

OFFICER

ALPHA 2.5

RANK	NAME
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PROFILE	BACKGROUND
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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.

	BATTLE		LUCKY
	GUTS		TACTICS
	LEADERSHIP	HOLD / FORWARD	

SQUAD DESIGNATION		OP	
SQUAD LEADER			

VDF	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		
		☐ ☐	☐ ☐	☐ ☐
		FLIGHT	FIGHT	SHOCK

- **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.

[illegible]

IMPROVEMENTS	ADVANCED (4+)	MARK XP WHEN:
○ +1 to stat (max+3)	○ get +1 grit	▪ YOU ROLL 6 OR LESS
○ +1 to stat (max+3)	○ get 1-tough	▪ A BOND HITS +4 (RESET TO +1)
○ new move	○ 2nd character	▪ YOU HELP A COMRADE WHO'S IN TROUBLE
○ new move	FINAL (7+)	
○ new move (from any playbook)	○ go home	▪ WRITE YOUR LETTER HOME AT MISSION END

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.

● **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)

[illegible]



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

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					
	FLIGHT	FIGHT	SHOCK			

WOUNDS

TOUGH

☑ DAMAGE ☒ 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								SMOKES
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EXPERIENCE					»» IMPROVE
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- 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
 - FINAL (7+)**
 - 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



DESIGNATION
PROFILE
Methodical, Cool, Precise, Charming, Icy, Shy, Pessimistic, Cheerful.
CORE DIRECTIVE
Preserve human life, gather intelligence on [subject], destroy [targets], obey orders from [human], preserve Weyland-Yutani property and interests.
DEPLOYMENT

STATS *You get Battle=0, Guts+4, Leadership-1, Lucky=0, Tactics+2.*

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
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D	S	S	S	W	W	W
F	S	S	W	W	W	C
C	S	W	W	W	C	C

YOU ARE IMMUNE TO STRESS DAMAGE

OVERLOAD

TOUGH

WOUNDS

☑ DAMAGE ☒ CRITICAL

LOADOUT

☑ **Sidearm** (2d tight quick)

Also: Commlink, technician tool kit, trackers w/ wrist monitor, welding torch, combat knife (2d tight), ammo, flares, 1-smoke.

GEAR

SMOKES

EXPERIENCE

IMPROVEMENTS	ADVANCED (4+)	MARK XP WHEN:
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○ new move	○ 2nd character	▪ YOU HELP A COMRADE WHO'S IN TROUBLE
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○ new move (from any playbook)	○ go home	

SYNTHETIC SPECIAL

They can fix me: When you die, you cease functioning until you are repaired or you download your personality matrix into a new body.

A synthetic can be repaired by a technician in a biomechanical workshop by spending 1-gear for every 2 boxes of wounds or overload. Field repairs can be made with a tool kit by spending 2-gear to heal one box of wounds or overload.

SYNTHETIC MOVES *Choose one more*

- ☑ **Core Directive:** When you pursue your core directive, take +1 ongoing. If you achieve a goal pertaining to it, **mark xp**.
- ☑ **Overload:** Mark off 1 box of **overload** to re-roll or 1-3 boxes to perform a superhuman feat of strength or reflexes.
- **Combat model:** Your hardened combat chassis gives you 1-tough. Your bare hands are a weapon (3d tight quick).
- **Designed to assist:** When you **aid** someone who's rolling a non-battle move, the bonus stacks with aid from other PCs.
- **Technician:** When you interface with a machine, roll+**TACTICS**. On a hit, you take control of the system, gather +intel, and/or deny the enemy access. On a 7-9 also, the GM will choose one: cost (gear/time), exposure, or compromise.
- **Scientific analysis:** When you have time and access to a lab, roll+**tactics**. On a 10+, ask the GM 3 questions about the subject of your analysis. On a 7-9, ask 2. On a miss, ask 1.
- **Adaptive system:** When you have time to improvise a solution to a problem, tell the GM what you are trying to achieve and the GM will tell you the cost in time and gear. You may reduce the time cost by spending additional gear, or vice versa.

