

## CREATING YOUR SOLDIER

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

### RANK

Private First Class (Pfc), Specialist (Spc), or Corporal (Cpl).

### NAME

Brooks, Jackson, Pope, Franklin, Lewis, Dutton, Reed, Price, Harrison, Ross, Cutler, Gray, Ackerman, Clayton, Keeler, Barnes, Cox, Duffy, 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

### LOOK

Man, woman, androgynous.

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

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

Clear eyes, cold eyes, cunning eyes, dark eyes, dead eyes, laughing eyes, narrow eyes, pale eyes, quick eyes, sad eyes, sharp eyes.

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

### STATS

Choose a set:

- Battle+2 Guts+1 Leadership=0 Lucky+1 Tactics-1
- Battle+2 Guts=0 Leadership-1 Lucky+1 Tactics+1
- Battle+2 Guts+1 Leadership+1 Lucky-1 Tactics=0
- Battle+2 Guts=0 Leadership=0 Lucky+1 Tactics=0

### MOVES

You get all the core moves. Also choose two moves from the **soldier moves** list and one move from the **specialized training** list.

### GEAR

Choose a loadout:

- Battle Rifle** (3-harm med/far), frag grenades, smoke grenades.
- SMG** (2-harm close/med spray), frag or smoke grenades.
- Automatic Rifle** (3-harm med autofire), sidearm (2-harm hand/close quick).
- LMG** (3-harm med/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).

### BONDS

Choose one or two from the list below:

- [PC] saved my life. Take bond+3 with them.
- [PC] let me down when I needed them. Take bond-1 with them.
- [PC] needs me to look out for them. Take bond +1 with them.
- [PC] has got my back. Give them bond+1 with you.

Everyone else, take and give bond=0.

## OPERATIONAL RECORD

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

# THE REGIMENT



# SOLDIER

## SERVICE RECORD

RANK	NAME
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LOOK
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### STATS

### EXPERIENCE

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

### GEAR & SPOILS OF WAR

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**WOUNDS**    |      
**STRESS**    |      
**SUPPLY**

SMOKES
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GRIT	TOUGH
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### MARK XP WHEN...

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

- TAKE HARM
- MISS A ROLL
- HIT WITH 12+
- ACHIEVE OBJ.
- RESET BOND
- MOVE TELLS YOU

## 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-stock from the unit supply to equip a heavy weapon for the next engagement. Flame-thrower, bazooka, heavy MG, mortar, your call.
- Spray & pray:** When you *suppress the enemy*, you can spend additional supply 1-for-1 to take +1 to your roll.
- Stone cold:** 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

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

### NOTES & OTHER BONDS