

ENGAGEMENTS *The Marshal assembles and rolls dice for engagements.*

Engagement rolls determine unit disposition at the start of a **primary mission** and the outcome of **secondary missions**. As the one sending troops into battle, it's the Marshal's duty to assemble the dice and make the engagement rolls.

Before Every Mission. Assemble the **engagement** roll by asking the following:

- ◆ **Loyalty:** Are all on the mission oathsworn to the Throne of Terra? Take +1D.
- ◆ **Intel:** Did the COMMANDER spend 1 INTEL to give you foresight and info? Take +1D.
- ◆ **Veteran:** Is everyone on the mission a SPECIALIST or VETERAN? Take +1D.
- ◆ **Leadership:** Does any soldier distrust or not respect the leadership enough to obey orders? Take -1D.
- ◆ **Parameters:** Are required SPECIALISTS or equipment not on the mission? Take -1D.
- ◆ **Corruption:** Is any soldier starting the mission with BLIGHT? Take -1D.

Assault Mission. On each **assault mission**, also ask the following:

- ◆ **Requires:** Heavy, Medic, or Sniper.
- ◆ **Weapons:** Did the QuarterMaster equip the soldiers with HEAVY WEAPONS? Take +1D.
- ◆ **Wounds:** Is any soldier starting the mission wounded? Take -1D.

Recon Mission. On each **recon mission**, also ask the following:

- ◆ **Requires:** Scout or Sniper.
- ◆ **Speed:** Did the QuarterMaster assign a Valkyrie to the mission? Take +1D.
- ◆ **Stealth:** Is any soldier starting with a HEAVY load? Take -1D.

Supply Mission. On each **supply mission**, also ask the following:

- ◆ **Requires:** Heavy, Officer, or Scout.
- ◆ **Equipment:** Did the QuarterMaster assign a SkyTalon to the mission? (+1D)
- ◆ **Enemies:** Is the current PRESSURE higher than 3? (-1D)

Support Mission. On each **support mission**, also ask the following:

- ◆ **Requires:** Officer or Medic.
- ◆ **Equipment:** Did the QuarterMaster assign CasEvac to the mission? (+1D)
- ◆ **Enemies:** Is the current PRESSURE higher than 5? (-1D)

Optional. On each mission, these additional options can further affect the roll:

- ◆ **The Tank:** Provides +1D on **Assault & Support** missions, -1D on **Recon** Missions.
- ◆ **SkyTalon:** A Valkyrie SkyTalon provides +1D to the Engage Roll when deploying the Tank.
- ◆ **Vulture:** Can be assigned to **Assault & Support** missions for +1D.
- ◆ **CasEvac:** Can be assigned to **Assault** missions for +1D.
- ◆ **Valkyrie:** Can be assigned to **All** missions for +1D.

ENGAGEMENT ROLL OUTCOMES

- ◆ **Critical. Primary Mission:** You've overcome the first obstacle and are in a **controlled** position at the next. **Secondary Mission:** You succeed at the mission, and **promote** one squad member. (See Trooper/Veteran special abilities for details)
- ◆ **6. Primary Mission:** You're in a **controlled** position when the action starts. **Secondary Mission:** You succeed at the mission, all Specialists take level 1 harm, two Troopers take level 1 harm, and any deployed vehicles take level 1 damage.
- ◆ **4/5. Primary Mission:** You are in a **risky** position when the action starts. **Secondary Mission:** Fail the mission, All deployed squad members take level 1 harm, all deployed vehicles take level 1 damage, OR you can succeed, one Specialist and three Troopers take level 2 harm, all deployed vehicles take level 2 damage, lose 1 Trooper.
- ◆ **1-3. Primary Mission:** You're in a **desperate** position when the action starts. **Secondary Mission:** You fail the mission, all Specialists take level 3 harm, three Squad Members take level 3 harm, lose 1 Trooper, all deployed vehicles take level 3 damage.

BAND OF BLADES

THE MARSHAL

The Marshal orders soldiers into battle. Assign squads and Specialists to the missions the Commander undertakes - you're responsible for making sure they have the best chance of making it back to camp. You track morale, troop experience, and health. You decide whose in charge on a mission.

