

# REGIMENT



LEARN TO PLAY

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### REGIMENT Battle Engine

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### Non-Commercial Status

This is a non-commercial community resource. All REGIMENT rulebooks and faction rosters are provided for free and may not be sold.

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## Credits & Acknowledgements

I want to shout-out all the people who have helped the game get this far.

**Lead Design & Development:** SpaceNavy.

**Tabletop Simulator Mod & Army Builder:** SpaceNavy.

**Pre-Alpha Playtesters:** TheSquishyHippo, rebel\_wulf, cyclone170, Noble Struggle, TheWaysian, MojaveRanger1231, toxicsystem, and demosaga.

**Vendors, Contributors & Artists:** Ethan LeRoith, Sagan, Pulsipher, Xenon, MagicMushroom, S4NCH32, World Engine Miniatures, Pinion, Ravensfell, WobbleKing, Doty, ForestEXE, JayRob, QuirkyBurpy, Dicewrench, Noble Struggle, TheWaysian, TabletopAdmiral, hsprocopio.

**Cover Art:** Edouard Groult

## NOTICE:

***REGIMENT is currently in an early Alpha stage. This is a work-in-progress wargame engine and as such, many mechanics and rules are subject to change. These rulebooks are equally subject to change. I do not recommend getting these rulebooks professionally printed until the game reaches a more stable state.***

## Using This Booklet

This Learn To Play booklet teaches new players how to play REGIMENT. To make your first game easier, this booklet omits some rules, exceptions and card interactions. The Rules Reference booklet addresses rules questions and special exceptions that are not included here and should be consulted as questions arise. REGIMENT is currently in an early Alpha stage. This is a work-in-progress wargame engine and as such, many mechanics and rules are subject to change. To find more information, news and more up to date rules visit our website at: '<http://www.regiment.info>'.

## INTRODUCTION

REGIMENT is an accessible tabletop wargame engine designed for company to battalion-level science-fiction warfare. While many wargames focus on the heroic actions of individual soldiers, REGIMENT shifts the perspective to the command level. As a General, you do not merely manage a handful of troopers; you command massed formations of platoons and companies. You are responsible for the maneuver of entire armored columns and the tactical coordination of combat elements across a sprawling battlefield.

In this game, the primary tactical element is the Unit. A Unit consists of one or more physical Bases. These Bases function as a singular entity during the Activation Phase, meaning all constituent Bases move together and share the same status effects. The Unit Base is the absolute mechanical authority for all measurements, including Movement, Range, and Line Of Sight. While individual Miniature figures are used to identify forces, their physical poses or height do not influence the mechanics of the game.

## GAME OVERVIEW

REGIMENT is a competitive game in which each player controls an army of Units. The heart of the system is the Command Economy, which represents the friction and uncertainty of the battlefield. Every time a player nominates a Unit to activate, they must perform a Command Roll using two six-sided dice. The outcome of this roll determines how many Action Points that Unit receives for its Activation. A successful roll means the Unit is granted 2 Action Points and has a wider array of options to spend those points on. A Failure means the Unit only gets 1 Action Point and is more limited in the scope of its choices.

The flow of battle is dictated by randomized Initiative Tokens drawn from a shared pool. This ensures that no player has perfect information about the order in which forces will activate, requiring adaptation to a constant shifting battlefield. Victory is primarily determined by the accumulation of Victory Tokens over the course of five Rounds. Players earn these tokens by securing Control of various Objective Tokens positioned throughout the Play Area.

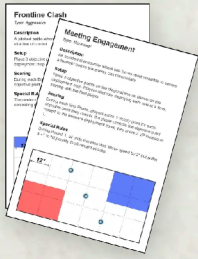
## THE GOLDEN RULE

If you and your opponent cannot agree on a rule or a measurement, do not let it stop the game. Roll one 6-sided die.

- On a **1, 2, or 3**: the Blue player is right.
- On a **4, 5, or 6**: the Red player is right.

Keep the game moving and look up the official answer in the Rules Reference after the match is over.

# COMPONENTS



MISSION CARDS



LEADER CARDS



SUPPORT CARDS



PLAYING CARDS



D6 DICE



TAPE MEASURE



TACTICAL POINTS



INITIATIVE BAG



INITIATIVE TOKENS



SHAKEN TOKEN



OVERWATCH  
TOKEN



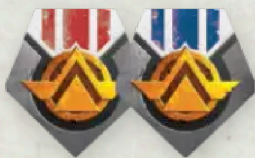
DUG-IN TOKEN



DASH TOKEN



WOUND TOKEN



LEADER TOKEN



VICTORY TOKENS



OBJECTIVE TOKEN

# GAME ACCESSIBILITY

REGIMENT is designed as an accessible wargame engine. Players are not required to use proprietary physical components and any tool or game component that satisfies the mechanical requirements of the game is valid, provided both players agree upon the substitution before the game begins.

While REGIMENT leverages the widespread availability of *Star Wars: Legion* components as a common community standard, the following substitutions are recommended for players utilizing generic hobby components:

- Standard tape measures using Imperial inches for all measuring.
- Standard six-sided dice (d6) or digital dice-rolling applications.
- Two distinct sets of tokens, such as poker chips, drawn from an opaque bag or container for the **Initiative Draw**.
- Various multi-colored or labeled game chips or a complete set of *Legion* tokens for status markers.
- Coins or standard monetary chips for **Victory Tokens** and **Tactical Points**.
- Digital references via the REGIMENT army builder, website, or printed versions for **Mission Cards**, **Support Cards**, and **Leader Cards**.

The following table provides a mapping for REGIMENT tokens to compatible *Legion* equivalent tokens:

REGIMENT Token	<i>Legion</i> Equivalent
Initiative Token	Order Token
Shaken Token	Suppression Token
Overwatch Token	Standby Token
Dug-In Token	Dodge Token
Dash Token	Panic Token
Wound Token	Wound Token
Leader Token	Commander Token
Objective Token	Objective Token

When utilizing non-standard components, it is the responsibility of the player to ensure all markers are easily distinguishable to their opponent. Both players should resolve any ambiguity in component representation during the **Setup Phase** to prevent friction during gameplay.

# LEARNING BATTLE SETUP

To start learning the game, use this simple learning game setup. It uses a smaller table and smaller armies so you can focus only on moving and fighting.

1. **Set up the table.** Clear a space that is 3 feet by 3 feet. Leave room on the sides for your army lists and tokens.
2. **Pick your army.** Each player needs a 500-point army list. You can use the tutorial lists in this book or make one online.
3. **Get your list ready.** Put your army list near your edge of the table so you can see your unit stats easily.
4. **Set the round.** Put a round counter near the table. Set it to Round 1.
5. **Make the initiative pool.** Get one initiative token for every unit in your army. Put all tokens from both players into one bag or cup and shuffle it.
6. **Organize tokens and dice.** Put your dice, rulers, and all game tokens in piles where both players can reach them.
7. **Take tactical points.** Look at the Command Value on your army list. Take that many tactical point tokens. For example, if your list says 6+, take 6 tokens.
8. **Place terrain.** Set up the terrain and objectives like the diagram picture on the next page.

## Deployment

Players take turns placing units on the table. The Blue player goes first.

