The Division TTRPG (Fate)

Aspects

High Concept Who is your character in a short phrase?

Trouble What detail of the character's past, personality trait, or other issue consistently complicates life for your Agent?

Civilian Life Before the Division's activation, what did your Agent do in life?

Belief The belief, conviction or philosophy that drives your Agent most?

Wildcard Some important detail about your Agent.

(Semi) Gritty Aspects Rule: Unless a specific rule states otherwise, only one Aspect may be invoked on to add +2 to a roll; subsequent Aspects may be invoked for a reroll.

Approaches:

Characters have the approaches: *Deliberate, Dynamic, Expedient, Shrewd, Daring, Covert.*
Starting values are: +2; +1; +1; 0; 0; -1.

Skills:

The Division Fate rules use 15 skills:

Athletics	Drive	Pilot
Awareness	Firearms	Security
Close Combat	Investigation	Survival
Crafting	Medicine	Tactics
Demolition	Persuasion	Tech

A starting Agent has:
  1 Skill at +3
  3 Skills at +2
  4 Skills at +1

Refresh and Stunts

Your Agent has a Refresh of 3 and begins play with three stunts. You may pay up to two Refresh for additional stunts (at the cost of one Refresh each).

Stress and Consequences

A character has a single Stress Track with six one-shift boxes plus an additional number of shifts equal to Determined. Any number of boxes may be checked at one time to soak incoming Stress, and Stress may be soaked in part by the Stress Track and in part by a Consequence. Additionally, a character may check off a Stress Track box (but only one) to gain a +1 on an action. The Stress Track refreshes when a character consumes a Ration, not at the end of a scene.

Consequences are per Fate Core, except that there is no Extreme Consequence. Instead, when a character cannot soak all of the Stress assigned to him by using Stress boxes or Consequences, the character takes the **Bleeding Out** aspect and fills in the overflow shifts onto his Bleed Out track. While **Bleeding Out**, the only action a character can take is to try to stop the bleeding.

A character's Bleed Out track has six boxes plus an additional number equal to her Dynamic rating. When a character is **Bleeding Out** she checks an additional box on the track at the end of each turn. When the Bleed Out track is full, the character dies. Stopping the bleeding requires Medicine test against a difficulty of four without any equipment, or two if the acting character has a Trauma Kit. On a successful test, replace the **Bleeding Out** condition with a **Bandaged** condition.

Additional stress taken while **Bleeding Out** is added to the Bleed Out track; if the character was **Bandaged**, the condition reverts to **Bleeding Out**.

The Bleed Out Track resets at the end of a scene, provided the bleeding has been stopped.

Armor:
Worn Armor provides an additional stress track that may be used to soak incoming stress from combat (but not mental stress). Armor has four categories: Light, Medium, Heavy or Juggernaut.

> *Light Armor* grants 4 Armor Stress boxes and has Encumbrance 2.
> *Medium Armor* grants 6 Armor Stress boxes and has Encumbrance 3.
> *Heavy Armor* grants 8 Armor Stress boxes and has Encumbrance 4.
> *Juggernaut Armor* grants 10 Armor Stress boxes and is not issued to Agents.

Armor is only refreshed when the character changes out his armor plates. Each extra set of Armor Plates carried has an Encumbrance equal to half the Armor Encumbrance.

Encumbrance System

Division Agents are intended to be self-sufficient operators in the field, able to survive and complete missions without relying on outside resupply. While the cultivation of safehouses and friendly local factions is essential to an Agent's long-term success, those possibilities don't open up if an Agent can't survive the week. A prudent selection of carried items may mean the difference between life and death.

To that end, the game calculates Encumbrance from two perspectives: the maximum fighting load an Agent can carry (represented by their Encumbrance Score) and the amount of physical space an Agent has to carry items.

The Agent's Encumbrance Score equals ((Forceful+Athletics) x 3) + 20, giving results between 17 and 35. An Agent whose total Encumbrance Points carried exceeds her Encumbrance Score suffers the **Encumbered** condition until reducing her load.

In addition to the strength to carry her equipment, the Agent needs the gear to actually hold the items she's not actively using. This is referred to as Capacity, which is divided between an Agent's Rig (the tactical equipment carried on her body armor, belt, etc.) and her Backpack. Because Weapons and Gadgets are slung or suspended from the Agent's Rig or Backpack, they do not take up Capacity, but they count toward the Encumbrance total. All other items must be

stored in the Rig or Backpack; their Encumbrance rating equals the storage Capacity they Require.

Items stored in the Rig are immediately accessible as part of any action the character takes, but an action is required to remove items from the Backpack during an action scene.

See the Equipment Section for the Capacity and Cost of various Rigs and Backpacks and the Encumbrance values of weapons, gear and other equipment.

Generally, items take up the following number of boxes:

> *Weapons:*
> An Agent's pistol does not have an Encumbrance cost. See Weapons listings for Encumbrance values.

> *Ammunition* (see **Ammo Track**, below):
> > Pistol Ammo: 1 Encumbrance box per 3 boxes on Ammo Track
> > Light/Intermediate Rifle Ammo, Shotgun Ammo: 1 Encumbrance box per 2 boxes on Ammo Track
> > Heavy Rifle: 1 Encumbrance box per box on Ammo Track

> *Explosives:*
> > 1 Encumbrance per 2 uses

> *Armor Plate*
> > Light Armor: 2
> > Medium Armor: 3
> > Heavy Armor: 4
> > Extra Plates: Half of Armor Encumbrance each.

