

TROOPER



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

BATTLE+2	BATTLE+2	BATTLE+2	BATTLE+2
GUTS+1	GUTS=0	GUTS+1	GUTS=0
LEADERSHIP=0	LEADERSHIP-1	LEADERSHIP+1	LEADERSHIP=0
LUCKY+1	LUCKY+1	LUCKY-1	LUCKY+1
TACTICS-1	TACTICS+1	TACTICS=0	TACTICS=0

RANK NAME

Private First Class (Pfc), Technician 5th Grade (T/5), or Corporal (Cpl).

PROFILE 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	LUCKY
GUTS	TACTICS
LEADERSHIP	FORWARD

YOUR SQUAD & BONDS

SQUAD DESIGNATION	OP
SQUAD LEADER	

GEAR



SMOKES

WOUNDS



TOUGH

STRESS



GRIT

VOF	1	2	3	4	5	6
I			S	S	S	W
D	S	S	S	W	W	W
C	2S	W	W	W	W	2W

EXPERIENCE



IMPROVEMENTS

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

ADVANCED (4+)

O get +1grit
O get 1-tough
O 2nd character
FINAL (7+)
O 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 outnumbered 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).

OTHER EQUIPMENT AND SPOILS OF WAR

THE REGIMENT // COLONIAL MARINES

ALPHA 2.2

OFFICER



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

STATS: CHOOSE A SET

BATTLE+1	BATTLE=0	BATTLE+1	BATTLE+1
GUTS=0	GUTS+1	GUTS+1	GUTS-1
LEADERSHIP+1	LEADERSHIP+1	LEADERSHIP=0	LEADERSHIP+1
LUCKY-1	LUCKY-1	LUCKY-1	LUCKY=0
TACTICS+2	TACTICS+2	TACTICS+2	TACTICS+2

RANK	NAME
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2nd Lieutenant (2Lt), 1st Lieutenant (1Lt).

PROFILE	BACKGROUND
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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
	GUTS
	LEADERSHIP
	LUCKY
	TACTICS
	FORWARD

YOUR SQUAD & BONDS

SQUAD DESIGNATION		OP	
SQUAD LEADER			

GEAR

SMOKES

TOUGH

GRIT

WOUNDS

STRESS

VOF	1	2	3	4	5	6
I			S	S	S	W
D	S	S	S	W	W	W
C	2S	W	W	W	W	2W

EXPERIENCE

IMPROVE

IMPROVEMENTS

ADVANCED (4+)

MARK XP WHEN:

Oget +1stat (max+3)

Oget +1grit

▪ YOU MISS A ROLL

Oget +1stat (max+3)

Oget 1-tough

▪ A MOVE TELLS YOU

Oget a new move

O2nd character

▪ YOU RESET A BOND

Oget a new move

FINAL (7+)

▪ END OF SESSION CHECKLIST

Oget a new move (from any playbook)

Ogo home

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

Choose one more

● *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 w/ reduced effect.
- The fire will come through on target, but you'll have to wait for it.

On a miss, no fire support is available. Take back your 1-supply.

○ *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 +1tactics (max+3)

LOADOUT

Choose one

○ *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).

MEDIC



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

BATTLE+1	BATTLE+1	BATTLE=0	BATTLE+1
GUTS+2	GUTS+2	GUTS+2	GUTS+2
LEADERSHIP-1	LEADERSHIP-1	LEADERSHIP+1	LEADERSHIP+1
LUCKY+1	LUCKY=0	LUCKY+1	LUCKY-1
TACTICS=0	TACTICS+1	TACTICS-1	TACTICS=0

RANK

NAME

Private First Class (Pfc), Corporal (Cpl).

PROFILE

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

LUCKY

GUTS

TACTICS

LEADERSHIP

FORWARD

YOUR SQUAD & BONDS

SQUAD DESIGNATION	OP	
SQUAD LEADER		

GEAR



SMOKES

WOUNDS



TOUGH

STRESS



GRIT

VOF	1	2	3	4	5	6
I			S	S	S	W
D	S	S	S	W	W	W
C	2S	W	W	W	W	2W

EXPERIENCE



IMPROVEMENTS

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

ADVANCED (4+)

Oget +1grit
Oget 1-tough
O2nd character
FINAL (7+)
Ogo home

MARK XP WHEN:

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

MEDIC SPECIAL

Last bastion: When you die, you keep your untreatable mortal injury hidden for now and keep going. When you make the medic move, you automatically get a 10+. When the danger to your team has passed, or the mission is over, you succumb to your injuries and perish.

