



THE REGIMENT // COLONIAL MARINES



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

PROFILE	BACKGROUND
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By-the-book, 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
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STATS *You get Tactics+2. Take +1 in another stat.*

BATTLE	LUCKY
GUTS	TACTICS
LEADERSHIP	HOLD / FORWARD

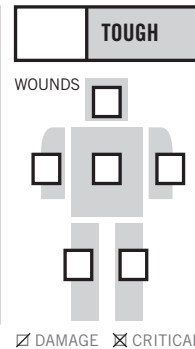
SQUAD // BONDS *Starting bonds: +2, +1, +1*

SQUAD DESIGNATION	OP
SQUAD LEADER	

STRESS // WOUNDS

VOF	1	2	3	4	5	6
I	-	-	S	S	S	W
S	-	S	S	S	W	W
D	S	S	S	W	W	W
F	S	S	W	W	W	C
C	S	W	W	W	C	C

GRIT	STRESS
	<input type="checkbox"/> FLIGHT <input type="checkbox"/> FIGHT <input type="checkbox"/> SHOCK <input checked="" type="checkbox"/> DAMAGE <input checked="" type="checkbox"/> CRITICAL



LOADOUT *Choose one*

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

Also: helmet w/camera and light, commlink, motion tracker, welding torch, combat knife (2d tight), ammo, flares, security codes, datapad, hydration packs, nutrient packs, 2-smokes, 1-personal item (detail).

GEAR	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	SMOKES
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EXPERIENCE       IMPROVE

- IMPROVEMENTS**
- +1 to stat (max+3)
  - +1 to stat (max+3)
  - new move
  - new move
  - new move (from any playbook)
- ADVANCED (4+)**
- get +1grit
  - get 1-tough
  - 2nd character
  - go home
- MARK XP WHEN:**
- YOU ROLL 6 OR LESS
  - A BOND HITS +4 (RESET TO +1)
  - YOU HELP A COMRADE WHO'S IN TROUBLE
  - WRITE YOUR LETTER HOME AT MISSION END

OFFICER SPECIAL

**Final orders:** When you die, call in *fire support* as if you had rolled a 10+ and give your final order. When your soldiers follow through on your order, they take +1.

*Or choose cinematic death (EW2) if that option is in play.*

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**.
- **Pull Rank:** Take +1 to **impose your will** if you outrank the target and they're in your chain of command.
- **Fire Support:** When you call in an air-strike, orbital bombardment, etc. spend 1-supply from the unit surplus and roll+**TACTICS**. On a 10+, it comes through. On a 7-9, the GM chooses one:
  - The fire comes through on the target but also hits short, near you. Distribute 4d incidental fire 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:** When you assist your troopers remotely by analyzing their camera feeds on your datapad, roll+**TACTICS**. On a hit, a trooper takes +1 forward if they follow your orders. On a miss, they still take +1, but your orders lead them into danger.
- **Planning is everything:** When you make a battle plan, and your troopers are willing to follow it, take +1 to the **engagement** move.
- **Master tactician:** You get +1 **TACTICS** (max+3)

OTHER MOVES
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THE REGIMENT // COLONIAL MARINES



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

PROFILE	BACKGROUND
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By-the-book, 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
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STATS *You get Leadership+2 and Battle+1. Take +1 in another stat.*

BATTLE	LUCKY
GUTS	TACTICS
LEADERSHIP	HOLD / FORWARD

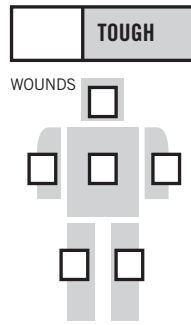
SQUAD // BONDS *Starting bonds: +2, +1, +1*

SQUAD DESIGNATION	OP
SQUAD LEADER	

STRESS // WOUNDS

VOF	1	2	3	4	5	6
I	-	-	S	S	S	W
S	-	S	S	S	W	W
D	S	S	S	W	W	W
F	S	S	W	W	W	C
C	S	W	W	W	C	C

GRIT	STRESS
	<input type="checkbox"/> FLIGHT <input type="checkbox"/> FIGHT <input type="checkbox"/> SHOCK <input checked="" type="checkbox"/> DAMAGE <input checked="" type="checkbox"/> CRITICAL



LOADOUT *Choose one*

- **Pulse Rifle** (3d close/near spray), shotgun (3d tight/close spray), frag and smoke grenades.
- **SMG** (2d tight/close spray), sidearm (2d tight quick), frag and smoke grenades.

Also: helmet w/camera and light, commlink, motion tracker, welding torch, combat knife (2d tight), ammo, flares, hydration packs, nutrient packs, barter items worth 6-smokes, 1-personal item (detail).