> *Supplies:*
> > Rations: 3 per Encumbrance
> > Trauma Kit: 2 per Encumbrance box per use.

> *Gadgets:*
> > By gadget.

> *Gear:*
> > Medkit (required to make tests to Recover Consequences): 3

Firearms

A firearm is an Extra, one that counts as an Aspect, has stunts representing special features of the system, and has skills, a stress track and stat values that determine the weapon's performance.

***Weapon Name* [Form Factor, Ammo Type, Fire Mode]**

Optimum Range: The range within which the weapon's Aspect and Stunts may be used, with 0 representing the same zone. Additionally, the Damage Floor decreases by 1 for each zone beyond the Maximum Optimum Range; the weapon may not be used at ranges where the Damage Floor is a negative number.

Encumbrance: The Encumbrance Value of the weapon and the difficulty of maneuvering the weapon in tight spaces.

Function: The difficulty of clearing malfunctions, determines length of Maintenance stress track.

Damage Floor: The minimum damage the weapon does within its Effective Range. See the *Fate System Toolkit.*

Maintenance Track: When the Maintenance Track is filled, the weapon may not be used until the user succeeds at a Function Test.

Stunts: A firearm gains one Stunt based on its Form and one based on its Ammo Type. Other modifications to the weapon may grant additional Stunts as described below.

The weapon Aspect may be invoked to gain a +2 to a roll using the weapon or to make a reroll using the weapon. However, unlike most Aspects, the weapon's Aspect must be invoked by checking off an Ammo box or Maintenance box rather than spending a Fate point. Unless a specific rule says otherwise, only one Ammo box may be spent using weapon stunts and Aspects in a single Exchange.

Ranges

Firearm ranges are given simply in the number of zones from the firing character for ease of interpretation. Because the distance and area within a particular zone is subject to GM determination and narrative/mechanical specifics, these ranges should be considered a guide for combat in the open rather than a hard categorization. When it's necessary to estimate the real-world distance between shooter and target, the following may be used as a guide.

Close-Quarters Battle (CQB): Combat taking place over (very) short distances, usually indoors or in urban environments where the prevalence of obstacles and barriers further reduces the ranges at which fighting takes place. Ranges are often so short as to allow hand-to-hand fighting in addition to gunplay. For our purposes, the CQB range represents fighting within the same zone.

Short: Short ranges are those farther than CQB and reaching out to about 50m; zones adjacent to the firing character.

Medium: Medium range is where most combat outside of urban areas takes place, representing the range at which most soldiers can identify and accurately hit targets. Medium range represents those zones that are two or three zones from the zone the shooter is in. About 51m to 400m

Long: Long range represents the maximum effective range of most rifles: from about 401m to 600m, or those zones that are four or five zones from the shooter.

Extreme: Extreme range represents those ranges reachable only by rifles built for distance shooting: 601m to 800m (and beyond for the most powerful sniper rifles). Generally, this will be six to eight zones from the shooter.

Form Factor
Weapons are categorized by their form factor. The form factors, with the associated stats and example weapons are:

Pistol

Encumbrance 0	Optimal Range: 0-1	Gear Cost: 0
Function: 2	Damage Floor 1	Ammo: Any Pistol

Transition Drill: Check an Ammo box for your pistol to switch to or from your pistol without spending an action.

Small sidearms able to be wielded (relatively) easily in a single hand and intended as a backup weapon to a larger system or as a defensive weapon in less permissive environments. Pistols are more difficult to shoot accurately than larger platforms and are generally only effective out to Short range. As the name suggests, Pistols use Pistol ammunition.

Examples: Glock (any model); H&K USP or VP series; Sig Sauer P220 or P320 series; Beretta 92; S&W M&P series

Submachinegun (SMG)

Encumbrance 2	Optimal Range 0-2	Gear Cost: 1
Function 3	Damage Floor 2	Ammo: Any Pistol

Snap Shot: Once per Exchange, the user of an SMG may check an Ammo box to take his turn immediately (which choice may be made at any point during the Exchange).

Submachineguns are compact rifle-like systems (i.e., they are held, manipulated and fired using grips and techniques similar to larger rifles) using Pistol caliber ammunition. Submachineguns were developed to provide greater firepower than a pistol at CQB and short ranges in a small system easy to maneuver and deploy in tight spaces. This category includes "pistol-caliber carbines" (PCCs). Despite already being relatively compact, SMGs may have both the *Compact* and *PDW* modifications.

Examples: H&K MP5, H&K UMP, Sig Sauer MPX, Kriss Vector, AR-15/M4 PCC, Scorpion EVO

Assault Rifle (AR)

Encumbrance: 3	Optimal Range: 0-4	Gear Cost: 2
Function: 3	Damage Floor: 3	Ammo: Any Rifle

Adaptable: The user of an AR may spend more than one Ammo box in an exchange to use multiple weapon stunts.

Assault Rifles are the standard firearms used by front-line warriors across the world. They vary in particular caliber and form but generally have the same level of effectiveness. ARs tend to have barrel lengths of 14" to 16". Assault rifles are intended to be a compromise in weapon effectiveness and ease of carry and deployment, making them a perfect generalist's weapon.

