

# The Cost of Victory

## Introduction

Welcome to the playtest of The Cost of Victory, the tabletop role playing game designed to simulate the real-world Army. In this game you will either take on the role of a Soldier or the Commander. Soldiers play through the missions presented by the Commander, and the Commander guides the Soldiers through each mission. This game system is meant for players of tabletop role playing games both new and experienced, as well as Soldiers both at home and overseas. All you will need is a regular set of dice to play, the character sheets, pencils, this rulebook, strategy, and imagination (designed for Soldiers overseas who may not have much to play with and players who don't have access to a wide range of materials). Rules are setup so that players may utilize the playstyle of Theater of the Mind. Optional items would a 1x1 grid-based map, topographical terrain maps, and miniatures to represent players on maps.

\*Free topographical terrain maps can be found here: <https://ngmdb.usgs.gov/>

\*\*This game is still in its playtest stage, so please keep notes on what you enjoy, what you don't enjoy, and feel free to add notes for what you think it needs.

**Creating a Safe Space:** Although this game is modeled after being in the Army, that doesn't mean playing should be stressful. When playing The Cost of Victory, it is important to set safe role-playing boundaries before the game begins. The Cost of Victory is meant to simulate a warzone, but if at any time a player feels uncomfortable it is imperative that they speak up, raise their hand, or speak privately with another player they feel comfortable with who can advocate for them.

The Army is all about equality and feeling safe and comfortable with your brothers and sisters in arms as you take on dangerous missions. The Soldier to your right and left is known as your Battle Buddy, someone you need to be able to rely on no matter what happens. The only enemy should be the one you face on the battlefield. Harassment and bullying is not tolerated in the Army and should not be tolerated at a game table.

The Cost of Victory is also not meant for war crimes. Soldiers are prohibited from attacking innocent people. For all intents and purposes, each player will play good, upstanding citizens. Consider it a challenge not to play what some call a "murder hobo."

## How to use this rulebook

To use this rulebook, all players are encouraged to read to the Equipment section. Reading to that point will go over how the game works and character creation. Sections beyond that are written for Commanders to help setup Missions for play at the table.

## Game Flow

1. Character introduction. Before the game officially begins, Soldiers will introduce themselves, their name, age, why their character joined the Army (each reason provides a different boon. The list of reasons is located later in the book), and any pertinent information the player deems necessary.
2. Commander will then brief the mission and list the conditions for success.
3. Players will set out on mission, conduct mission, and return to base.
4. After Action Review. Commander will go over the mission with the Soldiers when they return home. This time will be used to issue Promotion Points to Soldiers for later use and to spend on new abilities and stat boosts.

## Narrative Play

Unless Soldiers get into combat, most interactions and actions will be what the Soldiers and Commander describe. Play won't go into turn based until Soldiers are fired upon. When Soldiers are traversing, interacting with civilians, and during

downtime will all be narrated by Soldiers and Commander. All of The Cost of Victory can be played without using a map or grid, though Commanders are allowed to use terrain maps, maps of cities, and other locales if narrative play proves too difficult. All range, distance, and movement is described by using meters.

## Core Mechanics

The Cost of Victory is centered around six-sided dice known as d6s. Each player, known as Soldiers, will have a pool of dice to face each challenge set forth by the Commander.

Each challenge, known as a Risk Assessment, is categorized by risk levels:

- High – in which the Commander rolls 4d6
- Significant – Commander rolls 3d6
- Moderate – Commander rolls 2d6
- Low – Commander rolls 1d6.

Soldier will choose skills to face the Risk Assessment set forth by the Commander. Other Soldiers, known as Battle Buddies, will also add their skills to the check to help the Soldier making the check to overcome the challenge.

When making a check, Soldiers choose from a list of skills, using the one they deem most pertinent. If the Commander also deems it as a logical choice, the Soldier then rolls the check. Battle Buddies may assist using other skills to add to the Soldier making the check's dice pool. Battle Buddies cannot assist using the same skills. Battle Buddies will describe how they assist using a different skill. In this manner they may add their dice to the pool. Only if the skill makes sense to use can it be utilized. It is up to the Commander to decide if it makes sense to allow players utilize a particular skill with a desired roll. At any given time, players may roll no more than two dice than the Commander.