GEAR	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	SMOKES
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EXPERIENCE       IMPROVE

- IMPROVEMENTS**
- +1 to stat (max+3)
  - +1 to stat (max+3)
  - new move
  - new move
  - new move (from any playbook)
- ADVANCED (4+)**
- get +1grit
  - get 1-tough
  - 2nd character
  - go home
- MARK XP WHEN:**
- YOU ROLL 6 OR LESS
  - A BOND HITS +4 (RESET TO +1)
  - YOU HELP A COMRADE WHO'S IN TROUBLE
  - WRITE YOUR LETTER HOME AT MISSION END

SERGEANT SPECIAL

**Frosty til the end:** When you die, you have sudden insight into the battle. Ask the GM the best way for your soldiers to get out of here alive. While trying to get out, everyone gets +1grit and 1-tough.

*Or choose cinematic death (EW2) if that option is in play.*

SERGEANT MOVES *Choose two more*

- **Form up on me:** When you're leading a team and have to *keep it together* or attempt a dangerous *combat action*, roll+LEADERSHIP. The result applies for everyone on the team. If you get your team out of a bad spot, **mark xp**.
- **Rally:** When you rally the troops, roll+LEADERSHIP. On a 10+, hold 3. On a 7-9, hold 2. On a 6-, hold 1. During 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.
  - Hit 'em hard! +1 VOF.
- **Battlefield awareness:** When you **assess a situation**, roll+BATTLE instead of roll+tactics.
- **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 +1 LEADERSHIP (max +3).
- **Not as bad as it looked:** After a battle, heal 1-stress or 1-wound.
- **Veteran instincts:** When you **assess a situation** and you or your team are acting on the GM's answers, take +1 to rolls or do +1d to targets (your choice).
- **Not my first rodeo:** You get 1-grit.

OTHER MOVES
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## ENGAGEMENT MOVE

### ENGAGE

When you **lead a new engagement**, roll+OP (see page OB1), modified by the answers to these questions:

- Do you have support from another unit? If so, take +1.
- Do you have operational intelligence relevant to this engagement? If so, take +1.
- Do you have the optimal men/materials to carry out this engagement? If not, take -1.
- Do you have unfavorable conditions (weather/terrain) for this engagement? If so, take -1.
- Are the members of your unit in good spirits, enthusiastic about following your lead? Failing that, are they afraid of letting you down? If neither, take -1.

Then roll and choose options. **12+**: You get all three. **10-11**: choose two. **7-9**: choose one:

- You seize the initiative.
- You maintain unit cohesion. Your forces are ready and positioned where you want them.
- 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, so you can skip lots of planning (see GM2).*

## COMBAT MOVES

### ASSAULT

+BATTLE

1-GEAR

When you **assault the enemy** to seize territory or gain a tactical advantage, **spend 1-gear** and roll+BATTLE.

**7-9**: Choose two options, below. **10+**: Choose three.

- Seize contested territory (enemy loses ground/position, enemy is flanked/loses cover).
- Provide covering fire (enemy is *suppressed*).
- Make an **attack** with your weapon.
- Keep your head down (-1 VOF incoming during this assault).
- Give allies an opportunity (they take +1 forward)

### ATTACK

When you **attack the enemy** or **suffer an attack**, roll damage dice on the **VOF table** to determine its effects. The GM will assign **defensive/offensive factors** (EW2)—cover, concealment, ambush, force parity, etc.—to modify VOF as established.

*This is the basic attack move. If you're simply firing at the enemy, use this move.*

### HIT THE DECK

When you come under attack and choose to **hit the deck**, you're **pinned down** (can't maneuver) and you gain defensive factors as established (cover/concealment, etc.)—apply them to the **VOF** of the attack you're facing now.

### COMBAT ACTION

+BATTLE

+TACTICS

+LUCKY

When you **attempt a dangerous combat action**, say what you're doing and roll. If you do it...

...by brute force, violence, or aggression, +**BATTLE**.

...by observation, wits, or maneuvering, +**TACTICS**.

...by sheer nerve or luck, +**LUCKY**.

**10+**: You do it, taking fire as established. **7-9**: You do it but you're in a tough spot now. The GM will offer you a choice between a worse outcome or a cost: gear, stress, wounds, exposure, enemy opportunity, etc.

*This is the catch-all move for dangerous actions. If a more specific move applies, use it instead.*

### KEEP IT TOGETHER

+GUTS

When you need to **keep it together** in the face of physical or emotional trauma, overwhelming violence, horror, or suffering **choose the action you hope you don't do** from the list below and roll+**GUTS**.

- Freeze up, let my team down, fall behind.
- Panic, disengage, flee.
- Get confused, lost, leave myself wide open.
- Collapse, let go, give up.
- Lose control, go wild, do unintended harm.

**10+**: You keep calm and carry on; you do none of them.

**7-9**: You do one you didn't pick, GM chooses.

**6-**: It's the one you don't want.

## SUPPORT MOVES

### ASSESS

+TACTICS

When you **assess the situation**, ask the GM a question and roll+**TACTICS**. **10+**: The GM will answer generously, including a few follow-up questions. **7-9**: You get a straightforward answer. **6-**: The GM will tell you something true, but incomplete. Sample questions:

- What's really going on here?
- What should I be on the lookout for?
- What's the best way to \_\_\_\_\_?