1. **Blue player places a unit.** Pick one unit from your army. Place all of its bases within 6 inches of your table edge.
2. **Red player places a unit.** Pick one unit from your army. Place all of its bases within 6 inches of your table edge.
3. **Finish setup.** Keep taking turns until every unit from both armies is on the table.

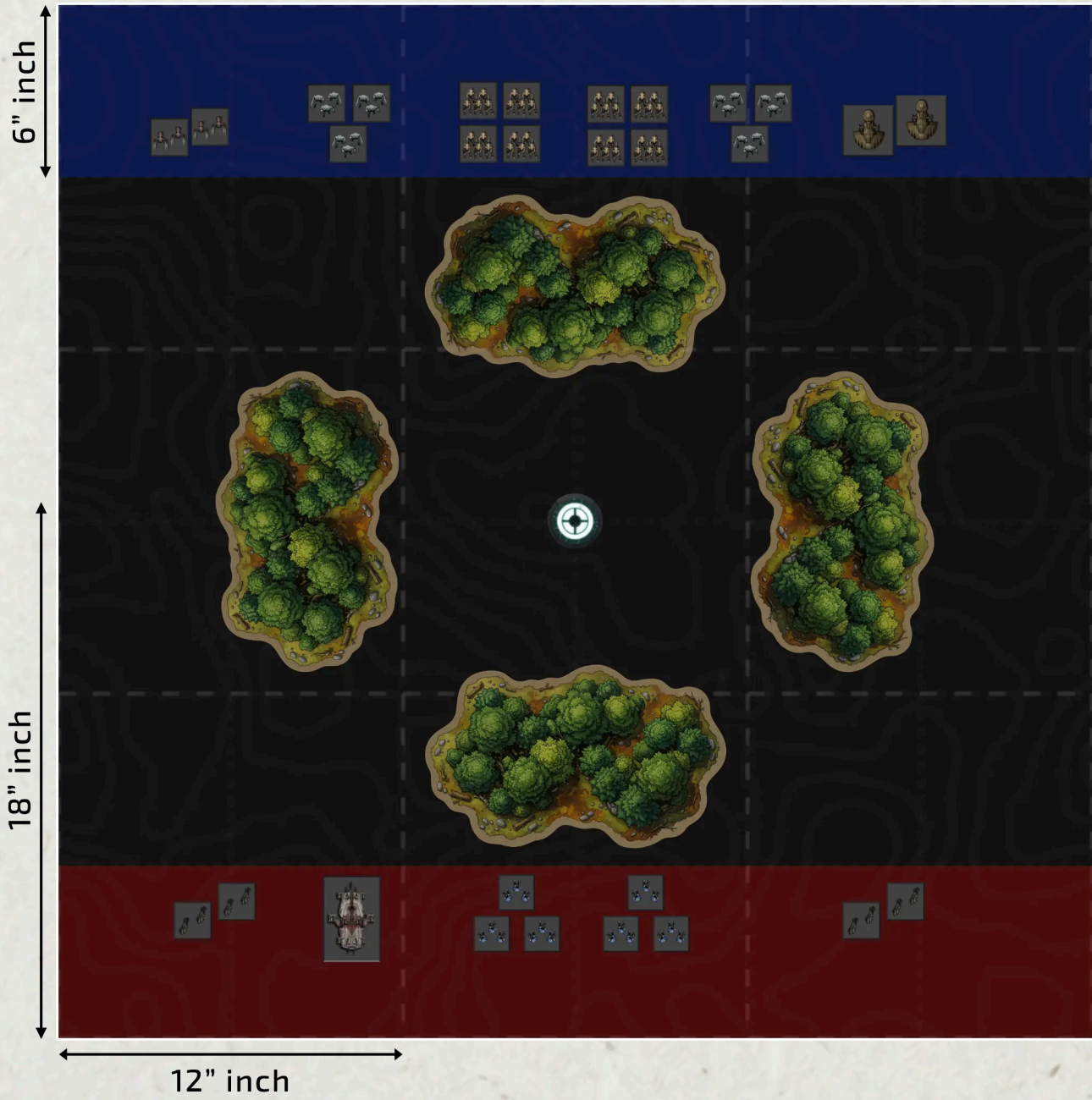
## Start Playing

Once everything is set up, you can start the first round. Either player draws a token from the bag. The player whose army matches that token picks one unit to move and follow these steps:

1. **Command roll.** Roll 2 dice. Compare the total to the Command Value on your army list (usually 5+, 6+, or 7+).
  - If you roll that number or higher, the unit gets 2 action points.
  - If you roll lower, the unit only gets 1 action point.

2. **Spend points.** Use your action points to move, shoot, or perform other actions. See the unit actions section of this book.
3. **Mark as finished.** After the unit is done, place the token you drew next to it to show it has already gone this round.
4. **Next token.** Draw another token from the bag and repeat these steps. Keep going until the bag is empty and that concludes one round of five.

# LEARNING BATTLE SETUP DIAGRAM



# TUTORIAL ARMY LISTS

Below are some starter armies created for players to immediately get started with the learning battle. You may also visit <https://regiment.info/builder> to create your own custom armies.

## Galactic Empire

- 1x **AT-AT** (1)
  - Mv: 6" | Attack: 8/6 | Range: 12"/24" | Wound: 8 | Save: 4+ | Courage: 7 | Anti-Armor, Armor 3, Towering, Transport
- 3x **Stormtroopers** (3)
  - Mv: 6" | Attack: 2/3 | Range: 8"/12" | Wound: 3 | Save: 5+ | Courage: 3 |
- 1x **74-Z Speeder Bikes** (2)
  - Mv: 14" | Attack: 3/1 | Range: 8"/12" | Wound: 4 | Save: 5+ | Courage: 3 | Scout, Unhindered

## Rebel Alliance

- 3x **Rebel Troopers** (3)
  - Mv: 6" | Attack: 2/3 | Range: 8"/12" | Wound: 3 | Save: 6+ | Courage: 3 |
- 1x **T-47 Snowspeeder** (1)
  - Mv: 14" | Attack: 4/0 | Range: 10"/16" | Wound: 5 | Save: 4+ | Courage: 4 | Tow-Cable
- 1x **Rebel Pathfinders** (3)
  - Mv: 6" | Attack: 4/4 | Range: 8"/14" | Wound: 3 | Save: 4+ | Courage: 4 | Scout, Veteran
- 1x **1.4 FD Laser Cannon** (1)
  - Mv: 0" | Attack: 6/1 | Range: 14"/24" | Wound: 5 | Save: 4+ | Courage: 4 | Anti-Armor, Scout

## Separatist Alliance

- 3x **B1 Battle Droids** (4)
  - Mv: 6" | Attack: 2/1 | Range: 4"/10" | Wound: 3 | Save: 6+ | Courage: 2 | Droid
- 2x **Droidekas** (2)
  - Mv: 8" | Attack: 4/1 | Range: 8"/12" | Wound: 3 | Save: 5+ | Courage: 4 | Droid, Shields 2
- 1x **AAT Battle Tank** (2)
  - Mv: 8" | Attack: 5/1 | Range: 12"/18" | Wound: 4 | Save: 5+ | Courage: 4 | Anti-Armor, Armor 1