Risk Level High	Commander rolls 4d6	Most encounters start at this level
Risk Level Significant	Commander rolls 3d6	Soldiers use a piece of equipment to lower Risk Assessment.
Risk Level Moderate	Commander rolls 2d6	Soldiers use a Comradery Point to lower Risk Assessment again.
Risk Level Low	Commander rolls 1d6	This risk level rarely happens

## Resolving rolls

Rolls are resolved by matching Soldier dice to Commander dice, not by overall number. Soldiers must meet or exceed Commanders rolls on individual dice. It is up to the Soldiers and Commanders to sort their dice so that they may compare. If a Soldier meets or exceeds a number on their die with one of the Commander's dies, then it is counted as a Victory. If the Soldier cannot meet or exceed the number on the Commander's dice, it counts as a Cost.

When counting Victory and Cost, a Risk Assessment Check is successful if the Soldier rolls more Victory than Cost. The following table will show the types of successes a Soldier can accomplish.

4 Victories	0 Cost	Above and Beyond	Add a Comradery Point to your Fire Team's total.
3 Victories	1 Cost	Victory	Succeed and ignore the cost
2 Victories	2 Cost	Scathing Victory, no consequence	Pay the Cost in order to succeed or accept defeat.
1 Victory	3 Cost	Minor Victory, minor negative consequence.	Pay the cost in order to succeed or accept defeat.
0 Victory	4 Cost	Dire Victory. Dire Defeat	Pay the highest cost for victory or accept Dire Defeat.

## Paying the cost

Soldiers have two Stats: Damage Threshold and Morale. Damage represents a Soldier's ability to take hits and still stay in the fight. Morale represents a Soldier's mental fortitude. When making a roll, the cost paid to make a roll successful is Morale. If a Soldier doesn't pay the Cost in Morale, then the skill check fails.

## Weighing the cost

Even if a Soldier rolls all Cost in a Risk Assessment check against the Commander, a Soldier may still choose to succeed at the skill check. They just must pay the cost. Whether that be Damage or Morale. If players don't pay the cost of Morale, the skill check is failed. In some cases, players will lose something no matter what. In the case of being attacked during combat, if a Soldier rolls two or more Cost against the Commander, if the Soldier doesn't pay the Cost in Morale, they will take the incoming damage from the enemy attack or hazard.

## Accepting Defeat

When accepting defeat on a roll instead of paying the cost, two things occur. One, the action the Soldier tried to accomplish doesn't happen. Defeat is on a sliding scale. Accepting Defeat when the cost was 2 means that there will be no extra consequences for accepting defeat. The Soldier's action doesn't succeed, but nothing terrible happens as a result. If it's Damage the Soldier is trying to avoid during combat, then that Soldier will take the 2 Damage.

With a cost of 3, if a Soldier accepts defeat, the Soldier doesn't succeed and there is a negative aspect added. This could be affecting the gauge for Soldier reputation in the area to move to the left (if it's a village), the Soldier could take a slight inconvenience to their next roll (such as the Commander being able to subtract one from a dice of their choosing). If it's Damage, the Soldier takes the Damage.

4 Cost is a Dire Defeat. If the Soldier doesn't pay to make that roll a success then the roll ends in something terrible happening. Soldiers and the Commander can decide together, but Commander has final say in what that terrible thing is if the Soldier isn't able to pay the cost to make it a Victory. Some suggestions are to lose equipment, villagers they're talking to taking offense to what they're saying and attacking, vehicles completely breaking down, their position being given away, etc. It is highly encouraged to pay the cost of these rolls.

A 4 Cost roll cannot be negated unless all four Cost are paid. If a Soldier only has 3 Morale to pay the cost, then the dire consequences still trigger. If the roll was to negate Damage then Soldier will also have to roll on the Critical Injury table if the cost isn't paid in Morale.

## Taking Damage

When a Soldier rolls against a Risk Assessment during a Fire Fight or when avoiding Damage from a hazard, the consequence of failing the roll is taking damage. If a Soldier doesn't pay the Cost in Morale, then they will take that much Damage. Commander will announce before a roll what the consequences of failing a roll will be before everyone rolls.

## Rolling More Dice than the Commander

There will be times when Soldiers are able to roll more dice than the Commander. In these instances, however many dice the Commander rolls, that's how many Victories can be counted. If the Soldier rolls 4 dice and the Commander rolls 2, then only 2 Cost or 2 Victory, or 1 Cost and 1 Victory will be counted as a result. Above and Beyond and Dire Defeats cannot be rolled if the Commander does not roll 4 dice. It is safer, but there will be no reward either.