### AID

+BOND

When you **aid an ally**, roll+BOND. **10+**: Choose one below and they take +1 BOND with you. **7-9**: Choose one below if you reduce your bond by 1. **6-**: Choose one below if you take 1-stress.

- Assist their action. They take +1 forward.
- Basic first aid. They heal 1-wound or you *stabilize* a deadly critical as long as you attend to them.
- Calm them down. Heal *stress critical* box.

*If you ignore a comrade who needs help, take stress equal to your bond and you both reset your bond to 0.*

## PERIPHERAL MOVES

### CRITICAL

+WOUNDS

When you **take a critical hit**, you're out of action, roll+WOUNDS. **10+**: It's deadly. You need **aid** right now or you're going to die. **7-9**: It's bad. You can take action, but after you do, bump your critical result up to 10+. **6-**: You can keep going, but if you do, you'll take 1-wound from blood loss or 1-stress from shock.

### 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.

### PETITION

+LEADERSHIP OR SMOKES SPENT (1-3)

When you **petition up the chain of command**, roll+LEADERSHIP or **SMOKES spent** (1-3). **10+**: You find a contact who will try to make it happen if it's at all reasonable. **7-9**: You get it, but the GM chooses a compromise:

- You get something similar to what you want.
- You have to burn that bridge.
- You have to fuck someone over.
- You owe something in return.

### 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**. **10+**: choose two. **7-9**: choose one:

- You find it quickly.
- You find it without trouble.
- You hit the jackpot. 6-gear/smokes or major intel.

### LETTERS HOME

At the end of the mission, each PC writes a letter home. The letter (or vid-message) should cover the following:

- Number of mission objectives completed by the team (get 1 xp per objective).
- Did someone show valor beyond the call of duty? (3 xp for that PC, may be none).
- Who can you count on? They get +1 bond w/ you.
- Who let you down? Take -1 bond with them.
- PC died (mark improvement on next character).

# THE REGIMENT // COLONIAL MARINES // ELEMENTS OF WARFARE

## VOLUME OF FIRE

VOF	1	2	3	4	5	6
I	–	–	S	S	S	W
S	–	S	S	S	W	W
D	S	S	S	W	W	W
F	S	S	W	W	W	C
C	S	W	W	W	C	C

**METHOD:** Set the initial **volume of fire** based on the situation: Incidental, Scattered, Direct, Focused, Concentrated. **By default, VOF is direct.** Modify VOF and damage dice by defensive and offensive factors:

DEFENSIVE FACTORS	OFFENSIVE FACTORS
<b>Cover:</b> -1d for partial cover. -2d for good cover. -3d for full cover.	<b>Ambush:</b> +1 VOF.
<b>Concealment:</b> -1 VOF.	<b>Overlapping Fields of Fire:</b> +1 VOF.
<b>Parity:</b> Reduce VOF if a smaller force attacks a larger one.	<b>Parity:</b> Increase VOF if a larger force attacks a smaller one.
<b>Movement:</b> -1 VOF if the attacker or the target is moving quickly.	<b>Autofire:</b> +1 VOF (weapon tag)
	<b>Spray:</b> +1d (weapon tag)

If VOF would increase past concentrated, add +1d instead. If VOF would decrease below incidental, subtract 1d instead (minimum 1d).

Roll **damage dice** and read **each die** on the VOF table to determine the results. *Example: 3d direct fire. You roll 1, 4, 6. Reading the [D] row of the table, you inflict one stress (S) and two wounds (W).*

## RESULTS

**(S) Stress:** Mark a slash in a stress box of your choice. Your character's next action will be influenced by the box you mark. **Flight:** Avoid the enemy, fall back, take cover, assist a comrade. **Fight:** Attack the enemy, pursue, seize territory. **Shock:** Cower in fear, freeze up, stall, confusion.

If you take stress damage and have no unmarked stress boxes, you go **stress critical**. Mark an X in one of your stress boxes. Your character stays in that state (flight/fight/shock) until given **aid**.

**(W) Wound:** Mark a slash in a wound location as established by the circumstances. If a wound is marked in the same location twice, it becomes a **critical**.

**(C) Critical:** Mark an X in an unmarked wound location. You're out of action. Make the **critical** move (EW1). If you take critical damage and have no unmarked boxes, you die.

## PROTECTION

**Tough:** Durability. Reduces wounds taken from an attack, 1-for-1.

**Grit:** Mental fortitude. Reduces stress taken from an attack, 1-for-1.

**Cinematic Death (optional):** When you die, choose: 1) Make your death move and create a new character, or 2) Take a debility (-1 battle, tactics, or guts, and change your profile) and survive.

