THE REGIMENT

ALPHA 2.0

SOLDIER

To create your soldier, choose **rank**, **name, profile, background**, **stats**, **moves**, and **loadout**. Create **bonds** 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 ☐ ☐ ☐ ☐ ⏩ ⟫ IMPROVE

IMPROVEMENTS
- ○ get +1stat (max+3)
- ○ get +1stat (max+3)
- ○ soldier move
- ○ soldier move
- ○ soldier move

ADVANCED (4+)
- ○ get +1grit
- ○ get 1-tough

FINAL (7+)
- ○ go home
- ○ new character

MARK XP WHEN:
- YOU MISS A ROLL
- A MOVE TELLS YOU
- YOU RESET A BOND
- END OF SESSION CHECKLIST

SOLDIER MOVES *Choose two more*

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

LOADOUT *Choose one*

- ○ **Battle Rifle** (3d near/far), frag grenades, smoke grenades.
- ○ **SMG** (2d tight/close spray), frag or smoke grenades.
- ○ **Automatic Rifle** (3d near/far autofire), frag and smoke grenades.
- ○ **LMG** (3d near/far autofire suppress 2-crew), sidearm (2d tight quick)

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

OTHER EQUIPMENT AND SPOILS OF WAR

THE REGIMENT
OFFICER

ALPHA 2.0

RANK   NAME

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

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

To create your officer, choose **rank**, **name, profile, background**, **stats**, **moves**, and **loadout**. Create **bonds** 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

EXPERIENCE   ☐ ☐ ☐ ☐ ☒ ≫ ≫ IMPROVE

IMPROVEMENTS
○ get +1stat (max+3)
○ get +1stat (max+3)
○ officer move
○ officer move
○ officer move

ADVANCED (4+)
○ get +1grit
○ get 1-tough

FINAL (7+)
○ go home
○ new character

MARK XP WHEN:
- YOU MISS A ROLL
- A MOVE TELLS YOU
- YOU RESET A BOND
- END OF SESSION CHECKLIST

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**.

○ *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 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.

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

○ *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+, you take +1 forward to an engagement move or you recover 1-stress.

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

LOADOUT *Choose one*

○ **Carbine** (2d close quick), frag grenades, smoke grenades, sidearm (2d tight quick).

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

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

OTHER EQUIPMENT AND SPOILS OF WAR

THE REGIMENT
ALPHA 2.0

MEDIC

To create your medic, choose **rank**, **name, profile, background**, **stats**, **moves**, and **loadout**. Create **bonds** 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

MEDIC MOVES   *Choose two more*

- ◉ *Medic!:* When you have time and are free of immediate danger (behind cover, at least), roll+**guts** to treat a wounded soldier. On a hit, they're *stabilized* and they recover 1-wound. On a 7-9, it costs you 1-gear to *stabilize* them and recover 1-wound. On a miss, it's worse than it looked — they suffer 1-stress unless you spend 1-gear. **If you get your patient back into the fight, mark xp.**

- ○ *Battlefield grace:* When you're attending to a wounded soldier, you and your patient get 1-tough.

- ○ *Inopportune Target:* When you are on the battlefield but do not take direct action against the enemy (e.g. aiding a wounded soldier, scrounging for supplies, etc.), 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, solace, or sympathy to a wounded or dying person, 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:* Between sessions, when you tend to your soldiers' health, roll+**guts**. On a 10+, they can heal 1-stress or 1-wound. On a 7-9, they can recover 1-stress or 1-wound. On a miss, they can spend 1-gear, yours or theirs, to recover 1-stress or 1-wound.

LOADOUT   *Choose one*

- ○ **Carbine** (2d close quick), smoke grenades, medic kit.
- ○ **Battle Rifle** (3d near/far), smoke grenades. medic kit.

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

OTHER EQUIPMENT AND SPOILS OF WAR

THE REGIMENT

ALPHA 2.0

SERGEANT

To create your sergeant, choose **rank**, **name**, **profile**, **background**, **stats**, **moves**, and **loadout**. Create **bonds** with other PCs and NPCs.

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

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

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

SERGEANT MOVES *Choose two more*

- ◉ **Inspiring:** You can choose to roll+**leadership** instead of roll+bond when you help someone. **If they succeed, mark xp.**
- ○ **Battlefield awareness:** When you *assess a situation*, roll+**battle** instead of roll+tactics.
- ○ **Lead the way:** When you are leading a team and you have to *push yourself*, 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.
- ○ **Form Up On Me:** When you *rally the troops*, you get +1 hold, even on a miss.
- ○ **Fanatic:** You get 1-grit.