At any given time Soldiers may roll no more than two dice than the Commander. If the Commander is rolling 4d6, the Soldiers' max is 6d6. If the Commander is rolling 2d6, the Soldiers may roll 4d6 at most.

When resolving rolls where Soldiers have more dice than the Commander, the Soldiers simply ignore the two lowest rolls. Those do not count as Victory, Cost, or anything else.

## Comradery Points

In The Cost of Victory, working with you fellow Soldiers is pivotal to overcoming adversaries and insurmountable odds. Part of doing this is building Comradery Points as a team. Comradery Points are shared amongst all Soldiers. The uses for Comradery Points are listed in the table below and the way Soldiers accumulate Comradery Points is as follows:

- roll 4 Victories against Commander.
- When the Team Leader gives Morale to another Soldier at zero Morale.
- When First Aid is rendered on a downed teammate.
- If the Commander deems that Soldiers role playing between each other has earned it.
- When Soldiers share in Cost.

Each instance only adds one to the Comradery Point total. Soldiers must then work together to decide when to spend them. The ways to spend Comradery Points is in the table below:

One Comradery Point	Reroll one die of Soldier's choosing
Two Comradery Points	Reduce Risk Assessment by one level (cannot lower below Moderate)
Three Comradery Points	Roll a d6 and remove that much Damage or recover that much Morale.

## Combat Encounters

Combat is broken up into two phases, Reaction phase and the Fire Fight phase. Combat occurs when Soldiers are fired upon or are attacked. Initiative is determined by who is most at risk. That player reacts first to the encounter. The Commander describes the hazard to the player, the player chooses a skill to react with to try and avoid or subdue the hazard.

Whether it's being fired upon, avoiding an explosive, or some other hazard or attack, that player then chooses a skill to try and avoid Damage. Skills could be Marksmanship to provide cover fire, Heroics to take cover, Security to spot where the danger is coming from, or Signaling to stay hidden and communicate to other. If a Soldier decides to move on their Reaction phase, they will need to roll Heroics to avoid getting hit by the enemy. Once all Soldiers have reacted to the threat, combat moves into the Fire Fight phase. Battle Buddies may still add to the reacting Soldier's dice pool so long as they can justify adding their other skill to the Commander.

## Fire Fights

During the Fire Fight phase, the Commander rolls against all party members under threat, one at a time. The Commander and the player each roll one d6. Each pip on the d6 represents how much ammo each party expends to take out the other person in the fire fight. The goal of a fire fight is to be the most accurate with your shots. Whoever rolls lowest deals Damage first, signifying less ammo being used before getting a hit.

No matter what result, soldiers may decide whether or not to take Damage from an attack. If a Soldier rolls lower than the Commander, then the player deals Damage to the enemy and takes nothing in return. If the Commander rolls lower, then the player has a choice. They can take the hit and then deal the Damage to the enemy, or duck below cover and avoid the hit. In this manner, the Soldier still expends the amount of ammo they rolled. A more detailed example is proved at the end of the rulebook.

Damage during a Fire Fight works differently than during a Risk Assessment or the Reaction phase. Damage during a Fire Fight works in the following way. Rolling a 2 through 6 on the d6 will deal one Damage and rolling a 1 will deal two damage.

If a Soldier does not take out an enemy, that enemy is free to maneuver to a different position on the battlefield.

## Reversing Phase Order

It is alright to reverse the phase order of combat to have Soldiers attack enemy combatants first. If Soldiers correctly predict or roll Security to prevent being surprised by an incoming enemy attack, then the Fire Fight phase goes first.

## Expending Ammunition

Ammunition is tracked whenever in Fire Fights and whenever Soldiers roll Marksmanship. However many dice are rolled when rolling a Marksmanship check, is how much ammunition is expended.

## Taking Damage and Saving From Death

When a Soldier hits their Damage Threshold they will get a critical injury. This does not remove them from the fight, but it does hinder them. When Damage Threshold is met, the Commander will roll to see how grievous the injury on the Critical Injury table. Soldier may continue fighting and their Damage Threshold is reset. Reaching the Damage Threshold again will result in rolling on the table of injuries again. Each time a Soldier takes a Critical Injury they risk death or becoming completely immobile. Each injury stacks. I.E. If a Soldier goes down multiple times and rolls a one each time their movement is reduced by 2 meters each time. If a Soldier cannot sustain the same injury again, they begin Bleeding Out.