## WEAPON RANGES

TIGHT	CLOSE	NEAR	FAR	EXTREME
0-7	8-25	26-100	101-300	301-500

Distances are in meters. **When you're attacking outside the optimal range(s) of your weapon, take -1 VOF per increment.**

## WEAPON TAGS

**#d:** No. of damage dice rolled.

**AP:** Armor penetrating. Can damage vehicles and structures.

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

**Autofire:** Spend 1-gear to add **area**. Spend 1-gear to do +1 VOF (contrast w/ *spray*).

**Automated:** Weapon has limited AI to operate independently.

**Breach:** This weapon knocks down doors, punches holes through walls, and destroys cover.

**Burn:** Targets are set ablaze. Damage is dealt until fuel is exhausted or fire is extinguished.

**Crew:** Requires the specified number of crew or take -1 VOF.

**Expend:** Removed after use.

**HEAT:** +2d vs. armored targets.

**IFF:** Identify Friend or Foe. Will not hit friendlies.

**Indirect:** May 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:** Spend 1-gear to attack two targets or do +1d (contrast w/ *autofire*).

**Suppress:** Targets are *suppressed*.

**Terror:** When you *assault the enemy*, take +1. When you take stress from a terror weapon, you must choose *flight*.

## UNIT MANEUVERS

### NPC ACTION +OP

When your fellow **NPC soldiers take independent action**, roll +OP. On a hit, they do it to the best of their ability. **On a 7-9**, there's an additional cost; men, materiel, morale, or a mix.

When **NPC units engage the enemy**, 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.

## WEAPONS

**Sidearm** (2d tight quick)

**Pulse Rifle** (3d close/near spray)

*The standard space marine battle rifle. Optional under-barrel shotgun or grenade launcher attachment.*

**Carbine** (2d close quick)

**Smartgun** (3d near/far autofire, IFF, indirect)

*A hi-tech LMG with computer-assisted fire control.*

**SMG** (2d tight/close spray)

**Rail Gun** (4d AP far/ex breach reload)  
*Armor-piercing heavy sniper rifle w/ multi-thermal scope.*

## HEAVY WEAPONS

**HMG** (4d far/ex area autofire suppress setup spray)

**Sentry Gun** (3d near/far autofire suppress setup IFF automated ordnance)

**Rocket Launcher** (5d HEAT AP near breach messy reload ordnance)

## UNUSUAL WEAPONS

**Power Loader Claw** (3d tight AP)

**Welding Torch** (2d tight AP)

**Shotgun** (3d tight spray)

*For close encounters.*

**Frag Grenade** (4d close messy indirect ordnance)

**Smoke Grenade** (tight/close indirect area ordnance)

*Gives concealment to an area.*

**Rifle Grenade** (3d AP near messy indirect reload ordnance)

**AT Rocket** (5d HEAT AP close breach messy expend)

**Entrenching Tool** (2d tight)

**Combat Knife** (2d tight quick)

**Incinerator** (4d tight messy autofire burn terror)

**Missile Drone** (4d AP messy indirect breach setup ordnance)

**Impact Cannon** (6d AP ex messy indirect 2-crew breach setup reload ordnance)

**Satchel Charge** (5d AP tight messy breach expend)

## DOWN TIME

### SMOKES SPENT

When you have down time, out of combat, heal 2-stress and 1-wound. Then choose a number of options below equal to **smokes spent**:

- Improve a bond by +1. They can do the same.
- Recuperate. Heal 1-wound or reduce a critical to a wound.
- Relax and enjoy yourself. Heal 1-stress.

*You may choose options more than once.*

## RESUPPLY

When you **resupply from the unit reserves**, distribute 6-gear between yourself and other soldiers and remove 1-supply from the unit stocks. When you consolidate gear, remove 6-gear and increase your unit reserves by 1-supply.





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

### DON'T GET BOGGED DOWN IN PLANNING!

This is the classic problem with tactical games: given the high stakes of combat, players will (understandably) try to plan for every last contingency, which can lead to sessions that are 3 hours of planning and discussion and one hour of action. I know... I ran other war RPGs for years and this was SOP — which is why *The Regiment* gives you tools to skip over all that planning and cut right to the beginning of the action. Here's how you do it.

- Ask the players what their plan is in broad strokes. One or two sentences, tops.
- Try to distill this down to a clear **goal**. If this goal matches one of the battle plans, you're all set. If not, modify a plan that's close, or quickly throw a plan together to fit the goal.
- Use the **methods** and **considerations** to ask the players a few key questions about what they want to do.
- Roll the **engagement move**. The outcome will tell you the starting point of the action. Are the PCs in a good spot? In trouble? Scattered in disarray? Use the outcome of this roll to frame the establishing shot of the movie, so to speak. Tell the players the situation — mix in their POV as much as you can to immerse them in the circumstances — then ask what they want to do.
- Now you're down at the moment-to-moment action level! Long, boring planning session skipped.



