BAND -- BLADES

THE TANK

STRESS	ANOID — RECKLESS	HT •	E — VICIOUS		
CORRUPTION	o Blig	HT •	E — VICIOUS		
CONDITIONS: ANATHEMA — HOST — HUNGER —					
	MINIONIN MOTH		T — VISIONS		
HARM		The same of the same of			
		ARMOR			
		HEAVY	0		
4	DEATH	HELMET	0		
3	NEED HELP	SPECIAL	0		
2	-1D				
	□ LESS	ACE USES	0000		
1	EFFECT		0000		
HERITAGE DETAIL:					
			ON PROPERTY.		
SPIREBORN ♦ Influence (Boost 1 Campaign Action for You)	Connected (+1 SV	WAY, Max 3)			
Educated (+1 RESEARCH, Max 3)	Pride (+1 XP for Playing up Heritage Traits)				
Stern (+1 DISCIPLINE, max 3)	Talented (One Ac	ction can go to 4)	0 0 0		
LABORER Cared For (Your Weapons Never Malfunction)	Crew (+1D in CP)	OUR ACTIONS)			
	 ◆ Crew (+1D in GROUP ACTIONS) ◆ Strong (Fast\quiet in NORMAL load) 				
♦ Tradesman (Max RIG of 4)	♦ Tough (+1D on PROWESS resist)				
CRIMINAL					
	 Die Hard (Harm penalties less severe) Gun Hand (+1 SHOOT, max 3) 				
	♦ Vengeful (POTENCY when penalized by harm)				
OUTCAST	Seel		3006		
	Marked (+2D to resist CORRUPTION)				
Stubborn (+1D to RESOLVE resist)	 ♦ Shrewd (+1D to INSIGHT resist) ♦ Survivor (1p\mission free push to ignore harm) 				
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			ms are fine.		
		(Slower, All Normal	Items and)		
■ Personalized Sidearm OO ■ Tanker Helm	net	■ Flare Gun OOC	Flare Gun 0000		
■ Tanker Jacket ■ Flak Armor					
■ Keen Eyes					
A STATE OF THE STA			99710		
nClimbing Kit nT	Tech Kit	nGrenades	00		
	Light Weapon		00000		
nRepair Kit nN	Normal Weapon		amping Gear		
	Melee Weapon Ammo OO	n Auspex	· & Gas Mask		
■ Personalized Sidearm OO ■ Tanker Helm ■ Tanker Jacket ■ Magnoculars ■ Maps & Compass ■ Contraband	and) O	☐ HEAVY (Slower, All Normal ■ Flare Gun OOC			

INSIGHT

♦ ACE ♦ RESEARCH

A A RIG ◆ ♦ SCOUT

PROWESS

♦ MANEUVER ♦ ♦ SHOOT ♦ ♦ SKIRMISH ♦ WRECK

RESOLVE



SPECIALIST



- A A A AIM
- ♦ ♦ ANCHOR
- **♦** ♦ CHANNELS
- ♦ ♦ GRIT
- **♦ ♦ SCROUNGE**
- ♦ ♦ ♦ WEAVE

SPECIAL ABILITIES

- Ace Tanker: Everytime an ELITE enemy is killed, Clear 1 STRESS.
- Crack Crew: You can spend ACE USES to act with lightning speed, preempting the enemy in Initiatve.
- Field Repairs: When your CREW ENGINEER conducts REPAIRS while the Tank is deployed on a Mission, gain either +1D or INCREASED EFFECT.
- Cook Stove: While on a MISSION, anyone in the SQUAD can expend a use of SUPPLIES for fresh food. All the SQUAD who participate in the meal clear 3 stress as if the QM had spent a LIBERTY action.
- War Daddy: You gain SPECIAL ARMOR that can be spent to negate all DAMAGE from a consequence from enemy fire, or PUSH for a single CREW.
- Saddle Up!: You have increased effect when using DISCIPLINE or MARSHAL on CREW or SQUAD members.
- Master Gunner: You may PUSH yourself to instantly fill the RELOAD clock, and increase the EFFECT for a single CREW.
- Elite: Gain mastery of 2 actions (they can go up to rank 4).
- ♦ ♦ Hardened: You can mark 2 additional stress boxes.
- Survivor: You can take +1 trauma before dying.
- ♦ Veteran: Take a special ability from another source.

CHARACTER SKETCH

PLAYBOOK: THE TANK

You are a Soldier of the Imperial Guard, grand army of the Imperium of Man. A member of the 25th Armoured Cavalary, he Mighty Two Five. A veteran of several battles, with still more to prove, glory and heroism awaits you in righteous battle against all enemies of the Imperium, to be crushed under the iron weight of your treads. Remember what you were taught: If you lose your treads, become artillery. If you lose your gun, become a pillbox. If you lose your guns, become a bunker. If you lose your armor, become heroes.

To create your Legionnaire, do the following:

- ♦ Pick a starting ability. Any will do, but if you're stumped, choose the first.
- ♦ Pick a heritage. Choose a name, two traits, and detail it (e.g. old farming family).
- ◆ Assign 4 more Action points. Descriptions are on the back. Max starting rating is 2.
- Report for duty.