### Critical Injury Table:

Roll 1	Leg injury	Movement reduced by 2 meters
Roll 2	Arm injury	-2 to Marksmanship, Mechanics, and Signaling
Roll 3	Torso injury	-2 to Heroics
Roll 4	Internal injury	-2 to Max Wound Threshold
Roll 5	Head Trauma	-2 to Discipline and Communications
Roll 6	Grievous Wound	Begin Bleeding Out

## Bleeding Out

When a Soldier begins Bleeding Out they may continue to fight, but they will also roll to stay alive until help arrives. While Bleeding Out, a Soldier's movement is reduced to zero. To keep a Soldier from passing out and dying, a Battle Buddy will be required to provide First Aid to keep Soldier from blacking out. The Soldier who is Bleeding Out must also be Medically Evacuated (Med Evac). So, during Bleed Out three things have to happen.

- 1) Soldier Bleeding Out must make Discipline checks to keep from blacking out. If they black out, they're lost.
- 2) Another Soldier must provide First Aid on the Soldier to keep them stable until the Med Evac arrives.
- 3) A Med Evac must be called in. A Med Evac will continue to progress closer so long as whoever is manning the Comms makes successful rolls each round.

## Med Evac

A Med Evac will take a number of rounds to reach the Soldiers equal to what is rolled on a d6 plus the number of Cost rolled on a Risk Assessment by the Soldier manning the Comms. The number of rounds continues to count down so long as the Comms Soldier rolls successful Risk Assessments. If a Comms Soldier can't pay the cost during a round and the

Comms Soldier Accepts Defeat for one round, the countdown for the Med Evac helicopter (also known as a chopper or bird) doesn't count down.

**Roles during a Med Evac:** When a Med Evac chopper arrives, it's up to all Soldiers to ensure the Med Evac is successful. Below are the various roles each Soldier must take for it to happen.

- Signaling check must occur so that the chopper can find their location.
- Heroics check to get wounded Soldier in the chopper.
- Marksmanship to provide cover fire to protect the chopper.

All three must be successful in order for the Med Evac to take off. It is up to the Commander to decide if the Med Evac was successful. If the chopper takes too much damage from failed checks, the Commander can deem that the bird is shot down (crash landing where those inside survive). Either outcome, the downed Soldier is replaced by a Soldier from the Med Evac helicopter.

## Healing and Stabilizing

Healing can only happen if a Soldier has an IFAK (Individual First Aid Kit). Healing cannot heal a Critical Injury.

Stabilizing doesn't heal. All it does is keep a Soldier from Bleeding Out until help arrives.

## Movement

Movement is not typically tracked unless it's during combat. If using theater of the mind, players will need to describe their orientation to people, places, and objects. If a grid-based battle map is being used, Soldier movement is 6 meters, with each grid representing a meter and a Soldier taking up one grid. Movement is necessary to track when moving from cover to cover and when planning flanking maneuvers. When moving to a flanking position using theater of the mind, Soldiers will check with their Commander to see how far something is. It is up to the Commander to properly paint the picture of what's going on in a given scene.

## Flanking

It is possible to flank enemy positions and for enemies to flank Soldiers. When this happens, during the Fire Fight phase of combat, the player in the fire fight and the player flanking both roll a singular die against the Commander. The lower result is the result used to determine who shoots first. The inverse will happen when an enemy is flanking a Soldier. The Soldier rolls against one enemy and the Commander rolls 2d6, the Soldier compares all results. When being flanked, a Soldier cannot avoid Damage if the Commander rolls lower. Avoiding Damage during the Fire Fight phase is only possible because the Soldier can duck behind cover. When flanked, the Soldier cannot avoid the Damage.

## Soldier Creation

This section will cover character creation, Military Occupational Specialty (MOS), background, skills, equipment, abilities, and advancing in ranks. Character creations in The Cost of Victory is relatively simple. With a character sheet, you will begin by naming your character. Soldiers go by last names in Cost of Victory, so you will be known by your rank and last name. After you have your last name chosen, you will choose your Military Occupational Specialty (your job and/or class).

All Soldiers start with 6 Damage Threshold and 8 Morale unless an MOS or Background states otherwise. All Soldiers start with the rank of PVT. All Soldiers roll 1d6 for skills unless an MOS or background specifies otherwise.