LOADOUT *Choose one*

- ○ **Battle Rifle** (3d near/far), frag grenades, smoke grenades, sidearm (2d tight quick).
- ○ **SMG** (2d tight/close spray), frag grenades, smoke grenades, sidearm (2d tight quick).

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

OTHER EQUIPMENT AND SPOILS OF WAR

THE REGIMENT
COMMANDO

ALPHA 2.0

To create your commando, choose **rank**, **name, profile, background**, **stats**, **moves**, and **loadout**. Create **bonds** with other PCs and NPCs.

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

RANK   NAME

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

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

IMPROVEMENTS
○ get +1stat (max+3)
○ get +1stat (max+3)
○ commando move
○ commando move
○ commando move

ADVANCED (4+)
○ get +1grit
○ get 1-tough

FINAL (7+)
○ go home
○ new character

MARK XP WHEN:
- YOU MISS A ROLL
- A MOVE TELLS YOU
- YOU RESET A BOND
- END OF SESSION CHECKLIST

COMMANDO MOVES *Choose two more*

- ☻ *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**.
- ○ *Angel of death:* When you're front and center carrying the fight to the enemy, everyone on your team who can see you gets +1 grit.
- ○ *Close quarters battle:* When you fight at tight or close range, do +1d.
- ○ *Improvise. Adapt. Overcome:* When you have time and materials to improvise a solution and roll *wait… are you crazy?*, spend 1-gear and take +1 to the roll.
- ○ *Explosives expert*: When you set up an explosion, spend 1-gear and roll+**tactics**. On a 10+, it works just as you planned. On a 7-9, it works, yes, but the GM will introduce some hitch, delay, or complication right now.
- ○ *Icewater:* You get 1-grit.
- ○ *Airborne Ranger:* When you lead any engagement move involving insertion, recon, infiltration or ambush, take +1 to the roll.
- ○ *Cross-training:* Take a move from another playbook.

LOADOUT *Choose one*

- ○ **SMG w/silencer** (2d tight/close spray quiet), frag grenades, smoke grenades, sidearm (2d tight quick).
- ○ **Precision Rifle** (3d far/ex reload), frag grenades, smoke grenades, sidearm (2d tight quick).

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

OTHER EQUIPMENT AND SPOILS OF WAR

THE REGIMENT

ALPHA 2.0

SNIPER

To create your sniper, choose **rank**, **name, profile, background**, **stats**, **moves**, and **loadout**. Create **bonds** with other PCs and NPCs.

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

RANK NAME

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

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 ☐ ☐ ☐ ☐ ☐ ⏩ ⏩ IMPROVE

IMPROVEMENTS
- ○ get +1stat (max+3)
- ○ get +1stat (max+3)
- ○ sniper move
- ○ sniper move
- ○ sniper move

ADVANCED (4+)
- ○ get +1grit
- ○ get 1-tough

FINAL (7+)
- ○ go home
- ○ new character

MARK XP WHEN:
- YOU MISS A ROLL
- A MOVE TELLS YOU
- YOU RESET A BOND
- END OF SESSION CHECKLIST

SNIPER MOVES *Choose two more*

- ◉ ***One shot, one kill:*** When you have time to carefully aim at a human target, roll +**tactics**. On a hit, you eliminate the target. 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. **When you eliminate a high-value target, mark xp.**
- ○ ***Camouflage***: When you hide from the enemy, roll +**tactics**. On a hit, you evade detection. On a 10+, you also *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 far and extreme weapon range, you add the **quick** tag to any precision rifle or battle rifle you operate.
- ○ ***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 two. On a 7-9, choose one. Your unit gets:
  - Intelligence: gain +Intel.
  - Tactical initiative: +1 forward to an engagement move.
  - Target coordinates: +1 forward to *fire support* Officer move.
- ○ ***Spotter:*** 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.

LOADOUT *Choose one*

- ○ **Precision Rifle** (3d far/ex reload), sidearm (2d tight quick).
- ○ **Battle Rifle** (3d near/far), sidearm (2d tight quick).

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

OTHER EQUIPMENT AND SPOILS OF WAR

THE REGIMENT // MODERN

ALPHA 2.0

OPERATOR

To create your operator, choose **rank**, **name**, **profile**, **background**, **stats**, **moves**, and **loadout**. Create **bonds** with other PCs and NPCs.

