

CREATING YOUR SOLDIER

To create your soldier, choose **rank**, **name**, **look**, **stats**, **moves**, and **gear**.

RANK

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

NAME

Brooks, Jackson, Pope, Franklin, Lewis, Dutton, Reed, Price, Harrison, Ross, Cutler, Gray, Ackerman, Clayton, Keeler, Barnes, Cole, Ford, Garrett, Morrow, Riley

Nunez, Cabral, Ramirez, Garza, Alvarez, Moreno, Herrera, Soto, Mendez, Munoz, Ortiz, Ramos, Ruiz, Vega, Valdez, Delgado, Salazar, Martinez, Rivera, Torres, Chavez

Fitzpatrick, Macklin, McDonald, Donoghue, Dunleavy, Hanrahan, Murphy, Lynch, McCarthy, O'Connor, Walsh, Quinn, Wilson, Duffy, Sweeney, Hughes, Campbell

Andropov, Baranski, Borodin, Chernov, Dozhdolev, Golovnin, Harkov, Iltchenko, Kanatova, Koslov, Morozova, Novokov, Pechenkin, Ryndenko, Saitov, Sharova, Toporov, Tsyganova, Voikevich, Zubov

Anhauser, Brecht, Draeger, Eckert, Fehrenbacher, Fogel, Gruber, Hauser, Herzog, Kaempfer, Kessler, Moeller, Niemann, Prokler, Reinhardt, Scholl, Sievers, Teller, Volker, Wittman

MOVES

You get all the core moves. Also **choose two moves** from the **soldier moves** list.

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

LOOK

Man, woman, androgynous.

Battered uniform, crisp uniform, scrounged uniform, worn uniform.

Boyish, busted, cruel, handsome, honest, kind, plain, pretty, scarred, striking, weathered.

Blank, bright, cold, cunning, dark, keen, open, sad, sharp, wild.

Athletic, big, bony, compact, graceful, lanky, sturdy, tall, wiry.

GEAR

Choose a loadout:

Battle Rifle (3-harm near/far), frag grenades, smoke grenades.

SMG (2-harm close/near spray), frag or smoke grenades.

Automatic Rifle (3-harm near autofire), frag and smoke grenades.

LMG (3-harm near/far autofire suppress 2-crew), sidearm (2-harm hand/close quick)

Also: helmet, bayonet (2/3-harm hand), ammo, canteen, backpack, barter worth 3-smokes, entrenching tool, 1-personal item (detail).

OPERATIONAL RECORD

OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>



SERVICE RECORD

RANK	NAME
------	------

LOOK

STATS

EXPERIENCE

BATTLE	<ul style="list-style-type: none"> Assault the enemy Suppress the enemy 	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> »» IMPROVEMENT
GUTS	<ul style="list-style-type: none"> Act under fire Hold your position 	<input type="checkbox"/> get +1tactics <input type="checkbox"/> get +1guts <input type="checkbox"/> get +1lucky <input type="checkbox"/> get a soldier or training move <input type="checkbox"/> get a soldier or training move <input type="checkbox"/> get a soldier or training move <input type="checkbox"/> get a move from another type <input type="checkbox"/> get a move from another type
LEADERSHIP	<ul style="list-style-type: none"> Rally Lead a maneuver 	<input type="checkbox"/> get+1 to any stat (max +3) <input type="checkbox"/> get +1grit <input type="checkbox"/> get +1tough <input type="checkbox"/> expand 3 moves <input type="checkbox"/> change to a new type
LUCKY	<ul style="list-style-type: none"> Are you crazy? Scrounge for spoils 	
TACTICS	<ul style="list-style-type: none"> Assess the situation Make a battle plan 	

LOADOUT & SPOILS OF WAR

WOUNDS |

STRESS |

GEAR

SMOKES
GRIT
TOUGH

MARK XP WHEN...

- YOU TAKE HARM
- YOU RESET BOND
- YOU MISS A ROLL
- A MOVE TELLS YOU
- YOU ACHIEVE AN OBJECTIVE

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

SOLDIER MOVES

- **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.
- **Fight back:** When you *act under fire*, roll+**battle** instead of roll+guts.
- **Heavy weapon:** Spend 1-supply from the unit surplus to equip a heavy weapon. Flame-thrower, bazooka, heavy MG, mortar, your call.
- **Spray & pray:** When you *suppress the enemy*, you can spend additional gear 1-for-1 to take +1 to your roll.
- **Stone cold:** You get 1-grit.
- **Once More into the Breach:** When you break cover and expose yourself to fire to bring the fight to the enemy, mark xp.
- **Section 8:** Maybe you have nothing left to live for; maybe you live for battle. When you *make a close assault* on a determined enemy that outnumbers or outguns you, gain +1tough and +1grit.

SPECIALIZED TRAINING MOVES

- **Airborne:** When you're dropped from an aircraft and make the *Insertion/Landing* or *Contact* engagement moves, take +2 to the roll.
- **Front-line infantry:** When you make the *Contact* or *Patrol* engagement moves, take +1 to the roll. If your team is at the vanguard of the operation, take +2 to the roll.
- **Mount Up:** When you make the *Escort* or *Travel/Transport* engagement moves, take +1 to the roll. If your team is leading the convoy, take +2 to the roll.
- **Ranger:** When you make the *Recon/Infiltration* or *Ambush* engagement moves, take +1 to the roll. If you or your team are operating independently from the unit, take +2 to the roll.
- **Rear guard:** When you make the *Defense/Security* or *Patrol* engagement moves, take +1 to the roll. If your team is in charge of security, take +2 to the roll.

OTHER MOVES

YOUR SQUAD & BONDS

Starting Bonds: Choose another PC and take Bond+1 with them. Say how your bond was forged with them. With everyone else, you start with Bond-1.

SQUAD DESIGNATION:	
SQUAD LEADER:	
ABLE TEAM (SCOUT)	
BAKER TEAM (RIFLEMEN)	
CHARLIE TEAM (AUTO RIFLE/LMG)	

NOTES & OTHER BONDS

CREATING YOUR OFFICER

To create your officer, choose **rank**, **name**, **look**, **stats**, **moves**, and **gear**.

