THE REGIMENT // COLONIAL MARINES

TROOPER

ALPHA 2.5

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

NAME

PROFILE

BACKGROUND
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
You get Battle+2. Take +1 in another stat.

IMPROVEMENTS
○ +1 to stat (max+3)
○ new move
○ new move
○ new move (from any playbook)

ADVANCED (4+)
○ get +1 grit

MARK XP WHEN:
• YOU ROLL 6 OR LESS
• A BOND HITS +4 (RESET TO +1)
• YOU HELP A COMRADE WHO’S IN TROUBLE
• WRITE YOUR LETTER HOME AT MISSION END

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 put the mission first and follow the orders of your superiors into danger, mark xp.
○ Battle tested: You get +1 BATTLE (max+3).
○ Comrade in arms: When you aid someone and choose assist, they take +2 forward 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 keep it together, roll+BATTLE instead of roll+GUTS.
○ Spray & pray: When you assault, 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 against a determined foe that outnumbers or outguns you, gain 1-tough and +1grit.

LOADER

○ Pulse Rifle (3d close/near spray), shotgun (3d tight spray), 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 tracker, welding torch, combat knife (2d tight), ammo, flares, hydration packs, nutrient packs, barter items worth 3-smokes, 1-personal item (detail).

SQUAD DESIGNATION

SQUAD LEADER

SQUAD // BONDS
Starting bonds: +2, +1, +1

SQUAD DESIGNATION

OP

SQUAD LEADER

SQUAD // BONDS

IMPROVEMENTS
○ +1 to stat (max+3)
○ new move
○ new move
○ new move (from any playbook)

ADVANCED (4+)
○ get +1 grit

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GEAR

SMOKES

OTHER MOVES
THE REGIMENT // COLONIAL MARINES

STATS
You get Tactics+2. Take +1 in another stat.

IMPROVEMENTS
+1 to stat (max+3)
new move
new move (from any playbook)

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

MARK XP WHEN:
- you roll 6 or less
- a bond hits +4 (reset to +1)
- you help a comrade who's in trouble
- write your letter home at mission end

OFFICER MOVES
Choose one more

Logical: 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+Tactics. 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.

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

Tactical Support: When you assist your troopers remotely by analyzing their camera feeds on your datapad, roll+Tactics. On a hit, a trooper takes +1 forward if they follow your orders. On a miss, they still take +1, but your orders lead them into danger.

Planning is everything: When you make a battle plan, and your troopers are willing to follow it, take +1 to the engagement move.

Master tactician: You get +1 Tactics (max+3)

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 BONDS
Starting bonds: +2, +1, +1

SQUAD // BONDS

FINAL (7+)

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Master tactician: You get +1 Tactics (max+3)
Choose two more IMPROVE medic moves experience

**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 a critical soldier. They don’t die or get worse. You get them back in the fight, and take +1d to treat their harm if you choose that option (below).
- You treat their harm. You do “damage” in reverse. Roll a number of dice equal to your guts+1 and index the VOF table (incidental fire). They recover stress or wounds according to the results.
- Spend gear 1-for-1 to re-roll or improve your VOF.

**Battlefield grace:** When you’re attending to wounded in the heat of battle you and your patient get 1-tough.

**I’m a doctor, dammit!**

When you perform a combat action to save lives, roll+guts.
- You stabilize a critical soldier. They don’t die or get worse.
- You get them back in the fight, and take +1d to treat their harm if you choose that option (below).
- You treat their harm. You do “damage” in reverse. Roll a number of dice equal to your guts+1 and index the VOF table (incidental fire). They recover stress or wounds according to the results.
- Spend gear 1-for-1 to re-roll or improve your VOF.

**Inopportune target:** When you’re on the battlefield but do not take direct action against the enemy, you gain concealment.

**In their time of need:** When you provide comfort to a casualty, they heal 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 +1 GUTS (max +3)

**Infirmary:** When you tend to your soldiers’ health between sessions or during downtime away from danger, they get the recuperate choice on the downtime move, for free. In addition, you can spend 1-gear to give a soldier (including yourself) +1 choice.

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**Infirmary:** When you tend to your soldiers’ health between sessions or during downtime away from danger, they get the recuperate choice on the downtime move, for free. In addition, you can spend 1-gear to give a soldier (including yourself) +1 choice.
**Sergeant (Sgt), Staff Sergeant (S/Sgt).**

**STATS**

You get Leadership+2 and Battle+1. Take +1 in another stat.