OTHER MOVES

THE REGIMENT // COLONIAL MARINES // ELEMENTS OF WARFARE

EW1
ALPHA 2.5

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

EW2
ALPHA 2.5

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

Cover: -1d for partial cover. -2d for good cover. -3d for full cover.

Concealment: -1 VOF.

Parity: Reduce VOF if a smaller force attacks a larger one.

Movement: -1 VOF if the attacker or the target is moving quickly.

OFFENSIVE FACTORS

Ambush: +1 VOF.

Overlapping Fields of Fire: +1 VOF.

Parity: Increase VOF if a larger force attacks a smaller one.

Autofire: +1 VOF (weapon tag)

Spray: +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

+0P

When your fellow **NPC soldiers take independent action**, roll +0P. 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.

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)

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)

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)

UNUSUAL WEAPONS

Power Loader Claw (3d tight AP)

Welding Torch (2d tight AP)

Satchel Charge (5d AP tight messy breach expend)

LIBERTY MOVES

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.

THE REGIMENT // COLONIAL MARINES // GM TOOLKIT

GM1
ALPHA 2.5

NPCS

When an NPC unit takes damage, mark a slash for stress and an X for 2 stress or a wound. If the unit takes a critical hit or runs out of boxes, it's out of action.

A unit can represent a single soldier, a fire team, a squad, etc. depending on the size of the engagement. Extra gray circles are provided to track damage to special elite units.

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VOLUME OF FIRE

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

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.

M577 APC

CREW: 1

- Main Gun (4d AP ordnance breach messy far/ex)
- (Coax) Light Machine Gun (3d near/far autofire suppress)
- (Coax) Light Machine Gun (3d near/far autofire suppress)

Passengers: 16

Armor: Front 3, Side 2, Rear 2, Top 2

UD-4L CHEYENNE DROPSHIP

CREW: 2

- Missile Pods (5d AP ex HEAT area ordnance indirect breach)
- Rocket Launchers (5d AP far ordnance messy)
- (Nose turret) Heavy Gatling Gun (5d AP far/ex autofire suppress)

Passengers: 40 + 1 M577 APC in bay

Armor: Front 1, Side 1, Rear 1, Top 1, Bottom 2

XENOMORPHS

Little is known of their full capabilities, but based on close combat encounters with alien warriors, the following characteristics can be assumed as a baseline.

XENOMORPH WARRIOR DRONE

- Claws and bite (3d tight quick)
- Tail blade (3d tight quick messy)
- Rush attack (3d close terror, -1 VOF to their attack and PC counterattack due to fast movement)
- Acid blood spray when killed (3d AP HEAT tight messy)
- Coldly brutal (1-grit, +1grit when near queen)

Athermic (invisible to thermal scans), can cling to surfaces (run on walls/ceilings), adaptive intelligence, possible hive-mind communication coordinated by "queen" xenomorph, capture live human hosts for reproduction.

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).
- Manifest the limitations of their equipment.
- 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

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.
- Fog of War.

OTHER

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

The Regiment is by
John Harper & Paul Riddle



POWERED BY THE
APOCALYPSE
apocalypse-world.com

THE REGIMENT // COLONIAL MARINES // GM TOOLKIT

GM2
ALPHA 2.5

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.

OB1
ALPHA 2

YOUR UNIT

DESIGNATION

Alpha (Bravo, Charlie, etc.) Company, 1st Battalion, 5th MAU (A/1/5)

The players should make the MAU and platoon choices together, but the Officer player gets final say.

By default, your unit is a **platoon** of 40 troopers and 1 synthetic, under the command of an Officer and several Sergeants. The PCs will serve within a **squad** that is part of the unit. Your squad has the same **operational effectiveness** (OP) as the unit.

[Default: $OP=0$. Surplus: 4-supply.]

Choose 2 advantages:

○ Your unit is especially well-armed. When you attack, you may spend 1-gear for **+1d**.

☐ Your unit contains a number of seasoned veterans. **+1 OP.**

☐ Your unit is an elite special-forces outfit. **+1 OP.**

○ Your unit has access to intelligence assets. Add surplus: **+intel.**

☐ Your unit has reliable access to materiel. Surplus: **+1 supply.**

☐ Your unit has access to vehicle transport, airborne drops, amphibious insertion, etc. Add: **+mobility**.