## Military Occupational Specialty (MOS)

Your Military Occupational Specialty is your job, your position in your Fire Team. In the base game of The Cost of Victory, you can choose from the following MOS's: Team Leader, Linguist, Gunner, Driver, Medic, and Commo. Each one is a pivotal part of the Fire Team. The bonuses for each one are listed below.

Team Leader	Start with 12 Morale instead of 8. You can donate morale to comrades. When Critical Victories are rolled, roll 2d6 when recovering Morale.
Linguist	2d6 for Diplomacy.
Gunner	2d6 for Marksmanship
Driver	2d6 for Mechanics
Medic	2d6 for Field Medicine
Commo	2d6 for Communications

#### Team Leader:

The Team Leader is the one in charge of the Fire Team. Ensuring the well-being of the rest of the team. The Team Leader has 12 Morale instead of 8 and has the ability to donate their Morale to other Soldiers. When this is done, award the Fire Team with 1 Comradery Point.

When Critical Victories are rolled, Team Leader rolls 2d6 to recover Morale or remove Damage and can allot the points between the two stats.

Damage: 6 Morale: 12

Weapon: M4 (takes 5.56 caliber rounds), Ammunition 15.

Body armor and helmet: add d6 to defensive rolls during Reaction phase.

#### Linguist:

The Linguist has the responsibility of speaking with locals and relaying information to the rest of the team. The Linguist is pivotal in completing missions dealing with local villages.

Damage: 6 Morale: 8

Weapon: M4 (takes 5.56 caliber rounds), Ammunition 15

Body armor and helmet: add d6 to defensive rolls during Reaction phase.

All skills are 1d6 except for Diplomacy, which is 2d6.

#### Gunner:

The Gunner fires their weapon from the top of the vehicle as well as carrying the M240B machine gun while dismounted. The Gunner provides cover fire during fire fights to help keep others safe.

Damage: 6 Morale: 8

Weapon: M240B, Ammunition: 50 (this type of ammo is 7.62 and is not compatible with an M4).

When in a Fire Fight phase, the Gunner rolls 2d6, expends ammo equal to the result. Gunners add the result of both d6 and compare to Commander's results when deciding who fires first.

Body armor and helmet: add d6 to defensive rolls during Reaction phase.

All skills are 1d6 except for Marksmanship, which is 2d6.

#### Driver:

Drivers help transport Soldiers to the Mission destination. Quick reflexes and mechanical know-how help them keep their Battle Buddies alive.

Damage: 6 Morale: 8

Weapon: M4 (takes 5.56 caliber rounds), Ammunition: 15

Body armor and helmet: add d6 to defensive rolls.

All skills are 1d6 except for Mechanics, which is 2d6.

#### Medic:

The Medic helps keep everyone alive on the battlefield.

Damage: 6 Morale: 8

Weapon: M4 (takes 5.56 caliber rounds), Ammunition: 15

Body armor and helmet: add d6 to defensive rolls.

All skills are 1d6 except for First Aid, which is 2d6.

#### Commo:

The Soldier in charge of Commo is in charge of manning the radio and calling for supplies, reinforcements, extraction, and med-evacs. Without the Commo specialist, the Fire Team would be alone on the battlefield.

Damage: 6 Morale: 8

Weapon: M4 (takes 5.56 caliber rounds), Ammunition: 15

Body armor and helmet: add d6 to defensive rolls.

All skills are 1d6 except for Communications, which are 2d6.

## Background

Your background is why your character joined the Army. There are seven possible reasons your character may have joined the Army, each one with its own bonus.

Below are the bonuses associated with each reason you joined.

Service to Country	You joined because you feel a strong sense to serve your country, or your family has a long line of Military service	Add +1 when rolling Heroics.
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Occupation	You joined for the opportunity to get job experience in a particular field.	Add +1 to your 2d6 skill (if you're a Team Leader, add +1 to skill of your choice)
Leadership	You joined to be trained in leadership and gain leadership experience.	Add +1 to Discipline
Diversity	You joined to experience different cultures and travel to new places.	You may reroll doubles once per Risk Assessment.
Income	You joined for the paycheck.	+1 small equipment slot to your carry capacity
Education	You joined to have the Army pay for college.	+1 to either Communications, Engineering, or Mechanics
Respect	You wanted a career you could respect.	+1 to Diplomacy

## Skills

All Soldiers have 1d6 in each skill unless otherwise stated by MOS or background. Soldiers may obtain a +1 in skills as well. The way these bonuses work is that a Soldier may add the bonus to whichever die they so choose after rolling the Risk Assessment. If they have more than a plus one, they may break up the bonus and assign the numbers to whichever dice they need.

