

USCMC

FIELD OPERATIONS MANUAL

sorensen/crane

"To serve on land, on sea, in air and in space."

RECRUITMENT

Create characters

Choose class, choose rank, choose specialty, choose background, choose personal item, choose gender, choose name. Log choices on appropriate Marine record sheet. Advancements allow you to increase skill ratings by one or open an unrated skill at rating 2.

Trait choices

Log the trait on your sheet at rating 1. If you have more than three traits, remove one trait and replace it with the new trait or ignore the additional trait choice.

HUMAN MARINE

Hudson: "I am the ultimate badass! State of the badass art! You do NOT wanna fuck with me. Check it out! Hey Ripley, don't worry. Me and my squad of ultimate badasses will protect you! Check it out! Independently targeting particle beam phalanx. Vwap! Fry half a city with this puppy. We got tactical smart missiles, phase-plasma pulse rifles, RPGs, we got sonic electronic ball breakers! We got nukes, we got knives, sharp sticks..."

Basic Marine Package

Nature: Carousing, Escaping and Griping.

Raw abilities: Distribute 8 points. Will cannot be less than 2, Health cannot be less than 3. Natural Order is 3.

Skills: Soldier 3, Armorer 2, Operator 2, Scout 2, Survivalist 2

Social skill: Manipulator 2 or Persuader 2

Special Trait: Ultimate Badass—Armed to the teeth and well-trained by the USCMC, you are the ultimate warfighter. But your bravado, overconfidence and over-reliance on technology may lead to disaster when you realize you're not at the top of the food chain.

Wise: Corp-wise

Level 1 benefit: Proficient with all infantry weapons. Able to wear armor and helmets.

Ranks

In a group of four players: one corporal, two PFCs, one private

In a group of three players: either one of each rank, or three PFCs or three privates

In a group of two players: Any combination

Private: take one advancement.

PFC: Take two advances to any skills or choose up to two skills to open at rating 3.

Corporal: Choose Infantry Unit Leader MOS. In addition, take three advances.

Military Occupational Specialties

USC Marines of corporal or PFC rank start with an MOS – a Military Occupational Specialty – that defines a specific role for them. No more than two Marines may share an MOS. Privates do not choose an MOS: Technically privates are considered "riflemen."

Select an MOS from the list below. If you have the associated skill already, increase its rank by 1. If you do not have the skill, take it at rating 2.

MOS	Skill	MOS	Skill
Aerospace Crew	Pilot	Light Armored Vehicle Crew	Operator
Com Tech	Technician	Logistics	Admin
Combat Trainer	Instructor	Scout-Sniper	Scout
Corpsman	Medic	Smartgun Operator (SgO)	Armorer
Infantry Unit Leader	Leader	Weapons Crew	Gunner

CHARACTER BACKGROUNDS

Select a background that describes your character's origins, then choose one trait and one wise from the listed options.

Addicted

You were or are addicted to some powerful chemical substance. If in the past, you suffered horrible withdrawal symptoms.

Traits: Shaky hands, impulsive

Wises: Fix-wise, empty promises-wise

Colonial

You moved to to live and work on a distant off world colony as a terraformer, engineer, miner or some other position.

Traits: Brave, early-riser

Wises: Job-wise (terraforming-wise, mining-wise, farming-wise), vehicle-wise

Confined

You were kept away from others; imprisoned, quarantined or consigned to institutional care.

Traits: Scarred, detached

Wises: Facility-wise (prison-wise, hospital-wise, etc.), authority-wise

Corporate

You are well-acquainted with corporate culture, raised within an arcology or corporate village.

Traits: Ruthless, obsequious

Wises: Documents-wise, corporate ladder-wise

Criminal

You're from the streets; either a gang member, a schemer or a dealer in illicit trade.

Traits: Skeptical, foolhardy

Wises: Black market-wise, security-wise

Dedicated

You come from a long line of first responders—cops, firefighters, EMTs or other folks in a high stress, low pay line of work.

Traits: Defender, Fearless

Wises: Drinking-wise, brotherhood-wise

Educated

You hail from the ivory tower of academia; a university, seminary, medical school or research laboratory.

Traits: Thoughtful, curious

Wises: Field of study-wise (philosophy-wise, chemistry-wise, astronomy-wise), mentoring-wise

Elite

You've lived a life of privilege and security up until now, thanks to success early on in life or your family's wealth and influence.

Traits: Ambitious, selfish

Wises: Society-wise, media-wise

Hardened

You lived in harsh and unforgiving environments; the arctic, desert, storm-ravaged islands, deep jungle or at/under the sea.

Traits: Sharp-eyed, tough

Wises: Shelter-wise, natural disaster-wise (storm-wise, sandstorm-wise, volcano-wise, etc.).

Impoverished

You're one of the have-nots; you lived a life of hardship, poverty and squalor somewhere in the war-torn Third World.

Traits: Generous, skinny

Wises: Barter-wise, hunger-wise

Military

You and your family jumped from base assignment to base assignment throughout Earth and beyond.

Traits: Disciplined, loner

Wises: Relocation-wise, rules and regulations-wise

Rural

You grew up within an agricultural zone or well outside the city limits of a major metropolitan area.

Traits: Suspicious, rough hands

Wises: Livestock-wise, jury rigging-wise

Orbital

Most of your time was spent living and working in a space colony in Sol or a nearby star system, most likely as a researcher, engineer or computer network technician.

Traits: Adventurous, calm

Wises: Low gravity-wise, life support-wise or some other space habitat-focused technical skill

Urban

You grew up in the concrete and steel canyons of the inner city or the outlying 'hood of a major metropolitan area.

Traits: Extravagant, jaded

Wises: Culture-wise (ethnicity/nationality-wise, subculture-wise), sprawl-wise

PERSONAL ITEM

Select one personal item to add to your standard kit. It must be a small item easily stowed in your webbing or IMP. For example, Corporal Hicks' personal item is an Ithaca M37 shotgun, but PFC SgO Yuri always carries a roll of duct tape.

NAME, GENDER, RANK, AGE, SPECIES, FLASH

Note your Marine's name, gender, rank and age (18-35) on your record form. Your species is human, in case you weren't clear. Flash is a patch, a piece of clothing or swatch of graffiti that you wear on your uniform. Put it on your record sheet. For example, PFC SgO Drake's flash is a feather earring he wears while PFC SgO Vasquez sports a red bandana.

MARINE ADVANCEMENT

Marine advancement is a bit different than typical advancement. In addition to earning and spending the requisite rewards, once spent the marine must be promoted to the next rank by a ranking officer. This is usually done at the conclusion of a mission or during R&R, though it may be done as a field promotion if a ranking officer is part of the marine's unit.

You'll note that the leveling ranks scheme includes the lance corporal rank. This is a special rank in the USCMC that's not typically seen in other service branches.

Marines who start as privates have the opportunity to choose their level benefits as they increase in rank. If they survive to become a PFC, they can choose an MOS or the Survivalist benefit. If MOS is chosen, pick from the starting list and open the skill at 2 or increase it by 1 if the character already possesses it.

If a marine increases rank to corporal, you may choose the Infantry Unit Leader MOS or the Stubborn benefit. Infantry Leader MOS opens the Leader skill at rating 2 or increase the rating by 1 if you already have the skill.

Note that starting PFCs and Corporals have their level benefits set in character recruitment. You do not get to choose benefits when starting a new marine.

Rank	Fate	Persona	Level Benefits	
Private	0	0	Marine: May use USCMC weapons and armor. Natural Order 3.	
Private First Class	3	3	Military Occupational Specialty skill at starting rating 2	Survivalist: +1 to Camp roll
Lance Corporal	7	6	Murder: Never count as unarmed. Knife counts as pistol	Pack Rat: Take an extra personal item
Corporal	14	9	Stubborn: Last out of fight	Infantry Unit Leader MOS: Leader skill at rating 2 or increase Leader by 1
Sergeant	22	12	Thousand Yard Stare: Never Angry. May not recover from Exhaustion	Beloved: Automatically pass one Persuader or Leader test directed at squad per session.
Staff Sergeant	31	16	Fearless: Never made Afraid. May not recover from Angry	Agile: additional +1D when helping squad
Gunnery Sergeant	41	20	Nuke: Requisition one piece of heavy weaponry per mission for free	Tough as Nails: Ignore the effects of one Injured or Sick condition for duration of mission
Master Sergeant	52	24	Subordinate: Reporting Sgt grants +1D help to all core USCMC skills	Master-at-Arms: Double weapon bonus for one weapon of your choice
Sergeant Major	64	28	Major Bad Ass: Increase rating cap to 7 of Leader and one other skill of your choice	World of Shit: Change or recover Nature descriptors to: Barking Orders, Fucking Shit Up or Make God Damn War
Sgt Major of USCMC	77	32	Fucking Living Legend: 3+ success for Leader, Gunnery or Soldier	Bad Motherfucker: Increase Sgt Major's Natural Order from 3 to 4.