○ Your unit has a powerful patron higher up the chain of command (a Colonel at the regimental level or higher). Add: **+patron**.

And choose 1 drawback:

○ Your unit is comprised mainly of new recruits. **Trouble: green.**

○ Your unit is made up of misfits, outcasts, convicts, and cast-offs from other units. **Trouble: savages.**

☐ Your unit operates beyond the range of easy re-supply. **Supply -1.**

☐ Your unit has vendettas or rivals among the MAU. **Trouble:** reprisals.

○ Your unit has gone without replacements. **Trouble: under-manned.**

☐ Your unit has attracted the unfavorable attention of the MAU or company commander. **Trouble: whipping-boys.**

COMPANY COMMANDER

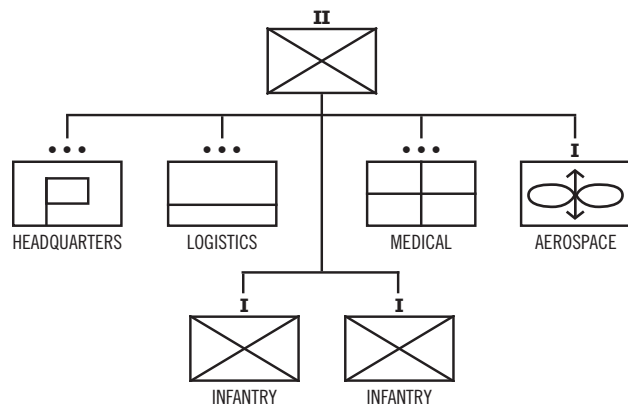
CAPTAIN

The MAU commander embodies the soul of the unit. Choose two **strengths**: inspiring, resolute, aggressive, cunning, honorable.

And one **weakness**: Blind to human suffering, outdated tactics, vying for power, addicted to victory.

Your platoon reports to the company commander. Choose two **strengths**: efficient, flexible, organized, experienced, calculating.

And one **weakness**: fanatical, ambitious, reckless, indecisive, cruel, overconfident, distracted.



The Marine Assault Unit has a strength of about 400 combat troops. It is comprised of a **headquarters** platoon, a **logistics** platoon, a **field medical** unit, an **aerospace** combat drop group, and two **infantry** companies.

The PCs are soldiers in one of the infantry companies. The **company** (about 120 people) is made up of 2-5 **platoons** (40 people each). A platoon is led by a Lieutenant and is made up of 3 **squads**. All the fighting is done by squads of roughly 13 soldiers each, led by a Sergeant. Squad vs. squad combat is the standard for warfare. Within a squad, the soldiers are divided into 4-man **fire teams**. The PCs will usually be members of the same fire team. Some fire teams may have specific assignments, such as scouting or heavy weapons duty.

[illegible]

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

EX1
ALPHA 2.5

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

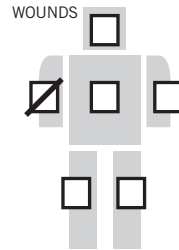
When you **attack a vehicle**, each wound inflicts a major condition. For each stress, inflict a minor condition. If a vehicle takes 3 or more major conditions, it is destroyed. If it takes 3 or more minor conditions, it is disabled until repaired.

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

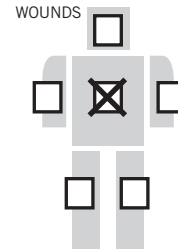
Vehicles with **armor** are immune to attack from standard weapons. A weapon with the **AP** tag is required to do damage to armored vehicles.

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

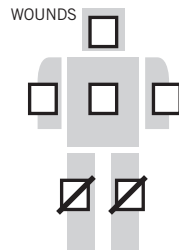
DAMAGE



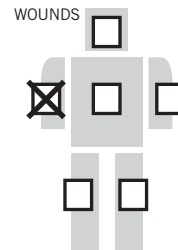
You take 1-wound.



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.