All skills and what they could do in a given mission are listed below:

Marksmanship – Providing cover fire, keeping a weapon from overheating, clearing a weapon jam.

Communications – calling for support, resupply, or extraction on a radio.

Diplomacy – Anything dealing with locals or NPCs.

Security – Recon, alertness, checking for enemies.

First Aid – Anything to do with stabilizing or healing.

Heroics – Athletics, acrobatics, pulling a Battle Buddy to safety, knocking down doors.

Engineering – crafting or repairing, problem solving, disarming traps, modify equipment, structural knowledge.

Mechanics – Driving, repairing a vehicle.

Signaling – Stealth, communicating with Battle Buddies silently, signaling support.

Discipline – Maintaining composure, maintain focus, withstanding interrogation, enduring harsh conditions.

Fieldcraft – Camouflaging, setting up shelter, tracking, finding food and water, silent movement.

Keep in mind that if you or your players think of other ways to utilize skills and everyone at the table deems it a good use of the skill, that skill may be used in that manner. Skills are up to Soldier and Commander interpretation. If your table deems one skill useful in a way not listed, it is still completely valid.

## Equipment

The way equipment works in The Cost of Victory is that each character has four slots in their inventory to fill with what they deem necessary. Each slot is considered a small Equipment slot. Two small equipment slots equal one medium equipment slot. So, players may either hold four small pieces of equipment, two medium pieces of equipment, or two

small and one medium. The below table lists the equipment players can choose from and what how they assist during missions.

More equipment can be stored in the vehicle. Soldiers may pack out their vehicle before heading out on mission. The vehicle gives Soldiers double the capacity, but Soldiers must return to the vehicle to retrieve these items. Four small slots of inventory fit in the vehicle.

M4 Magazine clip, one use	15 rounds of 5.56 ammunition.	Equipment size small
Food Ration, one use	Recover 1 DAMAGE, improve relations with village by 1.	Equipment size small
Smoke Grenade, one use	Reduce Risk Assessment by 1d6 during Combat	Equipment size small
First Aid Kit, one use	Recover DAMAGE by 5, add d6 to Field Medicine checks	Equipment size small
Multi-Tool, three uses	Add 1d6 to Mechanic and Engineering	Equipment size small
Binoculars, unlimited	Add 1d6 to Security while outdoors	Equipment size small
Tactical Flashlight, unlimited	Reduce Risk Assessment of room clearing by 1d6.	Equipment size small
M240B drum	50 Ammunition (M240B only)	Equipment size Medium
Field Gear, unlimited use	Reduce Fieldcraft Risk Assessment by 1d6	Equipment size medium

## Commanders Past This Point

Soldiers should be set now. The next sections are for Commanders to help them prepare missions for their Soldiers.

## The Mission Hub

The Mission hub is basically a character sheet for the mission. It helps Soldiers and the Commander track mission progress, Reputation, Mission rewards, and key information. When constructing missions, information is placed in the Mission hub sheet for all to reference. Commanders can reference tables with types of missions, village information, enemy information, locations, and quick references. There are twelve missions to choose from when building a Mission Hub; Extraction, Assassination, Reconnaissance, Search and Destroy, Civilian Protection, Escort, Sabotage, Search and Rescue, Interdiction, and Counterinsurgency. Their details are listed below:

Extraction	Retrieve a specific individual from a dangerous location.
Assassination	Eliminate a High-Value Target (HVT)
Reconnaissance	Gather key information on enemy positions or HVTs.
Search and Destroy	Locate and eliminate enemy assets in designated areas.
Civilian Protection	Protect local innocents from an enemy attack.
Escort	Ensure supplies make it from one location to another.
Sabotage	Infiltrate enemy facilities and sabotage critical infrastructure.
Search and Rescue	Locate an ally and escort them to a safe location
Interdiction	Disrupt enemy supply lines, communication networks, or transportation routes.
Counterinsurgency	Find and eliminate insurgents in local friendly village.
Special Reconnaissance	Gather information in high-risk areas.
Guerrilla Warfare Support	Assist Local Guerrilla forces in resisting enemy forces.