RANK ___ NAME ___

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

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 *Assign +2, +2, +1, 0, 0 to stats.*

	BATTLE			LUCKY
	GUTS			TACTICS
	LEADERSHIP			FORWARD

YOUR SQUAD & BONDS

SQUAD DESIGNATION		OP	
SQUAD LEADER			

(blank bond lines)

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 ☐ ☐ ☐ ☐ ☑ ≫ IMPROVE

IMPROVEMENTS
- ○ get +1stat (max+3)
- ○ get +1stat (max+3)
- ○ operator move
- ○ operator move
- ○ operator move

ADVANCED (4+)
- ○ get +1grit
- ○ get 1-tough

FINAL (7+)
- ○ go home
- ○ new character

MARK XP WHEN:
- YOU MISS A ROLL
- A MOVE TELLS YOU
- YOU RESET A BOND
- END OF SESSION CHECKLIST

OPERATOR MOVES *Choose two more*

- ◉ *Ice Cold:* You never have to *push yourself* to commit acts of up-close, personal violence. **When you kill an enemy in this way, mark xp.**
- ◉ *Made it through selection:* You get 1-grit.
- ◉ *Airborne Ranger:* When you lead any engagement move involving insertion, recon, infiltration or ambush, take +1 to the roll.
- ○ *Close quarters battle:* At tight or close range, do +1d.
- ○ *Explosives*: When you set up an explosion, spend 1-gear and roll+**tactics**. On a 10+, it works just as you planned. On a 7-9, it works, yes, but the GM will introduce some hitch, delay, or complication right now. (You have an explosives kit worth **3-gear**.)
- ○ *Improvise. Adapt. Overcome:* When you have time and materials to improvise a solution and roll *wait... are you crazy?*, spend 1-gear and take +1 to the roll.
- ○ *Medic:* When you treat an injury, roll+**guts**. On a hit, they're *stabilized* or they heal 1-wound (or spend 1-gear to get both). On a 7-9, it costs you 1-gear to *stabilize* them or heal 1-wound.
- ○ *Sniper:* When you fight at far or extreme range, do +1d.
- ○ *EW:* When you use electronic warfare, roll+**tactics**. On a hit, you take control of a remote system, gather +intel, and/or deny the enemy access. On a 10+, choose two. On a 7-9, choose one:
  - You retain control of the system.
  - You do it quickly.
  - You remain undetected.

LOADOUT

- ○ **Assault Rifle** (3d near/far spray).
- ○ **SAW** (3d far area autofire suppress).
- ○ **SMG w/suppressor** (2d tight/close spray quick quiet).

Armor: Kevlar vest and helmet (1-tough).

Also: Sidearm w/suppressor (2d tight quick quiet), frag and smoke grenades, flashbangs, ammo, hydration system, backpack, corner mirror, NVGs, zip ties, climbing gear, combat knife (2d tight), barter worth 3-smokes, 1-personal item (detail).

OTHER EQUIPMENT AND SPOILS OF WAR

BATTLE 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; 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 ***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*.

MANEUVER
+TACTICS

When you ***maneuver through the combat zone***, roll+**tactics**. On a hit, you make it there or as close as you can get under the circumstances. **On a 7-9**, you make contact with the enemy and take fire along the way. **On a 10+**, if you don't make contact with the enemy, you evade their detection for now; otherwise, you may choose to make or break contact, giving and taking fire as established.

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.

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 an engagement***, roll+**leadership**. **On a 10+**, hold 3. **On a 7-9**, hold 1. During the execution of 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.

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** and mark xp. On a hit, they can clear a condition or recover 1-stress, or, if you spend 1-gear, they recover 1-wound. *If you ignore a cry for help, take stress equal to your bond and you both reset your bond to 0.*

IN TROUBLE, MARK XP

LIBERTY MOVES

BLOW OFF STEAM
+SMOKES SPENT (0-3)

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

- Improve a bond by +1. They can do the same.
- You recuperate. Heal 1-wound.
- You relax and enjoy yourself. Heal 1-stress.

On a miss, you gain little comfort; but, nothing terrible happens.

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.

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.

CRAZY
+LUCKY

MARK XP

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, I would not want to be you, soldier.

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.

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 a cost; men, materiel, morale, or a mix (GM roll on VOF table for results, see page **EW2**).

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).

ENGAGEMENT MOVE

ENGAGE

+OP

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. Remember, you can **Rally** *the troops first.*

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

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 *larger units maneuver off-screen* 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.

By rolling VOF results for two opposed units, the GM can quickly determine results for off-screen engagements.

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.

WEAPON RANGES

TIGHT	CLOSE	NEAR	FAR	EXTREME
0-7	8-25	26-100	101-300	301-1000

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 *assault a vehicle* move to engage armored vehicles instead of *are you crazy*.

Area: The weapon inflicts harm on everyone in its area of effect (contrast w/ *messy*).

Autofire: Spend 1-ammo 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 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): +2AP vs. armored targets.