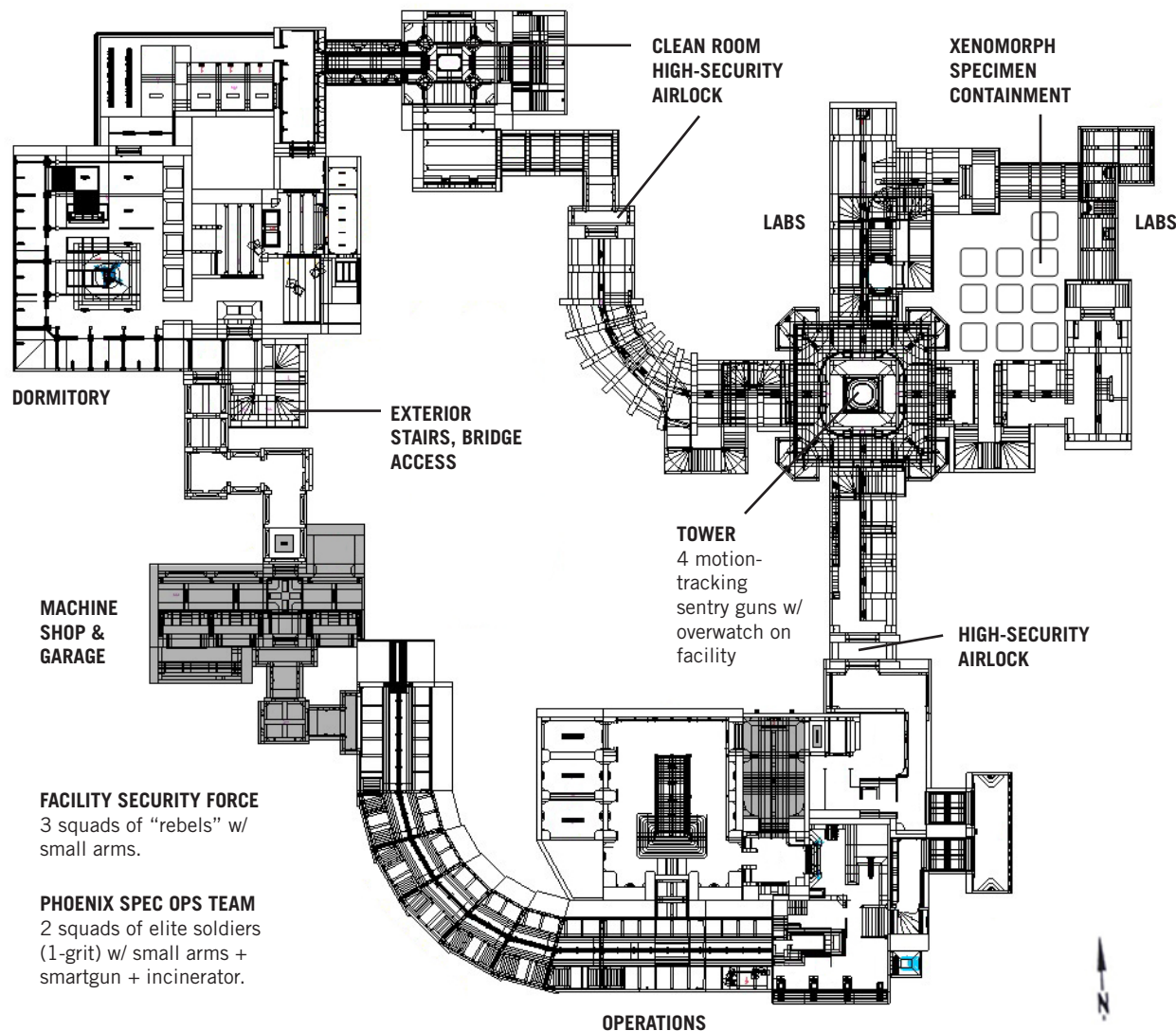
ASSETS

- (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

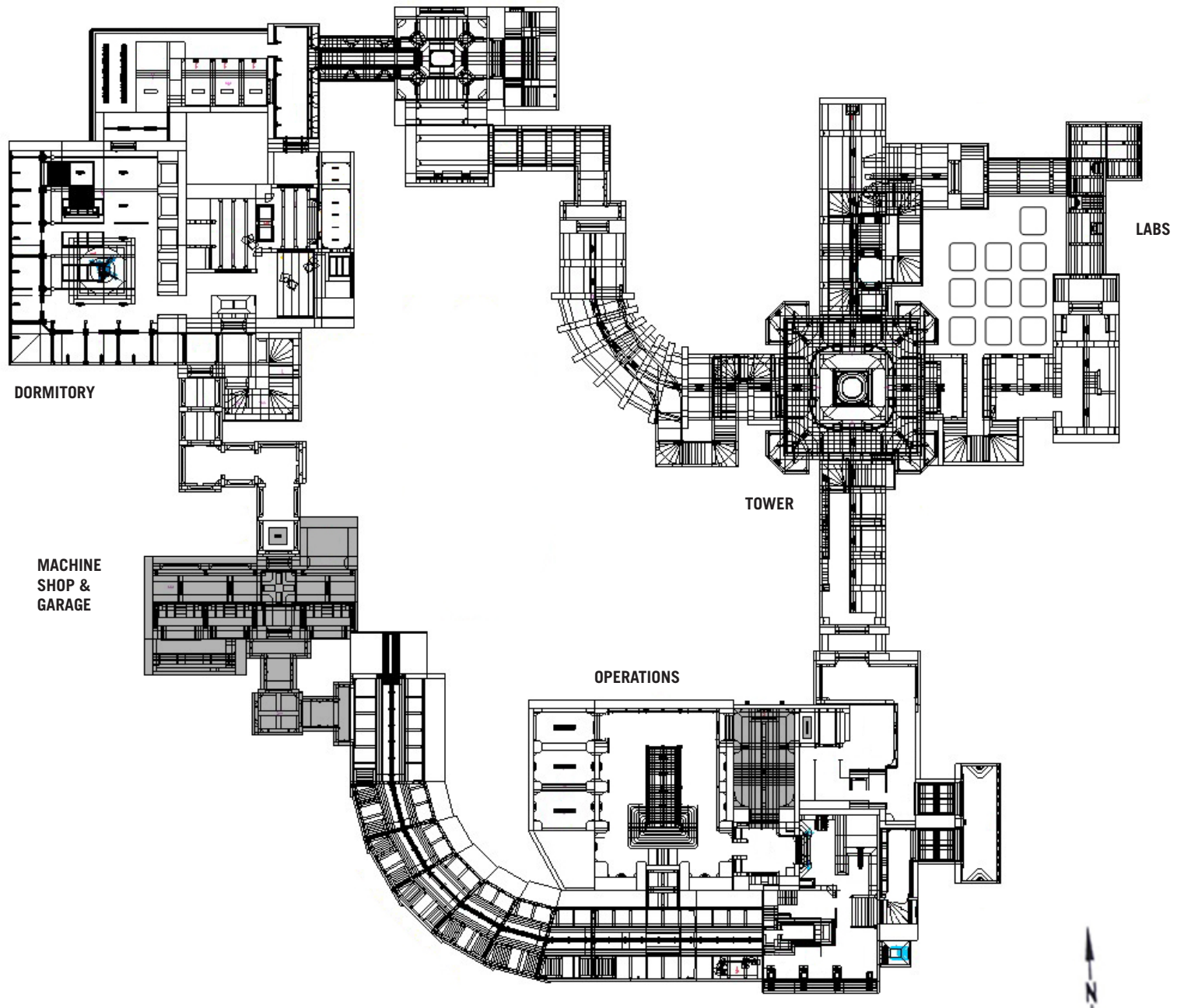
intercepts the orders and dispatches a special forces team to clear and sweep. They will be on-site when the Marines are (either ahead of them, or just behind, depending on how the engagement move turns out).