Technically speaking, only weapon systems in this category firing *light* or *intermediate* rifle ammo (as these rules define those categories) would be classified as "Assault Rifles," those firing *heavy* rifle ammo would usually be called "Battle Rifles." For purposes of these rules however, the author has determined that there's little value (in terms of rules-writing) in worrying about such rules of practice in military nomenclature. If your character wants to speak about his HK 417 as a "Battle Rifle" rather than an "Assault Rifle," by all means do so.

To create a "Short-Barreled Rifle" (SBR), add the *Compact* mod. SBRs typically have barrel lengths from 8" to 12". For exceptionally short rifle platforms, use both the *Compact* and *PDW* mods. These "PDW" rifles typically have barrel lengths below 8" and foldable or extremely compact extendable stocks.

Conversely, AR platforms designed for longer-range shooting and/or the "Designated Marksman" role should use the *Extended* form modification; these weapons typically have a barrel length of 18" to 20."

> *Examples:* M4a1, HK 416, AR-15, AK-47, L85, G36, FAMAS F1, FN Mk16, FN MK17 "Scar", Springfield Armory Socom 16/M14 "Scout", H&K G3, HK 417

Light Machinegun

Encumbrance: 4	Optimal Range: 0-3	Gear Cost: 3
Function: 4	Damage Floor: 3	Ammo: Any Rifle

> *Lead in the Air:* Instead of making an attack, check an Ammo box, target a zone and roll Approach + Firearms to establish an obstacle with a static difficulty equal to the result (if you need to label the obstacle, call it Lead in the Air or something similar). Any enemy who wants to take an action in that zone must first roll Daring + Tactics against the obstacle. A character who fails must either forfeit his action or take stress equal to the shifts by which he failed before acting. One Ammo box must be checked for each turn this ability is used.

A man-portable heavy-weapon using rifle-caliber rounds (5.56mm, 7.62x39, 7.62x51mm), usually (but not always) belt- or box-fed, and designed to provide suppressive fire to fix enemy targets and allow teammates to maneuver under fire. Sometimes referred to as "Squad Automatic Weapons" (SAWs), but this is related more toward the weapon's role in a fighting element of a platoon than the specifics of the weapon system.

> *Examples:* Mk46, M249, M27 IAR, RPK, MG36, M60, M48, PK Series

Shotgun

Encumbrance: 3	Optimal Range: 0-1	Gear Cost:2
Function: 3	Damage Floor: 4	Ammo: Shotgun

> *Devastating:* On a successful hit, check an Ammo box to force a target with no available Armor boxes to take a Consequence instead of using Stress Track boxes to soak.

A multipurpose weapon for CQB/defensive and hunting use, shotguns may have a rifled or smooth bore and may fire various types of rounds (buckshot, solid slugs, birdshot, less lethal rounds). They are generally short-ranged but devastating in their effective zone.

Shotguns have set barrel calibers, but these are referred to by the number of spherical pieces of shot (of the barrel's caliber) that can be made from one pound of lead, hence a 12 gauge or 20 gauge shotgun.
> *Examples:* Benelli M4, Kel Tec KSG, Remington 870, Mossberg 590

Marksman Rifles

Encumbrance: 3	Optimal Range: 0-6	Gear Cost: 2
Function: 2	Damage Floor: 3	Ammo: Any Rifle

> *Mind the Gap:* Check an Ammo box to use an In My Sights or similar Aspect to force a target to soak stress with her Stress track and/or Consequences rather than Armor instead of gaining a bonus to attack roll.

Where ARs may be modified for longer effective ranges, the Marksman Rifle represents those weapons designed from the ground up for effective distance shooting; these weapons are sometimes referred to as "sniper rifles", though the kinds used by the Division are rarely the largest caliber or size rifles in such a classification, Division logistics necessarily favoring calibers that are easiest to scavenge and weapons that are easiest to carry. Most Marksman Rifles are bolt-action rifles.
> *Examples:* Remington M700, AI Artic Warfare, Desert Tech SRS, HK PSG1

Ammunition

The ammunition used by a firearm may modify its base statistics, determines the Encumbrance of ammunition, and provides an additional basic stunt to the weapon. For ease of play, this is organized into wide categories rather than specifying specific caliber, though examples of calibers in each category are given.

Light Pistol
No Stat Modifications, 3 Ammo Boxes per 1 Encumbrance
Low Recoil: After missing or dealing minimum damage to a target, gain a +1 to your next attack on that target.
Examples: 9mm

Heavy Pistol
No Stat Modifications, 3 Ammo Boxes per 1 Encumbrance
Stopping Power: After a successful attack in CQB, check an Ammo box to add one shift of damage.
Examples: .45 ACP

Light Rifle
No Stat Modifications, 2 Ammo Boxes per 1 Encumbrance
Low Recoil: After missing or dealing minimum damage to a target, gain a +1 to your next attack on that target.
Examples: 5.56mm NATO, 5.45x39

Intermediate Rifle
-1 Maximum Optimal Range, +1 Damage Floor, 2 Ammo Boxes per 1 Encumbrance

Stopping Power: After a successful attack in CQB, check an Ammo box to add one shift of damage.
Examples: 7.62x39, .300 Blackout, 6.8 SPC

Heavy Rifle
+1 Damage Floor, 1 Ammo Box per 1 Encumbrance
Penetrating: On a successful hit, check an Ammo box to prevent the target from using Armor to soak 2 of the shifts of damage dealt (which must be soaked, if possible, with the regular Stress track and/or Consequences).