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

MEDIC MOVES Choose two more

- **Medic!** When you attend to a casualty (in the heat of battle: **mark xp**), roll+**guts**. On a 10+, choose two. On a 7-9, choose one:
 - You *stabilize* them.
 - You get them back in the fight, and take +1d to treat their harm if you choose that option.
 - You treat their harm. You do “damage” in reverse. Roll a number of dice equal to your guts and index the VOF table (incidental fire). They recover stress or wounds according to the results. Spend +1 gear to re-roll or improve to direct, or spend +2 gear to improve to concentrated.
- **Battlefield grace:** When you’re attending to wounded in the heat of battle you and your patient get 1-tough.
- **Inopportune Target:** When you are on the battlefield but do not take direct action against the enemy roll +**lucky**. On a 10+ the enemy are preoccupied with other targets or priorities. On a 7-9, you may still be exposed to enemy fire; but, gain *concealment*.
- **In Their Time of Need:** When you provide comfort to a casualty, they recover 1-stress and increase their bond with you by 1. You may increase or decrease your bond with them by 1.

○ **Nerves of steel:** You get +1guts (max +3)

○ **Infirmary:** When you tend to your soldiers’ health between sessions or during downtime away from danger, roll+**guts**. On a 10+, they can heal 2-stress and 2-wounds. On a 7-9, they can heal 1-stress and 1-wound. On a miss, they can spend 1-gear, yours or theirs, to heal 1-stress and 1-wound.

LOADOUT Choose one

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

○ **SMG** (2d tight/close spray), sidearm (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).

SERGEANT



STATS: CHOOSE A SET

BATTLE+1	BATTLE+1	BATTLE+1	BATTLE+1
GUTS+1	GUTS=0	GUTS+1	GUTS+1
LEADERSHIP+2	LEADERSHIP+2	LEADERSHIP+2	LEADERSHIP+2
LUCKY=0	LUCKY=0	LUCKY-1	LUCKY+1
TACTICS=0	TACTICS+1	TACTICS+1	TACTICS-1

RANK	NAME
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PROFILE	BACKGROUND
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DEPLOYMENT	
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STATS

	BATTLE		LUCKY
	GUTS		TACTICS
	LEADERSHIP		FORWARD

YOUR SQUAD & BONDS

SQUAD DESIGNATION		OP	
SQUAD LEADER			

GEAR

[illegible]

WOUNDS

[illegible]

STRESS

STRESS ☐ ☐ ☐ ☒ ☒ ☒ ☐ GRIT

VOF	1	2	3	4	5	6
I			S	S	S	W
D	S	S	S	W	W	W
C	2S	W	W	W	W	2W

EXPERIENCE

IMPROVE

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

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

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

SERGEANT SPECIAL

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

SERGEANT MOVES

Choose two more

○ **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

Choose one

- **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.

Also: 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

THE REGIMENT // COLONIAL MARINES

ALPHA 2.2

SYNTHETIC

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.)

STATS

BATTLE=0

GUTS+4

LEADERSHIP-1

LUCKY=0

TACTICS+2

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

GUTS

LEADERSHIP

LUCKY

TACTICS

FORWARD

YOUR SQUAD & BONDS

SQUAD DESIGNATION

OP

SQUAD LEADER

GEAR

WOUNDS

OVERLOAD

SMOKES

TOUGH

GRIT

You don't go critical.

You are immune to stress.

VOF	1	2	3	4	5	6
I			S	S	S	W
D	S	S	S	W	W	W
C	2S	W	W	W	W	2W

EXPERIENCE

» IMPROVE

IMPROVEMENTS

ADVANCED (4+)

MARK XP WHEN:

Oget +1stat (max+3)

Oget +1grit

▪ YOU MISS A ROLL

Oget +1stat (max+3)

Oget 1-tough

▪ A MOVE TELLS YOU

Oget a new move

O2nd character

▪ YOU RESET A BOND

Oget a new move

FINAL (7+)

▪ END OF SESSION CHECKLIST

Oget a new move (from any playbook)

Ogo home

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:

Overload:

Combat model:

Designed to assist:

Technician:

Scientific analysis:

Adaptive system:

LOADOUT

Sidearm

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

THE REGIMENT // COLONIAL MARINES // ELEMENTS OF WARFARE

COMBAT MOVES

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 also assigns *concealment* (reduces VOF by one step) and *cover* (reduces damage dice 1-for-1) as established.