- **BATTLE**
- **LUCKY**
- **GUTS**
- **TACTICS**
- **LEADERSHIP**

**SQUAD // BONDS**

Starting bonds: +2, +1, +1

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<th>SQUAD DESIGNATION</th>
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**STRESS // WOUNDS**

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**LOADOUT**

Choose one

- **Pulse Rifle** (3d close/near spray), shotgun (3d tight/close spray), 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 tracker, welding torch, combat knife (2d tight), ammo, flares, hydration packs, nutrient packs, barter items worth 6-smokes, 1-personal item (detail).

**EXPERIENCE**

- **ADVANCED (4+)**
  - Get +1grit
  - Get 1-tough
  - O2nd character
  - Go home

**MARK XP WHEN:**

- You roll 6 or less
- A bond hits +4 (reset to +1)
- You help a comrade who’s in trouble
- Write your letter home at mission end

**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.

**SERGEANT MOVES**

Choose two more

- **Form up on me:** When you’re leading a team and have to keep it together 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.

- **Rally:** When you rally the troops, roll +LEADERSHIP. On a 10+, hold 3. On a 7-9, hold 2. On a 6-, hold 1. During the engagement, 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.
  - Hit ‘em hard! +1 VOF.

- **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 +1 LEADERSHIP (max +3).

- **Not as bad as it looked:** After a battle, heal 1-stress or 1-wound.

- **Veteran instincts:** When you assess a situation and you or your team are acting on the GM’s answers, take +1 to rolls or do +1d to targets (your choice).

- **Not my first rodeo:** You get 1-grit.

**OTHER MOVES**

- **Gear**
- **Smokes**
THE REGIMENT // COLONIAL MARINES
SYNTHETIC

IMPROVE eXPerience

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

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

DESIGNATION

PROFILE

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

CORE DIRECTIVE

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

DEPLOYMENT

SQUAD DESIGNATION

Starting bonds: +2, +1, +1

STRESS // WOUNDS

STAIN / FORWARD

LOADOUT

● Sidearm (2d tight quick)

Also: Commlink, technician tool kit, trackers w/ wrist monitor, welding torch, combat knife (2d tight), ammo, flares, 1-smoke.

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.

A synthetic can be repaired by a technician in a biomechanical workshop by spending 1-gear for every 2 boxes of wounds or overload. Field repairs can be made with a tool kit by spending 2-gear to heal one box of wounds or overload.

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 1 box of overload to re-roll or 1-3 boxes to 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 aid someone who’s rolling a non-battle move, the bonus stacks with aid 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.

EXPERIENCE

ADVANCED (4+)
MARK XP WHEN:

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IMPROVEMENTS

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

LOADOUT

GEAR

SMOKES
**ENGAGE**

When you **lead a new engagement**, **roll+OP** (see page OB1), modified by the answers to these questions:

- Do you have support from another unit? If so, take +1.
- Do you have operational intelligence relevant to this engagement? If so, take +1.
- Do you have the optimal men/materials to carry out this engagement? If not, take -1.
- Do you have unfavorable conditions (weather/terrain) for this engagement? If so, take -1.
- Are the members of your unit in good spirits, enthusiastic about following your lead? Failing that, are they afraid of letting you down? If neither, take -1.

Then roll and choose options. **12+:** You get all three. **10-11:** Choose two. **7-9:** Choose one:

- You seize the initiative.
- You maintain unit cohesion. Your forces are ready and positioned where you want them.
- 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).

**COMBAT MOVES**

**ASSAULT**

**+BATTLE**

**1-GEAR**

When you **assault the enemy** to seize territory or gain a tactical advantage, **spend 1-GEAR** and roll **+BATTLE**. **7-9:** Choose two options, below. **10+:** Choose three.

- Seize contested territory (enemy loses ground/position, enemy is flanked/loses cover).
- Provide covering fire (enemy is suppressed).
- Make an **attack** with your weapon.
- Keep your head down (-1 VOF incoming during this assault).
- Give allies an opportunity (they take +1 forward)

**ATTACK**

When you **attack the enemy** or **suffer an attack**, roll damage dice on the **VOF table** to determine its effects. The GM will assign defensive/defensive factors (EW2)—cover, concealment, ambush, force parity, etc.—to modify VOF as established.

This is the basic attack move. If you’re simply firing at the enemy, use this move.

**HIT THE DECK**

When you come under attack and choose to **hit the deck**, you’re pinned down (can’t maneuver) and you gain defensive factors as established (cover/concealment, etc.)—apply them to the VOF of the attack you’re facing now.