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-ammo 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).

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.

Note: The **help** *move can be used to overcome conditions.*

WEAPONS

Sidearm (2d tight quick)
A pistol (semi-auto or revolver). Very good in tight spaces.

Battle Rifle (3d near/far)
A semi-automatic rifle with a heavy round.

Carbine (2d close quick)
A semi-automatic rifle with a light round.

Automatic Rifle (3d near/far autofire)
A full-auto rifle with a heavy round, similar to the BAR.

SMG (2d tight/close spray)
A full-auto sub machine-gun firing a light round.

Precision Rifle (3d far/ex reload)
A highly accurate rifle fitted with a scope.

LMG (3d near/far autofire suppress 2-crew)
A light machine-gun.

Frag Grenade (4d close messy indirect ordnance)

Smoke Grenade (tight/close indirect area ordnance)
Give concealment to an area.

Rifle Grenade (3d AP near messy indirect reload ordnance)
A special grenade made to be fired from a battle rifle. Less of a bang, but longer range.

AT Rocket (5d HEAT AP close breach messy expend)
A single-use anti-tank rocket.

Shotgun (3d tight/close messy reload)
A hunting weapon re-purposed for warfare.

Entrenching Tool (2d tight)
A collapsible shovel.

Combat Knife (2d tight quick)

Bayonet (2d/3d tight quick)
2-damage when wielded as a knife, 3-damage when attached to a rifle.

HEAVY WEAPONS

HMG (4d far/ex area autofire suppress 3-crew setup ordnance)
A heavy machine-gun.

Bazooka (5d HEAT AP near breach messy 2-crew reload ordnance)

Flamethrower (4d close messy area burn terror ordnance)

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

Mortar, Heavy (5d ex messy indirect 3-crew setup reload ordnance)

UNUSUAL WEAPONS

Molotov Cocktail (3d tight messy burn expend)
A glass bottle filled with gasoline, stuffed with a rag and set alight.

Satchel Charge (5d AP tight messy breach expend)
A heavy, hand-carried bag filled with high explosives, operated with a time delay fuse.

Anti-Personnel Mine (4d tight messy expend)
Small, shrapnel-spewing bomb that's buried in the ground. Detonates on contact.

Anti-Vehicle Mine (5d HEAT AP tight messy expend)
Large, high-explosive armor-piercing bomb that's buried in the ground. Detonates on contact.

THE REGIMENT: GM TOOLKIT

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).
- Remember: gear can fail.
- 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
- Partisans

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.
- Remember: gear can fail.
- Fog of War.

OTHER

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

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.

TANK, HEAVY   CREW: 5

- Main Gun (10d AP ordnance loud messy far/ex 2-crew)
- (Bow) Light Machine Gun (3d near/far autofire suppress)
- (Coax) Light Machine Gun (3d near/far autofire suppress)
- Grenade Tubes (4d ordnance close messy indirect)

Armor: Front 10, Side 7, Rear 6, Top 4

TANK, MEDIUM   CREW: 5

- Main Gun (7d AP ordnance loud messy far/ex 2-crew)
- (Bow) Light Machine Gun (3d near/far autofire suppress)
- (Coax) Light Machine Gun (3d near/far autofire suppress)
- Grenade Tubes (4d ordnance close messy indirect)

Armor: Front 8, Side 5, Rear 5, Top 4

ASSAULT GUN   CREW: 4

- Heavy Assault Gun (9d AP ordnance loud area near/far/ex breach)
- Heavy Machine Gun (4d ordnance near/far/ex area suppress)

Armor: Front 6, Side 5, Rear 4, Top 2

ARMORED CAR   CREW: 4

- Main Gun (5d AP ordnance loud messy far/ex 2-crew)
- (Coax) Light Machine Gun (3d near/far autofire suppress)

Armor: Front 4, Side 3, Rear 3, Top 0

CAR, RECON   CREW: 3

- Main Gun (5d AP ordnance loud messy far/ex 2-crew)
- (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Armor: Unarmored
Advantages: Fast, High Mobility, Passengers

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).

An NPC soldier has 3-strength. 2 damage will put an NPC down, and 3 will take them out. Strength tracks for NPC teams (of 5 soldiers) are included below.

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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 harrass 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 of the battle. Sometimes, though, it makes sense to "zoom out" and deal with the execution of a plan as a simple dice roll. Use the *engage* move and the *unit maneuvers* mechanic (EW2) to handle these situations, which most commonly will involve NPC characters, off-screen.

This mechanic is brand new to *The Regiment* and still in rough form (I'm writing this text about 30 minutes before posting the files). Give it a try and let us know what you think!