ASSAULT

+BATTLE

When you **assault the enemy** to seize territory or gain a tactical advantage, spend 1-gear and roll+**battle**. 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

+BATTLE

When you **provide covering fire**, spend 1-gear and roll+**battle**. On a hit, you rake 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 +1forward.

HIT THE DECK

+GUTS

When you come under fire and **hit the deck**, roll+**guts**. 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

+GUTS

When you need to **push yourself** through physical hardship, emotional trauma, or enemy fire, roll+**guts**. **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

+BATTLE OR
+TACTICS

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

+TACTICS

When you **assess the situation**, ask a question about what the fuck is going on and roll+**tactics**. **On a 10+**, the GM will answer generously, 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

+LEADERSHIP

When you **rally the troops before action**, roll+**leadership**. **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 +1grit.
- Short, controlled bursts! Recover 1-gear.

HELP

+BOND

When you **help someone who's rolling**, roll+**bond**. 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+**bond**. 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 reset your bonds to 0.*

IN TROUBLE,
MARK XP

LIBERTY MOVES

DOWN TIME

SMOKES SPENT

When you have 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.

SCROUNGE

+LUCKY

When you **scrounge for spoils**, roll+**lucky**. 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.

RESUPPLY

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

+LEADERSHIP

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

PETITION

+LEADERSHIP
OR SMOKES
SPENT (1-3)

When you **petition up the chain of command**, roll+**leadership** or **smokes spent** (1-3). On a hit, you find a contact who will try to make it happen if it's at all reasonable. **On a 7-9**, the GM chooses a compromise:

- You get something close.
- You have to burn that bridge.
- You have to fuck someone over.
- You owe something in return.

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

+OP

When your fellow **NPC soldiers take independent action**, roll+**operational effectiveness (op)**. On a hit, 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

+BATTLE

When you **attack a vehicle** with an AP weapon, roll+**battle**. On a hit, roll damage to 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.

Subtract vehicle armor from wounds taken first, then stress if any remains. Vehicle crew takes damage as established.

MAJOR: Out of control, burning, stuck, system destroyed (detail), blind. **MINOR:** Slowed, wild, smoking, system damaged (detail), leaking.

END OF SESSION CHECKLIST

At the end of the session, each player should double-check the **xp move** for their playbook in case they forgot to mark xp for it during play.

In addition, check each of the following:

- 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

EW2
ALPHA 2.2

ENGAGEMENT MOVE

ENGAGE

+0P

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

VOF	1	2	3	4	5	6
I			S	S	S	W
D	S	S	S	W	W	W
C	2S	W	W	W	W	2W

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 see 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-for-1.

- **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-for-1.

Grit: Mental fortitude. Reduces stress taken, 1-for-1.

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.

SMG (2d tight/close spray)

Anti-Materiel Rifle (4d AP far/ex breach reload)

Armor-piercing sniper rifle w/ thermal scope.

Shotgun (3d tight messy)

For close encounters.

Frag Grenade (4d close messy indirect ordnance)

Smoke Grenade (tight/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.

AT Rocket (5d HEAT AP close breach messy expend)

A single-use anti-vehicle rocket.

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 messy indirect breach setup reload ordnance)

A portable, short-range artillery piece.

Mortar, Heavy (6d 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

TIGHT	CLOSE	NEAR	FAR	EXTREME
0-7	8-25	26-100	101-300	301-500

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.

Expend: The weapon is removed after one use.

HEAT (High-Explosive, Anti-Tank): +2d vs. armored targets.

IFF: Identify Friend or Foe. Can make an **area** attack without hitting friendlies.

Indirect: The weapon may be fired over obstacles to engage targets that are not visible to the operator.

Messy: Attacks other targets in its area of effect with **incidental fire** (contrast w/ **area**).

Ordnance: When you attack with this weapon, spend 1-gear.

Quick: When there's a question of speed, a quick weapon acts first.