## Galactic Republic

- 2x **Clone Troopers** (3)
  - Mv: 6" | Attack: 3/3 | Range: 8"/12" | Wound: 3 | Save: 5+ | Courage: 3 | Clone
- 1x **AT-TE** (1)
  - Mv: 6" | Attack: 7/5 | Range: 12"/20" | Wound: 7 | Save: 4+ | Courage: 6 | Anti-Armor, Armor 3, Transport
- 2x **AT-RT Walkers** (2)
  - Mv: 12" | Attack: 3/3 | Range: 8"/12" | Wound: 4 | Save: 5+ | Courage: 4 | Scout

## Gungan Grand Army

- 2x **Militiagung** (3)
  - Mv: 6" | Attack: 2/3 | Range: 6"/6" | Wound: 3 | Save: 5+ | Courage: 4 | Indirect, Ion, Shields 1
- 2x **Kaadu Cavalry** (2)
  - Mv: 8" | Attack: 4/5 | Range: 10"/10" | Wound: 5 | Save: 5+ | Courage: 4 | Indirect, Ion
- 1x **Gungan Catapult** (1)
  - Mv: 4" | Attack: 5/2 | Range: 12"/12" | Wound: 5 | Save: 5+ | Courage: 4 | Blast, Indirect, Ion

# KEYWORD GLOSSARY

Refer to this list to understand how each unit's keywords work.

- **Anti-Armor:** Attacks from this Unit ignore the Armor X Keyword. These attacks apply a +1 penalty to the Save Stat of the defender to a maximum requirement of 6 or higher.
- **Armor X:** The player automatically negates a quantity of Hits equal to the value of X during each Attack Resolution before resolving a Save Roll. Attackers possessing the Anti-Armor Keyword ignore this effect.
- **Blast:** The player ignores the To Hit penalty provided by Cover when resolving a Shoot Action with this Unit.
- **Clone:** The player rolls one six-sided die when this Unit would receive a Shaken Token. On a result of 5 or higher, the Shaken status is negated.
- **Droid:** The player may choose to apply 1 Wound to this Unit to negate the application of a Shaken Token.
- **Green:** This Unit suffers a -1 penalty to the result of every Command Roll performed during its Activation.
- **Indirect:** The player does not require Line Of Sight to Nominate a Target for a Shoot Action.
- **Ion:** If the player inflicts at least 1 Wound on a Vehicle or Droid with this Unit, the defender must resolve an Ion Check by rolling one six-sided die. On a result of 1 to 3, the Target immediately becomes Shaken.
- **Scout:** The player may reposition this Unit up to its Move Stat or 6 inches after the Deployment Phase is complete. The player can conclude this movement outside of the Deployment Zone.
- **Shields X:** The player may re-roll a quantity of failed dice in a Save Roll equal to the value of X.
- **Tow-Cable:** The player ignores standard Close Combat rules when this Unit resolves a Charge Action against a Walker. The player rolls 4 dice with a Success Threshold of 3 or higher and the Anti-Armor Keyword. The Walker is Destroyed if it receives 3 or more Unsaved Hits.
- **Towering:** The player ignores all obstructions from terrain or other Units when establishing Line Of Sight to or from this Unit.
- **Transport:** This Unit can carry exactly 1 Infantry Unit. The player resolves embarkation and disembarkation via a Move Action while the Units are in base contact. The player may expend a Special Action with the Transport to disembark the cargo.
- **Veteran:** The player applies a +1 bonus to the result of every Command Roll performed for this Unit.

## DEFINING THE UNIT

To play REGIMENT, you need to understand how your models work on the table. Every army is made of three parts: the miniature, the base, and the unit.

### The Miniature

Miniatures are the detailed models that look like soldiers or vehicles. They are there to make the game look good and help you tell your troops apart.

- The look of the miniature does not change the rules. It does not matter how many soldiers are on a base or how tall they are.
- You never measure distance from the miniature itself. They are just for show.

### The Base

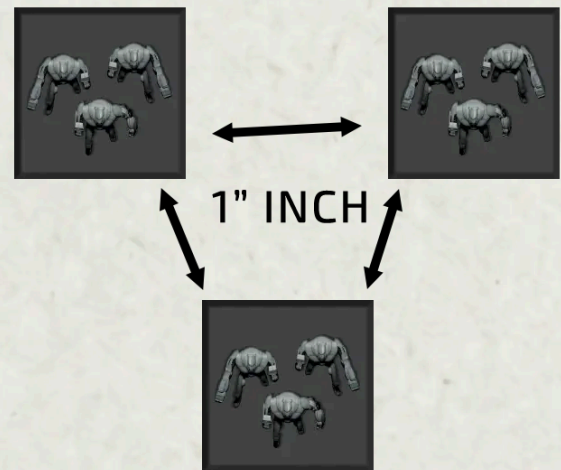
The base is the plastic square or rectangle that the miniature stands on. This is the most important part for the rules.

- All measurements are made from the edge of one base to the edge of another.
- The base shows exactly where your troops are. Bases can never overlap or be stacked on top of each other.
- Using standard base sizes keeps the game fair for everyone.

### The Unit

A unit is a group of one or more bases that fight together using one stat profile.

- Units move and act as a single team. When you pick a unit to move, every base in that unit moves at the same time.
- A single base usually represents a small squad or one vehicle. A full unit represents a whole platoon or a group of vehicles.
- You must keep your unit together. Every base in a unit must stay within 1 inch of at least one other base from that same unit. This is called unit cohesion.



## ANATOMY OF A UNIT PROFILE

Every unit in your army has a profile on your army list. This profile gives you all the numbers you need to move, shoot, and stay alive.

In REGIMENT, the plastic base under your models is what matters most. You always measure distance from the edge of the base.

- **Unit Name & Size**
  - This is the name of your unit. The number in the brackets tells you how many bases are in the unit when you start the game.
- **Type & Sub-Type**
  - This tells you what the unit is (like Infantry or a Vehicle) and how it moves (like Ground or Aerial). This changes how you move through terrain.
- **Move (Mv)**
  - This is the farthest each base can move in inches. If you see two numbers like 14"/4", the second number is a minimum move. This means the unit is so fast it must move at least that many inches every time it goes.

- **Attack (Atk)**
  - The first number is for shooting (Ranged) and the second is for melee fighting (Close Combat). To see how many dice you roll, multiply this number by the number of bases still left in the unit.
- **Range (Rng)**
  - This shows how far your weapons reach.
    - **Short Range:** Any distance up to the first number.
    - **Long Range:** Any distance between the first and second number. These shots are harder, so you add 1 to the number you need to roll on the dice to hit.
    - **Out of Range:** You cannot shoot at anything farther than the second number.
- **Wound (Wnd)**
  - This is the health of one base. When a unit takes enough damage to match this number, you remove one physical base from the table.
- **Courage (Crg)**
  - This is how brave your troops are. If a unit takes a number of hits equal to or higher than this number from one attack, it becomes Shaken. A Shaken unit is scared and disorganized and cannot do complex actions until it rallies.
- **Save (Sv)**
  - This is your armor. When you get hit, roll one die for every hit. If the roll is equal to or higher than this number, the hit does no damage.
- **Keywords & Base Size**
  - Keywords are special rules for that unit. Base Size tells you what size the plastic base should be so the game stays fair.