# THE REGIMENT // COLONIAL MARINES // EXAMPLES AND 2.5 CHANGELOG

## COMBAT

### BATTLE SEQUENCE

- Battle plan
- Engagement move
- Actions and moves
- **New engagement:** When the goal of the current battle plan is complete or abandoned, ask the team what they plan to do next, and make a new engagement move to establish the situation again. There may be **downtime** between the engagement moves, depending on the fictional situation at hand. **One battle may call for several engagement moves.**

### FORCE PARITY

**Soldier vs. Group:** When one soldier attacks a group of enemies, you can treat the group as a single unit. The soldier has reduced VOF for the disparity in force size (-1 for soldier vs. fire team, -2 for soldier vs. squad, -3 for soldier vs. platoon, etc.).

Judge the damage against the unit as a whole. Stress represents loss of morale and scattering, wounds represent casualties.

**PC Team vs. Enemy:** When the PCs attack as a coordinated fire team on the same target, make VOF adjustments for force parity, etc. as usual, then have each player roll damage. Take the best result and apply it to the enemy unit.

*For example: A PC squad attacks a single xenomorph. The squad gets +2 VOF for being a larger force, giving them **concentrated** fire. The PCs are also arranged with overlapping fields of fire, giving them another +1 VOF (which becomes +1d since the VOF is already at maximum). Each player rolls damage +1d, and the team uses the best result against the xenomorph. Its boned.*

### VEHICLES

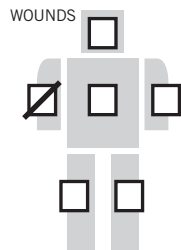
When you **attack a vehicle**, each wound inflicts a major condition. For each stress, inflict a minor condition. If a vehicle takes 3 or more major conditions, it is destroyed. If it takes 3 or more minor conditions, it is disabled until repaired.

**MAJOR:** Out of control, burning, stuck, system destroyed (detail), blind.  
**MINOR:** Slowed, wild, smoking, system damaged (detail), leaking.

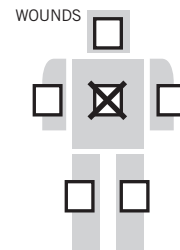
Vehicles with **armor** are immune to attack from standard weapons. A weapon with the **AP** tag is required to do damage to armored vehicles.

*Subtract vehicle armor from wounds taken first, then stress if any remains. Vehicle crew takes damage as established.*

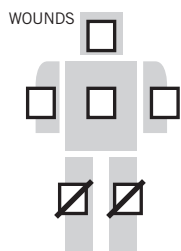
## DAMAGE



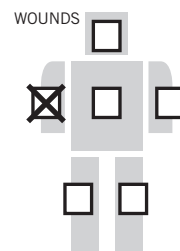
You take 1-wound.



You take a critical hit.



You take 2-wounds. Since both your legs are wounded, the GM may call for you to **keep it together** if you run quickly, climb, etc.



You take a second wound to the same arm. Since there's already a wound there, it becomes critical.



You take 1-stress.



You take 2-stress. In this case, when marking two different stress states, you can choose which stress response you have.



You take a seventh box of stress and go stress critical in fight.



You get **aid** and heal your stress critical box.

## GOALS FOR 2.5

### A SLIGHTLY SIMPLER GAME

I reduced the overall number of moves as well as removing some exceptional cases so it's easier to remember and apply rules.

### FICTIONAL RESULTS FOR STRESS AND WOUNDS

In previous versions, it was easy to gloss over the effects of stress and wounds, falling back on shorthand: "Take 2 wounds." I wanted each box of damage to have a specific effect to cue a result in the fiction.

### MORE DIFFICULT CHOICES

Tough choices are always fun. I revised the old *push yourself* move into something more interesting (I hope): *Keep it together*.

The *engagement* move now accounts for details of the specific situation, including morale elements, so choices of fictional positioning have a bigger impact when making that move.

## CHANGELOG

New **volume of fire** table. There are now 5 VOFs: Incidental, Scattered, Direct, Focused, and Concentrated.

New **stress** system. Each time you take stress, you choose how your soldier will react to it: Flight, Fight, or Shock.

New **wounds** system. Wounds have locations now, and critical wounds take you out of action. There's a *critical* move that determines how badly you're injured, so there's more uncertainty (you can't count on a 2d pistol not to kill you).

New and revised **moves**. *Assault* now includes covering fire. *Push yourself* has been revised into *keep it together*. *Help* has been revised into *aid*. *Hit the deck* no longer requires a roll. New *critical* move. *Rally* is now a Sergeant move.

New and revised **playbook moves**. Changes to each playbook! Give them a close look. Also check out when you mark xp (upper right corner of playbooks).