Reload: After the weapon is used, it takes time to prepare before it can be used again.

Spray: At tight or close range, spend 1-gear to attack a small group or do +1 VOF to a single target (contrast w/ **autofire**).

Suppress: Applies the **suppressed** condition. When you **push yourself** against this weapon, take -1.

Terror: When you **assault the enemy** and hit, they must break and run. When you **push yourself** against a terror weapon, take -2.

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. If you're pinned and then suppressed, continue to reduce VOF.

*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.

THE REGIMENT // COLONIAL MARINES // GM TOOLKIT

GM1
ALPHA 2.2

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.

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VOLUME OF FIRE

VOF	1	2	3	4	5	6
I			S	S	S	W
D	S	S	S	W	W	W
C	2S	W	W	W	W	2W

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.

M577 APC

CREW: 1

- Main Gun (4d AP ordnance breach messy far/ex)
- (Coax) Light Machine Gun (3d near/far autofire suppress)
- (Coax) Light Machine Gun (3d near/far autofire suppress)

Passengers: 16

Armor: Front 3, Side 2, Rear 2, Top 2

UD-4L CHEYENNE DROPSHIP

CREW: 2

- Missile Pods (5d AP ex HEAT area ordnance indirect breach)
- Rocket Launchers (5d AP far ordnance messy)
- (Nose turret) Heavy Gatling Gun (5d AP far/ex autofire suppress)

Passengers: 40 + 1 M577 APC in bay

Armor: Front 1, Side 1, Rear 1, Top 1, Bottom 2

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.

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?"

TERRAIN

- Ambush
- Exposure
- Hampered mobility
- Limited visibility
- Lost

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 their cover.
- Use one team to support another.
- Bring in reinforcements.
- Conceal 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.
- Fog of War.

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



POWERED BY THE
APOCALYPSE
apocalypse-world.com

THE REGIMENT // COLONIAL MARINES // GM TOOLKIT

GM2
ALPHA 2.2

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.
- Friendly 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 fall 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.

INFILTRATION

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 POV 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.

OB1
ALPHA 2

YOUR UNIT

DESIGNATION

Alpha (Bravo, Charlie, etc.) Company, 1st Battalion, 5th MAU (A/1/5)

The players should make the MAU and platoon choices together, but the Officer player gets final say.

By default, your unit is a **platoon** of 40 soldiers, under the command of an Officer and several NCOs. The PCs will serve within a **squad** that is part of the unit. Your squad has the same **operational effectiveness** (QP) as the unit.

[Default: OP=0. Surplus: 3-supply.]

Choose 2 advantages:

○ Your unit is especially well-armed. When you attack, you may spend 1-gear for **+1d**.

☐ Your unit contains a number of seasoned veterans. **+1 OP.**

☐ Your unit is an elite special-forces outfit. **+1 OP.**

○ Your unit has access to intelligence assets. Add surplus: **+intel**.

☐ Your unit has reliable access to materiel. Surplus: **+1 supply.**

☐ Your unit has access to vehicle transport, airborne drops, amphibious insertion, etc. Add: **+mobility**.

○ Your unit has a powerful patron higher up the chain of command (a Colonel at the regimental level or higher). Add: **+patron**.

And choose 1 drawback:

○ Your unit is comprised mainly of new recruits. **Trouble: green.**

○ Your unit is made up of misfits, outcasts, convicts, and cast-offs from other units. **Trouble: savages.**

☐ Your unit operates beyond the range of easy re-supply. **Supply -1.**

☐ Your unit has vendettas or rivals among the MAU. **Trouble:** reprisals.

○ Your unit has gone without replacements. **Trouble: under-manned.**

☐ Your unit has attracted the unfavorable attention of the MAU or company commander. **Trouble: whipping-boys.**

COMPANY COMMANDER

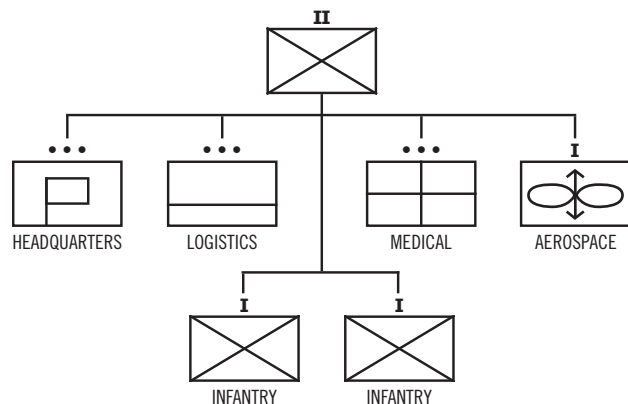
CAPTAIN

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.