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

- ◆ **Describe the Marshal.** Select Marshal Traits from the lists below.
- ◆ **Initial Morale.** Ask the GM how the first mission affected the Company's morale.
- ◆ **Create Additional Specialists.** The Legion starts with five Specialists. Any that were not created by other players for the first mission are yours to detail. Describe where they were during the starting mission.
- ◆ **Fill Out Your Starting Squad.** The Company starts with all six squads full of Troopers, but you are responsible for detailing them only when needed. For now, detail the one sent on the starting mission. Select the heritage and names for any squad members that weren't already named. (Optional)

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

Heritage (Choose 1):	◆ Spireborn	◆ Laborer	◆ Criminal	◆ Outcast	◆ Other
Reputation (Choose 1):	◆ Callous	◆ Fearless	◆ Honorable	◆ Proud	◆ Protective
Personality (Choose 1-2):	◆ Bold	◆ Cold	◆ Cautious	◆ Fierce	◆ Vengeful
Look (Choose 1-3):	◆ Grizzled	◆ Stylish	◆ One-Eyed	◆ Scarred	◆ Crisp

Your Duties. During the Game, do the following:

- ◆ **Track Morale.** Morale increases during the liberty campaign action, and from mission rewards. It decreases from mission penalties, when soldiers die (-1 per), and when there isn't supply (-1) or Food (-2) when it must be spent.
- ◆ **Assign Who Goes On And Leads Missions.** Decide who goes on missions. Missions take 1 squad and up to 3 Specialists by default. If there's an Officer on a mission, they're in charge. Otherwise, you say who's in charge.
- ◆ **Track squads and Specialists.** Between missions, keep the playbooks. Mark losses, harm, stress, advancement, and promotions. Name squad members as needed (Optional). Detail any Specialists the Legion gains.
- ◆ **Make Engagement Rolls.** See the back of this sheet. It's your duty to roll.
- ◆ **Ensure Legionnaires Advance.** Make sure the group remembers to track xp after missions. Secondary missions grant 2 xp to Specialists regardless of outcome.
- ◆ **Work with other Roles.** Consult with others to make the best decisions you can, but you have the final say in the duties you are tasked with.

NOTES

1 **CHARGERS** PRIMUM AD PUGNAM

SOLDIER	NAME	WOUNDS	STRESS
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

+1D on **desperate** actions attempts

4 **IRON EAGLES** SUPERBIA REGIMINIS

SOLDIER	NAME	WOUNDS	STRESS
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Does not take -1D to the **engagement** roll when deployed with **wounded**

2 **WARHAWKS** NON REFERT SUMPTUS

SOLDIER	NAME	WOUNDS	STRESS
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
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<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Do not break from **fear** or **low morale**

5 **WIDOWMAKERS** IN TENEBRIS LUCEMUS

SOLDIER	NAME	WOUNDS	STRESS
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

+1 effect from **stealth** and **ambush** actions

3 **PROFESSIONALS** ANTE CESSABIT TEMPESTAS

SOLDIER	NAME	WOUNDS	STRESS
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

+1D when facing **non-human** threats

6 **REAPERS** RIDEMUS MORTEM

SOLDIER	NAME	WOUNDS	STRESS
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
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<input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

+1D during **desperate engagement** roll results

MORALE

Campaign Actions: Each campaign phase, gain actions based on morale. 3-: None. 4-7: One. 8-10: Two.

Gain morale from:

- ◆ **Missions.** Successful mission rewards.
- ◆ **Liberty.** Whenever the Quartermaster chooses the **liberty** campaign action.

Lose morale from:

- ◆ **Missions.** Penalties for failure or loss.
- ◆ **Material.** Can't pay **supply** (-1) or **Food** (-2).
- ◆ **Death.** Whenever a soldier dies (-1).

Desertion: If you lose morale and have none, soldiers desert (one per morale you can't pay). You lose Rookies, then Soldiers. If fewer than 3 full squads, end the game. The Legion is no more.

SPECIALISTS

HEAVY — Assault and Supply Missions

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

MEDIC — Assault and Support Missions

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

OFFICER — Support and Supply Missions

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

SCOUT — Recon and Supply Missions

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

SNIPER — Assault and Recon Missions

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

OTHER

NAME	STRESS	WOUNDS	ABILITIES	ACTIONS
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		