RIFLEMAN LOADOUT		
Armament	Ammunition	[Magazine Capacity]
VP-70 Pistol and Holster	Magazines <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Magazine <input type="checkbox"/> <input type="checkbox"/>
M24 Tactical Knife and Sheath	—	—
Armat M41A Pulse Rifle	Magazines <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Magazine <input type="checkbox"/> <input type="checkbox"/>
PN 30mm Grenade Launcher	Magazines <input type="checkbox"/> <input type="checkbox"/>	Magazine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Grenades	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Protection	Condition	
M3 Personal Armor	Damaged <input type="checkbox"/>	Absorbs 1 pt. Damaged on 1-3.
M10 Ballistic Helmet	Damaged <input type="checkbox"/>	Absorbs 1 pt and then destroyed.
Clothing		
BDUs		
M3 Boots		
Pack and Webbing		
M3 Combat Webbing		
Individual Marine Pack (IMP)		
Kit	Uses/Notes	Locations
Ammunition	Listed in Armament	Webbing
Personal First Aid Kit	<input type="checkbox"/>	Webbing
TNR Shoulder Lamp		Armor
Pouch of M94 Marking Flares	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	IMP
N150 Smoke Grenade	<input type="checkbox"/>	Webbing
Rations (3 days)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	IMP
Dust Goggles		Webbing
Bedroll		IMP
Mess Kit		IMP
Entrenching tool		IMP
Canteen	<input type="checkbox"/> <input type="checkbox"/>	Webbing
Respirator		Webbing
Dog Tags		Worn
Personal Item		

PERSONAL INFORMATION

Name:	Background:
Species:	Gender:
Class:	Rank:
Age:	Flash:

BELIEF

GOAL

INSTINCT

WISES

	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers

TRAITS

Trait name	Trait level	Checks
	1 <input type="checkbox"/> +1D once per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 <input type="checkbox"/> +1D twice per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 <input type="checkbox"/> +1s on suc/tie roll	<input type="checkbox"/> <input type="checkbox"/>
	1 <input type="checkbox"/> +1D once per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 <input type="checkbox"/> +1D twice per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 <input type="checkbox"/> +1s on suc/tie roll	<input type="checkbox"/> <input type="checkbox"/>
	1 <input type="checkbox"/> +1D once per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 <input type="checkbox"/> +1D twice per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 <input type="checkbox"/> +1s on suc/tie roll	<input type="checkbox"/> <input type="checkbox"/>

ABILITIES

Raw Abilities	Rating	Advancement	Downtime Abilities	Rating	Advancement
WILL	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	RESOURCES	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HEALTH	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	CIRCLES	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
NATURE	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	NATURAL ORDER	3	

Nature Descriptors: Carousing, Escaping and Griping

FATE

Current Total	Total Spent
_____	_____

Spend one point to reroll all 6s as new dice or use a wise.

PERSONA

Current Total	Total Spent
_____	_____

Spend one point to add 1D, tap Nature or use a wise. You may spend up to 3 points to add up to 3D per roll.

SKILLS

Skill	Rating	Advancement	BL	Skill	Rating	Advancement	BL
ADMIN	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	OPERATOR	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
ARMORER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H	PERSUADER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W
BROKER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	PILOT	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
CRIMINAL	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	SCAVENGER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W
EXECUTIVE	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	SCIENTIST	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W
GUNNER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H	SCOUT	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W
INSTRUCTOR	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H	SOLDIER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
LEADER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H	SURVIVALIST	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
MANIPULATOR	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	TECHNICIAN	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
MEDIC	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W		<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W

CONDITIONS

Fresh _____
+1D to all tests until other condition.

Hungry and Thirsty _____
-1 to disposition to any conflict.

Angry (Ob 2 Will) _____
Can't use wises or beneficial traits.

Afraid (Ob 3 Will) _____
Can't help or use Beginner's Luck

Exhausted (Ob 3 Health) _____
Factor in all tests except Resources, Circles and recovery.

Injured (Ob 4 Health) _____
-1D to skills, Nature, Will and Health (but not recovery).

Sick (Ob 3 Will) _____
-1D to skills, Nature, Will and Health (but not recovery): can't practice, learn, advance.

Dead _____
May not use wises, test or help.

SMARTGUNNER LOADOUT		
Armament	Ammunition	[Magazine Capacity]
M4A3 Pistol	Magazines <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Magazine <input type="checkbox"/>
M24 Tactical Knife and Sheath	—	—
M56A2 Smartgun	Magazines <input type="checkbox"/> <input type="checkbox"/>	Magazine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Grenades	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Protection	Condition	
M2 Flak Vest	Damaged <input type="checkbox"/>	Absorbs 1 pt on roll of 5+.
M56A2 Armored Breastplate	Damaged <input type="checkbox"/>	Absorbs 1 pt and then destroyed.
Clothing		
M6 Combat Gloves		
M14 Utility Cap		
BDUs		
M3 Boots		
Pack and Webbing		
M56 Combat Harness		
Individual Marine Pack (IMP)		
Kit	Uses/Notes	Locations
Ammunition	Listed in Armament	Harness
M56 Smartgun Head Mounted Sight		Worn/Head
Personal First Aid Kit	<input type="checkbox"/>	Webbing
TNR Shoulder Lamp		Breastplate
Pouch of M94 Marking Flares	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	IMP
N150 Smoke Grenade	<input type="checkbox"/>	Harness
Rations (3 days)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	IMP
Bedroll		IMP
Mess Kit		IMP
Entrenching tool		IMP
Canteen	<input type="checkbox"/> <input type="checkbox"/>	Harness
Respirator		Harness
Dog Tags		Worn
Personal Item		

PERSONAL INFORMATION	
Name:	Background:
Species:	Gender:
Class:	Rank:
Age:	Flash:
BELIEF	
GOAL	
INSTINCT	

WISES				
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers

TRAITS		
Trait name	Trait level	Checks
	1 <input type="checkbox"/> +1D once per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 <input type="checkbox"/> +1D twice per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 <input type="checkbox"/> +1s on suc/tie roll	<input type="checkbox"/> <input type="checkbox"/>
	1 <input type="checkbox"/> +1D once per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 <input type="checkbox"/> +1D twice per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 <input type="checkbox"/> +1s on suc/tie roll	<input type="checkbox"/> <input type="checkbox"/>
	1 <input type="checkbox"/> +1D once per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 <input type="checkbox"/> +1D twice per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 <input type="checkbox"/> +1s on suc/tie roll	<input type="checkbox"/> <input type="checkbox"/>

ABILITIES					
Raw Abilities	Rating	Advancement	Downtime Abilities	Rating	Advancement
WILL	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	RESOURCES	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HEALTH	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	CIRCLES	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
NATURE	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	NATURAL ORDER	3	

Nature Descriptors: Carousing, Escaping and Griping

FATE	
Current Total	Total Spent
_____	_____
Spend one point to reroll all 6s as new dice or use a wise.	
PERSONA	
Current Total	Total Spent
_____	_____
Spend one point to add 1D, tap Nature or use a wise. You may spend up to 3 points to add up to 3D per roll.	

SKILLS							
Skill	Rating	Advancement	BL	Skill	Rating	Advancement	BL
ADMIN	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	OPERATOR	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
ARMORER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H	PERSUADER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W
BROKER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	PILOT	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
CRIMINAL	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	SCAVENGER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W
EXECUTIVE	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	SCIENTIST	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W
GUNNER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H	SCOUT	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W
INSTRUCTOR	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H	SOLDIER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
LEADER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H	SURVIVALIST	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
MANIPULATOR	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	TECHNICIAN	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
MEDIC	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W		<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W

CONDITIONS	
Fresh	_____
+1D to all tests until other condition.	
Hungry and Thirsty	_____
-1 to disposition to any conflict.	
Angry (Ob 2 Will)	_____
Can't use wises or beneficial traits.	
Afraid (Ob 3 Will)	_____
Can't help or use Beginner's Luck	
Exhausted (Ob 3 Health)	_____
Factor in all tests except Resources, Circles and recovery.	
Injured (Ob 4 Health)	_____
-1D to skills, Nature, Will and Health (but not recovery).	
Sick (Ob 3 Will)	_____
-1D to skills, Nature, Will and Health (but not recovery): can't practice, learn, advance.	
Dead	_____
May not use wises, test or help.	