RANK

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

NAME

Brooks, Jackson, Pope, Franklin, Lewis, Dutton, Reed, Price, Harrison, Ross, Cutler, Gray, Ackerman, Clayton, Keeler, Barnes, Cole, Ford, Garrett, Morrow, Riley

Nunez, Cabral, Ramirez, Garza, Alvarez, Moreno, Herrera, Soto, Mendez, Munoz, Ortiz, Ramos, Ruiz, Vega, Valdez, Delgado, Salazar, Martinez, Rivera, Torres, Chavez

Fitzpatrick, Macklin, McDonald, Donoghue, Dunleavy, Hanrahan, Murphy, Lynch, McCarthy, O'Connor, Walsh, Quinn, Wilson, Duffy, Sweeney, Hughes, Campbell

Andropov, Baranski, Borodin, Chernov, Dozhdolev, Golovnin, Harkov, Iltchenko, Kanatova, Koslov, Morozova, Novokov, Pechenkin, Ryndenko, Saitov, Sharova, Toporov, Tsyganova, Voikevich, Zubov

Anhauser, Brecht, Draeger, Eckert, Fehrenbacher, Fogel, Gruber, Hauser, Herzog, Kaempfer, Kessler, Moeller, Niemann, Prokler, Reinhardt, Scholl, Sievers, Teller, Volker, Wittman

LOOK

Man, woman, androgynous.

Battered uniform, crisp uniform, scrounged uniform, worn uniform.

Boyish, busted, cruel, handsome, honest, kind, plain, pretty, scarred, striking, weathered.

Blank, bright, cold, cunning, dark, keen, open, sad, sharp, wild.

Athletic, big, bony, compact, graceful, lanky, sturdy, tall, wiry.

GEAR

Choose a loadout:

○ **Carbine** (2-harm close/near quick), frag grenades, smoke grenades, sidearm (2-harm hand/close quick).

○ **SMG** (2-harm close/near spray), frag or smoke grenades, sidearm (2-harm hand/close quick).

Also: helmet, combat knife (2-harm hand quick), ammo, canteen, backpack, map case, compass, binoculars, orders/intel, barter worth 2-smokes, entrenching tool, 1-personal item (detail).

MOVES

You get all the core moves. You get *logistics*, *harsh lessons*, and choose one other **officer move**.

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

OPERATIONAL RECORD

OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○
OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○
OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○
OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○
OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○



SERVICE RECORD

RANK	NAME
------	------

LOOK

STATS

EXPERIENCE

BATTLE	<ul style="list-style-type: none"> Assault the enemy Suppress the enemy 	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> »» IMPROVEMENT
GUTS	<ul style="list-style-type: none"> Act under fire Hold your position 	<input type="checkbox"/> get +1battle <input type="checkbox"/> get +1guts <input type="checkbox"/> get +1leadership <input type="checkbox"/> get an additional unit feature <input type="checkbox"/> get an additional unit feature <input type="checkbox"/> get an officer or training move <input type="checkbox"/> get an officer or training move <input type="checkbox"/> get a move from another type
LEADERSHIP	<ul style="list-style-type: none"> Rally Lead a maneuver 	<input type="checkbox"/> get+1 to any stat (max +3) <input type="checkbox"/> get +1grit <input type="checkbox"/> get +1tough <input type="checkbox"/> expand 3 moves <input type="checkbox"/> change to a new type
LUCKY	<ul style="list-style-type: none"> Are you crazy? Scrounge for spoils 	
TACTICS	<ul style="list-style-type: none"> Assess the situation Make a battle plan 	

GEAR & SPOILS OF WAR

--	--	--	--	--	--	--

WOUNDS |

STRESS |

GEAR

SMOKES	
GRIT	TOUGH

MARK XP WHEN...

- YOU TAKE HARM
- YOU RESET BOND
- YOU MISS A ROLL
- A MOVE TELLS YOU
- YOU ACHIEVE AN OBJECTIVE

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

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 you see one or more of your soldiers go down in battle, mark xp.
- Fire Support:** When you call in an air-strike, artillery barrage, or naval fire-mission, spend 1-supply from the unit surplus and roll+leadership. On a 10+, the fire support comes through on your command. On a 7-9, the GM chooses one:
 - The fire comes through on the target but also hits short, near you. Distribute 4 stress among you and your team.
 - The fire comes through but is a bit off-target and has a 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 who's rolling.
- Opportunist:** When you *make a battle plan*, you may spend 2-hold to discover a new strategic opportunity or unit surplus that can be seized in your present situation, GM details. If you achieve that objective, mark an additional xp.
- Master tactician:** You get +1tactics (max+3)

SPECIALIZED TRAINING MOVES

- Airborne:** When you're dropped from an aircraft and make the *Insertion/Landing* or *Contact* engagement moves, take +2 to the roll.
- Front-line infantry:** When you make the *Contact* or *Patrol* engagement moves, take +1 to the roll. If your team is at the vanguard of the operation, take +2 to the roll.
- Mount Up:** When you make the *Escort* or *Travel/Transport* engagement moves, take +1 to the roll. If your team is leading the convoy, take +2 to the roll.
- Ranger:** When you make the *Recon/Infiltration* or *Ambush* engagement moves, take +1 to the roll. If you or your team are operating independently from the unit, take +2 to the roll.
- Rear guard:** When you make the *Defense/Security* or *Patrol* engagement moves, take +1 to the roll. If your team is in charge of security, take +2 to the roll.

OTHER MOVES

YOUR SQUAD & BONDS

Starting Bonds: Choose another PC and take Bond+1 with them. Say how your bond was forged with them. With everyone else, you start with Bond-1.

SQUAD DESIGNATION:	
SQUAD LEADER:	
ABLE TEAM (SCOUT)	
BAKER TEAM (RIFLEMEN)	
CHARLIE TEAM (AUTO RIFLE/LMG)	

NOTES & OTHER BONDS

CREATING YOUR MEDIC

To create your medic, choose **rank**, **name**, **look**, **stats**, **moves**, and **gear**.

RANK

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

NAME

Brooks, Jackson, Pope, Franklin, Lewis, Dutton, Reed, Price, Harrison, Ross, Cutler, Gray, Ackerman, Clayton, Keeler, Barnes, Cole, Ford, Garrett, Morrow, Riley

Nunez, Cabral, Ramirez, Garza, Alvarez, Moreno, Herrera, Soto, Mendez, Munoz, Ortiz, Ramos, Ruiz, Vega, Valdez, Delgado, Salazar, Martinez, Rivera, Torres, Chavez

Fitzpatrick, Macklin, McDonald, Donoghue, Dunleavy, Hanrahan, Murphy, Lynch, McCarthy, O'Connor, Walsh, Quinn, Wilson, Duffy, Sweeney, Hughes, Campbell

Andropov, Baranski, Borodin, Chernov, Dozhdolev, Golovnin, Harkov, Iltchenko, Kanatova, Koslov, Morozova, Novokov, Pechenkin, Ryndenko, Saitov, Sharova, Toporov, Tsyganova, Voikevich, Zubov

Anhauser, Brecht, Draeger, Eckert, Fehrenbacher, Fogel, Gruber, Hauser, Herzog, Kaempfer, Kessler, Moeller, Niemann, Prokler, Reinhardt, Scholl, Sievers, Teller, Volker, Wittman

LOOK

Man, woman, androgynous.