## Sample Unit Profile

### Stormtroopers (4)

- **Infantry - Ground**
- **Move:** 6" | **Attack:** 1/1 | **Range:** 6"/12"
- **Wound:** 1 | **Courage:** 2 | **Save:** 5+
- **Keywords:** Clone
- **Base Size:** 30mm Square

# UNIT ACTIONS

## The Command Roll

Before a unit does anything, you must see how well they follow orders. This is called a Command Roll. The result tells you how many points the unit has to spend on moves and attacks.

1. **Pick a unit.** Choose one of your units that hasn't moved yet this round.
2. **Roll dice.** Roll two six-sided dice.
3. **Check for penalties.** If the unit has a Shaken token (meaning they are disorganized), subtract 1 from the total.
  - You can spend a Tactical Point now to flip one die to a 6.
4. **Compare to your list.** Look at the Command Value on your army list (found at the top).
5. **Get your action points.**
  - If your total is the same or higher than the Command Value, the unit gets 2 action points.
  - If the total is lower, the unit only gets 1 action point.

## Action Points (AP)

Action points are like energy the unit uses to act.

- Every unit gets at least 1 point, even if you roll poorly.
- You must spend the points right away. You cannot save them for later or give them to other units.
- A unit can only do each type of action once per turn. For example, you cannot Shoot twice.
- If a unit has a Shaken token, they are too distracted to perform the complex actions.

## Simple Actions (1 AP)

These are basic moves that any unit can do.

- **Move**
  - Move each base in the unit up to the Move stat on your army list.
  - You can turn the bases in any direction for free while moving.
  - Keep your bases close! They must stay within 1 inch of each other.

- **Shoot**

- Pick one enemy unit you can see in front of you.
- Use a ruler to make sure they are in range.
- Roll dice based on your Ranged Attack stat for every base still alive.
- If the enemy is far away (Long Range), it will be harder to hit them.

- **Rally**

- Remove the Shaken token from the unit. They are now back to normal and can do complex actions again.

- **Special**

- This is used for kicking units out of transports, calling in Support Cards from your hand, or some mission goals.

## Complex Actions (2 AP)

These are more difficult actions that require the unit to have both action points available.

- **Dash**

- Move the unit two times in a row.
- This is a fast, reckless run. Place a Dash token next to them. Enemies will find it easier to hit this unit until its next turn.

- **Charge**

- Move the unit in a straight line to touch an enemy base.
- This starts a close combat fight. You get 1 extra die for every base in your unit because of the momentum.

- **Overwatch**

- The unit waits and watches. They don't move or shoot now, but they get an Overwatch token.
- You can spend this token later in the round to shoot at an enemy unit while they are activating.

- **Volley Fire**

- The unit stays perfectly still to shoot better.
- You get 1 extra die for every base in your unit for your shooting attack.

- **Dig-In**

- Only for foot soldiers (Infantry). The unit creates and hides in foxholes or trenches.
- They get a Dug-In token. This makes them much harder to hurt until they move again.

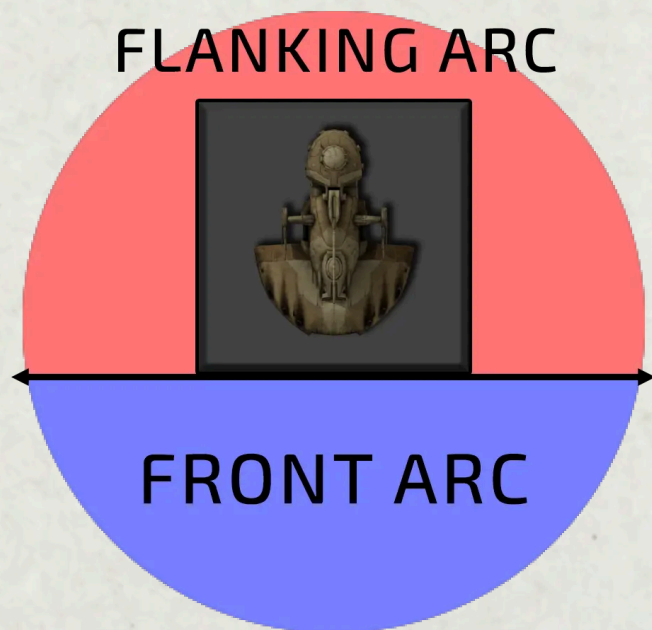
## FACING, RANGE, AND LINE OF SIGHT

### Firing Arcs

*Are they in front of you?*

In REGIMENT, everything about what a unit can see depends on its plastic base. Every base has one edge marked as the Front.

Imagine a straight line running across that Front edge. Everything in front of that line is your **Front Arc**. Everything behind that line is your **Flanking Arc**. You can usually only shoot at things in your Front Arc.



### Flanking the Enemy

Attacking an enemy from the side or back is called flanking. This makes the enemy much easier to hit.

- **Check the position:** Look at the unit that is being attacked.
- **Successful flank:** An attacker is flanking if its base is at least partially behind the line created by the enemy unit's front edge.

- **The bonus:** If you are flanking your target, you subtract 1 from the number you need to roll on your dice to hit.

## Line of Sight

*Can you see them?*

Before you shoot, you must make sure you have a clear **Line of Sight** to the enemy.

To check this, try to draw a straight line from any part of your base to any part of the enemy's base.

- If the line is clear, you can see them.
- If the line hits a wall, a building, or another unit (except your own unit), your view is blocked.
- Flying units (**Aerial**) are special. They never block anyone's view, and they can see over almost everything.
- If you can see an enemy, they can see you too, unless it is Indirect artillery.

When you are checking to see if you can shoot an enemy, remember that your own army can get in the way.

- **Friendly fire:** Friendly units block your view just as much as enemy units do. Be careful not to block your own big guns with your foot soldiers.
- **Aerial exception:** Units that fly (Aerial) are the only exception. They stay so high in the air that they never block the view of other units on the ground. You can always shoot "through" or "under" a flying unit.

## Measuring Range

*How far are they?*

**Range** is the distance between your unit and the enemy. You always measure from the edge of your base to the edge of the enemy's base.

1. **Find your edge.** Pick the point on your base that is closest to the enemy.
2. **Use a ruler.** Measure the distance to the closest part of the enemy's base.
3. **Check your stats.** Look at the Range numbers on your army list (like 8"/12").
  - **Short Range:** Any distance from 0 up to the first number. This is your best distance.
  - **Long Range:** Any distance past the first number but not past the second number. These shots are harder to hit, so you must add 1 to the number you need to roll on your dice.
  - **Out of Range:** Anything past the second number is too far away to shoot.

## Pre-Measuring

In REGIMENT, you are allowed to measure any distance at any time.

- You can check the distance to an enemy before you decide to move or shoot.
- You do not have to commit to an action until you have finished measuring.
- If a measurement is very close (within a tiny fraction of an inch), discuss it with your opponent and come to a fair agreement before rolling any dice.

### Example

A unit with a Range of 8"/12" wants to shoot a tank.

1. **Measure.** The player measures and finds the tank is 10 inches away.
2. **Check.** 10 is more than 8, but less than 12. This is **Long Range**.
3. **Result.** Normally, the unit hits on a 4 or higher. Because it is Long Range, they now need a 5 or higher.

## OBJECTIVES & WINNING

You win a game of REGIMENT by completing goals and keeping your army alive. The player with the most Victory Tokens at the end of the final round is the winner.