COM-TECH LOADOUT		
Armament	Ammunition	[Magazine Capacity]
VP-70 Pistol and Holster	Magazines <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Magazine <input type="checkbox"/> <input type="checkbox"/>
Gerber Mk II Knife	—	
Armat M41A Pulse Rifle	Magazines <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Magazine <input type="checkbox"/> <input type="checkbox"/>
PN 30mm Grenade Launcher	Magazines <input type="checkbox"/> <input type="checkbox"/>	Magazine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Grenades	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Protection	Condition	
M3 Personal Armor	Damaged <input type="checkbox"/>	Absorbs 1 pt. Damaged on 1-3.
M10 Ballistic Helmet	Damaged <input type="checkbox"/>	Absorbs 1 pt and then destroyed.
Clothing		
BDUs		
M3 Boots		
Pack and Webbing		
M3 Combat Webbing		
Individual Marine Pack (IMP)		
Kit	Uses/Notes	Location
Ammunition	Listed in Armament	Webbing
Personal First Aid Kit	<input type="checkbox"/>	Webbing
TNR Shoulder Lamp		Armor
Pouch of M94 Marking Flares	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	IMP
N150 Smoke Grenades	<input type="checkbox"/> <input type="checkbox"/>	Webbing
M1000 Dual Signal Flares	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	IMP
Rations (3 days)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	IMP
Bedroll		IMP
Mess Kit		IMP
Entrenching tool		IMP
Canteen	<input type="checkbox"/> <input type="checkbox"/>	Webbing
Respirator		Webbing
Dog Tags		Worn/Neck
Technical		
Motion Tracker		Webbing
PRC-252 Radio		IMP
Orbital Communicator		IMP
Electronic Lockpick/Bypass Toolkit		Webbing
Personal Item		

PERSONAL INFORMATION

Name: _____ **Background:** _____

Species: _____ **Gender:** _____

Class: _____ **Rank:** _____

Age: _____ **Flash:** _____

BELIEF

GOAL

INSTINCT

WISES

	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers

TRAITS

Trait name	Trait level	Checks
	1 <input type="checkbox"/> +1D once per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 <input type="checkbox"/> +1D twice per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 <input type="checkbox"/> +1s on suc/tie roll	<input type="checkbox"/> <input type="checkbox"/>
	1 <input type="checkbox"/> +1D once per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 <input type="checkbox"/> +1D twice per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 <input type="checkbox"/> +1s on suc/tie roll	<input type="checkbox"/> <input type="checkbox"/>
	1 <input type="checkbox"/> +1D once per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2 <input type="checkbox"/> +1D twice per session	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3 <input type="checkbox"/> +1s on suc/tie roll	<input type="checkbox"/> <input type="checkbox"/>

ABILITIES

Raw Abilities	Rating	Advancement	Downtime Abilities	Rating	Advancement
WILL	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	RESOURCES	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HEALTH	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	CIRCLES	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
NATURE	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	NATURAL ORDER	3	

Nature Descriptors: Carousing, Escaping and Griping

FATE

Current Total	Total Spent
_____	_____

Spend one point to reroll all 6s as new dice or use a wise.

PERSONA

Current Total	Total Spent
_____	_____

Spend one point to add 1D, tap Nature or use a wise. You may spend up to 3 points to add up to 3D per roll.

SKILLS

Skill	Rating	Advancement	BL	Skill	Rating	Advancement	BL
ADMIN	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	OPERATOR	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
ARMORER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H	PERSUADER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W
BROKER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	PILOT	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
CRIMINAL	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	SCAVENGER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W
EXECUTIVE	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	SCIENTIST	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W
GUNNER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H	SCOUT	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W
INSTRUCTOR	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H	SOLDIER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
LEADER	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H	SURVIVALIST	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
MANIPULATOR	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W	TECHNICIAN	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	H
MEDIC	<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W		<input type="checkbox"/>	P: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> F: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	W

CONDITIONS

Fresh _____
+1D to all tests until other condition.

Hungry and Thirsty _____
-1 to disposition to any conflict.

Angry (Ob 2 Will) _____
Can't use wises or beneficial traits.

Afraid (Ob 3 Will) _____
Can't help or use Beginner's Luck

Exhausted (Ob 3 Health) _____
Factor in all tests except Resources, Circles and recovery.

Injured (Ob 4 Health) _____
-1D to skills, Nature, Will and Health (but not recovery).

Sick (Ob 3 Will) _____
-1D to skills, Nature, Will and Health (but not recovery); can't practice, learn, advance.

Dead _____
May not use wises, test or help.

USCMC WEAPONS, ARMOR AND GEAR			
Type	Information	Rules	Range
Infantry Weapons			
Ithaca Model 37 Shotgun	8 rounds, lighter and more compact.	+1s Attack. Magazine ○○	short
M39 Submachine Gun	9mm, 48-round clip fed automatic weapon	+1D Maneuver. Magazine ○○	short
M24 Tactical Knife	Hollow handle with screw butt cap for holding mini survival kit. Carried in heavy duty 1000 denier nylon webbing sheath with silent snap restraining straps. Can be belt worn or carried on the M3 webbing harness.	Counts armed. No bonus. No penalty.	special
M240 Flame Unit	30-50 meter range, depending on angle of attack, may be fired "wet" and then ignited, napalm sticks and burns for 30 seconds, may be fired for a burst of 30 seconds, vulnerable to rupture by small arms fire or shrapnel, flames may be "bounced"	-1D Attack/+2s Attack. +1s Maneuver. Magazine ○○	short
M41A E2 Pulse Rifle	Optional 300 round L feed ammunition clip	+1D to any action. Sticks to action type once chosen for conflict. Magazine ○○○○○	medium
M41A Pulse Rifle	100 rounds, Underslung 30mm grenade launcher, 4-round capacity	+1D to any action. Sticks to action type once chosen. Magazine ○○	medium
M42A Scope Rifle	16-round, flash suppressor or muzzle brake options, folding bipod, iron sights optional, The match-standard batched M252 HEAP round has a maximum effective range of 2950 metres. A long-range stabilised ball round is also available, with an effective range of 3800 metres. The factory standard M250 Smartgun round can be used with no adaption, though it has an effective range of well under 2000 metres. Fusing for the M250/M252 ammunition is controlled from a separate selector switch. A combined multi-spectral 20× sensor scope is mounted on top of the receiver. The scope display show a composite image based on visual, infrared and electromagnetic emissions. The scope display can be augmented by input from the local sensor matrix via a digital comms broadcast or direct optic cable link. Motion trackers, ground radar, lidar and IR sensors may all be linked into the rifle; furthermore, the optional PARGET control system - exact details of which are classified - is apparently able to connect the rifle into local Sentry Gun matrix, allowing the Scout-Sniper to redirect Sentry Gun firing arcs when required.	+1s Feint, +2D Maneuver. Attack against Attack counts as versus. Magazine ○○○	long
M56A2 Smart Gun	Includes armored breastplate, articulated arm and gun. 300 round drum or 500 round drum.	+1s Attack, +1s Maneuver. +2D when helping a pulse rifle. Counts Attack against Attack as Versus. Magazine ○○○○	long
SPAS-18 Shotgun	10 round clip fed tactical shotgun	+1s Attack. Magazine ○○	short
UA 571-C Sentry Gun	500 round box magazine; integrated with PARGET control system	Can <i>help</i> marines equipped with PARGET adding +1D to all actions while it has ammo. Can act on its own with a Nature 3 (Suppressing, Watching, Machinegunning). Add +1D help for each additional sentry gun. On its own, it's +1s Attack, -2D to Defend. Magazine ○○○○. One magazine per sentry. Can be reloaded between conflicts.	
VP-70 Pistol	18-round clip, The weapon is supplied with a heavy duty 1000 denier nylon green holster.	Counts as armed. Against HtH count A-A as versus. Magazine ○○	short
M4A3 Pistol	9mm, 12-round clip, also fires the M901 armor-piercing round (experimental)	Counts as armed. Against HtH count A-A as versus. Magazine ○	short