Battered uniform, crisp uniform, scrounged uniform, worn uniform.

Boyish, busted, cruel, handsome, honest, kind, plain, pretty, scarred, striking, weathered.

Blank, bright, cold, cunning, dark, keen, open, sad, sharp, wild.

Athletic, big, bony, compact, graceful, lanky, sturdy, tall, wiry.

GEAR

Choose a loadout:

Battle Rifle (3-harm near/far), smoke grenades, medic kit.

Carbine (2-harm close/near quick), smoke grenades, medic kit.

Also: helmet, bayonet (2/3-harm hand), ammo, canteen, backpack, barter worth 4-smokes, entrenching tool, 1-personal item (detail).

MOVES

You get all the core moves. You get the *Medic!* move, and choose one **medic move**.

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

OPERATIONAL RECORD

OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>

THE REGIMENT



MEDIC

CREATING YOUR SERGEANT

To create your sergeant, choose **rank**, **name**, **look**, **stats**, **moves**, and **gear**.

RANK

Sergeant (Sgt), Staff Sergeant (S/Sgt),
Master Sergeant (M/Sgt).

NAME

Brooks, Jackson, Pope, Franklin, Lewis,
Dutton, Reed, Price, Harrison, Ross, Cutler,
Gray, Ackerman, Clayton, Keeler, Barnes,
Cole, Ford, Garrett, Morrow, Riley

Nunez, Cabral, Ramirez, Garza, Alvarez,
Moreno, Herrera, Soto, Mendez, Munoz,
Ortiz, Ramos, Ruiz, Vega, Valdez, Delgado,
Salazar, Martinez, Rivera, Torres, Chavez

Fitzpatrick, Macklin, McDonald, Donoghue,
Dunleavy, Hanrahan, Murphy, Lynch,
McCarthy, O'Connor, Walsh, Quinn, Wilson,
Duffy, Sweeney, Hughes, Campbell

Andropov, Baranski, Borodin, Chernov,
Dozhdolev, Golovnin, Harkov, Iltchenko,
Kanatova, Koslov, Morozova, Novokov,
Pechenkin, Ryndenko, Saitov, Sharova,
Toporov, Tsyganova, Voikevich, Zubov

Anhauser, Brecht, Draeger, Eckert,
Fehrenbacher, Fogel, Gruber, Hauser,
Herzog, Kaempfer, Kessler, Moeller,
Niemann, Prokler, Reinhardt, Scholl,
Sievers, Teller, Volker, Wittman

LOOK

Man, woman, androgynous.

Battered uniform, crisp uniform, scrounged
uniform, worn uniform.

Boyish, busted, cruel, handsome, honest,
kind, plain, pretty, scarred, striking,
weathered.

Blank, bright, cold, cunning, dark, keen,
open, sad, sharp, wild.

Athletic, big, bony, compact, graceful,
lanky, sturdy, tall, wiry.

GEAR

Choose a loadout:

Battle Rifle (3-harm near/far), frag
grenades, smoke grenades, sidearm
(2-harm hand/close quick).

SMG (2-harm close/near spray), frag
grenades, smoke grenades, sidearm
(2-harm hand/close quick).

Also: helmet, bayonet (2/3-harm hand),
ammo, canteen, backpack, barter worth
6-smokes, entrenching tool, 1-personal
item (detail).

MOVES

You get all the core moves. Also choose two **sergeant moves**.

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

OPERATIONAL RECORD

OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
OPERATION	
LOCATION	
OBJECTIVES	
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>



SERVICE RECORD

RANK	NAME
------	------

LOOK

STATS

BATTLE	▪ Assault the enemy
	▪ Suppress the enemy

GUTS	▪ Act under fire
	▪ Hold your position

LEADERSHIP	▪ Rally
	▪ Lead a maneuver

LUCKY	▪ Are you crazy?
	▪ Scrounge for spoils

TACTICS	▪ Assess the situation
	▪ Make a battle plan

EXPERIENCE

IMPROVEMENT

- get +1battle
- get +1guts
- get +1tactics
- get a sergeant or training move
- get a sergeant or training move
- get a sergeant or training move
- get a move from another type
- get a move from another type
- get+1 to any stat (max +3)
- get +1grit
- get +1tough
- expand 3 moves
- change to a new type

GEAR & SPOILS OF WAR

WOUNDS |

STRESS |

GEAR

SMOKES

GRIT TOUGH

MARK XP WHEN...

- YOU TAKE HARM
- YOU RESET BOND
- YOU MISS A ROLL
- A MOVE TELLS YOU
- YOU ACHIEVE AN OBJECTIVE

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

SERGEANT MOVES

- Battlefield awareness:** When you *assess a situation*, roll+**battle** instead of roll+tactics.
- Inspiring:** You can choose to roll+**leadership** instead of roll+bond when you help someone who's rolling. **If they succeed, mark xp.**
- Lead the way:** When you *act under fire*, roll+**leadership** instead of roll+guts.
- 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're acting on the GM's answers, take +1.
- Fanatic:** You get 1-grit.

SPECIALIZED TRAINING MOVES

- Airborne:** When you're dropped from an aircraft and make the *Insertion/Landing* or *Contact* engagement moves, take +2 to the roll.
- Front-line infantry:** When you make the *Contact* or *Patrol* engagement moves, take +1 to the roll. If your team is at the vanguard of the operation, take +2 to the roll.
- Mount Up:** When you make the *Escort* or *Travel/Transport* engagement moves, take +1 to the roll. If your team is leading the convoy, take +2 to the roll.
- Ranger:** When you make the *Recon/Infiltration* or *Ambush* engagement moves, take +1 to the roll. If you or your team are operating independently from the unit, take +2 to the roll.
- Rear guard:** When you make the *Defense/Security* or *Patrol* engagement moves, take +1 to the roll. If your team is in charge of security, take +2 to the roll.

OTHER MOVES

YOUR SQUAD & BONDS

Starting Bonds: Choose another PC and take Bond+1 with them. Say how your bond was forged with them. With everyone else, you start with Bond-1.

SQUAD DESIGNATION:	
SQUAD LEADER:	
ABLE TEAM (SCOUT)	
BAKER TEAM (RIFLEMEN)	
CHARLIE TEAM (AUTO RIFLE/LMG)	

NOTES & OTHER BONDS

ADDITIONAL RULES

You'll be doing these a lot, so they're referenced here for your convenience.