Each type of mission has possible mission names, which Commanders can take the liberty of naming. Examples of names for mission types are as follows:

Extraction – Operation Safe Passage

Assassination – Operation Silent Strike

Reconnaissance – Operation Shadow Scout

Search and Destroy – Operation Thunder Sweep

Civilian Protection – Operation Guardian Shield

Escort – Operation Iron Convoy

Sabotage – Operation Blackout

Search and Rescue – Operation Lifeline

Interdiction – Operation Roadblock

Counterinsurgency – Operation Hearts and Minds

Special Reconnaissance – Operation Ghostwalk

Guerrilla Warfare Support – Operation Shadow Alliance

Commanders are encouraged to come up with their own names for missions. Commanders are also encouraged to work with Soldiers in choosing future missions to help with player autonomy.

## Mission Details

Once a mission type has been chosen, it is up to the Commander to design the mission. A simple way to do this is to build the region first. A map with locations, different routes to traverse to the target, and hazards is a good way to start. Next you'll want to build your target. Is your target out in the open, hidden, protected, in danger of being taken out before the Soldiers get there, or a target with little to no information that the players must recon.

Some hazards Soldiers must navigate on the way to their target is IEDs (Improvised Explosive Device), roadblocks, and dangerous terrain. Sometimes all of these hazards exist in the same place as part of an enemy ambush. In any case, Humvees can only withstand so much Damage before breaking down, it's up to Commander's discretion when a vehicle breaks down. Sometimes it is better for Soldiers to push through a scenario instead of facing it. It also depends on how dire their timeline is to get to their location.

Other hazards aren't hazards. Local villagers could be displaced and looking for aid along the Soldiers' route. How will the Soldiers deal with them? Will they provide aid or press on? What will the repercussions be for either choice? It could be that if the Soldiers stop they lose critical time and lose their mark. If they don't stop, the local village will hear about it and the Soldiers will lose credibility. Some situations can't be won and must be made up for in some other way.

Maps are not needed but encouraged when discussing routes to target locations. Topographical maps of any kind can be perfect for this. In future iterations of The Cost of Victory, sample topographical maps will be provided as well as ways to read these in a more detailed manner.

When prepping for a mission, Commanders need to make sure to have characters for their given scenarios. Whether it be enemies in an ambush, locals in a village, or other Soldiers that your Soldiers are meant to meet up with, having some names, demeanors, and key details written down ahead of time will help. There is no need to think of absolutely everyone, just make sure you have the important individuals that the Soldiers will interact with.

## Reputation

Each village or city that Soldiers are either near or that they occupy will have different demeanor towards the Soldiers that interact with them. In order to bring reputation from negative to positive, Soldiers will have to have positive interactions with those locals and key leaders. Bigger cities are much more difficult to change the reputation of, whereas smaller villages may go back and forth with the slightest interaction. The reputation tracker can be moved by one for each successful interaction with a small village, or moved by one for each successful mission in which the city was positively affected.

Hostile	Up in arms	Distrusting	Indifferent	Allies

Each level brings with it something different that will happen while Soldiers make their way through town or interact with residence.

**Hostile** – all residents openly attack Soldiers.

**Up in Arms** – residents don't openly attack Soldiers, but they do hide enemies of the Army and lie about their whereabouts.

**Distrusting** – residents only hide information because they don't believe the Army will protect them if they do.

**Indifferent** – residents won't hinder Soldiers, but they also won't go out of their way to help them.

**Allies** – residents will help Soldiers by giving information, attacking enemies, and even help by joining the fight.

Before a mission begins, Commanders brief their Soldiers by giving them the most up to date information on the disposition of the city or village they'll be traveling to or passing by. This does not mean that this information will be true upon visiting that city or village. Things could be affecting the disposition of the city when Soldiers aren't around. If demeanor has changed, sometimes the mission changes too.

## Allies, Factions, and Organizations

All allies, factions, and organizations go by fictional names in *The Cost of Victory*. Specific locations and names are kept vague and interchangeable, and real countries, locations, and names are not used so as not to implicate or denounce treaties or partnerships. In this section you will find lists of places and names you may use in scenarios in your missions, but you are free to change and rename places to fit your own needs. *The Cost of Victory* does not condone the use of real places as warfighter and mission settings. Commanders and Soldiers are encouraged to come up with their own names and scenarios for Mission settings.

**Your Country:** The Country you are from in *The Cost of Victory* is known as the Independent Western Territories, or IWT.