USCMC WEAPONS, ARMOR AND GEAR			
Type	Information	Rules	Range
Anti-Vehicular Weapons			
M112 HIMAT	Hypervelocity Intelligent Missile, Anti-tank. The core element of the M112 is an 11.3kg carbon fiber composite tube, a single-round self-contained disposable launcher supported by a bipod stand and baseplate. The tube incorporates RTM ports to connect it to the fire control system. The bipod can be set to launch the warhead horizontally or at increasing angles up until the vertical, depending on deployment. 5000m range.	Natural Order 6. A vs A; -1D Maneuver. If firing on lower NOs, subtract -1D per order from your Gunner skill. Single shot, disposable.	Long
M402 Multiple-Launch Mortar	Indirect fire weapon. Requires crew of two and one turn to set up.	NO 3. All actions: +1s <i>against</i> Defend. A-A always independent. In addition, HE rounds +1s Attack or smoke rounds +2D Defend. Gunner skill. Magazine ○○○	long
M78 Phased Plasma Infantry Gun (PIG)	The Phased plasma Infantry Gun (PIG) is a man-portable, shoulder-fired anti-tank weapon. The 15 kg weapon consists of the gun and a power pack.	Natural Order 5. If firing on lower NOs, subtract -1D per order from your Gunner skill. Replaces Marine rifle and IMP and attached gear. Gunner skill. Magazine (powerpack) ○○○	medium
M83A2 SADAR	Shoulder-Launched Active-homing Disposable Anti-tank Rocket) is a single-shot anti-armour weapon effective out to 1,000 m	NO 4. If firing on lower NOs, subtract -1D per order from your Soldier skill. Single shot, disposable.	long
SIM-118 HORNET	Shoulder launched guided surface-to-air missile	NO 4. If firing on lower NOs, subtract -1D per order from your Soldier skill. Single shot, disposable. +2D Maneuver, +1s Feint.	long
M5 RPG Launcher	Shoulder-fired rocket-propelled direct-fire grenade launcher.	NO 4. If firing on lower NOs, subtract -1D per order from your Soldier skill. Magazine: 1. +1D Attack; +1s Maneuver. Magazine ○	long
Grenades and Explosives			
M59C Smoke Grenade	PN 30 mm grenade. May be launched or thrown.	+1D Defend in Kill, Capture and Drive Off conflicts	short
M60 White Phosphorous Grenade	PN 30 mm grenade. May be launched or thrown. Chemical munition that covers a 5 meter diameter area in burning phosphorous.	Does additional 1 pt of damage on same action of next round to all opponent's initially damaged by WP.	long
M40 High Explosive Fragmentation Grenade	PN 30 mm grenade. May be launched or thrown. Standard round for the M41 grenade launcher	+1s added to current action type. Grenade expended whether action is successful or not.	long
M97 Flashbang Grenade	PN 30 mm grenade. May be launched or thrown. Blinds, deafens, stuns	+1s Feint Kill, +1D Attack in D/O and Capture	short
N150 Smoke Grenade	N150 Smoke Grenades are used primarily for concealment and the creation of a smoke screen which gives rapid concealment of troops . However they can also be used for signalling methods and for this purpose a number of different colour smoke grenades are available (white, red, yellow, green and purple). The smoke screen produced by a smoke grenade is roughly a sphere 24 feet in diameter, if it detonates in still air or vacuum, a wall about 6 feet wide, 6 feet tall and 36 feet long if wind is present. The smoke lasts roughly about one minute.	+2D Defend in Kill, Capture and Drive Off conflicts.	short
M230 Baton Grenade	PN 30 mm grenade. May be launched, may not be thrown	-1D Attack in Kill, +1D Attack in Capture	
M28 Teargas Grenade	PN 30 mm grenade. May be launched or thrown. Not effective against respirator mask-wearing targets	+1s Feint in Kill. +1D Defend and Maneuver in Capture and Drive Off	
M38 High Explosive Armor Piercing (HEAP) Grenade	PN 30 mm grenade. May be launched or thrown. Armor-piercing.	Bypasses armor on Attack and Feint actions.	long

USCMC WEAPONS, ARMOR AND GEAR			
Type	Information	Rules	Range
Armor			
M10 Ballistic Helmet	IR eyepiece, tactical camera, audio microphone, IFF transmitter and PRC 489/4 receiver/transmitter system, positioning equipment (beacon and GPS link)	Absorbs 1 pt of damage and is then rendered useless. Wearer chooses to use when hit.	
M2 Flak Jacket	Light, flexible, reinforced fabric armor.	If wearer is hit, roll 1d6. On a 4+ the armor absorbs 1 pt of damage. Armor is not destroyed. Absorbs up to 1 pt per conflict.	
M2 Flak Vest	Light, flexible, reinforced fabric armor.	If wearer is hit, roll 1d6. On a 5+ the armor absorbs 1 pt of damage. Armor is not destroyed. Absorbs up to 1 pt per conflict.	
M3 Personal Armor	3-pieces: vest, abdominal/groin protector, leg guards. IMP frame, Personal Data Transmitter, cable connects to the PRC 489/4 transmitter in the helmet	If wearer is hit, armor absorbs 1 pt of damage. Roll 1d6. On a 1-3, the armor is destroyed. If not destroyed, it may continue to absorb damage when hit.	
M56A2 Armored Breastplate	Clamshell, hard armor, integrated with M56 Combat Harness. Contains PDT and blackbox for M56 Smartgun.	Absorbs 1 pt of damage and is then rendered useless. Wearer chooses to use when hit.	
Gear			
Battle Dress Utilities	Standard, high temperature or cold climate; low IR signature, protects against small bladed weapons and small-caliber firearms		
Ghillie Suit	Camouflage suit	Adds +1D to Scout tests, but can impede rapid movement.	
IRC Mk. 35 Pressure Suit	Soft suit with hard joints for high pressure environments	Allows hostile environment EVA	
IRC Mk. 50 Compression Suit	Hard suit for low pressure and hard vacuum environments	Allows hostile environment EVA	
M14 Utility Cap	OD Green or Black		
M3 Combat Boot	Black leather upper, kevlar, armored sole		
M6 Combat Glove	Full finger or half-finger, OD green or black neoprene shell		
M7 Jungle Boot	Black, green or beige nylon, kevlar, armored sole		
M8A2 Arctic Boot	Arctic cammo, thermal-lined, kevlar, armored sole		
USCM Dress Uniform (shirt/trousers)	Beige shirt (long and short sleeved issued), black trousers, black leather belt, black suit jacket & tie. It is worn with the standard black M3 combat boot.		
USCM Dress Uniform (military peaked hat)	Part of the USCM dress uniform		
Water hydration system	Canteen; contains two rations of water	One ration will alleviate the hungry/thirsty condition	
IMP (Individual Marine Pack)	Can carry 24 kg, water repellent, has waterproof liners for components/pockets	Provides inventory capacity for marine	
M3 Combat Webbing Harness	Belt/harness rig holds four grenades on each bandoleer (8 grenades total), pouches for bypass kit, personal first aid kit, respirator, water hydration system, spare pulse rifle/pistol ammunition, combat knife sheath or pistol holster	Provides inventory capacity for marine	
M3 Utility Holdall	This is a multi purpose utility holdall which is usually used for carrying a K52 Medic Kit, spare ammunition, extra grenades, respirator or a portable terminal but it can obviously be used for a multitude of other items. It is made of heavy duty nylon and has a press stud on the main compartment and velcro closing on the smaller external pocket.	Provides inventory capacity for marine	
M4 Grenade Bandoleer	Holds up to 20 grenades	Provides inventory capacity for marine	