ACTIONS

- Ace is the Tank Specialist action. For details on it, see the Specialist Action section below.
- ♦ Consort with friends, contacts, or connections from your heritage and background to gain access to resources, information, people, or places. Make a good impression.
- ♦ Discipline a fellow soldier; command obedience using force of personality; intimidate or threaten.
- Maneuver into position and traverse obstacles; climb, swim, run, jump, and tumble; handle a pack animal; ride a mount.
- Marshal a squad or larger group to action; command attention amidst chaos; coordinate fire on a target.
- Research a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.

- Rig together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- Scout a location or situation to gather information; move or observe withoutbeing noticed; spot weaknesses or exploits if there are any to be seen.
- Shoot a target with precision from a distance; find a perch with clear lines of fire; make trick shots.
- Skirmish with an opponent in close combat; assault a position; brawl and wrestle; fire pistols at short range.
- Sway someone with guile, charm, logic, or deception; change attitudes or behavior using manipulation or seduction; disguise yourself.
- Wreck a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw, or place explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

ACE is an action that TANKERS specialize and train in. Unlike most actions it's not rolled, but its rating determines it's USES per mission. While on a mission, you may spend ACE uses to add +1D to any roll made by a CREW member in the Tank.

TANK ADVANCEMENT

♦ When you roll a desperate action, mark 1 xp in that action's attribute.

At the end of each mission, mark 1 xp (playbook or attribute)...

- ◆ If you survived the mission.
- ♦ If you helped your squad through OVERWHELMING FIREPOWER or with IMPENETRABLE ARMOR.

If you brought into play your heritage or traumas (2 xp if you did both).

• Per threat of the highest threat opponent on the mission.

CHARACTER NOTES

BAND -- BLADES

THE TANK

CREW	ROSTER	:		WEAF	PONS:	195 To The Total
Name ROLE QUALITY WOUNDS Agnis Draykoff Main Gunner OOO (+1 Shoot) Caspiel Shwarzer Loader\Engineer OOO (+1 Rig) Gad Rassvider Radio Op\Gunner OOO (+1 Skirmish) Corvin Sturvarr Driver OOO (+1 Maneuver) CREW Upgrade in Quality can be increased when Choosing an Upgrade over an Advancement. When choosing an Upgrade, you gain two, or 1 Upgrade and 1 crew quality increase. UTHLITY: Ablative Armor (Negates one heavy damaging hit from an explosive weapon.) Camo Bushes (Allows the tank to hide amidst foliage with SCOUT rolls.)			Conquerer Cannon (Short barrel battle cannon with short reload and good accuracy on the move.) Annhilator Cannon (Twin linked las cannon, no reload clock, potency vs armored elites.) Demolisher Cannon (Heavy siege cannon, reload 6, potency vs armored fortifications.) Eradicator Cannon (Nuclear cannon, reload 6, potency vs all fortifications and infantry.) Exterminator Cannon (Twin linked autocannons, no reload, potency vs all infantry.) Vanquisher Cannon (Long barreled accurate heavy gun, potency vs all armor targets.) Hull Heavy Bolter (Replace hull heavy stubber with a heavy bolter.) Hull Heavy Flamer (Replace hull heavy stubber with a heavy flamer.) Hunter-Killer Missile (Single use guided anti-tank missle.)			
Dozer Blade (Allows the tank Smoke & Frag (Launchers outsi of and around th Auto-Targete (Adds sophistical all rolls involving Auto-Loader	to clear obstacles and m Launcher de the tank that can close e tank.) r ted sighting and cogitato y shooting the main gun. of servo and load lifting	ines without issue.) ik it in smoke or clear enen rs for the gunner, adding a	ı +1 Dice on	UTILII (This tank has si	TY STORAG	mor, providing 8 UTILITY slots for AMMO.
TANK	UPGRAL	DES:				
ERADI CAN	CATOR INON	ANNHILATO CANNON	R CAMO I	BUSHES	SMOKE & FRAG LAUNCHER	AUTO- TARGETER
	LISHER	HULL HEAV BOLTER	CONQU	JERER	VANQUISHER CANNON	HULL FLAMER
DOZER	BLADE	ABLATIVE ARMOR	EXTERM CAN	INATOR NON	HUNTER KILLER MISSLE	AUTO-LOADER
MACHI	NE SPIR	IT (Select On	10)\$			
◇ A Nose For attacks sudde ◇ No Fear Of hell itself. Wh	Trouble: This Tank rently. All rolls made when the	eacts exceptionally quickly n under enemy ambush ga fears not the battlefield, w d battlegrounds, all rolls g	when the Enemy in increased effect. varped, twisted, or ain increased effect.	When unde decreased el	rtaking REPAIRS, gain +1 tick, MA ffect. Tank excells in the open spaces an nerally increased and MANEUVER ffect while not within a City.	d untamed wilderness, like a noble rolls for increased speed have
retreat. MAN	bris: This Tank craves EUVER rolls gain Incre rolls to retreat have de	battle, leaping to the fight, ased Effect while in the th creased effect.	, only to balk at iick of battle,		Like a wounded wolf, this Tank be ring DAMAGE, gain a +1D to SHO	ecomes vengeful when damaged. OOT or SKIRMISH with the enemy.