# STARTING MISSION // OUTPOST EPSILON // GM SHEET

BY RYAN DUNLEAVY **OE1**

## BRIEFING

### OVERVIEW

Flash directive from HQ said: "Weyland-Yutani Outer Colony 724 (commonly known as **Greystone**) has rebelled against the Core Systems." Ha. In other words, they've decided they don't want to work for scrip anymore. Want to be "independent contractors" — pardon me, "anti-system terrorists." Whatever. WY signs our paychecks so it's all the same to us, am I right Marines?

We're here to put the rebellion down and restore order to the colony. Wall to wall civilians here. Don't shoot nobody unless you have to and we can get out of here before my balls have sagged all the way down to the goddamn deck.

### THE MISSION

Your platoon has been selected for a special mission behind enemy lines. Infiltrate and secure outpost Epsilon.

**+INTEL bonus:** Epsilon is a WY science facility, tagged as SECRET in the Core Systems Military database.

Extract three key personnel, their research data, and lab specimens:

- **Dr. Nasim Singh**
- **Dr. Rebecca Crane**
- **Technician Franklin Porter**

This is mission critical, high-priority. Check your datapads for ID codes and images of the extract targets.

**WY Corporate Field Officer Bolden** will accompany you on the mission. His safety is your responsibility. He is a civilian consultant, but effectively holds the rank of Captain.

**+INTEL bonus:** These researchers are tagged as chief scientists in the WY bio-weapons division.

Rendezvous at the extraction point before the retreating rebels enter the area. Intel on the area is minimal, though the outpost is thought to be moderately armed and guarded.

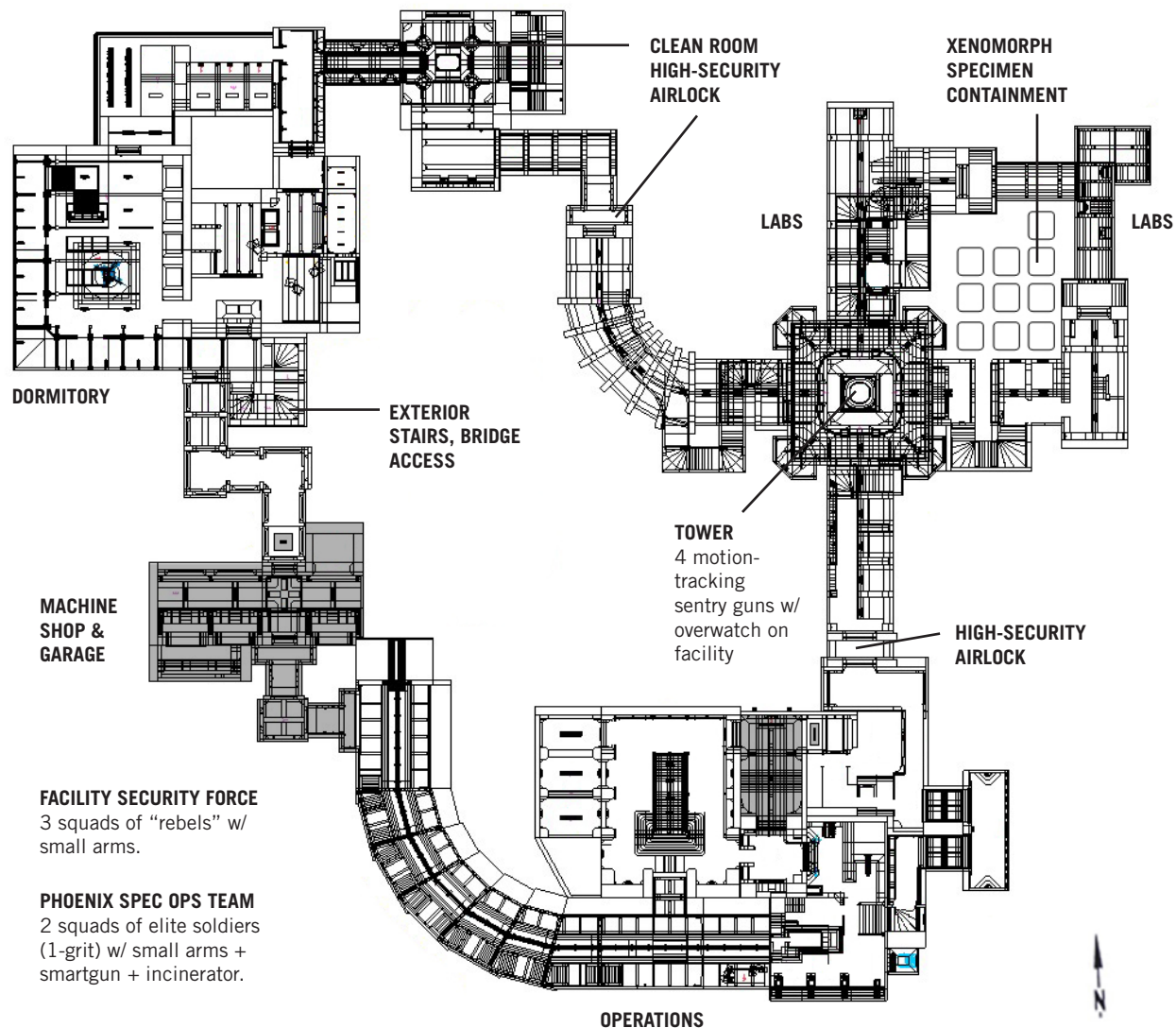
### ASSETS

- (1) M577 Armored Personnel Carrier
- (3) Squads in platoon (Gold, Red, Blue).

