

WEAPONS

Sidearm (2-harm hand/close quick)

Very good in tight spaces, like inside a building. The quick tag means it goes first whenever there's a question of speed.

Battle Rifle (3-harm med/far)

A semi-automatic rifle with a heavy round, like the M1 Garand. Very good at medium and far range, but a bit unwieldy when you're in close.

Automatic Rifle (3-harm med 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.

SMG (2-harm close/med spray)

A full-auto sub machine-gun firing a light pistol 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 med/far autofire suppress 2-crew)

A light machine-gun. It takes 2 people to operate effectively (take -1 if you do it alone).

Sniper Rifle (3-harm far/ex)

A precision rifle fitted with a scope.

Bayonet (2/3-harm hand)

Deadly 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).

Frag Grenade: Spend 1-supply to attack with a frag grenade: 4-harm close messy.

Smoke Grenade: Spend 1-supply to give +concealment to a squad within range.

HEAVY WEAPONS

(A heavy weapon costs 1-supply per use.)

HMG (4-harm AP med/far/ex area heavy suppress 2-crew setup)

A heavy machine-gun, suitable for killing lots of people at once. Also pretty good against vehicles.

AT Rocket (5-harm close messy AP disposable)

A single-use anti-tank rocket (disposable means you don't have to spend 1-supply to use it). Unfortunately, you have to get close.

Bazooka (5-harm med messy AP 2-crew)

A reusable anti-tank rocket system.

Rifle Grenade (3-harm med messy AP)

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

Flamethrower (4-harm close messy autofire burn terror)

Mortar, Light (4-harm far messy indirect)

Mortar, Heavy (5-harm ex messy indirect)

UNUSUAL WEAPONS

Molotov Cocktail (3-harm close messy burn disposable)

Satchel Charge (5-harm contact messy AP breach delay)

Anti-Personnel Mine (4-harm contact messy)

Anti-Vehicle Mine (5-harm contact messy AP)

WEAPON RANGES

- Contact: must touch its target
- Hand: 1 to 7 yds
- Close: 8 to 50 yds
- Med: Medium, 51 to 200 yds
- Far: 201 to 500 yds.
- Ex: Extreme, 501 to 1000 yds

When you're not fighting at the optimal range(s) of your weapon, take -1.

WEAPON TAGS

AP: Armor penetrating. Can affect vehicles with **armor** or be used to destroy fortifications and cover.

Area: Attacks everyone in its area of effect. Area weapons "fight up" meaning they act as one size-scale larger than they are.

Autofire: Spend 1-supply to make an area attack.

Indirect: The weapon can engage targets that are not visible to the weapon operator.

Messy: It might hit every person in its area of effect but might miss any given person.

Spray: Spend 1-supply to do +1harm, concentrated fire, to 2 targets at close range.

Suppress: Take +1 when you suppress the enemy. When you act under fire against a suppression weapon, take -1.

Terror: When you make a *close assault* and hit, the enemy must break and flee (on a 10+) or make an orderly withdrawal (on a 7-9). They can't stand their ground. When you act under fire against a terror weapon, take -2.

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. A ditch, a low wall, a trench, a window or doorway, rubble
2. A high wall, a prepared position with sandbags, Inside a building
3. A bunker

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

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

Grit: Reduces stress taken from a harm roll, 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 (-1supply).
- 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.

SUPPRESS THE ENEMY

When you **suppress the enemy**, spend 1-supply and roll+**battle**. On a 10+, choose two. On a 7-9, choose one:

- You suppress them. (You may choose this option twice.)
- You pin them down (they can't maneuver).
- You inflict incidental fire on them.
- You conserve your ammo. Take back 1-supply.

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 & suppressed*.
- You do it, but you're in a bad spot. Take -1forward.
- You do it, but it costs you. Lose 1-supply.
- 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, GM, maybe remember about friendly fire.

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.

FORCE PARITY

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

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 for you or a squad member to:

- get +1tough until the end of the maneuver.
- get +1grit until the end of the maneuver.
- do +1harm until the end of the maneuver.
- recover 1-supply spent during the maneuver.

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.

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 detail an opportunity or advantage. When someone follows through on that opportunity or advantage during the execution of the plan, they take +1.

ARE YOU CRAZY?

When you... wait, **are you crazy?** Roll+**lucky**. 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 the GM calls for one of the engagement moves, below, roll+unit **profile**. 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 / withdraw -or- hunted / trapped)
- **Ambush** (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+, you rush to help them right now, or take 2 stress. On a 7-9, you rush to help them or take 1 stress. On a miss, you're in control. If you rush to help them anyway, mark xp.

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.*

PERIPHERAL MOVES

When you **impose your will**, roll+**leadership**. On a hit, they choose: follow your orders or refuse and suffer your punishment. On a 7-9, also, this isn't over: it's all grudges, resentment, bad blood.

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

When you **seek help from partisans**, roll+**lucky**. 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**. 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 +supply or +smokes, depending on circumstances as established (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 find even more than you expected. Take 6-supply or 1-stock or major intel.

When you **resupply from the unit stock**, refresh your supply to full and remove 1-stock from the unit supply.

When you use your downtime to **blow off some steam**, roll+**lucky**. On a 10+, choose two. 7-9, choose one:

- You made a new friend! Start at bond+1.
- 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.