When you **impose your will**, roll+**leadership**. On a 10+, an NPC will do what you say. On a 7-9, they'll do it, but they'll resent you—expect grudges and bad blood. For a PC, on a hit, they get to choose: do what you want and take +1 forward, or resist and take -1 forward.

When you **petition up the chain of command**, roll+**leadership** or **smokes spent** (1-3). On a 10+, you find a sympathetic ear who will listen to your request and try to make it happen if it's at all reasonable. On a 7-9, the GM chooses one:

- You get something close to what you're after, but be ready to accept compromises.
- You arrange it, but you have to burn that bridge.
- You arrange it, but you have to fuck someone over for it.

CREATING YOUR COMMANDO

To create your commando, choose **rank**, **name**, **look**, **stats**, **moves**, and **gear**.

RANK

Corporal (Cpl), Sergeant (Sgt), Staff Sergeant (S/Sgt), Master Sergeant (M/Sgt).

NAME

Brooks, Jackson, Pope, Franklin, Lewis, Dutton, Reed, Price, Harrison, Ross, Cutler, Gray, Ackerman, Clayton, Keeler, Barnes, Cole, Ford, Garrett, Morrow, Riley

Nunez, Cabral, Ramirez, Garza, Alvarez, Moreno, Herrera, Soto, Mendez, Munoz, Ortiz, Ramos, Ruiz, Vega, Valdez, Delgado, Salazar, Martinez, Rivera, Torres, Chavez

Fitzpatrick, Macklin, McDonald, Donoghue, Dunleavy, Hanrahan, Murphy, Lynch, McCarthy, O'Connor, Walsh, Quinn, Wilson, Duffy, Sweeney, Hughes, Campbell

Andropov, Baranski, Borodin, Chernov, Dozhdolev, Golovnin, Harkov, Ilchenko, Kanatova, Koslov, Morozova, Novokov, Pechenkin, Rynenko, Saitov, Sharova, Toporov, Tsyganova, Voikevich, Zubov

Anhauser, Brecht, Draeger, Eckert, Fehrenbacher, Fogel, Gruber, Hauser, Herzog, Kaempfer, Kessler, Moeller, Niemann, Prokler, Reinhardt, Scholl, Sievers, Teller, Volker, Wittman

LOOK

Man, woman, androgynous.

Battered uniform, crisp uniform, scrounged uniform, worn uniform.

Boyish, busted, cruel, handsome, honest, kind, plain, pretty, scarred, striking, weathered.

Blank, bright, cold, cunning, dark, keen, open, sad, sharp, wild.

Athletic, big, bony, compact, graceful, lanky, sturdy, tall, wiry.

GEAR

Choose a loadout:

○ **SMG w/silencer** (2-harm close/near spray quiet), frag grenades, smoke grenades, sidearm (2-harm hand/close quick).

○ **Precision Rifle** (3-harm far/ex), frag grenades, smoke grenades, sidearm (2-harm hand/close quick).

Also: Commando dagger (2-harm hand throw quick), face-paint, forged enemy documents, ammo, canteen, backpack, climbing gear, explosives and detonators, barter worth 3-smokes, 1-personal item (detail).

MOVES

You get all the core moves. Choose two **commando moves**. You also get the *Airborne* and *Ranger* moves from the **specialized training** list.

STATS

CHOOSE A SET			
Battle+2	Battle+2	Battle+2	Battle+2
Guts+2	Guts+2	Guts+2	Guts+2
Leadership+1	Leadership=0	Leadership-1	Leadership-1
Lucky-1	Lucky-1	Lucky=0	Lucky+1
Tactics=0	Tactics+1	Tactics+1	Tactics=0

OPERATIONAL RECORD

OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○
OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○
OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○
OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○
OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○

THE REGIMENT



COMMANDO

SERVICE RECORD

RANK	NAME
------	------

LOOK

STATS

EXPERIENCE

BATTLE	<ul style="list-style-type: none"> Assault the enemy Suppress the enemy 	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> »» IMPROVEMENT
	<input type="radio"/> get +1battle <input type="radio"/> get +1guts <input type="radio"/> get +1tactics	
GUTS	<ul style="list-style-type: none"> Act under fire Hold your position 	<input type="radio"/> get a commando or training move <input type="radio"/> get a commando or training move <input type="radio"/> get a commando or training move <input type="radio"/> get a move from another type <input type="radio"/> get a move from another type
	<input type="radio"/> get +1 to any stat (max +3) <input type="radio"/> get +1grit <input type="radio"/> get +1tough <input type="radio"/> expand 3 moves <input type="radio"/> change to a new type	
LEADERSHIP	<ul style="list-style-type: none"> Rally Lead a maneuver 	
LUCKY	<ul style="list-style-type: none"> Are you crazy? Scrounge for spoils 	
TACTICS	<ul style="list-style-type: none"> Assess the situation Make a battle plan 	

GEAR & SPOILS OF WAR

--

WOUNDS |
STRESS |
GEAR

SMOKES	
GRIT	TOUGH

MARK XP WHEN...

- YOU TAKE HARM
- YOU RESET BOND
- YOU MISS A ROLL
- A MOVE TELLS YOU
- YOU ACHIEVE AN OBJECTIVE

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

COMMANDO MOVES

- **Angel of death:** When you're front and center carrying the fight to the enemy, everyone on your team who can see you gets grit+1.
- **Close quarters battle:** When you fight at hand or close range, do +1harm.
- **Cold operator:** You never have to *push yourself* to commit acts of up-close, personal violence. **When you kill an enemy in this way, mark xp.**
- **Improvise. Adapt. Overcome:** When you *wait... are you crazy?*, roll+**battle** instead of roll+lucky.
- **Explosives expert:** You know how to use explosives for distraction, materiel destruction, creating exits/entries, etc. When you need a boom, spend 1-gear and roll+**tactics**. On a 10+, it works just as you planned (including a quick flashback to how you set it up in advance). On a 7-9, it works, yes, but the GM will introduce some hitch, delay, or complication right now.
- **Icewater:** You get 1-grit.