USCMC WEAPONS, ARMOR AND GEAR			
Type	Information	Rules	Range
AN/RVS-52 CCD Telescopic Sight	Attaches to the M41A for better range and low-light conditions	Can eliminate factor for dim light when targeting	
A24 Electronic Morphine Administer	Painkiller	For use with Medic skill treating Injury, Anger or Fear	
Bedroll	Used for sleeping	+1D to recover from Exhaustion!	
BiMex M3 Day/Night Binoculars	Handheld sight magnification and low-light vision	+1D for Scout tests for spotting at a distance	
BiMex M3 Day/Night Goggles	Sight magnification and low-light vision goggles, cannot be worn with helmet's IR sight	+1D for Scout tests for spotting at a distance	
Bypass/Electronic Toolkit	Polyurethane vinyl wallet-style billfold pouch with covered flap and velcro closure. Elastic webbing holds a diagnostics and interface computer, EM detector, circuit breadboard with HTM serial ribbon connector, alligator clip electrode connectors, spare wiring, a soldering iron and solder.	Tools for Tech skill for accessing and modifying electronic devices	
Dog Tags	Name, rank, serial number, blood type.		
Dolly	"Her name's Casey."		
Duct Tape	Roll of adhesive, durable tape. Comes in black, gray, teal and orange colors.	Acts as supplies for anything once. Anything.	
Entrenching tool	For digging or similar tools, or as improvised weapon	Counts as tools for Survivalist when appropriate.	
HG Sensor Matrix Equipment	For PARGET network, interfacing with Sentry Guns	+1D Scout test for spotting activity	
K52 Medical Kit	This piece of equipment is two fold, it is comprised of a large bag (a standard M3 Utility Holdall) the bottom section containing a full field medics supplies including: folding stretcher, bandages, ammonia inhalants, water purification tablets, thread for stitches, 5 pairs of surgical disposable gloves, needle, surgical tape, alcohol wipes, iodine wipes, antiseptic wipes, plasters, spray-on plastic skin, analgesic spray, anti-burn cream, various medicines, 6 packs of plasma, 4 packs of saline fluid, 4 intravenous drips, 5 A24 Electronic Morphine Administers and surgical instruments. The top part of the pouch contains the M34 Medical Diagnosis Unit.	Tools for Medic skill. Expended on a roll of 1 on d6.	
M34 Medical Diagnosis Unit	Capable of monitoring the heart rate, pulse, temperature, analysing blood samples of a patient and also includes a basic defibrillator. It can also give a limited diagnosis of a patients condition based on these and other symptoms input by the medic. Lastly it has the ability to scan Dog Tags to pull off the medical details stored on them.	Tools for Medic skill	
M56 Head Mounted Sight	Cannot use with M10 helmet, same features but includes M14 smartgun targeting eyepiece (low light and IR)	Used for targeting M56 Smart Gun	
Mess Kit	Metal plate, cup, fork and spoon.	Tools for cooking	
Motion Tracker	Tracks movement by monitoring microburst changes in air pressure	+1D Scout tests when on the move scanning for movement.	
Orbital Communicator	Similar to Field Radio but comes with tracking dish and is higher powered	Tools for communicating from ground to orbiting assets	
Personal Data Transmitter (PDT)	Built within M3 Armor, sends vitals back to the Tactical Operations Post and location to Personal Locator.		
Personal First Aid Kit	Basic first aid kit which includes a number of bandages, ammonia inhalants, water purification tablets, a first aid instruction mini-booklet thread for stitches, needle, surgical tape, alcohol wipes, iodine wipes, antiseptic wipes, plasters, spray-on plastic skin, surgical disposable gloves, analgesic spray, anti-burn cream and scissors. The med kit also contains a basic survival kit which includes: survival blanket, magnifying glass, firesteel, fuel gel, wire saw, mini torch, whistle, signal mirror (survival kit lid), compass, razorblade x2, snare wire, pencil, condom & fishing kit. This all fits neatly inside one of the pouches which come with the M3 Combat webbing.	Supplies for Medic or Survivalist skill.	
Personal Locator/Position Tracker	Tracks PDTs		
Portable Hand Welder	Cutting torch and spot welder, includes spark/flash visor	Tools for Armorer or Scavenger	
Portable Heat Sink	Reduces heat signature	+1D to Scout for defeating sensors	

USCMC WEAPONS, ARMOR AND GEAR

Type	Information	Rules	Range
Portable Terminal	Used to interface with satellites, remote sentry guns and other remote tech	Tools for Technician	
PRC-252 Field Radio	Can communicate terrestrially via radio. Via hundreds or even thousands of miles depending on conditions.	Tools for Technician	
Respirator	Face mask; protects against tear gas, smoke inhalation and other respiratory irritants – not a sealed system (skin may still be exposed)	Negates effects of atmospheric chemicals. Protects against Sick condition result from atmosphere.	
Tactical Operations Post (TOC)	Used to monitor troop operations and vitals	part of M577 APC	
Wrist Location Transponder	Wristwatch-style, one version is heavy-duty and has a metal strap for prisoners and offenders		
Rations	Delicious MREs designed to give a Marine in combat conditions enough calories to stay in fighting shape	One ration will eliminate the Hungry/Thirsty condition	
M1000 Dual Signal Flare	200,000 candela for 8 minutes airborne, 30,000 candela for 5 minutes if handheld	Counts as light for one marine one turn, +1 dim light	
M94 Marking Flares	Red, white, blue variants; burn time is 10-20 minutes, light source, can burn objects, supply limited heat, come 5 to a pouch	Counts as light for one marine one turn, +1 dim light	
TNR Shoulder Lamp	Mounted on shoulder harness of armor, linked to internal battery in armor	Light for one marine	

CONFLICTS

Conflict Type	Scale	Attack	Defend	Feint	Maneuver	Results Modifier	Results Table
Subdue	unit	Health	Soldier	Soldier	Health	+1 to results table	0-2 Death/Destruction 3 Missing in Action 4-5 Surrender/Capture 6-8 Injured or Sick 9-10 Setback [per compromise] 11 Vehicle or Technology Damage 12-14 Gear Loss or Damage
Pursue or Flee (on foot)	unit	Health	Will	Will	Health	+1 to results table	
Pursue or Flee (in vehicle)	unit	Pilot or Operator	Will	Will	Pilot or Operator	+1 to results table	
Kill	unit	Soldier or Gunner	Health	Soldier or Gunner	Health	-1 to results table	
Drive Off	unit	Will	Soldier or Gunner	Will	Soldier or Gunner	+1 to results table	
Convince	person	Persuader	Persuader	Manipulator	Manipulator	No rolls	
Convince Crowd	crowd	Leader	Manipulator	Manipulator	Leader	+1 results rable	
Assault (postion)	multiple units	Leader	Gun/Pilot/Operator	Leader	Gun/Pilot/Operator	-1 to results table	
Withdraw	multiple units	Leader	Gun/Pilot/Operator	Leader	Gun/Pilot/Operator	+1 to results table	
Engage (force)	multiple units	Leader	Soldier	Leader	Soldier	-1 to results table	
Other	Any	Any	Any	Any	Any	GM decides	

Result	with No Compromise	with Small Compromise	Moderate Compromise	Major Compromise
Win [Objective Achieved]	No roll	Roll once +2	Roll once +1	Roll once for each team member
Loss [Objective Not Achieved or Partially]	Roll once for each member of team -2	Roll twice -2	Roll twice	Roll once
Tie [Neither Objective Achieved]	–	–	–	Roll once for each team -2

After determining the result of a conflict and the compromise if any, roll 2d6 on the results table as indicated and apply results.

NATURAL ORDER

There is a natural order to things. This is a special ability that describes how dangerous and survivable you are in combat. It is only used for comparison—never rolled. All Marines have a Natural Order rating of 3. This stat can be improved through cybernetic augmentation or through the application of vehicles and big guns. When retired from the military, your Natural Order is reduced to 2.

Rank	Class
1	Small animals such as cats, facehugger- and chestburster-stage xenomorphs
2	Human civilians, synthetics
3	Predators, xenomorph drones, large animals, USCMC soldiers
4	Xenomorph soldiers, Predator clan leaders, massive animals, civilian vehicles, power loaders
5	Xenomorph queens, APCs, dropships
6	Tanks and similar armored fighting vehicles
7	Conestoga class starships

- You may capture equal to or less than your order.
- You may attack and kill up to 1 order higher than you on the scale.
- You may drive off up to 2 higher than you on the order.
- You may wage war against up to 3 points higher than you on the scale (using conventional and non-conventional methods).
- You may attempt to flee or trick any enemy, regardless of scale on the Natural Order.

Size Matters

In addition to determining what you can and can't kill, your position in the Natural Order grants a substantial bonus: +1s per level of order greater than your opponent for all successful or tied actions in kill, capture, drive off conflicts.

SKILLS

ADMIN	Real life: Filling out paperwork, requisitioning the correct forms, sending the correct forms to to the correct office, requisitioning appropriate equipment, working change from the inside	OPERATOR	Primarily used in conflicts, but can also be used to operate vehicles. Factors: civilian transport, power loaders, APCs, armored fighting vehicles
ARMORER	Repair: Sidearms, rifles and heavy weapons, explosives, crew-served weapons Modification: sidearms and rifles, explosives and heavy weapons, crew-served weapons Barricades: Natural Order 2, NO 3, NO 4, NO 5. Duration (turn 1 free): 2 turns, 3 turns, 4 turns	PERSUADER	Use in convince conflicts or roll vs Will, Nature or Persuader.
BROKER	Negotiating contracts: Broker vs Broker, Executive or Nature. Evaluating a deal: simple deal, lucrative deal, complex deal, to good to be true deal	PILOT	Primarily for use in conflicts. Also may be used in versus tests against Pilot or Nature Operating flight vehicles: civilian atmospheric, Dropships, civilian orbital and shuttles
CRIMINAL	Palming: vs Will of target. Forgery: Paper signature, Paper document, electronic document, electronic signature. Locks: Mechanical, Handcuffs or manacles, vehicular and biometric	SCAVENGER	Manufactured item by location: Household, Commercial, Industrial, Wasteland, Wilderness. Natural item by location: Wilderness, Wasteland, Household, Commercial, Industrial
EXECUTIVE	Knowledge: Company communication protocols, company speak, company requisitions, company finances	SCIENTIST	Knowledge: Common scientific knowledge, research, experimentation, theoretical subjects Xenos Research (count at 2): xenos astronomy, xenos physics, xenos biology
GUNNER	Primarily used in conflicts for operating and maintaining crew-served weaponry. Maintenance: Dropship weaponry, APC weaponry, man-portable weaponry, starship weaponry	SCOUT	Infiltration: Scout vs Scout, Nature or sensors. Also used in conflicts. Locating: Targeted structure, targeted vehicle, targeted person, targeted object Recon (gather information undetected): terrain, infrastructure, route, force
INSTRUCTOR	Obstacle equal to current Nature rating. Success indicates student receives a pass or fail advancement for a skill possessed by the instructor	SOLDIER	Primarily for use in conflicts. Also used for combat sweeps. Combat sweep (test opfor strength): Soldier vs Soldier or Nature. Winner chooses conflict type.
LEADER	Primarily for use in conflicts. To counteract Griping, test Leader vs Nature. Leader may help combat sweeps.	SURVIVALIST	Environment: Temperate, tropical, desert and mountain, arctic, hostile
MANIPULATOR	Use in convince conflicts or roll vs Will, Nature or Manipulator.	TECHNICIAN	Activity: Operating electronics, radio communications, modifying electronics. Repairs: Commercial electronics, industrial electronics, military electronics. Computers: Operations, diagnostics, coding, bypassing security
MEDIC	Treating (count at 2): Sickness, injury or anger, exhaustion, fear		

