

THE REGIMENT

ALPHA 2.1

SOLDIER

To create your soldier, choose **rank**, **name**, **profile**, **background**, **stats**, **moves**, and **loadout**. Assign **bonds** (+2, +1, -1) with other PCs and NPCs.

STATS: CHOOSE A SET			
BATTLE+2	BATTLE+2	BATTLE+2	BATTLE+2
GUTS+1	GUTS=0	GUTS+1	GUTS=0
LEADERSHIP=0	LEADERSHIP-1	LEADERSHIP+1	LEADERSHIP=0
LUCKY+1	LUCKY+1	LUCKY-1	LUCKY+1
TACTICS-1	TACTICS+1	TACTICS=0	TACTICS=0

RANK	NAME
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Private First Class (Pfc), Technician 5th Grade (T/5), or Corporal (Cpl).

PROFILE	BACKGROUND
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Methodical, 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

	BATTLE		LUCKY
	GUTS		TACTICS
	LEADERSHIP	FORWARD	

YOUR SQUAD & BONDS

SQUAD DESIGNATION		OP	
SQUAD LEADER			

GEAR

SMOKES

WOUNDS

TOUGH

STRESS

GRIT

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

EXPERIENCE

IMPROVE

IMPROVEMENTS

Oget +1stat (max+3)

Oget +1stat (max+3)

Oget a new move

Oget a new move

Oget a new move

ADVANCED (4+)

Oget +1grit

Oget 1-tough

FINAL (7+)

Ogo home

Onew character

MARK XP WHEN:

YOU MISS A ROLL

A MOVE TELLS YOU

YOU RESET A BOND

END OF SESSION CHECKLIST

SOLDIER MOVES

Choose two more

Once More into the Breach:

Battle tested:

Comrade in arms:

Eye for Supply:

Fight back:

Heavy weapon:

Spray & pray:

Stone cold:

Section 8:

LOADOUT

Choose one

Battle Rifle

SMG

Automatic Rifle

LMG

Also: helmet, bayonet (2d/3d tight), ammo, canteen, backpack, barter items worth 3-smokes, entrenching tool, 1-personal item (detail).

OTHER EQUIPMENT AND SPOILS OF WAR

To create your officer, choose **rank**, **name**, **profile**, **background**, **stats**, **moves**, and **loadout**. Assign **bonds** (+2, +1, -1) with other PCs and NPCs.

BATTLE+1	BATTLE=0	BATTLE+1	BATTLE+1
GUTS=0	GUTS+1	GUTS+1	GUTS-1
LEADERSHIP+1	LEADERSHIP+1	LEADERSHIP=0	LEADERSHIP+1
LUCKY-1	LUCKY-1	LUCKY-1	LUCKY=0
TACTICS+2	TACTICS+2	TACTICS+2	TACTICS+2

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

Methodical, 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.

STATS

	LEADERSHIP	FORWARD
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YOUR SQUAD & BONDS

SQUAD DESIGNATION		OP	
SQUAD LEADER			

STRESS ☐ ☐ ☐ ☒ ☒ ☒ GRIT ☐ ☐ ☐ ☐ ☐ ☐

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

IMPROVEMENTS	ADVANCED (4+)	MARK XP WHEN:
○get +1stat (max+3)	○get +1grit	▪ YOU MISS A ROLL
○get +1stat (max+3)	○get 1-tough	▪ A MOVE TELLS YOU
○get a new move	FINAL (7+)	▪ YOU RESET A BOND
○get a new move	○go home	▪ END OF SESSION
○get a new move	○new character	CHECKLIST

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, artillery barrage, or naval fire-mission, spend 1-supply from the unit surplus and roll+**leadership**. On a 10+, the fire support comes through on your command. On a 7-9, the GM chooses one:

- The fire comes through on the target but also hits short, near you. Distribute 4 stress 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:** You can choose to roll+tactics instead of roll+bond when you help someone.

○ **Planning is Everything:** When you make a battle plan, roll + **tactics**. On a hit, give your subordinates orders. If they follow through, they take +1 forward. On a 10+, you take +1 forward to an engagement move or you recover 1-stress.