**KEEP IT TOGETHER**

**+GUTS**

When you need to keep it together in the face of physical or emotional trauma, overwhelming violence, horror, or suffering choose the action you hope you don’t do from the list below and roll **+GUTS**.

- Freeze up, let my team down, fall behind.
- Panic, disengage, flee.
- Get confused, lost, leave myself wide open.
- Collapse, let go, give up.
- Lose control, go wild, do unintended harm.
- **10+:** You keep calm and carry on; you do none of them. **7-9:** You do one you didn’t pick, GM chooses. **6+:** It’s the one you don’t want.

**PERIPHERAL MOVES**

**CRITICAL**

**+WOUNDS**

When you **take a critical hit**, you’re out of action, **roll+WOUNDS**. **10+:** It’s deadly. You need **aid** right now or you’re going to die. **7-9:** It’s bad. You can take action, but after you do, bump your critical result up to 10+. **6+:** You can keep going, but if you do, you’ll take 1-wound from blood loss or 1-stress from shock.

**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** (1-3). **10+:** You find a contact who will try to make it happen if it’s at all reasonable. **7-9:** You get it, but the GM chooses a compromise:

- You get something similar to what you want.
- You have to burn that bridge.
- You have to fuck someone over.
- You owe something in return.

**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**. **10+:** choose two. **7-9:** choose one:

- You find it quickly.
- You find it without trouble.
- You hit the jackpot. 6-gear/smokes or major intel.

**LETTERS HOME**

At the end of the mission, each PC writes a letter home. The letter (or vid-message) should cover the following:

- Number of mission objectives completed by the team (get 1 xp per objective).
- Did someone show valor beyond the call of duty? (3 xp for that PC, may be none).
- Who can you count on? They get +1 bond w/ you.
- Who let you down? Take -1 bond with them.
- PC died (mark improvement on next character).
When you approach an enemy, distribute EW2 near 3, roll damage on the vOF table to determine the results. Example: 3d direct fire. You roll 1, 4, 6. Reading the [D] row of the table, you inflict one stress (S) and two wounds (W).

### RESULTS

**(S) Stress:** Mark a slash in a stress box of your choice. Your character’s next action will be influenced by the box you mark. **Flight:** Avoid the enemy, fall back, take cover, assist a comrade. **Fight:** Attack the enemy, pursue, unit maneuvers.

**(W) Wound:** Mark a slash in a wound location as established by the circumstances. If a wound is marked in the same location twice, it becomes a critical.

**(C) Critical:** Mark an X in an unmarked wound location. You’re out of action. Make the critical (EW1). If you take critical damage and have no unmarked boxes, you die.

### PROTECTION

**Tough:** Durability. Reduces wounds taken from an attack, 1-for-1.

**Grit:** Mental fortitude. Reduces stress taken from an attack, 1-for-1.

**Cinematic Death (optional):** When you die, choose: 1) Make your death move and create a new character, or 2) Take a debility (-1 battle, tactics, or guts, and change your profile) and survive.

---

### UNIT MANEUVERS

**NPC ACTION**

When your fellow NPC soldiers take independent action, roll +DP. 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.

When **NPC units engage the enemy**, 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.
NPCS

When an NPC unit takes damage, mark a slash for stress and an X for 2 stress or a wound. If the unit takes a critical hit or runs out of boxes, it’s out of action.

A unit can represent a single soldier, a fire team, a squad, etc. depending on the size of the engagement. Extra gray circles are provided to track damage to special elite units.

VOLUME OF FIRE

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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 ordinance breach mess 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 characteristics can be assumed as a baseline.

XENOMORPH WARRIOR DRONE

- Claws and bite (3d tight quick)
- Tail blade (3d tight quick messy)
- Rush attack (3d close terror, -1 VOF to their attack and PC counterattack due to fast movement)
- Acid blood spray when killed (3d 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

- Immerses them in the chaos of war.
- Announces impending danger.
- Inflicts fire (as established).
- Tells them the possible consequences and asks.
- Offers an opportunity, with or without a cost.
- Separates them.
- Puts them in a tough spot.
- Trades harm for harm (as established).
- Introduces news from home or other fronts.
- Gives them downtime.
- Consumes resources (gear, supply).
- Manifests the limitations of their equipment.
- Corners them. Captures someone.
- Makes them buy it (supply, gear, smoke).
- Turns their move back on them.
- Shows the consequences.
- Makes a battle move.
- Makes an enemy move.
- Advances a countdown clock.
- After every move: “What do you do?”

