577 Armored Personnel Carrier
- (3) Squads in platoon (Gold, Red, Blue).

**MOBILITY bonus:** Aerial insertion of APC and squads via UD-4L dropship at location(s) of your choosing (see terrain map). Plus aerial extraction on your signal.

**PATRON bonus:** WY representative Bolden will be detained aboard USS Lincoln in orbit and will not accompany you on the mission nor have direct access to comms or video during the operation.

OUTPOST EPSILON

GM INFO

Epsilon is a Weyland-Yutani research station studying xenomorph specimens stolen from a Phoenix Industries facility four months ago. The “rebellion” on Greystone has been funded by Phoenix agents, to engage the bulk of the planetary Marine force and draw out the location of the lab by covert tracking of WY personnel and communications.

When Bolden makes the move to retrieve the specimens (because the rebellion fighting spread and the facility was overrun), Phoenix intercepts the orders and dispatches a special forces team to clear and sweep. They will be on-site when the Marines are (either ahead of them, or just behind, depending on how the engagement move turns out).

Either way, the xenomorph containment has been breached due to stray mortar fire in the fighting, and the thing(s) are loose! Technician Porter has a face-hugger on him when he’s found.
STARTING MISSION // OUTPOST EPSILON

OUTPOST EPSILON // REFERENCE PHOTO