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.



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.

[illegible]

STARTING MISSION // OUTPOST EPSILON // GM SHEET

BY RYAN DUNLEAVY **OE1**

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.

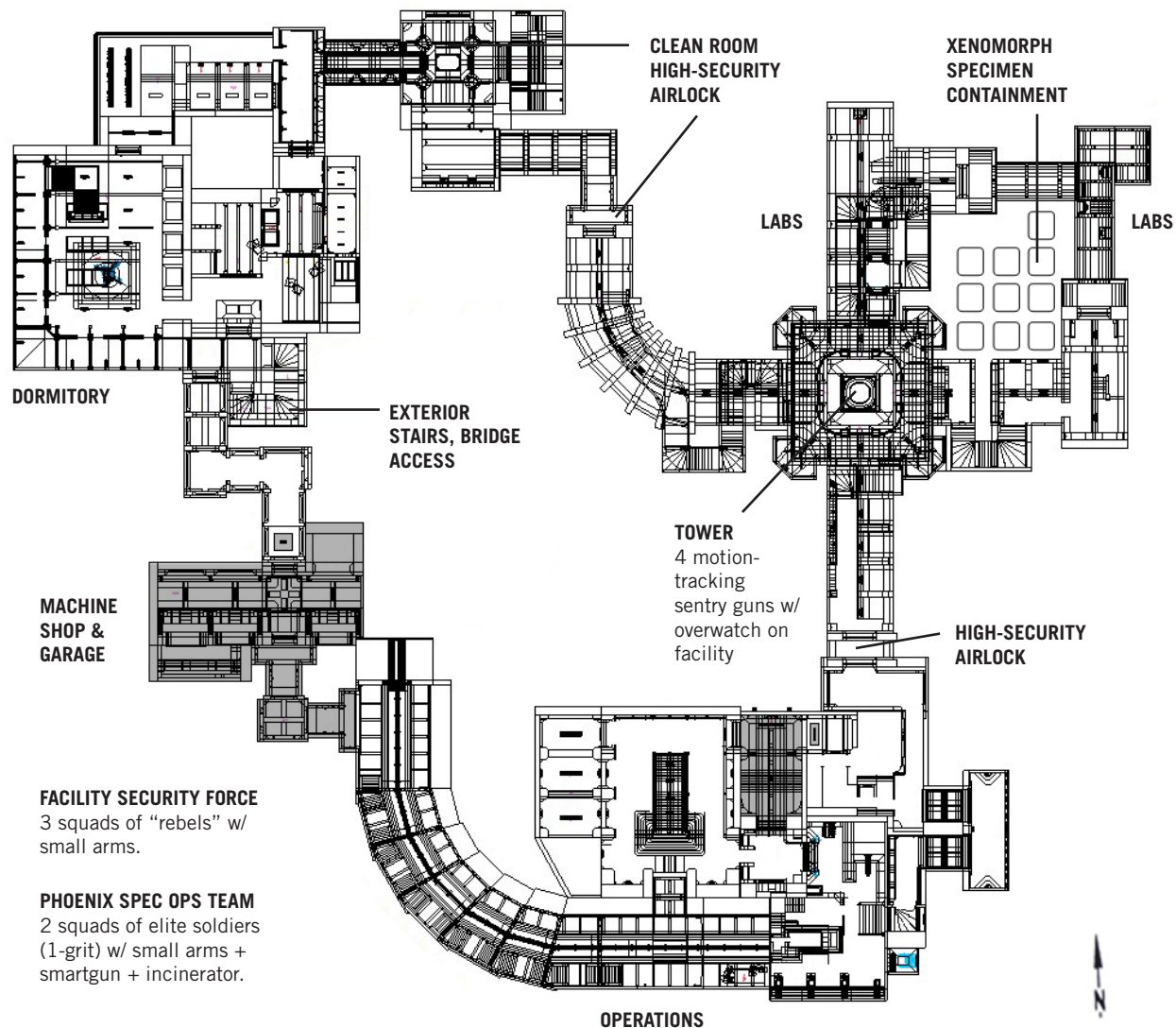
ASSETS

