



NEW RECRUITS

- When you join T-DEF, you get:
- the rank of Rookie + a last name
 - a rifle
 - 0 in each of your stats
 - 1 wound box

SOLDIER'S DIARY

Go around the table and say what you're doing.

If you take an action that calls for it, roll 10+ you wound your target. Every Trooper gets two actions per turn, but you can't take the same action twice.

If you have Suppression and take any other move than Rally or Defend, you must first roll 1D6. If you roll less than or equal to your Suppression, mark a wound. If all your wound boxes are marked, you die.

ATTACK: ROLL + MARKSMANSHIP

10+ YOU WOUND YOUR TARGET

7-9 YOU WOUND YOUR TARGET, BUT CHOOSE ONE

• MARK 1 SUPPRESSION

• MARK 1 AMMO

6- YOU MISS AND ARE ATTACKED! YOU MUST

DEFEND!

..... DEFEND: roll + Tactics

10+ you shrug it off!

7-9 mark 1 suppression

6- mark a wound

FRESH MEAT!

If your trooper dies, you can bring in a fresh recruit once per mission.

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WELCOME TO THE TERRAN DEFENCE FORCE

When the visitors first came, they said they were coming in peace. When the first disappearances were reported, we didn't want to believe it. We were too blinded by their technology, their superior intellect, everything they could offer us. When the inevitable attack came, it was quick, brutal and devastatingly effective. They knew all our weaknesses by then. All our defences were wiped out in seconds.

In the days that followed, in the shadows of the flames, we came together. We got organized, and now we are bringing the fight to them.

WHAT YOU NEED TO PLAY:

- The T-DEF Tactical Handbook (this booklet)
- The T-DEF Operations Manual
- A couple of six-sided dice (called D6)
- A pencil, an eraser and maybe some paper

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5.1 ADVANCED TRAINING

- 5.1.1 For each mission you survive, advance.
- 5.1.2 For every advance:
- write down a new detail about your trooper (first name, hometown, next of kin, name of pet, favourite movie...)
 - advance your rank
 - add +1 to one of your stats (max +3 per stat)
 - choose one piece of gear

5.1.3 For every third advance, you get an additional Wound Box (you start with one, max 3 boxes)

GEAR

Knife: melee, fast

Pistol: fast, ammo 1

Rifle: ammo 2

Shotgun: CQB, ammo 1

Machine gun: burst, ammo 3

Sniper rifle: scoped, ammo 2

Rocket launcher: area, reload

Uniform: armor 0

Body armor: armor 1

- TAGS = -

Ammo X: how many times you can mark ammo before you must reload

Area: affects all enemies in the location

Armor X: ignore the first X wounds on the mission

Burst: mark 2 ammo to gain area

CQB: when you get up close and personal with your target, take +1 to attack and -1 to defend

Fast: once per round, you may interrupt an enemy attack and attack them first

Melee: use willpower instead of marksmanship to attack

Reload: must reload after every use

Scoped: can attack enemies in other locations

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When all players have made their moves, any surviving ALIENS attack! Roll to Defend. If troopers have left the location, aliens pursue them instead of attacking.



DUSTOFF

When you are at the LZ, escape the mission. You do not advance.

RALLY:

roll + Willpower

10+ erase all your suppression

7-9 erase 1 suppression

6- you panic! Mark 1 suppression