**+MOBILITY bonus:** Aerial insertion of APC and squads via UD-4L dropship at location(s) of your choosing (see terrain map). Plus aerial extraction on your signal.

**+PATRON bonus:** WY representative Bolden will be detained aboard USS Lincoln in orbit and will not accompany you on the mission nor have direct access to comms or video during the operation.

## OUTPOST EPSILON



## GM INFO

Epsilon is a Weyland-Yutani research station studying xenomorph specimens stolen from a Phoenix Industries facility four months ago. The "rebellion" on Greystone has been funded by Phoenix agents, to engage the bulk of the planetary Marine force and draw out the location of the lab by covert tracking of WY personnel and communications.

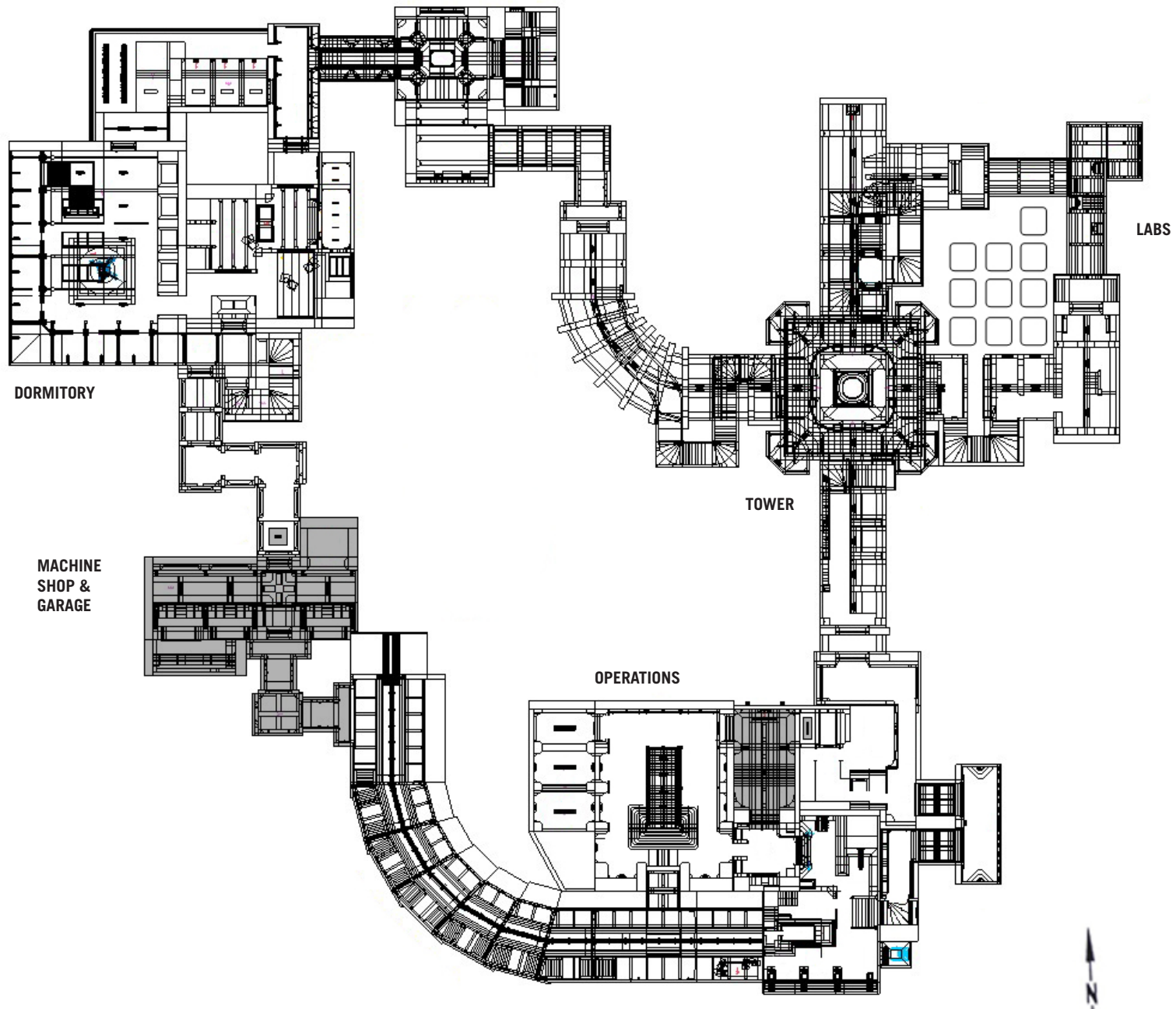
When Bolden makes the move to retrieve the specimens (because the rebellion fighting spread and the facility was overrun), Phoenix

intercepts the orders and dispatches a special forces team to clear and sweep. They will be on-site when the Marines are (either ahead of them, or just behind, depending on how the engagement move turns out).