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

OE2

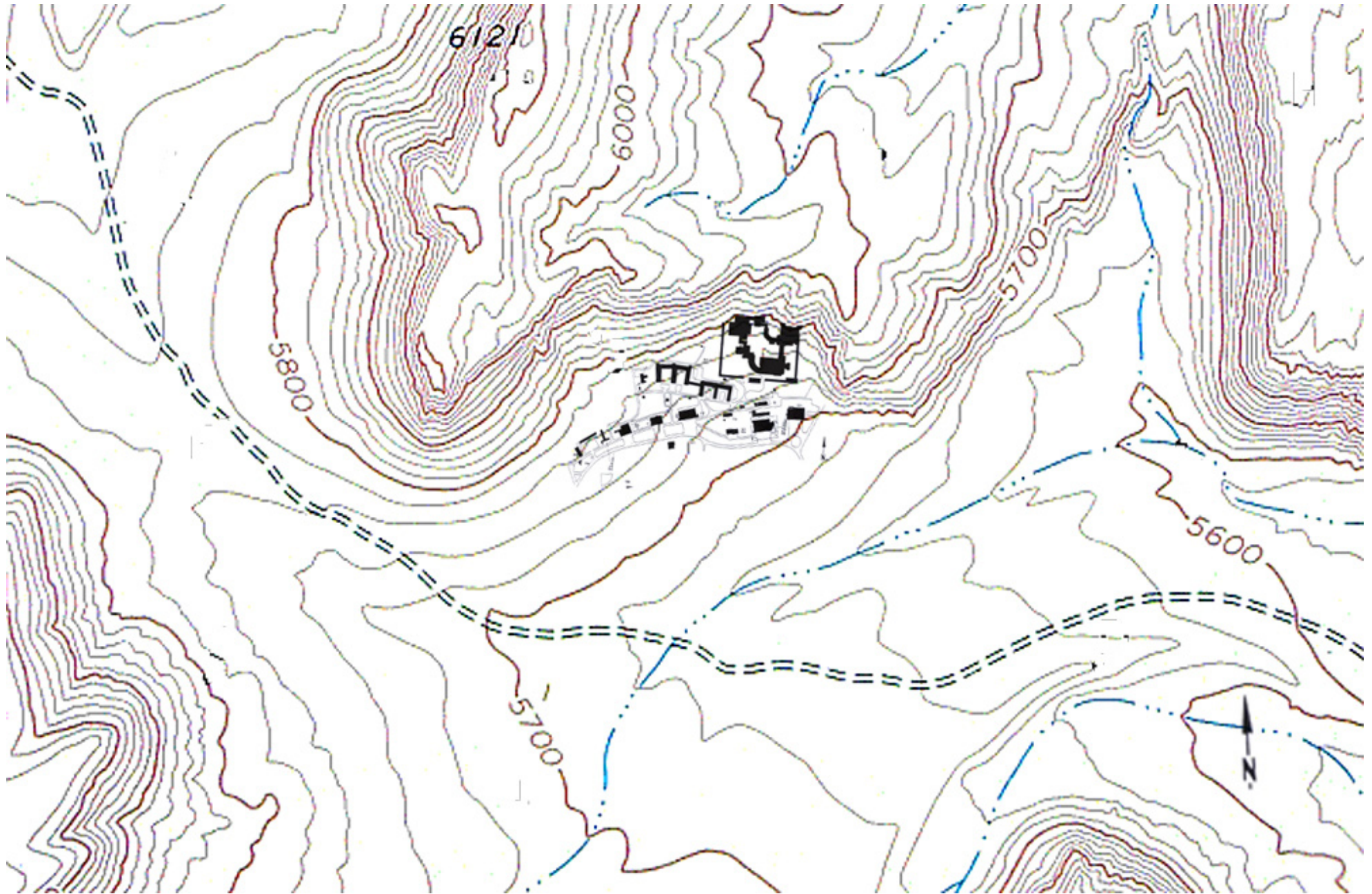
OUTPOST EPSILON // FACILITY SCHEMATIC



STARTING MISSION // OUTPOST EPSILON

0E3

OUTPOST EPSILON // TERRAIN MAP



STARTING MISSION // OUTPOST EPSILON

OE4

OUTPOST EPSILON // REFERENCE PHOTO

