LONG-TERM ASSIGNMENTS

During **campaign actions**, spies may be given **long-term assignments**. Only 1 spy may be sent on each assignment. Roll **1d** for trained spies (**2d** for masters). Advance according to results. **1-3: 1** tick, and the spy is wounded. **4/5: 2** ticks. **6: 3** ticks. **crit: 5** ticks. A wounded spy that is wounded again dies.

<u>AUGUMENT MISSIONS</u>

Use contacts to bolster the Commander's mission selection.

Complete: Next GM mission generation, tell them to add +1 to the rewards and mission penalty rolls on one mission of the Commander's focus type. That type *must* appear once.



EXPAND NETWORK

Take the time to build contacts, informants, and local resources in the area, and expand and hone your spies' effectiveness.

Complete: Choose a new spy network advancement connected to any piece of the network you have.



LAY TRAP

Goad an enemy with a known weakness or desire into exposing themselves to attack.

Complete: The next mission list will include an assault mission to attack a specific Lieutenant or Infamous.



RECRUIT

Spies lead dangerous lives. Sometimes you have to recruit more.

Complete: If you've lost a spy, add one to the roster. You can only have 2 spies at a time, or 3 if you have Acquisition in your spy network.



RESEARCH

Undercover spies research an area for high-reward missions.

Complete: Learn all the special missions in a location, and if the Commander spends an intel to acquire one, you may pick which to do. If you move past the location, reset the clock.



NOTES

BAND OF BLADES THE SPYMASTER

The official title of the Spymaster is "The Master of Whispers." Your job is to find and train the right people to solve problems a hundred men are not suited to. The colorful people you truck with have dozens of stories and tall tales told about each of them.

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

- ♦ Describe the Spymaster. Select Spymaster traits from the lists below
- ◆ Initial Spies. Select 2 spies to start. Mark one as *Trained* and the other as *Master*. You can gain one more as play progresses, up to three total.

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

Heritage (Choose 1):	♦ Spireborn	♦ Laborer	♦ Criminal	♦ Outcast	♦ Other
Reputation (Choose 1):	♦Aloof	♦ Deadly	♦ Dangerous	♦ Cold	♦ Shrewd
Personality (Choose 1-2):	♦ Cold	♦ Quiet	♦ Calculating	♦ Smug	♦ Gracion
Look (Choose 1-3):	♦ Comely	♦ Colorful	♦ Nondescript	♦ Gaunt	♦ Tattooe

Your Duties. During the Game, do the following:

- Dispatch Spies. Dispatch spies on assignments during campaign actions. Simple assignments complete immediately (though interrogation takes place right before missions). Long-term assignments take time to finish, and different spies may take turns working on them.
- ♦ Grow your Network. Your true enemies are the Enemy Commanders themselves. Prepare for them.
- Work with Other Roles. Consult with the other Roles to make the bestdecisions you can, but you have the final say in the duties you are tasked with. The fate of the Regiment is in your hands. Good luck.

SIMPLE ASSIGNMENTS

During campaign actions, you can assign spies to **simple assignments**. Spies on simple assignment cannot undertake **long-term assignments** (back).

- ♦ Recover. The spy heals and recuperates. Remove their wounded condition.
- ♦ Interrogate. Ask the Commander for the intel questions list. Your spy is sent on a mission and can answer one question from any list (regardless of the Commander's intel total) whenever missions are presented by the GM.
- ♦ Blackmail. Spy bribes or threatens as needed. Add +1d to an acquire assets roll.
- ♦ Help. Spy bribes or threatens as needed. Add +1d to a long-term project roll.

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