SPECIALIZED TRAINING MOVES

- **Airborne:** When you're dropped from an aircraft and make the *Insertion/Landing* or *Contact* engagement moves, take +2 to the roll.
- **Front-line infantry:** When you make the *Contact* or *Patrol* engagement moves, take +1 to the roll. If your team is at the vanguard of the operation, take +2 to the roll.
- **Mount Up:** When you make the *Escort* or *Travel/Transport* engagement moves, take +1 to the roll. If your team is leading the convoy, take +2 to the roll.
- **Ranger:** When you make the *Recon/Infiltration* or *Ambush* engagement moves, take +1 to the roll. If you or your team are operating independently from the unit, take +2 to the roll.
- **Rear guard:** When you make the *Defense/Security* or *Patrol* engagement moves, take +1 to the roll. If your team is in charge of security, take +2 to the roll.

OTHER MOVES

YOUR SQUAD & BONDS

Starting Bonds: Choose another PC and take Bond+1 with them. Say how your bond was forged with them. With everyone else, you start with Bond-1.

SQUAD DESIGNATION:	
SQUAD LEADER:	
ABLE TEAM (SCOUT)	
BAKER TEAM (RIFLEMEN)	
CHARLIE TEAM (AUTO RIFLE/LMG)	

NOTES & OTHER BONDS

CREATING YOUR SNIPER

To create your sniper, choose **rank**, **name**, **look**, **stats**, **moves**, and **gear**.

RANK

Corporal (Cpl), Sergeant (Sgt), Staff Sergeant (S/Sgt), Master Sergeant (M/Sgt).

NAME

Brooks, Jackson, Pope, Franklin, Lewis, Dutton, Reed, Price, Harrison, Ross, Cutler, Gray, Ackerman, Clayton, Keeler, Barnes, Cole, Ford, Garrett, Morrow, Riley

Nunez, Cabral, Ramirez, Garza, Alvarez, Moreno, Herrera, Soto, Mendez, Munoz, Ortiz, Ramos, Ruiz, Vega, Valdez, Delgado, Salazar, Martinez, Rivera, Torres, Chavez

Fitzpatrick, Macklin, McDonald, Donoghue, Dunleavy, Hanrahan, Murphy, Lynch, McCarthy, O'Connor, Walsh, Quinn, Wilson, Duffy, Sweeney, Hughes, Campbell

Andropov, Baranski, Borodin, Chernov, Dozhdolev, Golovnin, Harkov, Ilchenko, Kanatova, Koslov, Morozova, Novokov, Pechenkin, Ryndenko, Saitov, Sharova, Toporov, Tsyganova, Voikevich, Zubov

Anhauser, Brecht, Draeger, Eckert, Fehrenbacher, Fogel, Gruber, Hauser, Herzog, Kaempfer, Kessler, Moeller, Niemann, Prokler, Reinhardt, Scholl, Sievers, Teller, Volker, Wittman

MOVES

You get all the core moves and *Ranger* from the **specialized training** list. You get **one shot**, **one kill** and choose one move from the **sniper** moves list. See the spotter description for additional options.

STATS

CHOOSE A SET			
Battle+1	Battle+1	Battle=0	Battle+1
Guts=0	Guts+1	Guts+1	Guts+1
Leadership+1	Leadership-1	Leadership-1	Leadership=0
Lucky-1	Lucky=0	Lucky+1	Lucky-1
Tactics+2	Tactics+2	Tactics+2	Tactics+2

LOOK

Man, woman, androgynous.

Battered uniform, crisp uniform, scrounged uniform, worn uniform.

Boyish, busted, cruel, handsome, honest, kind, plain, pretty, scarred, striking, weathered.

Blank, bright, cold, cunning, dark, keen, open, sad, sharp, wild.

Athletic, big, bony, compact, graceful, lanky, sturdy, tall, wiry.

GEAR

Choose a loadout:

○ **Precision Rifle** (3-harm far/ex), sidearm (2-harm hand/close quick).

○ **Battle Rifle** (3-harm near/far), sidearm (2-harm hand/close quick).

Also: Ghillie suit, ammo, canteen, backpack, combat knife (2-harm hand quick), barter worth 3-smokes, 1-personal item (detail).

OPERATIONAL RECORD

OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○
OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○
OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○
OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○
OPERATION	
LOCATION	
OBJECTIVES	
○	○
○	○
○	○



SERVICE RECORD

RANK	NAME
------	------

LOOK

STATS

EXPERIENCE

BATTLE	<ul style="list-style-type: none"> Assault the enemy Suppress the enemy 	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ▶▶ IMPROVEMENT
GUTS	<ul style="list-style-type: none"> Act under fire Hold your position 	<input type="radio"/> get +1battle <input type="radio"/> get +1guts <input type="radio"/> get +1tactics
LEADERSHIP	<ul style="list-style-type: none"> Rally Lead a maneuver 	<input type="radio"/> get a sniper or training move <input type="radio"/> get a sniper or training move <input type="radio"/> get a sniper or training move <input type="radio"/> get a move from another type <input type="radio"/> get a move from another type
LUCKY	<ul style="list-style-type: none"> Are you crazy? Scrounge for spoils 	<input type="radio"/> get+1 to any stat (max +3) <input type="radio"/> get +1grit
TACTICS	<ul style="list-style-type: none"> Assess the situation Make a battle plan 	<input type="radio"/> get +1tough <input type="radio"/> expand 3 moves <input type="radio"/> change to a new type

GEAR & SPOILS OF WAR

--

WOUNDS	<input type="checkbox"/>							
STRESS	<input type="checkbox"/>							
GEAR	<input type="checkbox"/>							

SMOKES

GRIT	TOUGH
-------------	--------------

MARK XP WHEN...

- YOU TAKE HARM
- YOU RESET BOND
- YOU MISS A ROLL
- A MOVE TELLS YOU
- YOU ACHIEVE AN OBJECTIVE

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

SNIPER MOVES

- One shot, one kill:** When you have relative safety and time to carefully study a human target, roll +**tactics**. On a hit, you eliminate the target. On a 10+, at best, the enemy knows the general direction of your shot. On a 7-9, the enemy has a good idea where the shot came from; GM chooses: you are pinpointed, you are out-flanked, or you are hunted. On a miss, your target is no worse for the wear and that's just the start of you problems. **When you eliminate a high-value target, mark xp.**
- Camouflage:** When you make first contact with the enemy, roll +**tactics**. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold one-for-one when you hide or move stealthily to:
 - Gain +concealment.
 - Evade detection, for now.
 - Cool off, recover 1-stress.
- Deadly Aim:** When you attack a human target with a rifle, the default volume of fire is concentrated instead of direct.
- Advanced Marksmanship:** At near and far weapon range, you add the **quick** tag to any precision rifle or battle rifle you operate.
- Doped Scope:** When you *make a battle plan*, you may spend one of your hold to take +1 ongoing when you attack the enemy at one weapon range of your choice (e.g. near, far, etc). You lose this advantage when you change positions or engage enemies at a different weapon range.
- Forward Observer:** When you observe the enemy from a concealed position and report their movements and disposition up the chain of command, roll+**tactics**. On a 10+, choose 2. On a 7-9, choose 1. Your unit gets:
 - Intelligence: gain +Intel (this can be chosen twice to gain +Major Intel)
 - Tactical initiative: +1 forward to an engagement move
 - Target coordinates: +1 forward to *fire support* Officer move

