

FURTHER ANNALS

When all Tales are told, and four more names enter your Annals, you may tell any Tale—but each can only be told once until all types of Tales are told once again.

BAND OF BLADES

THE LOREKEEPER

Soldiers look to the Lorekeeper to remind them of the trials and tribulations survived, and connect them with heroes of the past. Confer with the other roles so they make decisions consistent with the Regiment's values. You're entrusted with recording events and remembering the dead within the Annals of the Regiment.

Before Play. To Prepare the Company for campaign, do the following:

- ◆ **Describe the Lorekeeper.** Select Lorekeeper traits from the lists below.
- ◆ **Remember the Legend of The Regiment.** Tell us a tale of who the 82nd is, and what makes them special. What unique trait sets them apart from others? What are they proud of? Why are they more loyal than other Regiments? Why did you ask for this assignment out of the choice of any other?
- ◆ **Initial Regiment Values.** Cross out one option from each of the three morale categories for the Back at Camp lists. Tell everyone how the lessons learned over the last campaign have shaped the Company's current values.

Lorekeeper Traits. Before the game, select from each of the following:

Heritage (Choose 1): ◆ Spireborn ◆ Laborer ◆ Criminal ◆ Outcast ◆ Other
Reputation (Choose 1): ◆ Wise ◆ Friendly ◆ Inquisitive ◆ Dedicated ◆ Famous
Personality (Choose 1-2): ◆ Warm ◆ Clever ◆ Eloquent ◆ Young ◆ Curious
Look (Choose 1-3): ◆ Soft ◆ Maimed ◆ One-Eyed ◆ Ink-Stained ◆ Grizzled

Your Duties. During the Game, do the following:

- ◆ **Track the Dead.** Note every Pathfinder that dies. Every soldier that dies is a hero, and your job is to make sure their sacrifices are remembered, for their family, and for the citizens of the Imperium.
- ◆ **Tell the Tales of the Regiment.** When four new names are added to your lists of the dead, tell a Tale of the Regiment. Answer all questions the Tale asks in your story, then choose one benefit to the troops. The first five tales in that order.
- ◆ **Keep the Annals.** Note missions, who is sent, and their outcomes. If there is any question what happened, it is your duty to recall it for others. Keep these books safe. If you've kept the Annals faithfully through the end of the campaign, and they've reached victory, your assignment will be complete.
- ◆ **Set Back at Camp Scenes.** Consult with the Marshal on morale before making your selection. If a decision needs to be made about the camp or its rules, you will make them.
- ◆ **Work with Other Roles.** Advise the other Roles as necessary. Keep in mind the Company's beliefs and lessons you have set, and remind them.

NOTES

ANNALS OF THE LEGIONS

When a soldier falls, note their name. When four are entered into the Annals, the next time that time passes, before campaign actions, take a moment to tell a tale and choose the effect it has on the Legion.

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○ Tell a Tale of the Regiment's Founding

Let me tell you a tale of the 82nd's founding, as the first Drop GMC, 427 years ago in the Record...

- ◆ Who was the first Colonel? The First Pathfinders?
- ◆ How, or for what, is that person remembered?
- ◆ against what threat was the regiment founded to face?

Choose 1 Effect on the Company:

- ◆ **The Veterans learn a lesson.** All SPECIALISTS gain 1xp.
- ◆ **The Pathfinders seek the Glory of the Path.** Next set of missions includes a SPECIAL mission.
- ◆ **The Histories Raise Morale.** The Company gains +2 Morale

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○ Tell a Tale of the Regiment's Journey

After the threat they were founded to destroy was ended, the regiment continued and has never stopped since...

- ◆ What makes the Regiment's battle standard special?
- ◆ What unusual restriction(s) are placed on Pathfinders?
- ◆ What causes has the Regiment gone to battle for?

Choose 1 Effect on the Company:

- ◆ **The Veterans shrug off wounds.** All SPECIALISTS gain +1 Healing Tick.
- ◆ **The Tale Purifies Hearts & Minds.** All Pathfinders reduce CORRUPTION by 2.
- ◆ **All Personnel work extra shifts.** Add +3 Ticks to a Long Term Project.

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○ Tell a Tale of Hardening in Battle

These monsters are not the greatest threat the Regiment has faced, let me tell tell you a tale of when we faced impossible odds...

- ◆ What terrible power did this threat wield?
- ◆ How was this threat's unknown weakness found?
- ◆ At what cost did the Regiment achieve victory over this foe?

Choose 1 Effect on the Company:

- ◆ **The Company digs in.** Remove 1 PRESSURE but the Commander may not Advance until the next campaign phase.
- ◆ **Soldiers prepare to fight swiftly.** On Your Next mission, all SPECIALISTS gain +1D to MANEUVER rolls.
- ◆ **Soldiers prepare their strongest weapons.** Gain 1 free use of HEAVY WEAPONS and +1D to WRECK rolls next mission.

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○ Tell a Tale of the Regiment's Unyielding Will

We have fought across the vast stars, against things without names, in wars barely remembered. This is a tale...

- ◆ Which great war did the Regiment fight in and win?
- ◆ Against which great threat did they face?
- ◆ How many survived and how did this change the Regiment?

Choose 1 Effect on the Company:

- ◆ **The Company is moved - Gain 1 FAVOR.**
- ◆ **Never give up.** On your next PRIMARY Mission, all Pathfinders gain +1D to RESISTANCE Rolls.
- ◆ **Pathfinders Prepare to Face the Monstrous** On your next PRIMARY Mission, all Pathfinders gain +2D to RESOLVE resists.

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○ Tell a Tale of the Regiment's Meaning

The Regiment is no longer just a fighting unit, but a family forged in blood over centuries. This is a tale...

- ◆ How does GunMetalCity treat the Regiment differently than its other Units?
- ◆ How are new recruits inducted into the Regiment?
- ◆ What oath must all Pathfinders speak?

Choose 1 Effect on the Company:

- ◆ **The Company Promotes an Exemplar.** Promote a TROOPER to VETERAN.
- ◆ **The Company remembers why they fight.** One mission next mission phase gains +2D to engage roll.
- ◆ **Soldiers protect each other.** On your next Primary mission, each SPECIALIST gets 1 SPECIALARMOR to resist the consequences of any action.