- **Master tactician:** You get +1 tactics (max+3)

LOADOUT Choose one

- **Carbine** (2d close quick), frag grenades, smoke grenades, sidearm (2d tight quick).

- **SMG** (2d tight/close spray), frag or smoke grenades, sidearm (2d tight quick).

Also: helmet, combat knife (2d tight), ammo, canteen, backpack, map case, compass, binoculars, orders/intel, barter worth 2-smokes, entrenching tool, 1-personal item (detail).

OTHER EQUIPMENT AND SPOILS OF WAR

A black and white photograph of a man in a military uniform, wearing a helmet and a beret, kneeling on the ground. He is looking down at a small object in his hands. A large, dark shadow is cast on the ground in front of him.

To create your medic, choose **rank**, **name**, **profile**, **background**, **stats**, **moves**, and **loadout**. Assign **bonds** (+2, +1, -1) with other PCs and NPCs.

STATS: CHOOSE A SET			
BATTLE+1	BATTLE+1	BATTLE=0	BATTLE+1
GUTS+2	GUTS+2	GUTS+2	GUTS+2
LEADERSHIP-1	LEADERSHIP-1	LEADERSHIP+1	LEADERSHIP+1
LUCKY+1	LUCKY=0	LUCKY+1	LUCKY-1
TACTICS=0	TACTICS+1	TACTICS-1	TACTICS=0

RANK		NAME				
Private First Class (Pfc), Corporal (Cpl).						
PROFILE		BACKGROUND				
Methodical, 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						
BATTLE		LUCKY				
GUTS		TACTICS				
LEADERSHIP		FORWARD				
YOUR SQUAD & BONDS						
SQUAD DESIGNATION		OP				
SQUAD LEADER						
GEAR		SMOKES				
WOUNDS		TOUGH				
STRESS		GRIT				
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

EXPERIENCE		☐ ☐ ☐ ☐ ☒ ☒ >> IMPROVE			
IMPROVEMENTS	ADVANCED (4+)	MARK XP WHEN:			
O get +1stat (max+3)	O get +1grit	▪ YOU MISS A ROLL			
O get +1stat (max+3)	O get 1-tough	▪ A MOVE TELLS YOU			
O get a new move	FINAL (7+)	▪ YOU RESET A BOND			
O get a new move	O go home	▪ END OF SESSION			
O get a new move	O new character	CHECKLIST			
MEDIC MOVES Choose two more					
🔴 Medic!: When you attend to a casualty, roll+guts. On a 10+, choose two. On a 7-9, choose one: ▪ You get them back in the fight. Mark xp. ▪ You stabilize them. ▪ You treat their injuries. You do “damage” in reverse. Roll a number of dice equal to your guts and index the VOF table (incidental fire). They recover stress or wounds according to the results. Spend +1 gear to re-roll or improve to direct, or spend +2 gear to improve to concentrated. ○ Battlefield grace: When you're attending to a wounded soldier, you and your patient get 1-tough. ○ Inopportune Target: When you are on the battlefield but do not take direct action against the enemy (e.g. aiding a wounded soldier, scrounging for supplies, etc.), roll +lucky. On a 10+ the enemy are preoccupied with other targets or priorities. On a 7-9, you may still be exposed to enemy fire; but, gain <i>concealment</i>. ○ In Their Time of Need: When you provide comfort, solace, or sympathy to a wounded or dying person, they recover 1-stress and increase their bond with you by 1. You may increase or decrease your bond with them by 1. ○ Nerves of steel: You get +1guts (max +3) ○ Infirmiry: When you tend to your soldiers' health between sessions or during downtime away from danger, roll+guts. On a 10+, they can heal 1-stress or 1-wound. On a 7-9, they can recover 1-stress or 1-wound. On a miss, they can spend 1-gear, yours or theirs, to recover 1-stress or 1-wound.					
LOADOUT Choose one					
○ Carbine (2d close quick), smoke grenades, medic kit. ○ Battle Rifle (3d near/far), smoke grenades. medic kit. Also: helmet, bayonet (2d/3d tight), ammo, canteen, backpack, barto worth 4-smokes, entrenching tool, 1-personal item (detail).					
OTHER EQUIPMENT AND SPOILS OF WAR					

THE REGIMENT

COMMANDO

ALPHA 2.1



To create your commando, choose **rank**, **name**, **profile**, **background**, **stats**, **moves**, and **loadout**. Assign **bonds** (+2, +1, -1) with other PCs and NPCs.