Shotgun
No Stat Modifications, 2 Ammo Boxes per 1 Encumbrance
Scattershot: When the user of a Shotgun checks an Ammo box to reroll the dice on an attack, the user may select which dice to reroll rather than rolling them all.

Weapon Modifications
Modern weapons systems are often customized by the manufacturer or the end user to make them especially effective in particular rolls. The modifications below are available during weapon selection/creation. Unless otherwise specified, only one modification in a category may be selected.

Form Modifications
These modifications are typically part of weapon design, though modular weapons systems may allow some of these modifications to be made in the field with relative ease.

Compact
-1 Encumbrance, -1 Max Optimal Range, +1 Gear Cost

By shortening the weapon's barrel and fore-end and using smaller or retractable stocks, a weapon may be made more compact at the cost of ballistic performance, suiting the weapon to use in CQB spaces. Compact weapons typically have barrel lengths of 10 to 12 inches.

PDW
Requires *Compact*, -1 Max Optimal Range, +1 Function, +1 Gear Cost, *Rapid Deployment Stunt*
Rapid Deployment: You may check an Ammo box at the beginning of a combat to count your initiative as one step higher for the combat.

Personal Defense Weapons go a further step over *Compact* weapons, dropping barrel lengths to 8 inches or less and using extremely compact designs (often employing retractable "PDW"-style stocks to provide backup weapons more effective than pistols but less cumbersome than weapons designed for maximum ballistic effectiveness. PDW weapons were originally designed for use by non-front-line personnel or vehicle crews, but they serve well as an alternative weapon

for someone using a long-range primary weapon or who will be operating in and around vehicles.

Bullpup
-1 Encumbrance, +1 Function, +1 Gear Cost

The "bullpup" design of rifles moves the weapon's action (and thus magwell) behind the trigger, allowing for a full barrel length in a compact weapon. The trade-off is that the position of the action and magazine can make operating the weapon—especially in case of malfunction clearing—slightly more difficult.

Extended
+1 Encumbrance, +1 Max Optimal Range, +1 Gear Cost

The opposite philosophy of the *Compact* design, an *Extended* weapon increases the size of the weapon's fore-end, typically utilizing a barrel length of 18 to 20 inches. This increases bullet velocities sufficiently to extend the weapon's effective range at the cost of a weapon that's more difficult to maneuver in tight spaces.

Optics Modifications
Although proficiency with a weapon's "iron sights" is a fundamental skill of marksmanship, a wide variety of combat-oriented optics have been developed to provide an advantage to the weapon user. Most combatants continue to have a "back-up iron sight" or "BUIS" system on their weapon, but some have acknowledged that the durability of some optics is reliable enough to forego the need for iron sights altogether.

CQB Sight
+1 Gear Cost, *Rapid Acquisition* Stunt
Rapid Acquisition: Check an Ammo box while shooting at CQB range to make a Create Advantage roll to create an ***In My Sights*** or similar Aspect without spending an action.

CQB sights tend to be unmagnified "red-dot" collimating sights (but not "collimator" sights) or holographic optics that are relatively parallax free, allowing for faster target acquisition without the need to match up front and rear sights. Their strength is not so much in additional accuracy as the speed at which normal accuracy may be achieved. Most CQB sights are battery-operated, but some use fiber-optics to provide reticle illumination, and some may offer 1.5x or 2x magnification.
Examples: Aimpoint CompM2 – CompM4, T-1; Trijicon RMR, SRO and TA44/45/47

Acog
+1 Gear Cost, +1 Max Optimal Range, *Superior Targeting*
Superior Targeting: When shooting outside of CQB but within the weapon's Optimal Range and you spend an Ammo box to reroll the dice, you may select which dice to reroll.

The "Advanced Combat Optical Gunsight" originated with the Trijicon TA01, first released in 1987. Trijicon continues to manufacture all "official" Acog sights, though some more budget-friendly prism sights might arguably fit in the general category. Regardless, Acogs are fixed-magnification optics (usually between 3x and 6x) with an illuminated reticle (either battery-power or fiber-optics may be used to provide illumination) that allows more precise fire at range while allowing the weapon to be aimed and fired effectively at close (including CQB) ranges without a need to switch between aiming systems.
Examples: Any Trijicon Acog between 3x magnification (TA50) and 6x magnification (TA648)

Variable Optics
+1 Max Optimal Range, +2 Gear Cost, *Rapid Acquisition* Stunt, *Superior Targeting* Stunt

Variable optics provide the usefulness of both CQB optics and Acog-style optics in a single package. Several different methods are available for achieving this adaptability: variable magnification scopes in the 1-6x range, CQB optics with flip-to-side magnifiers, Acogs with piggyback or off-set CQB sights. The specific method is up to the player; regardless, a Variable Optic grants the advantages of both the CQB sight and the Acog optic.

High-Magnification Scope
+2 Minimum Optimal Range, +2 Max Optimal Range, +1 Gear Cost, *Precision* Stunt
Precision: Check an Ammo box to gain +2 to a Create Advantage roll to create Aspects like **In My Sights** within Optimal Range. Additionally, get two free invocations on the Aspect created.

Scopes for distance shooting with high magnification levels, from 8-80x. These are true sniper scopes.

