

THE REGIMENT // COLONIAL MARINES // ELEMENTS OF WARFARE

COMBAT MOVES

ASSAULT

When you **assault the enemy** to seize territory or gain a tactical advantage, **spend 1-gear or ammo** and roll **+BATTLE**. **7-9**: choose two options, below.

10+: choose three.

- Seize contested territory (seize ground/position, flank).
- Make an **attack** with your weapon.
- Keep your head down (-1 VOF incoming)
- Use cover (-1d incoming)
- Give allies an opportunity (they take +1 forward)
- Do it quickly

FIRE!

When you open fire on enemy to gain a tactical advantage, **spend 1-gear or ammo** and roll **+BATTLE**.

7-9: choose an option, below. **10+**: choose two.

- Provide covering fire (enemy is suppressed or pinned).
- Make an **attack** with your weapon with VOF -1.
- Keep your head down (-1 VOF incoming).
- Draw attention and make yourself more attractive target
- 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) The GM also assigns concealment (reduces VOF by one step) and cover(reduces damage dice 1-for-1) as established.

COMBAT ACTION

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

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.

+GUTS

SUPPRESS

When **being suppressed** by enemy choose to take **no dangerous action** or roll **+GUTS +cover** (**10+** choose 2, **7-9** choose 1)

- you didn't take 1 stress
- you didn't expose yourself (incoming VOF+1)
- you are not suppressed (and can act)

PINNED

When you are already suppressed (VOF -1) and enemy is trying to **pin** you choose to take **no action** or act and roll **+GUTS +cover** (**10+** choose 2, **7-9** choose 1)

- you didn't take 2 stress
- you didn't expose yourself (incoming VOF+1)
- you are not pinned (you're suppressed and can act with -1 penalty)

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.

ORDER

+LEADERSHIP

When you **impose your will**, roll **+LEADERSHIP**. On a **7-9**; they have to choose: obey your command or suffer 1-stress. on a **10+**; it's 2-stress instead.

SUPPORT MOVES

ASSESS

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

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. Spend **1 gear** to heal *1-wound* or *stabilize* a deadly critical as long as you attend to them.
- Calm them down. Heal 1 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!

CRITICAL

When you take a critical hit or get wounded when you are critical, 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.

Roll modifiers -1 legs and arms, +1 for head.

+WOUNDS

HEALING

Each ability that heals wounds can be used once per solider per engagement. Although if a soldier suffers additional wounds later, all abilities can be used again on the same soldier.

AID
MEDIC
SERGE
DOWNTIME

SCROUNGE

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.

+LUCKY