- (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

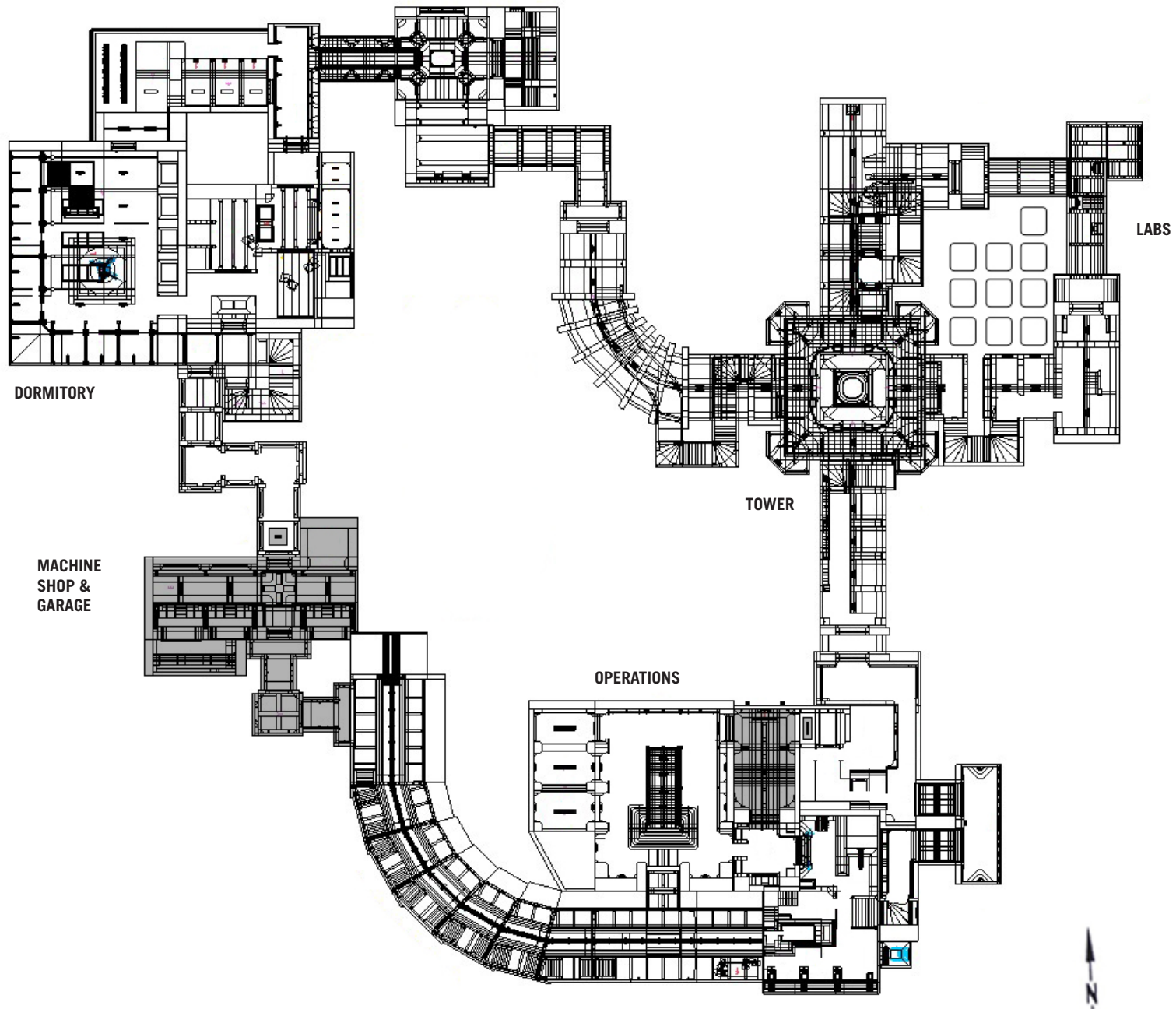
intercepts the orders and dispatches a special forces team to clear and sweep. They will be on-site when the Marines are (either ahead of them, or just behind, depending on how the engagement move turns out).