Automatic Weapons
+1 Gear Cost, *Spray and Pray*
Spray and Pray: Check an Ammo box to make an attack on an extra target in the zone.

In the U.S., civilians may possess fully-automatic weapons only in limited circumstances and subject to strict government controls. Compliance with these laws and the rarity of qualifying weapons means that the sheer cost of a fully-automatic weapon is outside the means of most individuals. That said, civilian fully automatic weapons, though rare, do exist. The majority of fully-automatic weapons are military weapons and available to Division Agents by virtue of their mission on behalf of the U.S. government.

Flashlight
A tactical flashlight is an essential piece of equipment for weapon systems with any chance of being deployed in low-light situations. Except for Marksman Rifles, it is presumed that an Agents weapon has an attached flashlight.

PEQ/DBAL/ATPIAL Systems
+1 Gear Cost
Infrared Targeting: The weapon user may use the weapon's Aspect and stunts while using NVGs.

The Advanced Target Pointer/Illuminator/Aiming Laser (ATPIAL, classified as the AN/PEQ-15 by the military) and the Steiner Dual Beam Aiming Laser – Intelligent 2 (DBAL-I2) are infrared laser aiming systems designed to allow operators to easily put their weapons on target while using night-vision goggles (NVGs) that would physically prevent them from looking through their riflescopes (though there are mounting methods capable of achieving this and most CQB sights are designed to be used with NVGs).

Suppressors
+1 Gear Cost, When attached: +1 Encumbrance, -1 Maximum Optimal Range, *Suppressed* Stunt
Suppressed: When suppressor equipped, attacks do not break stealth, but stats are modified.

Suppressors attenuate the sound generated by the explosion that propels a firearm's projectile. They do not make weapons as quiet as portrayed in film and do not eliminate the piercing sonic boom created by bullets traveling faster than the speed of sound. The use of subsonic ammunition, which does not break the sound barrier, helps further reduce the noise signature, but suppressors do more to prevent a hearer from locating the source of a shot than from recognizing that a gun has been fired. Nevertheless, use the *Suppressed* stunt above for purposes of the game. A suppressor may be removed or attached to the weapon per the user's needs; note that the weapon stats change when the suppressor is attached.

Underbarrel Systems
Assault Rifles are designed to mount underbarrel weapons should the operator desire to do so; the most common underbarrel weapons are shotguns and launchers.

> *Underbarrel Shotgun*
> Encumbrance + 1, Gear Cost 2
>
> You have an underbarrel shotgun attached to your AR, which counts as a shotgun with the *Compact* modification.
>
> *Underbarrel Grenade Launcher*
> Encumbrance +1, Gear Cost 3
>
> You have a single-shot grenade launcher attached to your AR; see the stats and rules for grenade launchers below. Each time you use this weapon in a scene, you must spend an exchange reloading it before you can use it again.

Reliability Systems
-1 Function, +1 Gear Cost

A weapon's reliability is one of its most important aspects if it is to be used in combat; weapons that prove less prone to malfunction than others are highly prized. This reliability may be achieved in a number of ways—the loose tolerances (and thus decreased accuracy) of the AK-47, the gas-piston systems used by the AK-47 and the newest generation of combat rifles (the Remington ACR, FN Scar, HK 416/417, Sig Sauer rifles, etc.), or special alloys used by civilian and competition AR-15s (Nickel Boron, TiN, etc.).

Ammunition

Ammo Track
Agents have an Ammo Stress track for each type of ammunition (i.e. Light Pistol, Heavy Pistol, Light Rifle, Intermediate Rifle, Heavy Rifle, Shotgun) with a number of boxes established by the Encumbrance value of the ammo their Agent carries. Players may mark an Ammo box to invoke the weapon's Aspect or to use a weapon stunt. When all ammo boxes are marked, the Agent is out of ammo and limited to other weapons and/or hand-to-hand combat.

Special Ammunition
Agents may sometimes carry ammunition specialized for particular usage. When this is the case, the particular Ammo box(es) representing the special ammunition should be marked. Those boxes may be checked as any other Ammo box or may be checked to use the Special Ammunition Stunt for a scene. Agents who wish to begin with a store of Special Ammunition must pay one Gear Cost point per Ammo box (not Encumbrance box) worth of ammunition.

Non-Shotgun Special Ammunition
The following ammunition types are available for all weapons except shotguns.

Armor Piercing: Two points of Stress caused by this weapon may not be soaked by Armor and must be soaked by the normal Stress track and/or Consequences. This stacks with *Penetrating* stunt of Heavy Rifle ammunition, and when this box is checked on a weapon using Heavy Rifle ammunition, the effects of *Penetrating* and *Armor Piercing* are gained for an entire scene.
Hollow-Point: Deal two extra Stress to targets who have no Armor boxes remaining, but checking a single Armor box soaks all Stress caused by a weapon using this ammo.
Incendiary: Enemies hit by this weapon gain the **On Fire** Aspect.

Shotgun Special Ammunition
The following special ammunition types may only be used with shotguns

Breaching Rounds: Gain +2 to rolls using the shotgun to overcome locks.
Dragonsbreath: Targets in the CQB range hit with this weapon gain the **On Fire** Aspect.
Less-Lethal: Less-lethal rounds include rubber bullets and bean-bag rounds. This ammunition deals half of the normal Stress that would be inflicted but automatically applies a negative Aspect to the target such as **Knocked Down**, **Stunned**, or the like.
Slugs: The shotgun loses the *Devastating* Stunt while this ammo is used, but it gains +1 Maximum Optimal Range and the *Stopping Power* Stunt.