M577 ARMORED PERSONNEL CARRIER

M577A APC LOADOUT		
Armament	Ammunition	[Magazine Capacity]
Twin Republic Electric RE 700 20mm gatling cannons (forward)	Magazines	○○○○○ ○○○○○
Twin 20 mW Boyars PARS 150 phased plasma cannons (turret)	Magazines	○○○○○○○○○ ○○○○○○○○○
Protection	Condition	
Bonded titanium chassis	Damaged ○	Absorbs 1 pt and then destroyed.
Crew		
Driver	Damaged ○	Operator 4, Gunner 4
Tactical	Damaged ○	Ranking officer aboard
Passengers		○○○○○○○○○○○○○○
Tech		
Tactical Operations Center	Damaged ○	Central cabin
Forward MMW targeting radar	Damaged ○	
Searchlight	Damaged ○	
IR	Damaged ○	
Motion-tracking	Damaged ○	
Optical video	Damaged ○	
Storage	Uses/Notes	Locations
7 cannisters of CN-20 Nerve Gas		Rear cabin
4 x M20 Claymore mines		Rear cabin
2 x M41A Pulse Rifles		Forward cabin
2 x M240 Flame Units		Central cabin
4 x UA 571-C Sentry Guns		Central cabin
72 x 10 mm magazines		Rear overhead
4 x M56 ammunition drums		Forward cabin
96 x 30mm Grenades		Rear overhead
Rations (24 marine-days)		Central overhead
Water (24 canteens worth)		Central cabin
Twin Republic Electric RE 700 20mm gatling cannons (forward)	NO 4. -1D to Gunner per rank when firing on lower NOs. +1D to any action type. Sticks to action type per conflict. Provides +2D help to Marines in Kill conflict when APC does not take an action in the round.	
Twin 20 mW Boyars PARS 150 phased plasma cannons (turret)	NO 4. -1D to Gunner per rank when firing on lower NOs. +1s Attack, +1D Maneuver.	

FOOD, WATER, AMMUNITION

The Grind

Marines are subject to the grind. They gain a condition every four turns. They alleviate hungry and thirsty by drinking from their canteen or eating one of their rations.

In camp, the Corpsman can use her K52 medical kit to treat the Angry, Afraid, Injured and Sick conditions.

Marines may also recover from conditions at base.

Light

Marines are each equipped with a TNR shoulder lamp. The lamp is powered by the same battery that powers the shoulder-mounted camera, 489/4 radio transmitter and PDT embedded in the marine's armor. Should the batter be damaged or lost, the light is rendered useless. For example, if the body armor is destroyed. Otherwise, the light works and is not expended as the grind advances.

Ammunition

Ammunition for marines comes in magazines. Each magazine is listed with a number of uses before it must be discarded and replaced.

Each time your marine discharges his or her weapon—whether acting directly on their own, or when covering or helping another marine—mark off a use of the current magazine. Once expended, your marine automatically loads a fresh magazine if available. For sidearms, rifles and smartguns there is no delay, roll or action cost necessary. For heavy weapons or crew-served weapons, an Armorer or Gunner check might be required.

XENOMORPHS

Might: 4	Nature: 5
Descriptors: Hunting, Hiding, Climbing	
Conflict Dispositions	Conflict Weapons
Kill: 5	Kill Weapons Feint: +1D, <i>Prehensile tail and second jaw</i> Maneuver: +2D, <i>Insectile scuttling</i>
Drive Off: 8	Drive Off Weapons Feint: +1D, <i>Cunning hunter</i> Maneuver: +2D, <i>Tireless climber</i>
Flee: 12	Flee Weapons Attack: +1D, <i>Tireless climber</i> Feint: +1s, <i>Crawlspace crawler</i> Maneuver: +1D, <i>Cunning hunter</i>
Armor: None	
Instinct: Never fight in the open.	
Special: Acid blood. If killed in hand-to-hand combat, the opponent must make an Ob 4 Health test. Failure indicates equipment or structures are destroyed as a twist or the opponent becomes injured or sick.	

REST & RELAXATION

Phases

A phase is the biggest measurement of time. There are three phases of play: mission, camp and base.

- Action happens in the mission phase. This phase usually lasts 2 to 12 hours of game time. It is broken down into turns.
- The camp phase is used to rest and re-equip. It usually represents a night. In order to utilize the camp phase, characters must have at least one check among them.
- Base phase begins when you finish a mission and return to your operating base (a secure location where you and possibly other squads gather to regroup and resupply) and ends when you leave. It typically lasts at least a week, if not several weeks. At base, you get a few free tests, but otherwise you have to account for everything you use. See the Base section for the rules about what happens in town. Cryosleep is a special base phase.

All players enter and leave a phase together. You cannot return to base while your mates finish up matters with the local insurgents. You can't take a nap at the camp while your friends perform combat sweeps.

Camp

Burke: "Maybe we could build a fire, sing a couple of songs, huh? Why don't we try that?"

Camp rules follow the the basic Torchbearer rules.

Base

Apone: "Knock it off, Hudson. All right, gear up."

Upon returning to base, do the following in order:

- Spend remaining checks
- Roll on the base events table
- Secure non-personal weapons and vehicles
- Level up
- Strategize
- Administrate
- Base phase: use facilities, spend resources, gripe or carouse, engage in personal business

Roll on the Base Events Table

Roll on the table below to determine the type of event that occurs. Each category of event has an individual detailed table in the Base Events section in this chapter. Roll again on that sub-table to determine exactly what transpires.

2d6	Entering Base
2	Disaster
3-6	Minor Inconvenience
7-9	Quiet Base
10-11	Minor Break
12	Lucky Break

If the result is a disaster, you may not enter the base. Roll on the disaster subtable to determine exactly what's wrong and move directly into an mission phase featuring this disaster. Otherwise, at ease, Marine.

Planetary Disasters (2d6)

- 2 Food shortage: Remain in mission phase until new base is reached or until a shipment of food arrives. No food available on base and thus all facilities closed.
- 3 Clean water shortage: Remain in mission phase until new base is reached or until a clean water source is procured. No water available on base and thus all facilities closed.
- 4 Outbreak: Remain in mission phase until new base is reached or until the outbreak is contained/cured. If base is entered, test Health against Ob 4: condition sick; or twist, you become a carrier: All team members must make this test once per phase until you're cured.
- 5 Power failure: Remain in mission phase until power is restored or until you arrive at another base.
- 6 Under Assault: Remain in mission phase to defend the base or flee the conflict and risk court martial.
- 7 Fires: Base is in flames. No safe place to rest. No supplies for restocking. Remain in mission phase until the fire is put out or dies down or until you move on to another base.
- 8 Floods: Base is in ruins. No safe place to rest. No supplies for restocking.
- 9 Rioting locals. Remain in mission phase until riots subside or are put down, or until you journey to a new base. If you try to enter the base during the riots, test Health against Ob 4: condition injured, twist trapped outside the base.
- 10 Bomb Scare: Remain in mission phase (waiting outside of base) until the threat is discovered to be false or the bomb(s) are disarmed and disposed of.
- 11 Civil War: The surrounding populace has split into factions, or has taken a side against its ostensibly allied neighbor. Remain in mission phase until war subsides or until you reach a new base.
- 12 Catastrophe (roll again below). Remain in mission phase until catastrophe is abated.