SPECIALIZED TRAINING MOVES

- Airborne:** When you're dropped from an aircraft and make the *Insertion/Landing* or *Contact* engagement moves, take +2 to the roll.
- Front-line infantry:** When you make the *Contact* or *Patrol* engagement moves, take +1 to the roll. If your team is at the vanguard of the operation, take +2 to the roll.
- Mount Up:** When you make the *Escort* or *Travel/Transport* engagement moves, take +1 to the roll. If your team is leading the convoy, take +2 to the roll.
- Ranger:** When you make the *Recon/Infiltration* or *Ambush* engagement moves, take +1 to the roll. If you or your team are operating independently from the unit, take +2 to the roll.
- Rear guard:** When you make the *Defense/Security* or *Patrol* engagement moves, take +1 to the roll. If your team is in charge of security, take +2 to the roll.

OTHER MOVES

YOUR SQUAD & BONDS

SQUAD DESIGNATION:	
SQUAD LEADER:	
ABLE TEAM (SCOUT)	
BAKER TEAM (RIFLEMEN)	
CHARLIE TEAM (AUTO RIFLE/LMG)	

SPOTTER

RANK	NAME
------	------

A sniper may work alone or in a 2-man team. The sniper team includes a sniper and a spotter. By default, you get a spotter assigned to you. **If you choose to go it alone, take another sniper move instead.**

If your spotter is a NPC, choose traits for them from the list below and you get **scope adjustments**. If your sniper is another PC, tell them they gain **call the shots**.

- Scope Adjustments:** When your spotter has eyes on and you hit a target, take +1 ongoing to follow-up shots against the same target or nearby targets.
- Call the Shots:** When you observe the enemy and direct a shooter's fire, roll +**tactics**. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1 for 1 during the fight to:
 - Estimate target range; they can dope their scope to a weapon range of your choosing. (If they have the **doped scope** move, they may set two ranges.)
 - Spot the splash; they take +1 forward to a follow-up shot against the same target or nearby targets.
 - No surprises; take +1 forward to *assess the situation*, you or the shooter.

NPC Spotter advantages (circle 2): Loyal, Methodical, Cool, Precise, Inconspicuous

NPC Spotter disadvantages (circle 1): Green, Slow, Careless, Glory-hound, Savage

Spotter Gear: NPC spotters get one or the other. PC spotters may add the following to their list of weapon options.

- SMG** (2-harm close/near spray), spotter scope, ghillie suit, first aid kit
- Battle Rifle** (3-harm near/far), spotter scope, ghillie suit, first aid kit

WEAPONS

Sidearm (2-harm hand/close quick)

A pistol (semi-auto or revolver). Very good in tight spaces, like inside a building.

Battle Rifle (3-harm near/far)

A semi-automatic rifle with a heavy round, like the M1 Garand.

Carbine (2-harm close/near quick)

A semi-automatic rifle with a light round, intended for close-quarters battle.

Automatic Rifle (3-harm near autofire)

A full-auto rifle with a heavy round, similar to the BAR. Hard to use for precision fire at long distance, but its autofire is great at medium range.

Precision Rifle (3-harm far/ex reload)

A highly accurate rifle fitted with a scope.

Frag Grenade: Spend 1-gear to use a grenade. (4-harm close messy indirect)

Smoke Grenade: Spend 1-gear to give concealment to an area within close.

Combat Knife (2-harm hand quick)

Entrenching Tool (2-harm hand)

SMG (2-harm close/near spray)

A full-auto sub machine-gun firing a light round, like the Thompson M1A1. Very good up close where its high rate of fire can spray a lot of bullets around.

LMG (3-harm near/far autofire suppress 2-crew)

A light machine-gun. It takes 2 people to operate effectively (take -1 otherwise).

Shotgun (3-harm close messy reload)

A hunting weapon re-purposed for warfare.

Bayonet (2/3-harm hand)

A blade that turns a rifle into a spear (it does 2-harm when wielded as a knife, 3-harm when attached to the rifle and thrust like a spear).

HEAVY WEAPONS (A heavy weapon costs 1-gear per use.)

HMG (4-harm near/far/ex area suppress 3-crew setup)

A heavy machine-gun, suitable for killing lots of people at once. Also pretty good against vehicles. It takes 3 people to operate effectively (take -1 otherwise).

AT Rocket (5-harm AP close breach messy disposable)

A single-use anti-tank rocket (disposable means you don't have to spend 1-gear to use it).

Bazooka (5-harm AP near breach messy 2-crew reload)

A reusable anti-tank rocket system.

Rifle Grenade (3-harm AP near messy indirect reload)

A special grenade made to be fired from a battle rifle.

Flamethrower (4-harm close messy area burn terror)

Mortar, Light (4-harm far messy indirect)

Mortar, Heavy (5-harm ex messy indirect)

UNUSUAL WEAPONS (An unusual weapon costs 1-gear per use.)

Molotov Cocktail (3-harm close messy burn)

A glass bottle filled with gasoline, stuffed with a rag and set alight.

Satchel Charge (5-harm AP messy breach)

A heavy, hand-carried bag filled with high explosives, operated with a time delay fuse.

Anti-Personnel Mine (4-harm messy)

Small, shrapnel-spewing bomb that's buried in the ground. Detonates on contact.

Anti-Vehicle Mine (5-harm AP messy)

A large, anti-tank bomb that's buried in the ground. Detonates on contact from a vehicle.

WEAPON RANGES

CONTACT	HAND	CLOSE	NEAR	FAR	EXTREME
0	1-7	8-25	26-100	101-500	501-1000

Distances are in yards. **When you're not fighting at the optimal range(s) of your weapon, take -1 to your roll.**

WEAPON TAGS

AP: Armor penetrating. Use the **assault a vehicle** move to engage armored vehicles instead of **are you crazy**.

Area: Attacks everyone in its area of effect.

Autofire: Spend 1-gear to make an **area** attack.

Breach: This weapon knocks down doors, punches holes through walls, and may reduce cover.

Burn: The target of this attack is set ablaze and remains on fire. Damage is dealt continuously until the fuel is exhausted or the fire is put out.

