CAMPAIGN ACTIONS

After missions, perform **campaign actions** based on **morale** (ask the Marshal). Take additional campaign actions by spending **supply** one-for-one. Spend a **supply** to boost an action in addition to any other costs. You can do each action once per campaign phase (except **acquire assets** and **long-term projects**).

ACQUIRE ASSETS

Beg, borrow, or steal an **asset** you need. Roll the location's assets rating. The result indicates the quality of the asset (**1-3:** Poor. **4/5:** Standard. **6:** Fine. **CRIT:** Exceptional). Alchemists and Mercies are exceptional quality.
BOOSTED: Upgrade result by one level. You may spend multiple **supply**.

LIBERTY

Patherfinders are given leave of their responsibilities for a few days, good food and drink is provided, and campfire revelry is permitted. During this time, Pathfinders at liberty can party, fraternize, or relax as they see fit. Every character clears up to 3 **stress**. Increase Legion **morale** by 2.
BOOSTED: Patherfinders clear all **stress**. Increase Legion **morale** by 4 (total).

LONG-TERM PROJECT

Work on a long-term project, if you have the means. Pick a Trooper or Tech Priest to lead the project. They roll an action and mark segments on the **project clock** based on the result (**1-3:** One. **4/5:** Two. **6:** Three. **CRIT:** Five). You can do this **campaign action** multiple times, but only if working on a different project each time.
BOOSTED: Upgrade result by one level. You may spend multiple **supply**.

RECRUIT & REQUISITION

Many soldiers of the 82nd have not volounteered or qualified for Pathfinder Company, but are still well trained professional airborne infantry. Should the toll of the war be so great that the Company can no longer field full squads, the Quartermaster can pull fresh troops from the Regiment. Gain up to 5 Troopers for the Marshal to replenish the rosters with.
BOOSTED: Two of those Troopers are Veterans instead (The other 3 remain Troopers).

REST & RECUPERATION

Take time to let soldiers tend wounds and rest. Each Pathfinder marks a tick in any harm row. Once a row's healing ticks are full, erase the ticks and injuries in that row. If you have a Chiurgeon, they can be directed to assist any Pathfinder recuperating with a Level 3 Wound, granting them an extra healing tick.
BOOSTED: Every Pathfinder gains a second healing tick.

NOTES

BAND OF BLADES

THE QUARTERMASTER

The Quartermaster commands non-combat personnel and holds keys to all Company supplies and weapons. Decide what to equip squads with to prepare for the missions ahead. Declare campaign actions between missions to resupply troops, prepare nasty surprises, and acquire much-needed supplies for the march.

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

- **Describe the Quartermaster.** Select Commander traits from the lists below
- **Initial Supply.** Ask the GM how supplies were affected by the insertion on Fourtheden. how much time has been spent already.
- **Initial Non-Legion Personnel.** Select one Tech Priest or Chiurgeon. Name them.
- **Initial Stores.** Mark 1 Food box, 1 Ammo box, 1 Fuel box. This is your starting stores.
- **Starting Materiel.** Pick 5 additional boxes of materiel. Heavy weapons, Food, and Ammunition are used for mission engagement dice. Fuel is required to field any vehicles. Supply trucks allow you to carry more supplies.
- **Starting Vehicles.** You begin with a pair of Valkyries tasked to the Company. You may select 2 more. Vultures are dedicated attack craft and boost Assault missions. Casualty Evacuation Valkyries (CasEvac) are dedicated medicae and rescue craft. The Valkyrie SkyTalon boosts Supply missions and can deploy the Tank rapidly.

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

Heritage *(Choose 1)*:	◇*Spireborn*	◇*Laborer*	◇*Criminal*	◇*Outcast*	◇*Other*
Reputation *(Choose 1)*:	◇*Precise*	◇*Clever*	◇*Prepared*	◇*Frugal*	◇*Cautious*
Personality *(Choose 1-2)*:	◇*Smart*	◇*Kind*	◇*Resourceful*	◇*Frugal*	◇*Haughty*
Look *(Choose 1-3)*:	◇*Stylish*	◇*Opulent*	◇*Colorful*	◇*Tired*	◇*Grizzled*

Your Duties. During the Game, do the following:

- **Track and Spend Supply.** You gain **supply** primarily from supply mission rewards. Spend **supply** for additional **campaign actions** or to **boost** a campaign action. When the Commander advances the Company, lose any **supply** you can't take with you (maximum 3 **supply**, plus 1 per Supply Cart).
- **Perform Campaign Actions.** Between mission phases, perform a number of **campaign actions** according to troop **morale**. Ask the Marshal how many you get.
- **Track and Use Materiel and Auxillary Personnel.** Expend materiel to make missions more successful. Use Tech Priest's and Chirugeon's to keep the company functioning. Work on projects to change the position of the Legion.
- **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.