Catastrophe subtable

- 1 Ammunition cooked off: Explosions! Fires start to spread, even if fires are put out, the ammunition supplies must be re-stocked.
- 2 Computer virus infects network: everything with an on/off switch is shut down. Smartguns and sentry guns are also affected.
- 3 That new recruit goes Full Metal Jacket: hostages are taken, the situation is tense. Bodies are going to start dropping soon.
- 4 Security lockdown: nobody gets in or out without approval from top brass. Nobody is saying a word what happened or why.
- 5 Radiation leak: rad levels are off the charts; someone needs to put on some gear and shutdown the system or everyone is doing to die.
- 6 Base infiltrated: a commando unit got inside the base; the squad may or may not be aware that they're walking into a trap.

Orbital Disasters (2d6)

- 1 Hull breach: Explosions or collisions rip open a good portion of the base's shielding. Patch it or seal that section else bad things happen.
- 2 Reactor meltdown: rad levels are off the charts; someone needs to put on some gear and shutdown the system or everyone is doing to die.
- 3 Gravity system failure: nobody can walk, anything not tied up or bolted down is floating around—total (literal) shitstorm.
- 4 Firefight: The automated defense systems are online but the base threatens to be overwhelmed. Defend it!
- 5 I'm afraid I can't do that: All electronic systems offline at the whim of the base's AI. Remain in mission phase until system is rebooted.
- 6 Airlock failure: Remain on dropship and send out someone in a spacesuit for some EVA hijinks.

Minor Inconvenience

- 1 Security lockdown: Cannot leave the base to engage in personal business.
- 2 Solar flares: Cannot send correspondence or contact remote operating bases.
- 3 Food poisoning: Cannot recover from hungry and thirsty in the mess without becoming sick.
- 4 Visiting Brass: Grunts are forced to find other accommodations; cannot recover from exhausted in barracks.
- 5 Requisitioning Error: Roll 2d6 for the affected item type; the base is temporarily out of that item.
 - 2-3 Rifle and pistol ammunition
 - 4-5 Grenades and flares
 - 6-8 Uniforms, boots and gloves
 - 9-10 Armor and helmets
 - 11-12 Skill tools
- 6 No hot water: Cold showers and cold food cause Angry condition to anyone recovering from hungry and thirsty or exhausted.

Quiet Base

- 2 Religious observance: Chaplain is holding ceremony; if you're the praying type, make a free test to recover from afraid.
- 3 KP Duty: Random character is put on "kitchen police" duty to peel potatoes and scrub floors. Can only use mess and barracks this base phase.
- 4 Visiting Officer: Marines are expected to put on a good show, polish their shoes and be on their best behavior. Promotions may be handed out.
- 5 Visiting Gov't Official: Grunts and enlisted officers are expected to smile and say nothing.
- 6 Visiting Company Executive: Don't say a word, just business as usual. If you're lucky you might see some extra cash in your PX account.
- 7 Local celebration: The natives are restless, but in a partying mood.
- 8 Local funeral of a well-known figure: The natives are in a somber mood.
- 9 Another beautiful day in the Corps!
- 10 The weather goes to shit: cold and rainy or hot and rainy or windy and snowing or dry and dusty.
- 11 Random character gets an email from a friend, lover or family member.

- 12 Visiting squad: some new grunts pile in from the next base over for training, bringing a new fad, custom or expression into vogue

Minor Break

- 1 Cook got ahold of some local spices, eating in the mess adds +1 to your morale.
- 2 Performance by some famous singer or comedian: recover from angry (no roll)
- 3 The roar as Angels fly overhead in supersonic aircraft, streaming ribbons of color: recover from afraid (no roll)
- 4 A local promoter hands out fliers to some club: if exhausted, recover. if not exhausted, become exhausted but recover angry and afraid
- 5 Friendly boxing match: wager 1D of cash to win 2D or participate and win 3D if successful at an ob 3 Soldier test.
- 6 Local hooch: If hungry and thirsty, alleviate condition. If not hungry and thirsty, gain condition but remove angry or afraid

Lucky Break

- 1 Overstock: roll on the Requisition Error Table (Minor Inconvenience) but find a surplus of the item. Restocking adds +0 to Operating Cost.
- 2 Black Market: add +1D to any Broker roll to find unusual or illegal items when on personal business (weapons, drugs, surgeons).
- 3 Master Instructor: Get a free passed or failed test in Soldier, Armorer, Gunner or Scout but take Angry and Exhausted conditions.
- 4 Local child gives you a flower. +1 Morale.
- 5 Lost paperwork: Your base is immune this phase to the "Use it or lose it" Operating Costs clause.
- 6 Top brass is testing out a prototype version of a weapon and guess who gets to field test it?

Note: if the base is an OOB, some of these results don't make a heap of sense. Feel free to re-roll, use GM's choice or make up your own.

Base phase

In the base phase, you do not use turns or checks. Instead, you pick from a menu of options represented by facilities like the mess hall, showers, infirmary, armory or gym. Each facility offers a service that you can engage with. For example, at the mess you can eat and gossip and at the gym you can work out and blow off some steam. In addition to engaging with the services of the base, you can conduct any personal business you might have—socialize with other grunts, repair your kit, write emails home to the folks, etc.

Provisions

Each base has a limited supply of weapons, armor, food, fuel, ammunition and other goods and sundries. It's horrendously difficult for some bases to restock provisions and on starships, it's impossible. A successful Admin test by the ranking sergeant upon returning to base can help ensure that everything is in order, properly stored and maintained. It's a no fun when that crate labelled as smartgun ammunition turns out to be filled with extra socks. An admin test adds +1 to the Operating Cost of the base phase.

Luckily, most planetary and shipboard bases are well-stocked for extended missions. It's not a question of running out of essentials like food and ammunition, it's more a question of maintaining the base's facilities and keeping up morale.

Base Ratings

Every base has a rating between 1 and 10, defining how well-equipped it is. The higher the base's rating, the better its facilities and stockpiles.

Facilities

Artillery Battery: steadily thumping away all day and night, it's impossible to get any shut eye in this hole. Increase by 1 obstacle to recover from Exhaustion for everyone in the base.

Logistics: make an Admin test to improve your results on the base events table (this test is made before entering the base)

Infirmary: Recovery from sick or injured (pick one)

Laboratory: Grants +1D to Scientist tests

Machine shop: Grants +1D to Technician tests

Library: Recover from afraid or make a Will test (ob3) to study (pick one)

Vehicle Simulator: Test Pilot or Operator (ob3) to practice flying/driving in a simulated 3D environment (pick one)

Gym: Recover from angry or make a Health test (ob3) to work out or Instructor test to teach another character Soldier (pick one)

Firing range: Recover from angry or make an Instructor test to teach another character Soldier (pick one)

Command: Gather and analyze intel from satellites, scanners, computers

Armory: Stores dangerous munitions; grants +1D to Armorer tests, replenishes ammunition (pick one)

Garage: Refuel and repair wheeled or tracked vehicles

Hangar: Refuel and repair aircraft; usually equipped with 2+ powerloaders

Dropship bay: Refuel and repair dropships; always with 2+ powerloaders

Warehouse: Stores non-munition materiel such as clothing, body armor, rations, class tools

Barracks: Sleeping quarters, showers, bathrooms; recover from exhausted

Mess: Recover from hungry and thirsty

Water supply: refill canteens (free unless otherwise specified due to base events)

Orbital Lift: transport to or from other planets, starships or space habitats

Airfield: transport to or from distant bases

Highway: transport to or from nearby bases

Cryosleep chamber: places the occupant into suspension, making him or her immune to the Grind

Each marine can only use each facility once during a base phase.

Marines may always test Gripping to recover from angry or Carousing to recover from afraid but doing either increases Operating Cost by +1. Personal business also adds +1 to Operating Cost (see Brokering & Fixing).

Operating Cost

Each use of a facility or item of personal business adds +1 to Operating Cost. When the base phase is over, total the operating cost by all marines who acted this phase.

Upon leaving base, the gamemaster tests the base's rating against the total Operating Cost generated by all of the marines who used the base in this phase. Success gives the base rating a passed test toward

advancement. Failure taxes the base rating by the margin of failure. A base with a rating 0 can not support its troops and is effectively a camp.

If you don't test or if your Operating Cost was lower than the number of marines in your squad, reduce the base's rating by one. Use it or lose it, Marine.

Morale

Life back at base is boring as shit for an individual trained for battle and conflict. Too much free time and marines will start to find ways to occupy their time and keep themselves stimulated. For some, it's hitting the gym. Others read or congregate in the rec room for movie night. Some like to blow up unused ordnance. You know, fun stuff.