If you completely remove the other player's army from the table, you win instantly.

### Objective Tokens

Objective tokens are markers placed on the table that represent important goals. To interact with these markers, you use a 3-inch circle measured from the center of the token.

### Controlling Objectives

At the end of every round, players check to see who controls each objective. Follow these steps:

1. **Check the distance.** A unit is near a token if any part of its plastic bases are within 3 inches of the center of the token.
2. **Remove Shaken units.** Units with a Shaken token are too busy trying to survive to hold ground. They do not count toward controlling an objective.

3. **Count your units.** Count how many units each player has near the token.
  - The player with more units wins control of the objective.
  - If both players have the same number of units, or if there are no units there, the objective is neutral and nobody controls it.

## Scoring

Victory Tokens are how you keep score. You earn them during the end of each round:

- You get tokens for each objective you control. The mission card will tell you how many tokens each objective is worth (usually 1).
- You must stay near the token to keep it. If all your units move away from the 3-inch circle, the objective becomes neutral immediately.

## Ending the Game

The game ends as soon as the final round is over. Total up all the Victory Tokens you earned during the match.

- The player with the most Victory Tokens wins.
- If there is a tie, look at the point costs of the enemy units you destroyed. The player who destroyed more points worth of the enemy army is the winner.
- If it is still a tie, the game is a draw.

# THE ROUND STRUCTURE

A match lasts for 5 rounds. Think of a round as a full cycle where every unit on the table gets a chance to move and fight. Each round has two parts: the Activation Phase and the End Phase.

## Activation Phase

This is the main part of the game. REGIMENT uses a random draw system so you never know exactly who will go next. All units have a token in a shared bag or cup.

1. **Draw a token.** Reach into the bag and pull out one random token.
2. **Pick a unit.** The player who matches that token picks one unit in their army that hasn't moved yet.
3. **Take your turn.** Roll your dice for the Command Roll, see how many points you get, and then spend them to move or shoot.
4. **Mark it as done.** Put the token you drew next to the unit. This shows that the unit has already finished its turn for this round.

Keep drawing tokens until the bag is empty and every unit has moved.

## Bulk Activation

At the start of the round, count the units in each army. If your army is much bigger than your opponent's (you have 3 or more units than they do), you have to move two units at a time. Every time one of your tokens is drawn, you must draw a second one and move two units in a row.

## End Phase

After the bag is empty and every unit is marked as done, follow these steps to wrap up the round:

- **Check objectives.** Look at the markers on the table. See who is standing near them and give out one Victory Tokens as a reward.
- **Reset tokens.** Pick up all the initiative tokens from the table and put them back into the bag.
- **Round counter.** Move the round counter forward by one.

Once this is finished, a new round starts. If you just finished Round 5, the game is over and you check the final score to see who won!

# TACTICAL POINTS

Tactical Points (TP) are special tokens you use to change a bad dice roll into a 6. You start the game with a small pile of these tokens, and they help you succeed when you really need to.

## How Many?

Check the Command Value at the top of your army list to see how many points you start with.

- If your Command Value is 6+, you get 6 Tactical Points.
- If your Command Value is 5+, you get 5 Tactical Points.

## How to Spend?

You can spend these points to change the result of any 6-sided die you roll. This includes rolls for action points, moving, shooting, or armor saves.

1. **Roll your dice.** Roll the dice like you normally would.
2. **Spend a point.** For every die you want to change, take one Tactical Point token from your pile and set it aside.
3. **Flip to a 6.** Pick up the die you want to change and turn it so the 6 is facing up.

## TP Rules

- You can spend these on any roll in the game.

- You can change multiple dice in a single roll if you have enough tokens.
- You must change the dice immediately after rolling them, before you count up damage or move your models.
- You can never have more tokens than the amount you started with.

## UNIT MOVEMENT

Movement is how you change the position of your models on the table. When you use an action to move, every plastic base in that unit gets to travel.

### How to Move

Follow these steps to move a unit:

1. **Check your army list.** Find the Move number for the unit you picked.
2. **Move one base at a time.** You move each individual base until the whole unit has been repositioned.
3. **Use a ruler.** Move the base any distance up to the number shown on your list.
4. **Turn and keep going.** You can stop, turn the base in any direction (pivot), and keep moving as long as you haven't used up your full distance. Turning does not cost any move inches.

### Movement Rules

You must follow these rules every time you move:

- No part of a base can go farther than the Move number on your army list.
- You can turn your bases as many times as you want for free while moving.
- You cannot end your move on top of another model or some types of terrain that stop your movement.
- You cannot walk through the space occupied by other units bases.

### Moving Through Units

It can get crowded on the battlefield, so it is important to know who you can move past.

- **Friendly units:** Bases can move through other bases from their own unit or other friendly units. However, they cannot end their move overlapping or touching another base.
- **Enemy units:** You can never move through the space occupied by enemy bases. If you touch an enemy base, you must stop moving immediately.

### Minimum Move

Some units, like aircraft or fast vehicles, have a second number on their Move stat (for example, 14"/4"). The 4" is the **Minimum Move**.

- These units are so fast they must move at least that many inches in a straight line every turn.
- If you don't move the unit during its turn, you must perform this mandatory straight move at the very end of its turn.
- You cannot turn or pivot during this mandatory move.
- If the unit hits a wall, another model, or the edge of the table and cannot finish this straight move, the unit is **destroyed**.

### Stay in Cohesion

You must keep the bases of a unit close to each other so they can hear orders and work together.

- After you finish moving, every base in a unit must be within 1 inch of at least one other base from that same unit.
- If the bases get too far apart, the unit immediately becomes **Shaken**.

## RANGED ATTACKS

To shoot at an enemy, you use a Shoot or Volley Fire action. You must pick one enemy unit that you can see and is within your weapon range.

### 1. Pick a Target

Choose one enemy unit to be the target. You must put all your shots into this one unit; you cannot split your dice between different enemies.

### 2. Count Your Dice

Look at the Ranged Attack number on your army list. Multiply that number by the number of bases still alive in your unit.

Example: If your unit has a Ranged Attack of 2 and has 4 bases left, you roll 8 dice.

### 3. Find the Number You Need To Hit

Normally, you need to roll a 4 or higher on each die to get a hit. This number changes based on the situation:

- **Far Away:** If the enemy is at Long Range, add 1 to the number you need (usually becomes a 5+).
- **Hiding:** If the enemy is in Cover, add 1 to the number you need.
- **Side/Rear Attack:** If you are shooting the enemy from the side or back (Flanked), subtract 1 from the number you need (usually becomes a 3+).
- **Running:** If the enemy has a Dash token, subtract 1 from the number you need.

In some situations you may need to add and subtract multiple numbers at once. But a roll of 6 always hits, no matter how many penalties you have.

## 4. Roll Dice and Check Courage

Roll your pile of dice. Every die that matches or beats the number you calculated is a Hit.

- You can spend a Tactical Point now to flip one die to a 6.
- Compare the number of hits to the enemy's Courage number. If you got a number of hits equal to or higher than their Courage, the enemy unit immediately takes a Shaken token.

## 5. Armor Saves and Wounds

The player being shot now tries to block the damage using their Save number.

