

THE REGIMENT // COLONIAL MARINES // ELEMENTS OF WARFARE

SAFE SPOT IN CMBT ZONE

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.

QUICK ONE

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.
- Relax and enjoy yourself. Heal 1-stress.

You may choose options more than once.

HEALING

AID
MEDIC
SERGE
DOWNTIME

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

FORWARD POST

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. If you are in supplied area, 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.

PETITION

+LEADERSHIP
or SMOKES
spent (1-3)
+REPUTATION

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.

HEALING

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HQ MOVES

GEAR UP

When you prepare for mission or regroup back in HQ you can

- replanish all gear
- exchange 1 gear for 2 clips
- cure 2 wounds and 1 stress
- roll +SMOKES or + LEADERSHIP to gain intel
- PETITION with +1 bonus
- PETITION with +1 bonus to replanish unit supply

MISSION ENDS

LETTERS HOME

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

- Stories from downtime (Best RP-er gets 3XP, runner up 2XP)
- "Murphy award" - player with most fumbles gets 1-2 XP
- "Sledge hammer award" - player with worst fumble gets 1-2 XP
- Mission award
- - - Overwhelming victory (3xp + 2 promotions)
- - - Tactical victory (2xp + 1 promotion)
- - - Survived (1xp)
- Did someone show valor beyond the call of duty? (bonus XP, promotion or medal).
- 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).