Either way, the xenomorph containment has been breached due to stray mortar fire in the fighting, and the thing(s) are loose! **Technician Porter** has a face-hugger on him when he's found.

# STARTING MISSION // OUTPOST EPSILON

## OUTPOST EPSILON // FACILITY SCHEMATIC

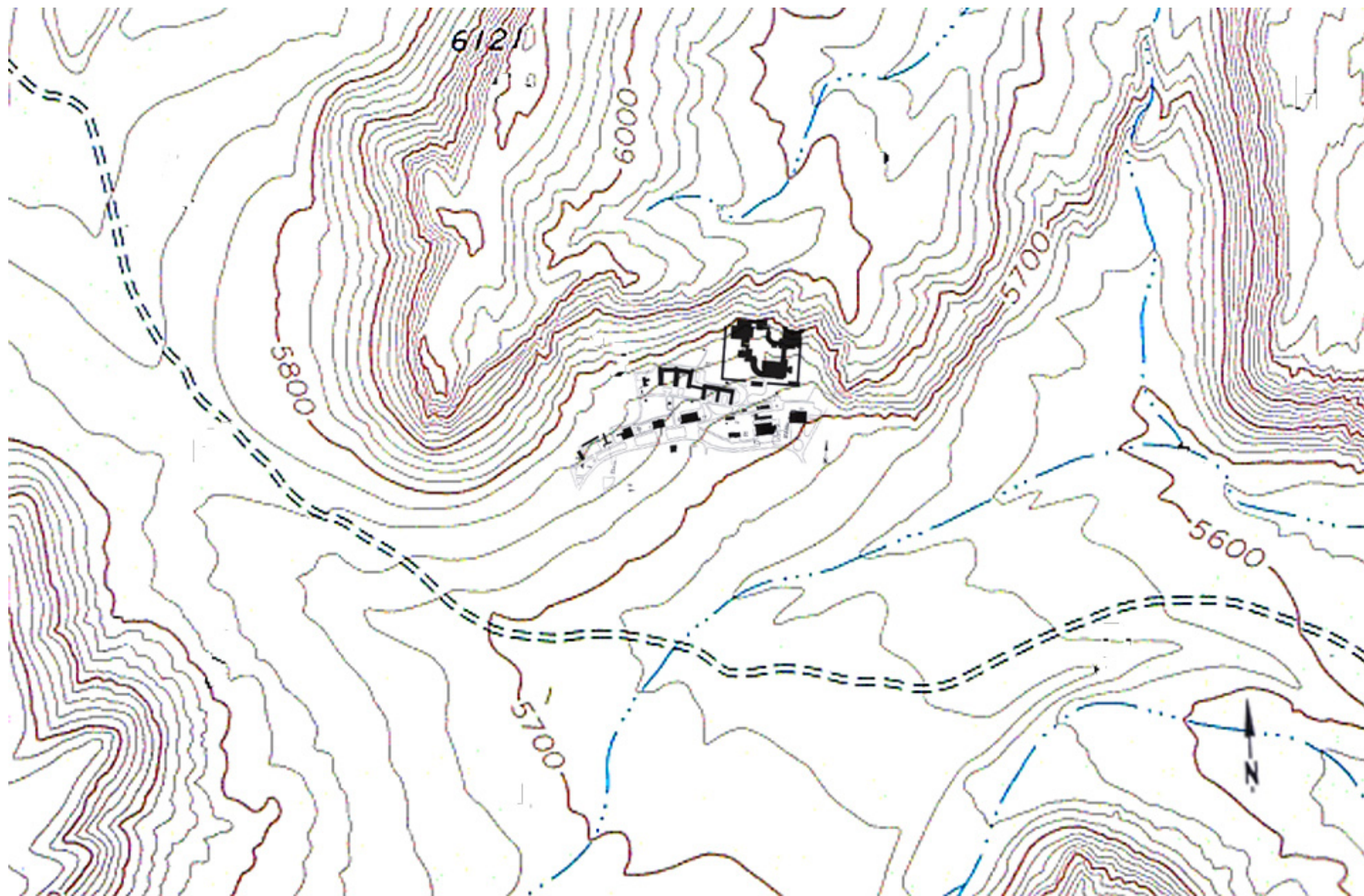




# STARTING MISSION // OUTPOST EPSILON

0E3

OUTPOST EPSILON // TERRAIN MAP





# STARTING MISSION // OUTPOST EPSILON

OE4

OUTPOST EPSILON // REFERENCE PHOTO

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