- Roll one die for every Hit the attacker rolled.
- You can spend a Tactical Point now to flip one of these dice to a 6.
- Every die that matches or beats your Save number blocks one hit.
- Any hits that were not blocked become Wounds.

## 6. Removing Bases

When a unit takes a number of Wounds equal to the Wound stat on its list, remove one plastic base from the table. If the unit loses its very last base, it is destroyed. Remove the unit and its initiative token from the game.

- You may need to take a token out of the bag if that unit didn't activate this turn yet.

# CLOSE COMBAT

Close Combat starts when the plastic bases of two units touch each other. Unlike shooting, in a close fight both sides roll their dice and deal damage at the exact same time. You can start a fight by using a Move action or a Charge action to touch an enemy.

## 1. Touch the Enemy

Move your unit until at least one of its bases is touching an enemy base. Try to get as many bases touching as possible without turning your unit.

## 2. Count Your Dice

Look at the second number (on the right) in the Attack stat on your army list. Multiply that number by how many bases are still alive in your unit.

## 3. Add or Lose Dice

Before you roll, check if you need to add or remove dice from your pile:

- **Charging:** If you used the Charge action to start the fight, add 1 die for every base in your unit.
- **Scared:** If a unit is Shaken, it loses 1 die for every base.
- **Side Attack:** If you are the defender and the enemy touched your side or back (Flanked), you lose 1 die for every base.
- **Vehicles:** If you are a Vehicle being attacked, you lose 1 die for every base.

You will always roll at least 1 die for every base you have left, no matter how many penalties you have.

## 4. Find the Number You Need

Usually, you need to roll a 4 or higher to get a hit. This changes based on the situation:

- **Hiding:** If the target is in Cover, add 1 to the number you need.
- **Side Attack:** If you are hitting the enemy in the side or back (Flanked), subtract 1 from the number you need.
- **Running:** If the target has a Dash token, subtract 1 from the number you need.

## 5. Roll and Block

Both players roll their dice at the same time.

- You can spend a Tactical Point to flip a die to a 6.
- If you take a number of hits equal to or higher than your Courage, your unit takes a Shaken token.
- Roll your armor saves to block hits just like you do when being shot at. Any hits that are not blocked become Wounds.

## 6. Who Won?

Count how many Wounds each side took (hits that didn't get blocked).

- **Winner:** The unit that took fewer Wounds stays where it is.
- **Loser:** The unit that took more Wounds must Retreat. Move it away from the enemy a distance equal to half its Move speed and turn it around to face away from the enemy.
- **Tie:** If both took the same number of Wounds, the unit that started the fight is pushed back 1 inch.

If a unit cannot move (Move stat of 0) and it loses the fight, it is destroyed immediately.

## TERRAIN AND COVER

The board is filled with things like trees, walls, and hills. You can use these to protect your army or slow down the enemy.

### Getting Cover

If your unit is hiding in some terrain types, it gets **Cover**. This makes it harder for the enemy to hit you. When the enemy shoots at a unit with Cover, they must add 1 to the number they need to roll on their dice. For example, if they usually need a 4 or higher to hit, they now need a 5 or higher.

To get the Cover bonus, your unit must follow these steps:

1. **Check all bases.** Look at every plastic base in the unit.
2. **The halfway rule.** Every single base in that unit must be at least halfway (50%) inside the terrain border.
3. **All or nothing.** If even one base is mostly outside the terrain, the whole unit is considered to be in the open and gets no bonus.

### Aerial Units

Units that fly (Aerial) stay high above the trees and walls. They ignore all movement penalties and their view is never blocked by terrain. Because they fly so fast and move evasively, they are considered to always have **Cover**, even when they are in the open.

An Aerial unit still cannot end its move on top of another unit.

### Terrain Types

These categories explain how different things on the table affect the game:

- **Open Terrain** is normal ground like grass or roads. It has no special rules.

- **Difficult Terrain** is messy ground like mud or thick bushes. It slows you down. Subtract 2 inches from your Move distance if you enter or cross this terrain.
- **Area Terrain** represents things like woods. It gives you **Cover**. You can see into the woods and out of the woods, but you cannot see all the way through them to a target on the other side.
- **Depression Terrain** represents holes like trenches or craters. It gives you **Cover**, but it does not block your view at all.
- **Blocking Terrain** represents solid things like stone walls or giant rocks. You cannot move through them, and you cannot see through them.
- **Elevated Terrain** represents high ground like hills or plateaus. If you are on a hill, you can see everyone on the ground, and everyone on the ground can see you.
- **Impassable Terrain** represents things like deep water or cliffs. You cannot walk through it, but it does not block your view.
- **Dangerous Terrain** is risky ground like minefields. When any part of a base enters, roll one die. On a 1 or 2, the unit becomes **Shaken** and takes 1d3 damage.
- **Structural Terrain** represents buildings. They work like woods for seeing and hitting, but only Infantry units can go inside (only one at a time). Buildings block all movement for Vehicles type units.

## UNIT STATUS AND TOKENS

Tokens are used to show what is happening to your units and how much health they have left. You place these markers on the table next to your models so both players can see the state of the game.

### Status Tokens

These tokens show a temporary state. They are usually removed after a specific event.

- **Dash Token**
  - Put this next to a unit when it uses the Dash action.
  - Dashing means your troops are running fast and not being safe. Because of this, it is easier for the enemy to hit you.
  - Remove this token after the unit is targeted by an attack or at the start of its next turn.

- **Overwatch Token**

- Put this next to a unit when it uses the Overwatch action.
- This lets your unit wait and watch. You can shoot at an enemy unit when they take their turn.
- Remove this token after the unit shoots or at the start of its next turn.

- **Dug-In Token**

- Put this next to Infantry when they use the Dig-In action.
- This means your troops have constructed good cover. They get the Cover bonus and add 1 to their armor save dice.
- Remove this token immediately if the unit moves for any reason.

- **Shaken Token**

- A unit gets this if it takes a lot of hits at once (if the hits match or beat their Courage number).
- Shaken units are scared or pinned down. They subtract 1 from their Command Roll and cannot do complex actions.
- They also cannot help you win control of objectives while they are Shaken.
- Remove this token by using the Rally action.

## Wound Tokens

Wound tokens show how much damage your unit has taken. Damage stays on the unit until a base is removed or healed.

1. **Take damage.** Every time you fail an armor save, put a Wound token next to the unit.
2. **Remove a base.** When the number of tokens is equal to the unit's Wound stat, take one plastic base off the table.
3. **Leftover damage.** If you have extra tokens left over, they stay with the unit. These "leftover" wounds count toward removing the next base.

**Example:** Your unit has a health (Wound) stat of 3. The unit takes 4 damage. You remove 1 base (and remove 3 wound tokens) and leave 1 Wound token on the table for the remaining bases.

## Other Tokens

- **Initiative Tokens** show which player is moving. They go in the bag at the start of the round. When a unit finishes its turn, place its token next to it to show it is done.
- **Victory Tokens** are used to keep track of your score.

- **Objective Tokens** are the goals on the table that you are trying to capture to earn points.

## SPECIAL ACTIONS

The special action is a useful move that costs 1 action point. You use this to interact with special parts of the game like mission goals, support cards, or getting your troops out of a tank or truck.