**Allies:** Allied nations are not specifically named in *The Cost of Victory* either. Instead, they are a collective of Factions known as the Unity Alliance, or the UA.

**Factions:** In *The Cost of Victory* instead of nations, they are referred to as Factions. Some Factions are taken from real world training names, others are unique to this game setting.

- Donovia – A cold northern Faction hellbent on taking territory to the south of their own. They have declared war on this territory and have invaded. Donovia is a hostile territory due to the
- Zovena – The Faction directly south of Donovia. They were a peaceful Faction, now they fight to keep themselves independent of Donovia. Zovena is friendly towards IWT should you intervene.
- Ariana – While not in direct conflict with Donovia and Zovena, Ariana brews its own bit of trouble. Building stockpiles of weapons banned by the UA. Should IWT intervene, locals could range anywhere from hostile, to indifferent.
- Zaristan – a rural Faction in a hot, mountainous desert region. The people of Zaristan are plagued by Nemesis Cell. Inhabitants of Zaristan range anywhere from Untrusting to Indifferent to IWT and its allies. It all depends on how much the Nemesis Cell has influenced the locals.

### Organizations:

- ShadowGuard Incorporated – an independent military which periodically shows up in different Faction territory. Usually hired to protect wealthy individuals, these members are ex IWT Military. Sometimes their goals line up with IWT, sometimes not. ShadowGuard doesn't operate by the same rules either. Most members are ex-Military for a reason.
- Nemesis Cell – a religiously fanatic group sworn to fight IWT and its allies. They terrorize Zaristanians, forcing recruitment, holding family members hostage, attacking IWT from the shadows, and hiding among regular citizens.

**Villages, Towns, and Cities:** When it comes to naming individual villages, towns, and cities it is mostly up to Commanders. Demeanor of those locations are also up to Commanders. Just keep in mind the demeanor of the Factions they reside in because that will affect how the village, town, or city feels towards IWT. Below are three locations you can use to begin with.

- Tundrograd – capital city of Donovia, no outside force has been able to take this city. Surrounded by bitter cold most of the year, only the toughest of citizens make this place their home. If IWT were to ever try and take this city they would find that every denizen would fight to the bitter end to protect their capital city. To get to this locale, IWT would have to fight an extensive campaign.
- Uralinsk – Zovena's capital city. Nestled along a winding river, Uralinsk has a mix of modern and historic architecture. Being Zovena's capital, Donovia has had its sights set on this city. When IWT isn't actively protecting Uralinsk alongside the Zovena Soldiers, Donovians are quick to surround it and try to take it. If IWT Soldiers interact with locals they will find them to be happy that IWT has decided to help their cause.
- Badbadak – a village in Ariana deep in the mountains. A small village incapable of defending themselves from Nemesis Cell. Nemesis Cell has been using different houses as their safe houses and threatening the village elder if he alerts IWT to their presence.

### Balancing Encounters

During the playtest of *The Cost of Victory*, Commanders are encouraged to throw varying degrees of enemies at Soldiers to see what works and what doesn't. Each Soldier should in theory be able to take on two or three enemies before falling during a combat encounter. Commanders who provide feedback should pay close attention to how many enemies the Soldiers were facing before falling. This also depends on how much players push their morale and take chances.

### Mission rewards:

Mission rewards should start at a set value so that Soldiers know what reward is at stake. When certain things happen during the mission, reward values are lowered. A Soldier being Medically Evacuated, mission objectives not being met, and civilian casualties. Commanders are free to set their own criteria for mission success.

## Promotions

Soldiers all start at the rank of Private and work their way up. These represent levels from other tabletop rpgs. In the playtest version of The Cost of Victory, ranks are kept at Private. This will be expanded upon in the future after reviews and feedback are compiled.

## Downtime between mission

Upon completing a mission, Soldiers are healed of all wounds and recover all Morale. To simulate how they recover, groups may partake in Downtime back at the base. Downtime between missions is not necessary for play at the table if players do not wish to role play it, but it can be a fun way to immerse yourself in the game. There is a list of things Soldiers are allowed to do during downtime below.

Take a college course.	Workout at the gym.	Call loved ones back home.
Hang out with Battle Buddies.	Play video games.	Watch movies.

Commanders are free to include to bring Soldiers into the “war room” to help decide the next mission. Briefing Soldiers on how their last mission affected the region and what manner of unrest is brewing and how it should be handled. Good luck out there.

The Cost of Victory version 1.0

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