STATS: CHOOSE A SET

BATTLE+2	BATTLE+2	BATTLE+2	BATTLE+2
GUTS+2	GUTS+2	GUTS+2	GUTS+2
LEADERSHIP+1	LEADERSHIP=0	LEADERSHIP-1	LEADERSHIP-1
LUCKY-1	LUCKY-1	LUCKY=0	LUCKY+1
TACTICS=0	TACTICS+1	TACTICS+1	TACTICS=0

RANK NAME

Corporal (Cpl), Sergeant (Sgt), Staff Sergeant (S/Sgt), Master Sergeant (M/Sgt).

PROFILE BACKGROUND

Methodical, 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

BATTLE	LUCKY
GUTS	TACTICS
LEADERSHIP	FORWARD

YOUR SQUAD & BONDS

SQUAD DESIGNATION	OP
SQUAD LEADER	

GEAR	SMOKES
WOUNDS	TOUGH
STRESS	GRIT

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

EXPERIENCE ☐ ☐ ☐ ☐ ☒

IMPROVEMENTS

Oget +1stat (max+3)
Oget +1stat (max+3)
Oget a new move
Oget a new move
Oget a new move

ADVANCED (4+)

Oget +1grit
Oget 1-tough
FINAL (7+)
Ogo home
Onew character

MARK XP WHEN:

- YOU MISS A ROLL
- A MOVE TELLS YOU
- YOU RESET A BOND
- END OF SESSION CHECKLIST

COMMANDO MOVES Choose two more

- Cold operator:** You never have to *push yourself* to commit acts of up-close, personal violence. **When you kill an enemy in this way, mark xp.**
- Angel of death:** When you're front and center carrying the fight to the enemy, everyone on your team who can see you gets +1 grit.
- Close quarters battle:** When you fight at tight or close range, do +1d.
- Improvise. Adapt. Overcome:** When you have time and materials to improvise a solution and roll *combat action*, spend 1-gear and take +1 to the roll.
- Explosives expert:** When you detonate an explosive you set up, spend 1-gear and roll+**tactics**. On a 10+, it works just as you planned. On a 7-9, it works, yes, but the GM will introduce some hitch, delay, or complication right now.
- Icewater:** You get 1-grit.
- Airborne Ranger:** When you lead any engagement move involving insertion, recon, infiltration or ambush, take +1 to the roll.
- Cross-training:** Take a move from another playbook.

LOADOUT Choose one

- SMG w/silencer** (2d tight/close spray quiet), frag grenades, smoke grenades, sidearm (2d tight quick).
- Precision Rifle** (3d far/ex reload), frag grenades, smoke grenades, sidearm (2d tight quick).

Also: Commando dagger (2d tight throw quick), face-paint, forged enemy documents, ammo, canteen, backpack, climbing gear, explosives and detonators, barter worth 3-smokes, 1-personal item (detail).

OTHER EQUIPMENT AND SPOILS OF WAR

To create your sniper, choose **rank**, **name**, **profile**, **background**, **stats**, **moves**, and **loadout**. Assign **bonds** (+2, +1, -1) with other PCs and NPCs.

BATTLE+1	BATTLE+1	BATTLE=0	BATTLE+1
GUTS=0	GUTS+1	GUTS+1	GUTS+1
LEADERSHIP+1	LEADERSHIP-1	LEADERSHIP-1	LEADERSHIP=0
LUCKY-1	LUCKY=0	LUCKY+1	LUCKY-1
TACTICS+2	TACTICS+2	TACTICS+2	TACTICS+2

SQUAD DESIGNATION		OP	
SQUAD LEADER			

GRIT

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

Also: Ghillie suit, ammo, canteen, backpack, combat knife (2d tight), barter worth 3-smokes, 1-personal item (detail).

OTHER EQUIPMENT AND SPOILS OF WAR

OPERATOR



To create your operator, choose **rank**, **name**, **profile**, **background**, **stats**, **moves**, and **loadout**. Assign **bonds** (+2, +1, -1) with other PCs and NPCs.