Special Weapon Tests

Maneuver Tests
Sometimes a fight will take place in close quarters, often represented by an Aspect (such as *Dense Cover*, *Tiny Room*, or *Vehicle Interior*). A character or GM may compel that Aspect to force a character to make a Maneuver Test on his turn. The character rolls an Approach + Firearms against the weapon's Encumbrance. Upon a success, the character may take an action but must use the same Approach used on the Maneuver Test. On a failure, the character loses that turn but may act as normal on the next turn.

Once a character has been compelled to make a Maneuver Test, a second Maneuver Test may not be compelled until the character's circumstances change significantly (i.e. she moves to different cover, switches weapons, etc.).

Maintenance Track and Stress
The Maintenance Track represents the weapon's resistance to fouling, jamming, and other technical failures. The Maintenance Track suffers a point of stress when a roll using the weapon generates a roll of -4 or when the character exposes the weapon to an environment that would contribute to fouling (crawling through mud, for instance).

The user of the weapon may also choose to voluntarily check a Maintenance stress box in lieu of checking an Ammo track box.

When the Maintenance stress track is entirely checked, the weapon has malfunctioned and cannot be used; see Function Tests, below.

The Maintenance stress track is entirely cleared when the Agent has downtime in a Safehouse or Settlement.

A weapon's Maintenance stress track has a number of boxes equal to six minus the Function Rating.

Function Tests
A character rolls Approach + Skill against the weapon's Function rating to perform a Function Test. Success clears a single box on the weapon's Maintenance stress track. A Function Test may only be performed when the Maintenance stress track is full and may only ever clear a single stress box.

Grenades and Explosives

In the expectation of being outnumbered by enemy combatants, given that they operate at the fireteam level, Division Agents are typically issued some manner of explosives as a force multiplier. Particular devices used vary widely but tend to have military origins.

Like launchers and other explosive weapons, grenades deal Damage as a number of additional shifts of stress on a successful attack rather than having a Damage Floor like firearms.

Handheld grenades have a range of 0-1 zones from the user and affect an area, which may or may not be an entire zone as determined by the GM.

Grenades and explosives have 1 Encumbrance per 3 uses carried, with Gear Costs listed in the description of each.

Grenade and Explosive Types:

C4 and Structural Explosives: Rather than assigning any damage rating to these devices, these should be used as permission to make *Demolitions* Overcome Obstacle or Create Advantage tests. The destruction of inanimate objects is best handled narratively than by reference to specific ratings and rolls. Gear Cost: 1 for 2 uses.
CS Gas: The ubiquitous "Tear Gas," those affected (without protective gear) by this grenade suffer the **Disoriented** Aspect. Gear Cost: 1 for 4 grenades.

Frag Grenades: These grenades use explosives to propel fragments of metal (hence the name) at those in the blast radius, using Damage 4. Gear Cost: 1 per 2 grenades.
Incendiary: Causes damage 2 and creates the **On Fire** Aspect on targets hit. Gear Cost: 1 per 2 grenades.
Smoke: A smoke round establishes the **Poor Visibility** Aspect in a zone. Gear Cost: 1 for 4 grenades.
IR Smoke: An infrared smoke round creates the **Poor Visibility, Infrared** Aspect in targeted zone. Gear Cost: 1 for 3 grenades.
Flashbangs: Stuns enemies by the use of a bright flash and loud sound. Targets gain the **Disoriented** Aspect and must test against a difficulty of 4 or lose their next action. Gear Cost: 1 per 3 grenades.

Launchers and Heavy Weapons

The Division's mission includes homeland protection under a large number of scenarios, so, while it's not common for Division Agents to be equipped with military-grade launchers in their personal gear cache, some few agents are.

Special Rules
Military launchers are on the same scale as military vehicles, meaning they do not suffer the typical disadvantages to damage such constructs suffered by small arms. See *Scale* under *Combat Rules*.

Unlike small arms, which use the Damage Floor rules found in the *Fate System Toolkit*, launchers deal additional shifts of damage on a hit rather than providing a minimum damage dealt.

Division launch systems include:

P-017 Multiple Missile Launcher
Encumbrance: 3, Gear Cost: 10 plus Ammo
Damage Floor: Variable, See Ammunition
Optimal Range 1-4
Ammunition: Up to twelve missile Ammo Track, each missile fired checks one box, three missiles to 1 Encumbrance point, each missile must be described by one of the ammo types below. The Gear Cost for ammunition is also 1 per three missiles.
Multiple Targeting: Up to six missiles may be fired on a single action; they may be assigned to the same target or spread out amongst multiple targets. When the Agent uses

Create Advantage to **Lock On**, that Aspect may be invoked against any selected target, but the Aspect is automatically lost if the selected targets are changed.

> *Anti-Personnel*: Each Anti-Personnel missile assigned to a target does 2 Damage. Anti-Personnel missiles are ineffective against military vehicles, but deal 1 Damage each against civilian/unarmored vehicles.
> *Anti-Armor:* Each Anti-Armor missile assigned to a vehicle does 2 Damage, or 1 Damage if assigned to a person.