### Transport Action

Units that are transports can carry other units across the table. As a transport unit, you can use a special action to kick these troops out of the vehicle and back onto the battlefield.

1. **Pick the vehicle.** Choose the transport currently carrying your troops and take the special action.
2. **Place the bases.** Take the transported unit and put their plastic bases on the table.
3. **Touch the vehicle.** Every base you place must be touching the vehicle.
4. **Stay together.** Make sure every base in the unit is within 1 inch of another base from that same unit.

Once the troops are on the table, they can take their own turn later in the round.

### Support Cards

Support cards are cards in your hand that let you call in help from off the table, like air strikes or extra supplies. To use one, you must spend 1 point on a special action.

1. **Pick a card.** Choose a card from your hand and pick a target on the table. Usually, your unit must be able to see the target.
2. **Roll for success.** Roll two 6-sided dice. The total must be equal to or higher than the number shown on the top right of the support card.
3. **Spend Tactical Points.** You can spend a token to flip one of those dice to a 6 to make sure the card works.
4. **Resolve the card.** If you succeed, follow the instructions on the card and then set that card aside. If you fail, put the card back in your hand to try again later.

### Mission Objectives

The special action is the main way you finish goals shown on your mission card. You will use this action to do specific tasks, like searching for items or fixing machines as examples. The rules for these tasks are written on the mission card you are playing with.

# TRANSPORTS

Some large vehicles or flyers have the **Transport** keyword. This means they can carry other troops across the battlefield to keep them safe from enemy fire.

## Carrying Capacity

A transport can carry exactly one unit of Infantry at a time. While the troops are inside the vehicle, they are "off the table." They cannot shoot, they cannot be hit by enemies, and their own special rules do not work until they get out.

## Embarking

To get into a transport, a unit must use a **Move** action.

- If the unit's move ends with its plastic bases touching the transport vehicle, the unit is removed from the table and placed inside.
- You can move and then get in, but you cannot get in and then move the transport in the same turn (because they are separate units).

## Disembarking

There are two ways to get troops out of a transport:

1. **The Troops Act:** On the unit's own turn, it spends a **Move** action to be placed on the table touching the vehicle. It can then use its second action point to shoot or move again.
2. **The Transport Acts:** The vehicle spends 1 action point to perform a **Special** action. The carried unit is placed on the table touching the vehicle. These troops can still take their own turn later in the round.

## Transport Destruction

If a transport is destroyed while carrying troops, the unit inside survives the crash but is very disorganized.

1. **Enemy Placement:** Your opponent picks up your troops and places them anywhere they want, as long as they are touching the transport's wreck.
2. **Penalty:** The unit immediately takes a **Shaken** token.

# UNIT CLASSIFICATIONS

Every unit in your army has a type and a way it moves. These labels tell you how the unit uses cover and how it handles movement penalties on the table.

## Infantry

1. **Ground troops.** These represent your foot soldiers and small emplaced weapons.
2. **Hide and dig.** These units can use cover to stay safe and can use the Dig-In action.
3. **Inside buildings.** These units are allowed to go inside Structural terrain.

## Vehicle

1. **Tanks and artillery.** These are your armored machines.
2. **No hiding.** These units are too big to use cover. They never get the cover bonus.
3. **Melee penalty.** If a tank is attacked in a hand-to-hand fight, it loses 1 die for every base it has.

# UNIT SUB-CLASSES

## Aerial

1. **Flyers.** These are units that stay high in the air.
2. **Easy movement.** The player ignores all penalties for moving through mud or trees. They can also see over anything and do not block the view of other units.
3. **Hard to hit.** These units are always considered to be in cover because they are moving so fast.
4. **No fighting.** These units cannot start or join a melee fight.
5. **No points.** These units cannot capture objectives or stop the enemy from taking them.

## Hover / Walker

1. **Legs and floaters.** These are advanced machines with legs or floating engines.
2. **Mud is fine.** The player ignores the movement penalty for difficult terrain (like mud or ruins) when moving these units.

## Ground

1. **Wheels and tracks.** These are normal vehicles that stay on the ground.
2. **Normal movement.** These units must take all normal penalties when they move through things like mud or trees.

# ARMY BUILDING STEPS

While the tutorial uses a set list of troops, normal games let you pick your own army. This lets you choose the units and cards that fit how you want to play.

You can use the official tool to build your army here:  
<http://www.regiment.info/builder>

## Build an Army

Follow these steps to create your army list:

1. **Agree on a point limit.** You and your opponent must pick a total point value for the game. A normal match is 1000 points. Smaller games are usually 500 points. You cannot spend more than this number.
2. **Pick one faction.** You must choose one faction for your whole army. You can only use units, leaders, and cards from that one faction. You are not allowed to mix different factions together.
3. **Buy your units.** Spend your points on units from your faction list.
  - Every unit must start the game with the number of bases shown on its stat profile.
  - You must follow the quota limits. These are rules that tell you what percentage of your points can be spent on certain types of units so your army stays balanced.
4. **Pick a leader.** Every army must have exactly one leader. A leader is not their own unit; they are assigned to another unit in your army during setup. Add the cost of the leader to your total points.
5. **Choose support cards.** You can pick cards that give you help from off the table.
  - The total cost of all your cards cannot be more than 15 percent of your point limit.
  - You can only bring one card for every 250 points in the limit. For a 1000-point game, you can bring up to four cards.
6. **Make a mission deck.** You must pick exactly three mission cards to bring to the game. You must choose one card from the Aggressive category, one from the Defensive category, and one from the Maneuver category.
7. **Check your bid.** Add up the cost of all your units, your leader, and your cards. If you spent less than the point limit, the extra points are your bid. After you set up the terrain, both players show their totals. The player who spent the fewest points chooses to be the Red player or the Blue player.

## ARMY LEADERS

A leader gives your army special help and can break some rules. A leader is not their own unit and cannot do anything by themselves. Instead, you must pick one of your units to be the home for that leader.

### Pick a Unit

You pick a leader when you build your army and assign them to a unit when you set up the game.

1. **Pick a home.** Choose one unit in your army to hold the leader. Look at the leader's card to see if there are rules about which units they can join. For example, some leaders can only join Infantry units.
2. **Place the leader.** Put your leader token or miniature next to the unit you picked. The leader is now part of that unit for the rest of the game.
3. **Move together.** Whenever that unit moves, move the leader with them. They must always stay next to each other.

### Leader Rules

Leaders have special abilities that make your unit or your whole army better.

- The leader does not have their own token in the bag. They only act when the unit they are with takes a turn.
- The enemy cannot shoot or fight the leader by themselves.
- Some rules only help the specific unit the leader is touching.
- Other rules help all your units within a certain distance. This is called an aura.
- To use an aura, measure the distance from any base in the leader's unit. Any friendly units within that distance get the bonus.

### Losing a Leader

The leader stays alive as long as their home unit is alive on the table too.

- If the unit the leader is with is destroyed and taken off the table, the leader is also removed.
- As soon as the leader is removed, all of their bonuses and aura rules stop working.

## GENERAL VEERS

Galactic Empire (6+)



### Restrictions:

Must be attached to a Walker unit.

The attached unit adds 1 attack dice to its ranged attacks and may pivot once during its activation without taking a move action.