RANK

NAME

Corporal (Cpl), Sergeant (Sgt), Staff Sergeant (S/Sgt), Master Sergeant (M/Sgt).

PROFILE

BACKGROUND

Methodical, 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 Assign +2, +2, +1, 0, 0 to stats.

BATTLE

LUCKY

GUTS

TACTICS

LEADERSHIP

FORWARD

YOUR SQUAD & BONDS

SQUAD DESIGNATION

OP

SQUAD LEADER

GEAR



SMOKES

WOUNDS



TOUGH

STRESS



GRIT

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

EXPERIENCE



IMPROVEMENTS

Oget +1stat (max+3)

Oget +1stat (max+3)

Oget a new move

Oget a new move

Oget a new move

ADVANCED (4+)

Oget +1grit

Oget 1-tough

FINAL (7+)

Ogo home

Onew character

MARK XP WHEN:

▪ YOU MISS A ROLL

▪ A MOVE TELLS YOU

▪ YOU RESET A BOND

▪ END OF SESSION CHECKLIST

OPERATOR MOVES Choose one more

❶ **Ice Cold:** You never have to *push yourself* to commit acts of up-close, personal violence. **When you kill an enemy in this way, mark xp.**

❷ **Made it through selection:** You get 1-grit.

❸ **Airborne Ranger:** When you lead any engagement move involving insertion, recon, infiltration or ambush, take +1 to the roll.

○ **Close quarters battle:** At tight or close range, do +1d.

○ **Cross-training:** Take a move from another playbook.

○ **Medic:** When you attend to a casualty, roll+**guts**. On a 10+, choose two. On a 7-9, choose one:

▪ You get them back in the fight.

▪ You *stabilize* them.

▪ You treat their injuries. You do “damage” in reverse. Roll a number of dice equal to your guts and index the VOF table (incidental fire). They recover stress or wounds according to the results. Spend +1 gear to re-roll or improve to direct, or spend +2 gear to improve to concentrated.

○ **Sniper:** When you fight at far or extreme range, do +1d.

○ **Ghost in the machine:** When you employ electronic warfare, roll+**tactics**. On a hit, you take control of a remote 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.

LOADOUT

○ **Assault Rifle** (3d near/far spray).

○ **LMG** (3d far area autofire suppress).

○ **SMG w/suppressor** (2d tight/close spray quick quiet).

Armor: Kevlar vest and helmet (1-tough).

Also: Sidearm w/suppressor (2d tight quick quiet), combat knife (2d tight) frag and smoke grenades, flashbangs, ammo, hydration system, backpack, corner mirror, NVGs, zip ties, climbing gear, barter worth 3-smokes, 1-personal item (detail).

THE REGIMENT: ELEMENTS OF WARFARE

EW1

ALPHA 2.1

COMBAT MOVES

ATTACK

When you **attack the enemy** or **suffer an attack**, roll dice on the VOF table to determine its effects (based on the weapon and the volume of fire—incidental, direct, or concentrated). The GM also assigns *concealment* (reduces VOF by one step) and *cover* (reduces damage dice 1-for-1) as established.

ASSAULT

+BATTLE

When you **assault the enemy** to seize territory or gain a tactical advantage, spend 1-gear and roll+**battle**. On a hit, you hammer the enemy with your weapon and seize contested ground under enemy fire as established. **On a 10+**, GM decides if you push them back, force them to surrender, or if you gain an overlooking or flanking position.

COVERING FIRE

+BATTLE

When you **provide covering fire**, spend 1-gear and roll+**battle**. On a hit, you rake the enemy's position with fire, giving friendly troops an opportunity; but, your VOF is reduced by one step. GM chooses: the enemy is *suppressed* or the enemy is *pinned* but finds *cover* and/or *concealment*. **On a 10+**, you also give the allies you cover +1 forward.

HIT THE DECK

+GUTS

When you come under fire and **hit the deck**, roll+**guts**. On a hit, you scramble to *cover* and/or *concealment*, as established—apply them to whatever attack you're facing now; but you're also *pinned*. **On a 10+**, you aren't *pinned*, just *suppressed*.