This unique system was designed particularly for the Division, where its combination of a small load footprint and flexibility meets expectations of likeliest deployments in the field. Like the M72 LAW, the rear exhaust tube extends out during use but collapses into the main housing for portability. The square housing holds six rockets at a time and is reloaded from the front.

M32a1 Multiple Grenade Launcher
Encumbrance: 4, Gear Cost: 10 (Launcher), Per Ammo
Damage: Variable, See Ammunition
Optimal Range 1-4
Area of Effect: Each grenade fired effects a radius, usually an entire zone.
Ammunition: The weapon itself holds six 40mm grenades; grenades have the same Encumbrance as thrown grenades. Each grenade must be of one of the types below and has the associated effects:

> *CS Gas:* The ubiquitous "Tear Gas," those affected (without protective gear) by this grenade suffer the **Disoriented** Aspect. Gear Cost: 1 for 4 rounds.
> *Flare:* The flare round provides the **Illuminated** Aspect to a zone and removes any Aspects related to darkness. Gear Cost: 1 for 6 rounds.
> *IR Flare:* Infrared flare rounds provide the **IR-Illumination** Aspect to a zone but does not remove Aspects related to darkness in the zone. Gear Cost: 1 for four rounds.
> *Smoke:* A smoke round establishes the **Poor Visibility** Aspect in a zone. Gear Cost: 1 for six rounds.
> *IR Smoke:* An infrared smoke round creates the **Poor Visibility, Infrared** Aspect in targeted zone. Gear Cost: 1 for 4 rounds.
> *Thermobaric:* Thermobaric weapons use a fuel-air mixture to create a massive pressure-wave followed by a vacuum into which air forcefully rushes. Even in open air situations, a thermobaric weapon is deadly, operating by destroying victims' lungs through rapid pressure changes. Inside closed areas, like buildings, the pressure wave is amplified and truly gruesome in effect. A thermobaric projectile has Damage 3 under "open-air conditions." When used inside a closed space, the weapon has Damage 6 and operates on the Structure scale (see *Scales*). Gear Cost: 1 per round.
> *High Explosive:* Injures through explosive blast and fragmentation in an area, using Damage 4. Gear Cost: 1 per 3 rounds.
> *Airburst:* As *High Explosive* but Cover Aspects may not be used by defenders. Gear Cost: 1 per 2 rounds.

Anti-Armor: Using high explosives to propel armor-penetrating projectiles, this round does 2 Damage and operates on the military vehicle Scale (see *Scales*). Gear Cost: 1 per round.

Incendiary: Causes damage 2 and creates the **On Fire** Aspect on targets hit. Gear Cost: 1 per 2 rounds.

The M32a1 takes the principle of the revolver and turns it into a standalone grenade launcher capable of firing six rounds before reloading.

Agent Gadgets

Division Agents are equipped with the most cutting-edge gear available to any warfighter anywhere in the world. Not all Agents will carry special gadgets, but most choose to take advantage of the unique benefits that they offer. Each Gadget is set up as an Extra with an Aspect and a Flaw; the flaw may describe special rules as well in addition to serving as a "Trouble Aspect." Some Gadgets will have also have skills and/or stunts. Gear Costs and Encumbrance ratings are described in each write-up.

Chem Launcher
Encumbrance: 2, Gear Cost: 5

A standalone launcher (distinct from the normal grenade launcher) designed to deliver specialized chemical compounds. A chem launcher starts with one of the following stunts; additional stunts may be purchased for 1 Gear Cost each:

Firestarter: The launcher deals adds the **On Fire** Aspect to anything it hits. A character with this Aspect suffers an attack each turn, starting at +1 and growing by one each turn. A character must take an action and roll against the current rating of the Aspect to overcome and remove it.

Riot Foam: The launcher round explodes with a fast-expanding chemical that rapidly hardens, immobilizing enemies. To break free of the foam, the victim must succeed against a Good (+3) rating.

Oxidizer: This round launches a chemical that rapidly weakens steel and ceramics used in common body armors. Those affected suffer double the normal Stress by from the attack, but this Stress only affects Armor and does not overflow into any other Stress.

Limited Ammo: The Chem Launcher has a four-box Ammo Track. Each time it is used a box must be checked. Two boxes may be checked to perform an attack on all hostiles in a zone. Chem Launcher ammo must be made in a **Chem Lab** or discovered in the field. Each box on the track should be labeled with the type of ammo it represents.

Autonomous Turret
Encumbrance 3, Gear Cost: 7

A deployable smart turret that uses advanced IFF to determine targets. The weapon has an Optimal Range of 3 and a Damage Floor of 2. It begins with one of the following Stunts; additional Stunts may be purchased for 1 Gear Cost each.

Suppression Fire: Enemies must pass a Good (+3) *Daring + Tactics* test to move within the zone covered by the Turret. Failure indicates that the enemy suffers Stress equal to the shifts by which the roll was failed. This usage requires two Ammo boxes to be checked off.

Anti-Flanking: The turret covers angles and uses selective suppressive fire to prevent enemies from flanking the activating Agent. The Turret automatically makes a test at +3 to overcome any advantages created by enemies related to positioning and flanking.

Elimination Protocol: The turret uses adaptive algorithms to determine the most opportune times to strike at the enemy. It makes attacks at a +3 skill.