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

CONDITIONS

Suppressed: Your volume of fire is reduced by one. You take -1 ongoing. You can be doubly suppressed (VOF reduced by two, take -2 ongoing).

Pinned: You can't move from your position.

Broken: You lose your nerve. Choose: curl up on the ground and stop fighting or get the fuck out of there.

Note: The rally move can be used to overcome conditions.

DEFENSIVE FACTORS

Cover: Removes harm dice from an attack, 1-for-1.

1-cover: A ditch, a low wall, a window or doorway, rubble

2-cover: A high wall, a trench, sandbags, inside a building

3-cover: A bunker

Concealment: Reduce volume of fire by one (into and out of).

Tough: Reduces wounds taken, 1-for-1. Granted by the *lead a maneuver* battle move.

Grit: Reduces stress taken, 1-for-1. Granted by the *lead a maneuver* battle move and some character moves.

THE REGIMENT



ELEMENTS OF WARFARE

BATTLE MOVES

ATTACK THE ENEMY

When you **attack the enemy**, roll+**battle**. On a 10+, you inflict your harm as established. On a 7-9, the GM chooses one:

- You inflict harm, but you have to expose yourself to danger to do it.
- You inflict harm, but it takes a lot of shooting (-1gear).
- You inflict harm, but not accurately (-1harm).

MAKE A CLOSE ASSAULT

When you **make a close assault**, roll+**battle**. On a 10+, the enemy has to choose: take your harm, break and flee, or surrender. On a 7-9, the enemy chooses one:

- Make a stand and trade harm for harm.
- Make an orderly withdrawal to a fallback position.
- Barricade themselves securely in (they can't effectively fight anymore).

SUPPRESS THE ENEMY

When you **lay down suppressive fire**, spend 1-gear and roll+**battle**. On a hit, you *suppress* the enemy. On a 10+, also choose one:

- You pin them down (they can't maneuver).
- You inflict incidental fire on them.
- You conserve your ammo. Take back the 1-gear you spent on the move.

ACT UNDER FIRE OR HOLD FAST

When you **act under fire** or **hold fast under fire**, roll+**guts**. On a 10+, you do it. On a 7-9, the GM picks one:

- You do it, but you're *pinned* or *suppressed*, or both.
- You do it, but you're shaken. Take -1forward.
- You do it, but it costs you. Lose 1-gear.
- You do it, but you take incidental fire.
- A hard choice created by the GM.

LOST IN THE FOG OF WAR

When you're **lost in the fog of war**, roll+**guts**. On a 10+, you're okay and you get yourself oriented. On a 7-9 you get your head back on straight, but now you're way out of position, cut off. On a miss, it's the worst possible thing for you, right now.

MAKE A BATTLE PLAN

When you **make a battle plan**, roll+**tactics**. On a 10+, hold 3. On a 7-9, hold 1. While sketching a quick map and outlining your plan, spend your hold 1-for-1 to highlight an opportunity or advantage in your present situation. When someone follows through on that opportunity or advantage during the execution of the plan, they take +1.

FORCE PARITY

OVERWHELMED	OUTGUNNED	EQUAL	ADVANTAGE	ONSLAUGHT
-2 ONGOING	-1 ONGOING		+1 ONGOING +1HARM	+1 ONGOING +2HARM

ASSESS THE SITUATION

When you **assess the situation**, roll+**tactics**. On a hit, ask the GM questions about the tactical situation. On a 10+, ask three. On a 7-9, ask one.

RALLY

When you **rally**, roll+**leadership**. On a 10+, you get both. On a 7-9, choose one:

- You and those you rally recover 1-stress.
- You and those you rally clear one condition.

LEAD A MANEUVER

When you **lead a maneuver**, roll+**leadership**. On a 10+, hold 3. On a 7-9, hold 1. During the execution of your maneuver, spend your hold 1-for-1 on the following:

- You or a squad member gets 1-tough (until the end of the maneuver).
- You or a squad member gets +1grit (until the end of the maneuver).
- You or a squad member does +1harm (until the end of the maneuver).
- You or a squad member recovers 1-gear spent during the maneuver.

ARE YOU CRAZY?

When you... wait, **are you crazy?** Roll+**lucky** and mark xp. On a 10+, holy shit I can't believe that worked. On a 7-9, uh, close enough! Now you're in a spot, though. On a miss, brother, I would not want to be you right now.

ENGAGEMENT MOVES

When you **begin a new engagement** (see types, below), roll+unit **profile**. *This move sets the stage for the beginning of the action.* Results are listed as (10+ / 7-9 / Miss).

- Contact** (assault -or- withdraw / defend -or- break contact / exposed)
- Patrol** (ambush -or- intel / known contact / unknown contact)
- Recon** or **Infiltration** (undetected at target / alert level raised / detected and hunted)
- Ambush** (inflict harm / assault / spotted)
- Escort** (on-track / slowed -or- diverted / separated -or- ambushed)
- Transport** or **Travel** (on-track / slowed -or- damaged / lost -or- ambushed)
- Defense** or **Security** (secure / embattled / compromised)
- Insertion** or **Landing** (on-target / scattered -or- harmed / pinned-down)

The PC that makes the roll is considered to be "on point" and leading the engagement.

RECOVERY & HEALING

When you *recover* a wound or stress, erase a mark in one of the first three boxes. When you *heal* a wound or stress, erase a mark from any box. When you have 4+wounds or stress, you're **critical**, and you'll get worse unless stabilized.

BOND MOVES

When you **bond with a fellow soldier**, tell them to increase their **bond** score with you by +1. If this raises the bond to +4, they reset to +1 and mark experience.

When you **see a fellow soldier go down in battle** (4+ damage), roll+**bond**. On a 10+, rush to help them or take 2 stress. On a 7-9, rush to help them or take 1 stress. On a miss, you're in control. If you rush to help them anyway, take +1bond with them.

When you **assist or interfere with another soldier who's rolling**, roll+**bond**. On a hit, they take +1 (help) or -2 (interfere). On a 7-9, you also expose yourself to danger, fire, retribution, or cost. *NPC soldiers in your squad can help you when you roll. Roll+the bond you have with them (default -1).*

PERIPHERAL MOVES

When you **impose your will**, roll+**leadership**. On a 10+, an NPC will do what you say. On a 7-9, they'll do it, but they'll resent you—expect grudges and bad blood. For a PC, on a hit, they get to choose: do what you want and take +1 forward, or resist and take -1 forward.

When you need to **push yourself**, roll+**guts**. On a 10+, you can do it. On a 7-9, take a short break now or suffer -1 ongoing until you do. On a miss, you have to stop and recover.