PUSH YOURSELF

+GUTS

When you need to **push yourself** through physical hardship, emotional trauma, or enemy fire, roll+**guts**. **On a 10+**, you keep calm and carry on. **On a 7-9**, you push through it; but you avoid a direct, honorable, or all-in confrontation with the problem at hand. Say how and why you take it slow, keep your head down, pass the buck, or cover your ass. GM says what it costs you: time, trouble, respect, stress, etc.

COMBAT ACTION

+BATTLE OR
+TACTICS

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**.

On a hit, you do it, taking fire as established. On a 7-9, also, you're in a tough spot now. The GM will offer you a worse outcome, hard bargain, or ugly choice—concerning gear, stress, wounds, allies, exposure, opportunity, etc.

This is the catch-all combat move. If a more specific move applies, use it instead.

SUPPORT MOVES

ASSESS

+TACTICS

When you **assess the situation**, ask a question about what the fuck is going on and roll+**tactics**. **On a 10+**, the GM will answer generously, including a few follow-up questions. **On a 7-9**, the GM will give you a straightforward answer. **On a 6-**, the GM will tell you something true, but incomplete.

RALLY

+LEADERSHIP

When you **rally the troops before action**, roll+**leadership**. **On a 10+**, hold 3. **On a 7-9**, hold 1. During the execution of the action, 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.

HELP

+BOND

When you **help someone who's rolling**, roll+**bond**. On a hit, you give them +1. **On a 7-9**, also, you're exposed to danger, retribution, or cost. When you **help someone who's in trouble**, roll+**bond** and **mark xp**. On a hit, they can clear a condition, temporarily *stabilize*, or recover 1-stress. *If you ignore a comrade who needs help, take stress equal to your bond and you both reset your bonds to 0.*

LIBERTY MOVES

BLOW OFF STEAM

+SMOKES
SPENT (0-3)

When you use your downtime to **blow off some steam**, roll+**smokes spent** (0-3). **On a 10+**, choose two. **On a 7-9**, choose one:

- Improve a bond by +1. They can do the same.
- You recuperate. Heal 1-wound.
- You relax and enjoy yourself. Heal 1-stress.

On a miss, you gain little comfort; but, nothing terrible happens.

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**. **On a 10+**, choose two. **On a 7-9**, choose one:

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

RESUPPLY

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

PERIPHERAL MOVES

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). On a hit, you find a contact who will try to make it happen if it's at all reasonable. **On a 7-9**, the GM chooses a compromise:

- You get something close.
- You have to burn that bridge.
- You have to fuck someone over.
- You owe something in return.

RECOVERY & HEALING

When you **recover** a wound or stress, erase a mark in one of the boxes to the left of the line. When you **heal** a wound or stress, erase a mark from any box. When you have 3+ wounds or 4+ stress, you have the **critical condition**, and you'll get worse until you're stabilized and the condition is removed (see the *help* or *medic!* move).

NPC ACTION

+OP

When your fellow **NPC soldiers take independent action**, roll+**operational effectiveness (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 (GM roll on VOF table for results, see page EW2).

ATTACK A VEHICLE

+BATTLE

When you **attack a vehicle** with an AP weapon, roll+**battle**. On a hit, roll damage to the vehicle as established. For each wound, inflict 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.

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

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

END OF SESSION CHECKLIST

At the end of the session, each player should double-check the **xp move** for their playbook in case they forgot to mark xp for it during play.

In addition, check each of the following:

- Completed mission objective (1 xp)
- Valor beyond the call of duty (3 xp)
- PC died (mark improvement on next character)

THE REGIMENT: ELEMENTS OF WARFARE

EW2

ALPHA 2.1

ENGAGEMENT MOVE

ENGAGE

+0P

When you **begin a new engagement**, roll **operational effectiveness (OP)**. On a 10+, choose two. On a 7-9, choose one:

- You seize the initiative. You act while the enemy must react.
- You maintain unit cohesion. Your forces are positioned where you want them and are ready for immediate action.
- 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).

VOLUME OF FIRE

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

If VOF would increase past concentrated, add +1d instead. If VOF would decrease below incidental, subtract 1d instead. For any effective attack, the minimum VOF is 1d incidental.

FORCE PARITY: When a larger force attacks a smaller force, increase VOF by one, and vice versa.