ARMY LEADER

55 PTS

3. **Roll for success.** Roll two six-sided dice. The total must be equal to or higher than the number in the top right corner of the card.
4. **Use Tactical Points.** You can spend a token to flip a die to a 6 to make sure the card works.
5. **Check the result.** If you pass, do what the card says and set it aside. If you fail, put the card back in your hand. You can try to use it again with a different unit later.

## Template Types

Many cards tell you to place a shape on the table to see who is hit. You can use your physical support cards or a standard playing card (3.5"x2.5") to measure these areas:

- **Single Unit.** The effect affects every base in one unit.
- **Single Card.** Place one card on the table. Anything under it is affected.
- **Double Long.** Place two cards end-to-end to make a 7-inch by 2.5-inch long line.
- **Double Wide.** Place two cards side-by-side to make a 5-inch by 3.5-inch wide rectangle.
- **Aura.** The effect affects everything within a 6-inch circle around a center point.

## Placing the Template

When a card tells you to use a card or a circle as a template, follow these steps:

1. **Pick the spot.** Choose a spot on the table or an enemy base within your view.
2. **Center the card.** Place the center of your physical support card(s) or aura circle directly over that spot.
3. **Check for hits.** Every plastic base that is even slightly touched or covered by the card is hit by the card's effect.

## Timing and Limits

- You can try to use as many cards as you want in one round, as long as you have the units to do it.
- You use the card during a unit's turn.
- A unit can still use its other action point to move or shoot, but it cannot use two special actions in the same turn.

## SUPPORT CARDS

Support cards are special assets that let you call for help from off the table, like air strikes or supply drops. These are powerful one-time effects. Once you use a card successfully, you set it aside.

### How Many Cards?

The number of cards you can bring depends on the point limit of your game:

- You can bring one card for every 250 points in your army.
- The total cost of all your cards cannot be more than 15 percent of your total army points.

### How to Use it?

A unit must use the special action (1 AP) on its turn to use a support card.

1. **Pick a card and a target.** Choose a card from your hand and pick a spot or a unit on the table to hit.
2. **Check your view.** Your unit must be able to see the target unless the card says otherwise.

## FIELD TRIAGE

Sustainment  
Single Unit

6+

Target 1 friendly Infantry unit and restore up to 3 lost Wounds and immediately remove Shaken status. Replace any lost models as necessary.

Keywords: None

35 pts

## MISSION CARDS

In REGIMENT, players choose their own goals and table setup. This happens in two steps: first when you build your army, and then at the start of a match.

### Mission Deck

When you use the army builder, you must create a deck of three mission cards. To make sure the game stays interesting, you must pick exactly one card from each of these types:

- **Aggressive:** Fast-paced missions focused on attacking and fighting.
- **Defensive:** Missions focused on holding your ground and guarding objectives.
- **Maneuver:** Complex missions that require you to move around and capture points.

You must keep these cards hidden until you are ready to set up the table and have picked your player colors.

## Selection Process

At the start of the game, follow these steps to pick the mission:

1. **Check your points.** Players compare the total points of their armies. Whoever spent the fewest points picks if they want to be the Red player or the Blue player.
2. **Show the deck.** The Blue player reveals their three mission cards to the Red player.
3. **Pick the mission.** The Red player looks at the Blue player's three cards and picks one. This card will be the mission for the match. All other mission cards are put away and not used.

## Deployment Maps

Every mission card has a map that shows you exactly how to set up the table:

- **Deployment Zones:** The specific areas where the Red and Blue armies are placed to start the game.
- **Objective Placement:** Exactly where to put the objective tokens on the table.

Once the mission is chosen, follow the instructions on that card to get the board ready for play.

## Learning Scenario

Type: Scenario

### Description

A simple scenario that teaches players the basics of how to play Regiment.

### Setup

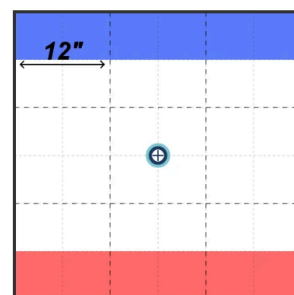
Players will alternate deploying units starting with the Blue player. Place 1 objective token in the center of the play area as shown on the deployment map.

### Scoring

During each End Phase, players score 1 victory point for controlling the objective point.

### Victory

The first player to accumulate 3 victory points is the winner.



## STANDARD TABLE SETUP

The size of your table and the amount of terrain you use are important for keeping the game fair. This ensures that movement speeds and weapon ranges work exactly how they were designed.

### Battlefield Size

The size of the table depends on how many points are in your army:

- **Standard** (1000 points): Played on a 6 foot by 3 foot table.
- **Skirmish** (500 points): Played on a 3 foot by 3 foot table.

### Placing Terrain

A good table needs enough trees, buildings, or rocks to provide cover and block long views across the battlefield.

- **Density:** You should try to cover about 25 percent of the table surface with terrain.
- **Spacing:** Keep terrain pieces at least 4 inches away from each other. This ensures there is enough room for your big vehicle bases to move between them.

### Setup Checklist

Follow these steps in order to get your game ready:

1. **Build your army.** Use the army builder to pick your units with a pre-determined point limit.
2. **Place terrain.** If the table is not already set up, players take turns placing pieces while following the spacing rules above.
3. **Pick your color.** Players compare the total points of their armies. The player who spent the fewest points chooses to be the Red player or the Blue player.
4. **Choose the mission.** The Blue player shows their three mission cards. The Red player picks one to be the mission for the game.
5. **Set up and deploy.** Follow the map and the instructions on the mission card to place markers and start putting your units on the table.

## COMMUNITY RESOURCES

REGIMENT is an evolving game project with a growing community of players. Whether you are looking for the latest rules, tools to build your list, or a place to chat with other hobbyists, you can find everything at our official site: <http://regiment.info>

### WEB TOOLS

We have built a few specialized apps to help you get your army ready for the tabletop.

- **Army Builder:** This is the best place to start. It helps you pick your units and automatically handles the math to make sure your list is legal and within the points limit.
- **The Wiki:** Think of this as your digital rulebook. It contains the most up-to-date definitions for every keyword and unit profile in the game.
- **FAQ:** Check here for clarifications on common community questions about the game and project.
- **Vendor Directory:** Need miniatures or game components? This hub links you to free and paid resources so you can find exactly what you need to play.

<https://regiment.info/builder>  
<https://regiment.info/wiki>  
<https://regiment.info/faq>  
<https://regiment.info/vendors>

### TABLETOP SIMULATOR

If you can't meet up for a game in person, you can play REGIMENT digitally using Tabletop Simulator. Our official mod makes playing online smooth and easy with convenient features that make it very easy to get started.

This requires you to own a copy of Tabletop Simulator, but afterwards you can download the mod from this link: <http://regiment.info/tts-mod>

## JOIN THE COMMUNITY

The best part of REGIMENT is the community. Come hang out, share your progress, and help us test the game!

- **Discord:** This is our most active hub. It's great for real-time chat, finding a match on TTS, or talking directly with the developers.
- **Official Forum:** The go-to spot for long-form rules discussions and reporting your playtest results.
- **Reddit:** A perfect place to share photos of your painted 6mm armies and talk strategy.
- **Facebook:** Follow us here to stay in the loop with major news and update announcements.

<https://regiment.info/discord>  
<https://regiment.info/forum>  
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