

PRESSURE *A measure of the enemy strength in the area*

PRESSURE: When the company ADVANCES, roll dice equal to current PRESSURE. The number on the highest dice increases PRESSURE by the amount in the next AREA. When under NORMAL PRESSURE (4-6), all VEHICLES take level 1 DAMAGE, lose 1 SUPPLY. When advancing under HEAVY PRESSURE (7-10), all VEHICLES take level 2 DAMAGE, lose 1 VEHICLE, lose 2 SUPPLY, five soldiers take level 1 harm. The Company cannot ADVANCE if PRESSURE is above 10.

TIME *As time passes, enemy strength grows*

TIME: Add 1 tick when TIME PASSES, or when you advance and roll PRESSURE, and when missions have a TIME penalty. Reduce the clocks when mission rewards include TIME. Each time a clock is filled, the season changes, and the enemy grows more powerful.



Spring Ends



Summer Comes



Fall Deepens



Winter Descends

INTEL *A measure of how you know about enemy movements and the war*

INTEL: Spend 1 intel to add +1d to any engagement roll, or to access a special mission in a location in addition to your mission priorities. Gain intel from Recon mission rewards. Before you pick primary and secondary missions, ask intel questions based on how much intel you hold (see below).

Intel 0 (0 Intel Points)

- ◆ What's the highest threat we can expect on these missions?
- ◆ How much travel should we expect for the missions?
- ◆ What would be a useful item to bring on this mission?
- ◆ What are two approaches we could use here on a mission?
- ◆ Which squads distrust or don't respect the leadership?
- ◆ What does Division Intelligence say?

Intel 1 (1 Intel Points)

- ◆ What's useful to bring on this mission?
- ◆ Who's invested in this mission?
- ◆ What's a challenge we might face on this mission?
- ◆ Which Commander's troops do we expect to face on these missions?
- ◆ What resources or benefits might we find at a specific location ahead?
- ◆ What might be a weakness of an Elite we have encountered?
- ◆ What might be a craving or instinct of an Elite we have encountered?

Intel 2 (2 Intel Points)

- ◆ Which Infamous or Lieutenant might we face on this mission?
- ◆ What's the main weakness of the enemy's position on this mission?
- ◆ Is this related to a previous mission? How?
- ◆ Which way are the enemy Commanders moving?
- ◆ What challenges or problems are inherent in a specific location ahead?
- ◆ What is a weakness of an Infamous we've seen previously?

Intel 3 (3 Intel Points)

- ◆ What is the weakness of a Lieutenant we've encountered previously?
- ◆ What is a craving or instinct of a Lieutenant we've encountered previously?
- ◆ What is a specific Commander researching?
- ◆ What special missions have we heard of at a location ahead?
- ◆ What news from offworld?

BAND OF BLADES

THE COMMANDER

The Commander is the Company's purpose and direction personified. Choose the Company's path. Pick mission focus and emphasis. The Company cannot spare many soldiers, so prioritize missions you need and accept the penalties when you cannot.

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

- ◆ **Describe the Commander.** Select Commander traits from the lists below
- ◆ **Initial Pressure & Time.** Ask the GM how the first mission affected the enemy PRESSURE on the Company, and how much time has been spent already.
- ◆ **Initial Intel.** Ask the GM what intel the first mission revealed, if any.
- ◆ **Advance.** After the Quartermaster's first set of actions, the Company must ADVANCE to the Northern Front.

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

Heritage (Choose 1): ◆ Spireborn ◆ Laborer ◆ Criminal ◆ Outcast ◆ Other
Reputation (Choose 1): ◆ Fierce ◆ Devious ◆ Unstoppable ◆ Proud ◆ Inspiring
Personality (Choose 1-2): ◆ Bold ◆ Cold ◆ Calculating ◆ Stoic ◆ Prideful
Look (Choose 1-3): ◆ Lithe ◆ Haggard ◆ Well-Kempt ◆ Scarred ◆ Athletic

Your Duties. During the Game, do the following:

- ◆ **Track time and pressure.** Pressure decreases with victories over the enemy, as a reward or successful missions, but can increase from mission failure penalties. Pressure will always reset to a higher value in a new area. Time passes automatically during the Campaign Phase, and be aware or subtracted based on missions. Time rarely decreases as a result of a mission.
- ◆ **Track location and movement.** Decide when the Company advances. As the enemy is defeated in an area, the front of the war advances, pushing the enemy toward their capital. Keep track of where the Company is, where it has been, and the objective in mind that the the Company is working toward.
- ◆ **Pick missions.** Decide on a type of mission to focus on (assault, recon, supply, or support) and tell the GM. The GM will tell you what's available. Pick two missions to perform and designate one "priority," to be played out at the table. The other is secondary and resolved with an engagement roll. If you were presented with a third mission, you automatically fail it.
- ◆ **Track relationships between the Company and the Other Regiments.** The Metalican 7th Airborne comprises 4 Regiments, of which the 82nd is one. There are other Regiments and Divisions on Fourthened however, and helping them (or hindering them) is important toward the larger war effort. Your duty is keep track of the positive (or negative) relationships with the other Regiments, and the collection of Prommissorys which can be spent to have another friendly Regiment take careof a mission you cannot. Prommissorys are earned from doing Support missions for other Regiments.
- ◆ **Track and spend intel.** Spend intel to add +1d to mission engagement rolls or gain access to a special mission at your location. Ask intel questions before each mission. Intel can be gained from mission rewards, and Recon Missions.
- ◆ **Work with other Roles.** Consult with the rest of the players to make the best decisions you can, but you have the final say in the duties you are tasked with. The fate of the Company is in your hands. Good luck.