UNIT MANEUVERS: When **NPC units maneuver** to engage the enemy and/or seize objectives, 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.

By rolling VOF results for two opposed units, the GM can quickly determine results for off-screen engagements.

DEFENSIVE FACTORS

Cover: Removes damage dice from an attack before the roll, 1-for-1.

- 1-cover:** A ditch, a low wall, a window or doorway, rubble
- 2-cover:** a trench, sandbags, inside a building
- 3-cover:** A bunker

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

Movement: Reduce volume of fire by one if the attacker or the target is moving quickly (relative to the situation at hand).

Tough: Durability, either natural or from body armor. Reduces wounds taken, 1-for-1.

Grit: Mental fortitude. Reduces stress taken, 1-for-1.

WEAPON RANGES

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

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

WEAPON TAGS

#d: No. of damage dice rolled.

AP: Armor penetrating. Use the **attack a vehicle** move to engage armored vehicles instead of **combat action**.

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

Autofire: Spend 1-gear to make an **area** attack or do +1 VOF to a small group of targets (contrast w/ *spray*).

Breach: This weapon knocks down doors, punches holes through walls, and may reduce cover.

Burn: The target of this attack is set ablaze and remains on fire. Damage is dealt continuously until the fuel is exhausted or the fire is extinguished.

Crew: The weapon requires the specified number of crew to operate or you take -1d when using it.

Expend: The weapon is removed after one use.

HEAT (High-Explosive, Anti-Tank): +2AP vs. armored targets.

Indirect: The weapon may be fired over obstacles to 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: At tight or close range, spend 1-gear to attack a small group or do +1 VOF to a single target (contrast w/ *autofire*).

Suppress: Applies the *suppressed* condition. When you *push yourself* against this weapon, take -1.

Terror: When you *assault the enemy* and hit, they must break and run. When you *push yourself* against a terror weapon, take -2.

CONDITIONS

Critical: When you have 3+ wounds or 4+ stress, you have the *critical* condition. You'll get worse until you're stabilized and the condition is removed (see the *help* or *medic!* move).

Suppressed: Your volume of fire is reduced by 1. If you're suppressed again while you have this condition, you're *pinned*.

Pinned: VOF reduced further by 1 and you can't move from your position. If you're pinned and then suppressed, continue to reduce VOF.

You can *push yourself* to overcome the effects of a condition. The *help* move can be used to remove a teammate's condition.

WEAPONS

Sidearm (2d tight quick)
A pistol (semi-auto or revolver). Very good in tight spaces.

Battle Rifle (3d near/far)
A semi-automatic rifle with a heavy round.

Carbine (2d close quick)
A semi-automatic rifle with a light round.

Automatic Rifle (3d near/far autofire)
A full-auto rifle with a heavy round, similar to the BAR.

SMG (2d tight/close spray)
A full-auto sub machine-gun firing a light round.

Precision Rifle (3d far/ex reload)
A highly accurate rifle fitted with a scope.

LMG (3d near/far autofire suppress 2-crew)
A light machine-gun.

Frag Grenade (4d close messy indirect ordnance)

Smoke Grenade (tight/close indirect area ordnance)
Give concealment to an area.

Rifle Grenade (3d AP near messy indirect reload ordnance)
A special grenade made to be fired from a battle rifle. Less of a bang, but longer range.

AT Rocket (5d HEAT AP close breach messy expend)
A single-use anti-tank rocket.

Shotgun (3d tight/close messy reload)
A hunting weapon re-purposed for warfare.

Entrenching Tool (2d tight)
A collapsible shovel.

Combat Knife (2d tight quick)

Bayonet (2d/3d tight quick)
2-damage when wielded as a knife, 3-damage when attached to a rifle.

HEAVY WEAPONS

HMG (4d far/ex area autofire suppress 3-crew setup ordnance)
A heavy machine-gun.

Bazooka (5d HEAT AP near breach messy 2-crew reload ordnance)

Flamethrower (4d close messy area burn terror ordnance)

Mortar, Light (4d ex messy indirect 2-crew setup reload ordnance)
A portable, short-range artillery piece.

Mortar, Heavy (5d ex messy indirect 3-crew setup reload ordnance)

UNUSUAL WEAPONS

Molotov Cocktail (3d tight messy burn expend)
A glass bottle filled with gasoline, stuffed with a rag and set alight.