When you **seek help from partisans**, roll+**smokes spent** (0-3). On a 10+, it goes off as you hoped. On a 7-9, you get what you're after but you're exposed or they're exposed, your choice. On a miss, you're both exposed, for starters.

When you **petition up the chain of command**, roll+**leadership** or **smokes spent** (1-3). On a 10+, you find a sympathetic ear who will listen to your request and try to make it happen if it's at all reasonable. On a 7-9, the GM chooses one:

- You get something close to what you're after, but be ready to accept compromises.
- You arrange it, but you have to burn that bridge.
- You arrange it, but you have to fuck someone over for it.

When you **endure heavy fire** (tank, artillery, mortars, air strike, etc.), roll+**lucky**. On a 10+, take incidental fire. On a 7-9, take direct fire. On a miss, concentrated fire. Attacks like this are usually 5- or 6-harm.

LIBERTY MOVES

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. Take 6-gear or 6-smokes or 1-supply or major intel.

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

When you use your downtime to **blow off some steam**, roll+**smokes spent** (0-3). On a 10+, choose two. 7-9, choose one:

- You bond with a fellow soldier. Improve your bond by +1. They can do the same.
- You're invigorated. Take +1forward.
- You recuperate. Recover 1-wound.
- You relax and enjoy yourself. Recover 1-stress.

On a miss, you don't get any benefit, but nothing bad happens.

VEHICLES

THE LION

HEAVY TANK

- Primary Weapon: Super-Heavy Anti-Tank Gun (7-harm far/ex AP messy breach)
- Secondary Weapon: LMG [bow] (3-harm near/far autofire suppress)
- Secondary Weapon: LMG [coax] (3-harm near/far autofire suppress)
- Secondary Weapon: Grenade Tubes (4-harm messy (Frag) / Concealment (Smoke))

Armor: Front 8, Side/Rear 6, Top 4

Advantages: Up Gunned, Up Armored, Superior (Front) Armor

Vulnerabilities: Fuel, Loud, Slow, Thin (Top) Armor

THE STAG

MAIN BATTLE TANK

- Primary Weapon: Heavy Anti-Tank Gun (6-harm far/ex AP messy breach)
- Secondary Weapon: LMG [bow] (3-harm near/far autofire suppress)
- Secondary Weapon: LMG [coax] (3-harm near/far autofire suppress)
- Secondary Weapon: Grenade Tubes (4-harm messy (Frag) / Concealment (Smoke))

Armor: Front 7, Side 5, Top/Rear 3

Advantages: Up Armored, Superior (Front) Armor

Vulnerabilities: Fuel, Loud, Slow, Thin (Top) Armor, Thin (Rear) Armor

THE MULE

MEDIUM TANK

- Primary Weapon: Medium Anti-Tank Gun (5-harm far/ex AP messy breach)
- Secondary Weapon: LMG [bow] (3-harm near/far autofire suppress)
- Secondary Weapon: LMG [coax] (3-harm near/far autofire suppress)
- Secondary Weapon: Grenade Tubes – 4 harm (Frag) / Concealment (Smoke)

Armor: Front 5, Side 3, Top/Rear=0

Advantages: Superior (Front) Armor

Vulnerabilities: Fuel, Loud, Thin (Top) Armor, Thin (Rear) Armor

THE SCORPION

INFANTRY FIGHTING VEHICLE

- Primary Weapon: Light Anti-Tank Gun (4-Harm far/ex AP messy breach)
- Secondary Weapon: LMG [bow] (3-harm near/far autofire suppress)

Armor: Front/Side 2, Top/Rear (Unarmored)

Advantages: Transport

Vulnerabilities: Fuel, Thin (Top) Armor, Thin (Rear) Armor

ARMOR

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.

THE BEAR

HEAVY ASSAULT GUN

- Primary Weapon: Super-Heavy Assault Gun (7-harm far/ex AP messy breach)
- Secondary Weapon: LMG [bow] (3-harm near/far autofire suppress)
- Secondary Weapon: Grenade Tubes (4-harm messy (Frag) / Concealment (Smoke))

Armor: Front 8, Side 6, Top/Rear 4

Advantages: Up Gunned, Up Armored, Superior (Front) Armor

Vulnerabilities: Fuel, Loud, Slow, Thin (Top) Armor, Thin (Rear) Armor, Turretless

THE WOLVERINE

ASSAULT GUN

- Primary Weapon: Medium Assault Gun (5-harm far/ex AP messy breach)
- Secondary Weapon: LMG [bow] (3-harm med/far autofire suppress)
- Secondary Weapon: Grenade Tubes (4-harm messy (Frag) / Concealment (Smoke))

Armor: Front 6, Side 4, Rear/Top 2

Advantages: Assault Gun, Superior (Front) Armor, Up-Armored

Vulnerabilities: Fuel, Loud, Thin (Top) Armor, Thin (Rear) Armor, Turretless

THE BADGER

MOTORIZED GUN CARRIAGE

- Primary Weapon: Heavy Field Gun (6-harm far/ex AP messy breach)
- Secondary Weapon: HMG (4-harm AP near/far/ex area suppress)

Armor: Front/Side/Rear 1, Top (Unarmored)

Advantages: Up-Gunned x 2, Self-Propelled Gun

Vulnerabilities: Fuel, Turretless, Open Firing Platform, Thin (Top) Armor

THE GRASSHOPPER

MOTORIZED RECONNAISSANCE

- Primary Weapon: LMG (3-harm near/far autofire suppress)

Advantages: Passengers, High Mobility, Fast

Vulnerabilities: Fuel, Open Firing Platform, Unarmored

THE OX

HALF-TRACK, PERSONNEL CARRIER

- Primary Weapon: HMG (4-harm AP near/far/ex area suppress)

Armor: Front/Side/Top/Rear 1

Advantages: Transport, Specialized Mobility (Rubble/Soft Ground)

Vulnerabilities: Fuel, Open Firing Platform, Xmas Tree, Unarmored

ASSAULT A VEHICLE

When you **engage an armored vehicle with an AP weapon**, roll+**battle**. On a hit, subtract target's armor from your weapon's harm rating and compare the result below. On a 10+, add +3 to your total.

- Less than 0: Hit causes no damage to the vehicle but the crew take 1-stress.
- 0 to +2: Hit immobilizes or disarms the vehicle (GM's choice). Crew take 1-stress and 1-wound. If a vehicle becomes both immobilized and disarmed, it is destroyed.
- +3 or more: Hit destroys the vehicle. Roll weapon harm against each crew member.