Limited Ammo: The turret has a four-box Ammo Track. Each time it is used a box must be checked. Two boxes must be checked to activate the *Suppression Fire* Mode. Each activation is good for one scene. Ammo boxes may be restored in the same way as normal ammo.

EMP-Vulnerable

Seeker Mine
Encumbrance 1, Gear Cost: 4
A spherical, self-driven, autonomous explosive that identifies and pursues enemies before detonating. The Seeker Mine begins with two of the Stunts below; additional Stunts may be purchased at 1 Gear Cost each. The **Seeker Mine** has two Flaws, as noted below.
Skills:

Attack: +3

Stunts:

Standard: The Seeker Mine uses an onboard AI and sophisticated sensors to identify and seek out an enemy, making an attack on the enemy with Damage Floor 4 resisted by Approach + Tactics; the enemy may not invoke cover Aspects to defend.

Airburst: The Seeker Mine propels itself into the air before exploding. It makes an attack against all enemies in a zone at Damage Floor 2, resisted by Approach + Tactics; the enemy may not invoke cover Aspects to defend.

Gas Attack: The Seeker disperses CS gas instead of exploding, creating a **Disoriented** Aspect on anyone in the target zone not using Environmental Gear.

Cluster Mine: The Seeker splits into several sub-mines, orients itself in the designated area with overlapping effect, and waits for enemies to enter the area before detonating. When an enemy enters the area, he resists the mine's attack with Approach + Awareness, with a Damage Floor of 3.

Limited Number: The Seeker Mine has a *Uses* track with three boxes. A box on the track must be checked to use a Seeker Mine; when all boxes are checked, the Agent has no more mines. Mines must be created in an **Explosives Lab** or found in the field.

EMP-Vulnerable

Drone
Encumbrance 1, Gear Cost: 3

An airborne, semi-autonomous drone that collects and relays battlefield intelligence to the controlling Agent. The drone is equipped with a solar charger that allows it to recharge without a need for an independent power source.

> *Tactician:* The drone may be used to Create Advantage and place Aspects on enemies related to knowing their positions, using a +3 to do so. Only one such Aspect may be active at a time—creating a new Aspect causes the previous Aspect to disappear.
>
> *Remote Targeting:* The user may take active control over the Drone and uses it (by rolling Approach + Tech) to target a particular enemy. This is a Create Advantage roll that creates the **Locked-On** Aspect on an enemy with a free invocation that can be used by any of the Agents when firing a **Smart Weapon** system.

EMP-Vulnerable

Scanner
Encumbrance 1, Gear Cost: 3

A miniaturized combination scanning device attached to ISAC that uses ultrasound, backscatter radiation, heartbeat sensors and passive electronics detection to determine the location of enemies.

> *Ping:* All Aspects held by enemies representing their being hidden are removed and no new such Aspects may be created during that scene (unless a Jammer is used to shut down the Sensor).

Battery: The Sensor has a three-box Battery Track. For each scene in which the scanner is used, a box on the Battery Track must be marked. The Battery Track may be restored at any location with **Power**.

EMP-Vulnerable

Jammer
Encumbrance 1, Gear Cost: 3

A miniaturized jammer add-on for ISAC, this device scrambles communications and remote-control devices within a zone. When purchased, the Jammer has one of the following Stunts; additional Stunts may be purchased for 1 Gear Cost each.

> *Area Jammer:* When activated, items with the **EMP-Vulnerable** Aspect cannot be used within that zone and no radio or digital communications of any kind may pass into, out of, or within the zone.
>
> *Directed Jammer:* Using a tight-beam EMP pulse, the Directed Jammer can disable a single EMP-sensitive device, like the remote detonator on an IED.

Battery: The Jammer has a three-box Battery Track. For each scene in which the drone is used, a box on the Battery Track must be marked. The Battery Track may be restored at any location with **Power**.

Ballistic Shield
Encumbrance: 2, Gear Cost: 5

A collapsible and automatically-deploying ballistic shield. Unless the Agent has a Ballistic Shield stunt that says otherwise, she may only use a pistol while wielding the Ballistic Shield.

> *Stunts:*
> *Self-Healing:* The Shield is constructed of smart materials able to restore integrity over time by flowing back into their original state. However, this takes time. The Ballistic Shield unchecks one stress box after each scene.

Deployable Cover
Encumbrance: 3, Gear Cost: 2
A deployable, auto-expanding static barrier, the Deployable Cover is constructed of ultra-light, bullet resistant materials much like the Ballistic Shield. This creates a **Deployed Cover** Aspect that may be invoked twice in a combat without the use of a fate point. These invocations may be used by any character behind the cover, not just the one who deploys it.

> *Static:* Once deployed, the cover cannot be redeployed during that combat. A character who moves from the deployable cover loses the ability to use its Aspect.

Miniaturized Exoskeleton
Encumbrance: 0, Gear Cost: 4
The Agent wears a small but powerful exoskeleton. When inactive, the exoskeleton moves freely with the Agent's body and does not get in the way of her movements.

> *Movement Assist:* When activated, the Agent's speed, mobility and strength are greatly enhanced. By checking a box on the Exoskeleton's *Battery* track, the character can add +2 to a test involving Athletics.
> *Enhanced Load:* By checking a box on the Battery Track, the user can ignore the **Encumbered** Aspect for a scene.

Battery: The Exoskeleton has a four-box Battery Track. The Battery Track may be restored at any location with **Power**.

Copyright and Licensing