Satchel Charge (5d AP tight messy breach expend)
A heavy, hand-carried bag filled with high explosives, operated with a time delay fuse.

Anti-Personnel Mine (4d tight messy expend)
Small, shrapnel-spewing bomb that's buried in the ground. Detonates on contact.

Anti-Vehicle Mine (5d HEAT AP tight messy expend)
Large, high-explosive armor-piercing bomb that's buried in the ground. Detonates on contact.

THE REGIMENT: GM TOOLKIT

GM1

ALPHA 2.1

NPCS

NPC enemies don't have separate stress and wounds damage tracks. They just have one track: **strength**. When an NPC unit runs out of strength, it can no longer fight. Apply both stress and wounds inflicted to the strength damage track (so there's no need to roll damage when NPCs take direct fire, unless you need the added detail).

An NPC unit has 3-strength. 2 damage will put it down, and 3 will take it out. A unit can represent a single soldier, a fireteam, a squad, a platoon, etc. depending on the size of the engagement.

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VOLUME OF FIRE

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

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.

TANK, HEAVY

CREW: 5

- Main Gun (10d AP ordnance loud messy far/ex 2-crew)
- (Bow) Light Machine Gun (3d near/far autofire suppress)
- (Coax) Light Machine Gun (3d near/far autofire suppress)
- Grenade Tubes (4d ordnance close messy indirect)

Armor: Front 10, Side 7, Rear 6, Top 4

TANK, MEDIUM

CREW: 5

- Main Gun (7d AP ordnance loud messy far/ex 2-crew)
- (Bow) Light Machine Gun (3d near/far autofire suppress)
- (Coax) Light Machine Gun (3d near/far autofire suppress)
- Grenade Tubes (4d ordnance close messy indirect)

Armor: Front 8, Side 5, Rear 5, Top 4

ASSAULT GUN

CREW: 4

- Heavy Assault Gun (9d AP ordnance loud area near/far/ex breach)
- Heavy Machine Gun (4d ordnance near/far/ex area suppress)

Armor: Front 6, Side 5, Rear 4, Top 2

ARMORED CAR

CREW: 4

- Main Gun (5d AP ordnance loud messy far/ex 2-crew)
- (Coax) Light Machine Gun (3d near/far autofire suppress)

Armor: Front 4, Side 3, Rear 3, Top 0

CAR, RECON

CREW: 3

- Main Gun (5d AP ordnance loud messy far/ex 2-crew)
- (Coax) Light Machine Gun (3-harm near/far autofire suppress)

Armor: Unarmored

Advantages: Fast, High Mobility, Passengers

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).
- Remember: gear can fail.
- 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.
- Remember: gear can fail.
- 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



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APOCALYPSE
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THE REGIMENT: GM TOOLKIT

GM2

ALPHA 2.1

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 for Alpha 2.0. 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.

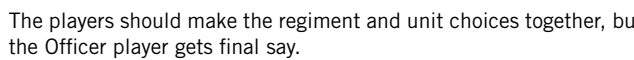
- Ask the players what their plan is in broad strokes. One or two sentences, tops.
- Try to distill this down to a clear **goal**. If this goal matches one of the battle plans, you're all set. If not, modify a plan that's close, or quickly throw a plan together to fit the goal.
- Use the **methods** 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.

ALPHA 2.1

YOUR UNIT

DESIGNATION	
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The players should make the regiment and unit choices together, but the Officer player gets final say.



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

[Default: $OP=0$, Surplus: 3-supply.]

Choose 2 advantages:

- Your unit is especially well-armed. When you attack, spend 1-gear for **+1d**.
- Your unit contains a number of seasoned veterans. **+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 Major at the battalion 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 Regiment. **Trouble: reprisals.**
- Your unit has gone without replacements. **Trouble: under-manned.**
- Your unit has attracted the unfavorable attention of the regimental or company commander. **Trouble: whipping-boys.**

ADVANTAGES

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[illegible]

Choose 2 advantages:

CAPTAIN

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.

GM: Deploy the strengths and weaknesses of the commanders especially when the players use the *petition up the chain of command* move.