TERRAIN

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

GM1

GENERAL

- Hit them where they’re weak.
- Eliminates serious threats.
- Recon and gather intel.
- Fortifies your position.
- Steals or destroys resources.
- Pins them down. Suppress them.
- Seizes superior positions.
- Degrades / destroys their cover.
- Degrades / destroys their support resources.
- Reveals a dangerous opportunity.
- Reveals hidden units.
- Diverts, subverts, or destroys their support resources.
- Introduces new, conflicting, or confusing orders from the players’ commanders.
- Fog of War.

OTHER

- Make maps (prepared and on-the-fly)
- Uses 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

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 flank 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. 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.
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 heavy weapons duty.

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.

GM: Deploy the strengths and weaknesses of the commanders especially when the players use the petition up the chain of command move.
THE REGIMENT // COLONIAL MARINES // EXAMPLES AND 2.5 CHANGETLOG

COMBAT

BATTLE SEQUENCE
- Battle plan
- Engagement move
- Actions and moves
- New engagement: When the goal of the current battle plan is complete or abandoned, ask the team what they plan to do next, and make a new engagement move to establish the situation again. There may be downtime between the engagement moves, depending on the fictional situation at hand. One battle may call for several engagement moves.

FORCE PARITY
Soldier vs. Group: When one soldier attacks a group of enemies, you can treat the group as a single unit. The soldier has reduced VOF for the disparity in force size (-1 for soldier vs. fire team, -2 for soldier vs. squad, -3 for soldier vs. platoon, etc.). Judge the damage against the unit as a whole. Stress represents loss of morale and scattering, wounds represent casualties.

PC Team vs. Enemy: When the PCs attack as a coordinated fire team on the same target, make VOF adjustments for force parity, etc. as usual, then have each player roll damage. Take the best result and apply it to the enemy unit.

For example: A PC squad attacks a single xenomorph. The squad gets +2 VOF for being a larger force, giving them concentrated fire. The PCs are also arranged with overlapping fields of fire, giving them another +1 VOF (which becomes +1d since the VOF is already at maximum). Each player rolls damage +1d, and the team uses the best result against the xenomorph. Its boned.

VEHICLES
When you attack a vehicle, each wound inflicts 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.

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

Vehicles with armor are immune to attack from standard weapons. A weapon with the AP tag is required to do damage to armored vehicles. Subtract vehicle armor from wounds taken first, then stress if any remains. Vehicle crew takes damage as established.

DAMAGE

STRESS

FLIGHT FIGHT SHOCK

You take 1-stress.

STRESS

FLIGHT FIGHT SHOCK

You take 2-stress. In this case, when marking two different stress states, you can choose which stress response you have.

STRESS

FLIGHT FIGHT SHOCK

You take a seventh box of stress and go stress critical in fight.

STRESS

FLIGHT FIGHT SHOCK

You get aid and heal your stress critical box.

GOALS FOR 2.5

A SLIGHTLY SIMPLER GAME
I reduced the overall number of moves as well as removing some exceptional cases so it's easier to remember and apply rules.

FICTIONAL RESULTS FOR STRESS AND WOUNDS
In previous versions, it was easy to gloss over the effects of stress and wounds, falling back on shorthand: “Take 2 wounds.” I wanted each box of damage to have a specific effect to cue a result in the fiction.

MORE DIFFICULT CHOICES
Tough choices are always fun. I revised the old push yourself move into something more interesting (I hope): Keep it together.

The engagement move now accounts for details of the specific situation, including morale elements, so choices of fictional positioning have a bigger impact when making that move.

CHANGELOG

New volume of fire table. There are now 5 VOFs: Incidental, Scattered, Direct, Focused, and Concentrated.

New stress system. Each time you take stress, you choose how your soldier will react to it: Flight, Fight, or Shock.

New wounds system. Wounds have locations now, and critical wounds take you out of action. There’s a critical move that determines how badly you’re injured, so there’s more uncertainty (you can’t count on a 2d pistol not to kill you).

New and revised moves. Assault now includes covering fire. Push yourself has been revised into keep it together. Help has been revised into aid. Hit the deck no longer requires a roll. New critical move. Rally is now a Sergeant move.

New and revised playbook moves. Changes to each playbook! Give them a close look. Also check out when you mark xp (upper right corner of playbooks).
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.

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 // TERRAIN MAP
STARTING MISSION // OUTPOST EPSILON

OUTPOST EPSILON // REFERENCE PHOTO