



RANK	NAME
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Private (Pvt), Private First class (Pfc), Specialist or Lance Corporal (lcp).

PROFILE	BACKGROUND
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By-the-book, Bold, Cool, Precise, Athlete, Artist, Teacher, Student, Laborer, Charming, Sharp, Fragile, Reckless, Craftsman, Doctor, Lawyer, Engineer, Indecisive, Icy, Savage, Absent-Minded, Gung-Ho, Honorable, Drifter, Musician, Mechanic, Firefighter, Psychotic, Hopeful, Shy, Guarded, Reporter, Farmer, Cook, Driver, Clerk, Barber, Plumber, Service Worker, Writer, Pessimistic, Cheerful, Dominant, Caretaker, Parent, Criminal.

DEPLOYMENT
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ronac 2.6

STATS You get Battle+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		
		FLIGHT	FIGHT	SHOCK

WOUNDS

TOUGH

2,12

5 6 9

7 8

3 10

4 11

/ DAMAGE X CRITICAL  
I AP DAM • ARMOR

LOADOUT Choose one \_\_\_\_\_

- o Pulse Rifle (3d close/near spray), Shotgun (3d tight spray), frag and smoke grenades.
- o Smartgun (3d near/far autofire, IFF, indirect), 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 3-smokes, 1-personal item (detail).

GEAR								SMOKES
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EXPERIENCE ☐ ☐ ☐ ☐ ☒ >> IMPROVE

- | IMPROVEMENTS                   | ADVANCED (4+)                       | MARK XP WHEN:                           |
|--------------------------------|-------------------------------------|---|
| o +1 to stat (max+3)           | o get +1grit                        | - finish mission                        |
| o +1 to stat (max+3)           | o get 1 tough                       | - a bond hits +4 (reset to +1)          |
| o new move                     | o well trained (bonus ammo in clip) | - you help a comrade who's in trouble   |
| o new move                     | o veteran (+1 dam)                  | - write your letter home at mission end |
| o new move (from any playbook) | FINAL (7+)                          |   |
|                                | o go home                           |   |

TROOPER SPECIAL \_\_\_\_\_

You always were an asshole: When you die, use up your remaining gear to make an attack with +1d +area but expose friendlies to 1d incidental fire from that attack.

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

TROOPER MOVES Choose two more \_\_\_\_\_

- o Marines Go First : When you put the mission first and follow the orders of your superiors into danger, mark xp
- o Battle tested: You get +1 Battle (max +3).
- o Comrade in arms: When you aid someone and choose assist, they take +2 forward instead of +1.
- o Eye for Supply: When you scrounge for ammo or weapons, roll+BATTLE instead of roll+ lucky.
- o Heavy weapon: Spend 1-supply from the unit surplus to equip a heavy weapon for the mission. Incinerator, heavy MG, rocket launcher, mortar, your call. Might require spending some smokes
- o Fight back: When you keep it together, roll+BATTLE instead of roll+Guts.
- o Spray & pray: When you assault, you can spend additional gear 1-for-1 to take +1 to your roll.
- o Stone cold: You get 1-grit.
- o Get Some!: When you attack or assault against a determined foe that outnumberes or outguns you, gain 1-tough and +1grit.

OTHER MOVES
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