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

OE2

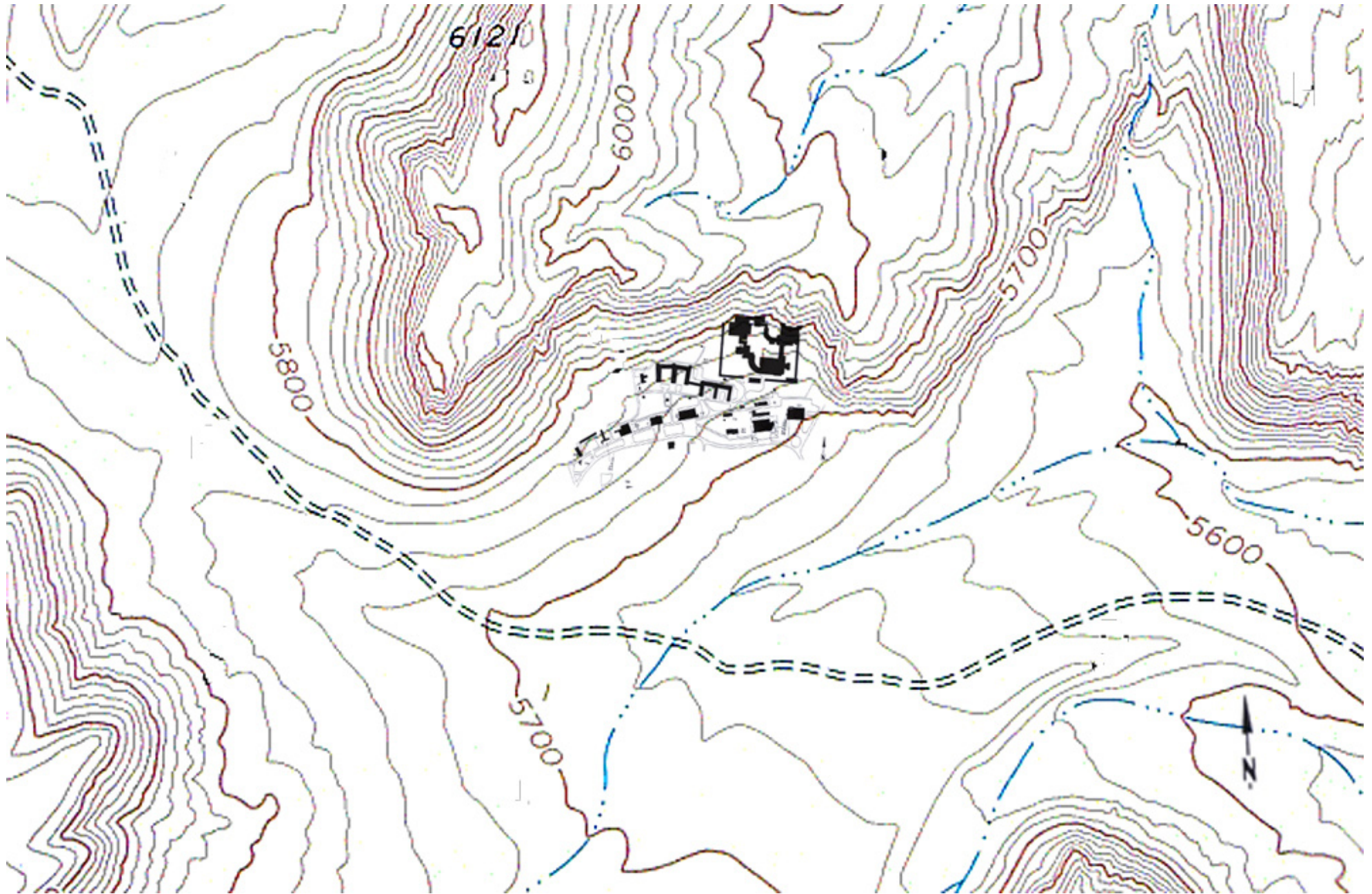
OUTPOST EPSILON // FACILITY SCHEMATIC



STARTING MISSION // OUTPOST EPSILON

0E3

OUTPOST EPSILON // TERRAIN MAP



STARTING MISSION // OUTPOST EPSILON

OE4

OUTPOST EPSILON // REFERENCE PHOTO

