

CREATING YOUR SUPER SOLDIER

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

RANK

Sergeant, Captain, Major, or Colonel.

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

CODE NAME

Create a code name that suits your style, rank and country of origin.

LOOK

Man, woman, androgynous.

Custom uniform.

Boyish face, busted face, handsome face, honest face, kind face, narrow face, scarred face, striking face, perfect face.

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

Athletic body.

STATS

Choose a set:

Battle+3 Guts+3 Leadership+2 Lucky+1 Tactics+2

Battle+3 Guts+3 Leadership+2 Lucky+2 Tactics+1

Battle+3 Guts+3 Leadership+1 Lucky+2 Tactics+2

MOVES

You get all the core moves. You get the *Superior* move and also choose three **super soldier moves**. You also get two moves from the **specialized training** list.

GEAR

You get this loadout:

Shield (2-harm hand throw quick 1-cover), frag grenades, smoke grenades, sidearm (2-harm hand throw quick).

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

BONDS

Choose one or two from the list below:

[PC] needs me to be the symbol I have become. Tell them bond+3 with you.

[PC] is just too reckless for their own good. Take bond-1 with them.

[PC] needs me to look out for them. Take bond+1 with them.

Everyone else, take bond+1 with them and tell them to take bond=0 with you.

OPERATIONAL RECORD

OPERATION	
LOCATION	
OBJECTIVES	
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THE REGIMENT



SUPER SOLDIER

SERVICE RECORD

RANK	NAME	CODE NAME
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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 +1leadership
- get +1tactics
- get +1lucky
- get a super soldier or training move
- get a super soldier or training move
- get a super soldier or training move
- get a move from another type
- get a move from another type

- get+1 to any stat (max +3)
- get +1grit or +1tough
- expand 3 moves
- expand 3 more moves
- change to a new type

GEAR & SPOILS OF WAR

WOUNDS |

STRESS |

SUPPLY

SMOKES

GRIT	TOUGH
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MARK XP WHEN...

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

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

SUPER SOLDIER MOVES

- **Superior:** You get 1-grit and 1-tough. You can mark off a **stress** box to perform a superhuman feat of strength, endurance, speed, reflexes, or awareness.
- **Symbolic:** As long as you're fighting effectively, every ally who can see you gets 1-grit. When you fight at hand range you get the **terror** tag.
- **Shield:** Your specially-designed shield gives you 1-cover even while you're fighting. It gives you and another soldier 2-cover if you stop fighting and crouch behind it.
- **Swift:** You can make two attacks at once. Any weapon you use gets the **quick** tag.
- **Punisher:** You do +1harm.
- **Amazing:** All of your attacks are effective at one additional range closer and farther.
- **Avenger:** When anyone on your team gets hurt, you get +1 ongoing against the target that hurt them.
- **Unstoppable:** After a battle (or 4 hours of rest) *heal* 1-stress and 1-wound.

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