Morale is +1 for each statement that is true:

"I did not recover from hungry and thirsty eating my rations or food from the mess hall."

"I am not angry or afraid."

"I am not sick or injured."

"I am not exhausted."

"I increased the rating of a skill or ability."

"I did not make a Carousing test."

Privates and PFCs: "I made a successful Gripping test."

Higher ranking marines: "Nobody in my squad failed a Gripping test."

Leaving Base

When it's time to leave the base, each marine individually totals his or her morale score. Grab a number of dice equal to the score.

Total the number of facilities your marine used and subtract that number from 6. That's your obstacle for your morale roll.

Roll your morale dice vs your obstacle.

If you pass your morale roll:

- and you have no conditions or taxed Nature, you enter the mission fresh.
- if you have a condition, you enter the mission with that condition and also fresh.
- if you have no conditions but your Nature is taxed, recover one point of Nature. You are not fresh.

If you fail, the morale roll:

- The GM can assign you the fresh condition in addition to another condition of his or her choice.
- The GM can create a twist for your marine. For example, you never hit send on that email, you forgot your personal item in the barracks, your convoy is late leaving, etc.

Payday

Marines are provided a place to sleep, food, government-issue clothing and gear and medical care for free. Anything extra may be purchased at the PX using the Resources ability. This does not contribute to the base's Operating Cost. It's the GM's discretion what gear and services are available at the base for personal Resource tests. Usually this consists of snacks, portable entertainment (anything from print-on-demand books and magazines to video players) and electronic correspondence. Unlike life on Earth, it may be difficult or impossible to procure gear or services from remote sources—electronic correspondence is

slow and unreliable, taking months or years to arrive; and care packages cannot be sent to most off-world USCMC bases because of interplanetary or interstellar distances involved. Payday for marines occurs at the end of a mission—mark a passed resources test. Mark another passed resources test when the marine is promoted.

Brokers & Fixers

Civilian payday is much less assured; the Broker skill may be used to snag a lucrative contract. Broker may also be used outside the base to barter, trade and negotiate with the locals. Success means you can find that special item or service that Uncle Sam doesn't feel the need to provide. A Resources test is needed to procure the item. Brokering deals counts as personal business (+1 Operating Cost), though the Resources test to buy the item or service does not.

EXAMPLE BASES

Orbital Operating Base: Gateway Station

Gateway Station was an immense geosynchronous space station orbiting Earth in the late twenty-second century. It functioned primarily as a loading station for cargo being transported to and from Earth. Most space-based commercial organizations (including both the Interstellar Commerce Commission and the Extrasolar Colonization Administration) had representatives stationed on board.

Base Rating: 6

Facilities: Infirmary, Laboratory, Boardroom, Library, Gym, Command, Warehouse, Barracks, Mess, Water Supply, Orbital Lift, Cryosleep Chamber

Special: No pets allowed.

Forward Operating Base: Echo Base, off-world colony

Echo Base is located on Hodur, an icy rock of a planetoid. The surface is not conducive to organic life but the base serves an important resupply station, powered by geothermal energy deep under the ice and bedrock. A skeleton crew keeps the base in working order and when the weather isn't a hellscape of blinding blizzards and gale-force winds, the base can receive dropship transports.

Base Rating: 5

Facilities: Infirmary, Library, Gym, Command, Warehouse, Armory, Barracks, Mess, Water Supply, Orbital Lift, Cryosleep Chamber, Hangar, Vehicle Simulator, Logistics, Machine Shop.

Special: Never runs out of hot water, no population outside of base.

Main Operating Base: Fort Norwood, Earth

Fort Norwood is a main operating base back on Earth. The locals are relatively peaceful and amicable toward the Marines. The weather is hot and dry in the summers and cold and snowy in mountains in winter.

Base Rating: 8

Facilities: Logistics, infirmary, Machine shop, Library, Vehicle Simulator, Gym, Firing Range, Artillery Range, Command, Armory, Garage, Hangar, Warehouse, Barracks, Mess, Water Supply, Airfield, Highway

Special: Cannot acquire companionship or alcohol outside the base. Drug possession punishable by imprisonment.

Firebase 4.3.1.1 "Terellen"

Part of the pacification of LV 389, 4.3.1.1 was hastily established on the high ground adjacent to structure grouping 4.3.1 and within the 14000 meter range of large structure grouping 4.2.0.

Base Rating: 4

Facilities: Artillery Battery, Mess, Barracks, Machine Shop, Highway

Special: Conditions of the highway are suboptimal. Bad conditions factor into all ground transportation operation to and from Ferellen.

CRYOSLEEP

Newt: "Are we gonna sleep all the way home?"

Ripley: "All the way home."

Interstellar travel poses many risks and difficulties, but the biggest one of all is time. Human minds and bodies cannot tolerate the rigors of space travel for extended periods of time and some of the distances involved would require many generations of humans to cross. Cryogenic suspension allows humans to place themselves into suspended animation. They are neither awake nor aware of the passing of time while in this state and the aging process is halted. Cryosleep enables squads to travel vast interplanetary or interstellar systems without using valuable resources like food or water and renders them immune to the Grind.

Cryosleep is a special base phase. It occurs when mission objectives require transport to a different planet or star system. These excursions are not to be taken lightly! Before or after cryosleep there will be time to honor the dead, practice, get wiser and adjust your traits.

Funerals and Honors

If you lost a comrade during the past year, say a few words for him or her. If you have the body on hand it will be ejected into space.

Sleeping

Once the team enters cryosleep, they'll be helpless until the ship reaches its destination and they're roused from slumber by the ship's computers. Nobody physical ages while in cryosleep even though months, years or decades may pass. But when you wake, it could be to a very different world. Synthetics do not require cryosleep but unless emergency circumstances require a wake watch, the synthetic will be put in cryosleep as well to conserve power and limit damage to the unit.

Note: Dead or dying characters may be placed in cryosleep. It will not return them to health but it will inhibit cellular decay. In very rare instances, medical teams may be able to repair trauma, replace failed organs and resuscitate the character if the deceased was placed immediately into cryosleep.

Waking

Waking is a slow, gradual process. The ship computers trigger the event, which happens at the same time for all cryosleep chamber occupants; everyone make a Health test, the obstacle related to the length of time asleep (a month, a year, a decade; add +1 ob for each consecutive decade). The characters with the greatest number of successes will awaken first. Failed tests mean those characters wake fatigued, irritable, depressed or afflicted with cryo-sickness. All human characters emerging from cryosleep will be hungry and thirsty when they wake.

Older

Your character may still look like a healthy twenty-eight year old but your chronological age advances while in cryosleep. Everyone's age advances at least one year, more for extended journeys. In rare instances, cryosleep could last for decades...

Wiser

Take a new wise that reflects your experiences from the past tour of duty. Highlight some new knowledge or wisdom learned in your exploits. The GM and other players must approve. You can have a maximum of four wises. If you already have four, you can change one of your current wises.

Scars and Other Life Lessons

You may remove any trait that disagrees with you. Simply erase it from your character sheet.

The GM may also nominate one of your traits to be removed. If the other players in your group agree, the trait is lost. Traits unused or abused should be nominated for removal.

War Stories

It takes awhile to get reacclimated to wakefulness, so grab a cup of coffee and a slice of cornbread and shoot the shit.

In turn, each player tells a tale about another player's character. It can be a flattering tale or perhaps something a bit more sharp. After the tale is concluded, sum up what you're saying about your subject in a trait. Tell the story of when your injured friend pulled your asses out of the fire and finish with, "he's one tough mother." If the group agrees with this account, your friend earns a trait at level 1.

In this case, you'd earn the Tough trait at level 1.

If your character already has the trait described or something similar, raise the extant trait by one level. If it's level 1, raise it to level 2, etc.

If you have four traits, then this new trait replaces one of your old traits at level 1. You can choose which trait it replaces.

Practice

Practice any two skills except the following: Armorer, Gunner, Scout, Soldier or Survivalist. Yes, you may practice Operator and Pilot using simulators or powerloaders. When you practice, you take a pass or fail advancement (your choice). You may practice skills you don't have.

Operating Costs

Aside from the above special rules, cryosleep adds +1 Operating Cost per individual on the team, in addition to other costs accrued upon waking.

Emergency Waking

If woken prematurely because of imminent danger to the ship or crew, things must be quite grim. The GM may apply the dead condition to any character after exhausted, injured or sick are earned during this time. Do not play out the phase as normal. Once the incident has been dealt with, return to cryosleep and finish your journey...although history has shown us this is not guaranteed.

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