NOTES

MATERIAL DETAILS

- **Ammunition:** Consume 1 Use of Ammunition when **TIME PASSES**. If you cannot, all engagement add +1D to an engagementroll. When you do, all **SPECIALISTS** gain 2 **UTILITY** of **RELOADS** for free.
- **Food Stores:** Consume 1 Use of Food when **TIME PASSES**. If you cannot, lose 2 **MORALE**. Spend 1 Use of **FOOD** to add +1D to an engagement roll. When you do, all **SPECIALISTS** gain 1 **UTILITY** of **RATIONS** for free.
- **Fuel:** Consume 1 Use of Food when **TIME PASSES**. If you cannot, no **VEHICLES** may be sent on missions until **FUEL** level is at least 1.
- **Heavy Weapons:** You may spend a use of **HEAVY WEAPONS** to add +1D to an Assault Mission engagement roll. When you do, one person in the **SQUAD** gains a single **HEAVY WEAPON** of their choice. If the Company has the **LIGHT IT UP** Ability, then **HEAVY WEAPONS** are available to any and all members of the **SQUAD**.
- **Supply Trucks:** Each **SUPPLY TRUCK** adds 1 to your maximum **SUPPLY** and extends each **FOOD**, **AMMO**, or **FUEL** stores to a max of 6 instead of 3.
- **Vehicles:** The Company starts with 2 Valkyries and 1 Tank. The QM can choose an additional 2 Valkyries of any type, and can be assigned to missions for various bonuses to engagement rolls. (See **MARSHAL ENGAGEMENT ROLL TABLES**)

AUXILLARY PERSONNEL

- **Chiurgeon:** Medicae Specialist with staff. When taking the **REST & RECUPERATION** campaign action, you may attach a Chiurgeon to any **PATHFINDER** with a **LEVEL 3 WOUND** to provide an additional healing tick.
- **Tech Priest Enginseer:** Vehicle repair specialist with staff. Can be assignedin place of a **SPECIALIST** when taking the **LONG TERM PROJECT** action to repair any currently damaged vehicles.
- **Servitors:** Cyborg laborers, must be directed by a project leader. Each unitof Servitors puts 1 tick on any appropriate **LONG TERM PROJECT** during campaign actions.

VEHICLES

VEHICLE NAME	TYPE	DAMAGE	
			☐ ☐ ☐
			☐ ☐ ☐
			☐ ☐ ☐
			☐ ☐ ☐
			☐ ☐ ☐
			☐ ☐ ☐
			☐ ☐ ☐
			☐ ☐ ☐
			☐ ☐ ☐

NOTES

SUPPLY *A measure of the Company's gear, logistics, and goods*

Supply: Gain from mission rewards. Lose from mission penalties. If you lose **supply** and have none, lose 1 **morale** instead. Spend **supply** to **boost** campaign actions and to take additional **campaign actions**. You can keep a max of 3 **supply** +1 per Supply Truck (see Materiel below) when advancing.

AUXILLARY PERSONNEL

☐	Tech Priest	Current Assignment ☐	☐	Chiurgeon	Current Assignment ☐
☐	Tech Priest	Current Assignment ☐	☐	Chiurgeon	Current Assignment ☐
☐	Tech Priest	Current Assignment ☐	☐	Chiurgeon	Current Assignment ☐

MATERIAL *Each box of resources has 3 uses (circles) by default.*

☐	Food Stores	○	○	○	○	○	○				
☐	Food Stores	○	○	○	○	○	○				
☐	Food Stores	○	○	○	○	○	○				
☐	Ammunition	○	○	○	○	○	○	Supply Trucks	☐	☐	☐
☐	Ammunition	○	○	○	○	○	○	Supply Trucks	☐	☐	☐
☐	Fuel	○	○	○	○	○	○	Servitors	☐	☐	☐
☐	Fuel	○	○	○	○	○	○				

*Spend 1 use of Food Stores when **time passes** or lose 2 **morale.** Carry up to 6 **food** per Food Stores with Supply Trucks.*

☐	Heavy Weapons	○	○	○	☐	Heavy Weapons	○	○	○
☐	Heavy Weapons	○	○	○	☐	Heavy Weapons	○	○	○
☐		○	○	○	☐		○	○	○
☐		○	○	○	☐		○	○	○
☐		○	○	○	☐		○	○	○
☐		○	○	○	☐		○	○	○
☐		○	○	○	☐		○	○	○
☐		○	○	○	☐		○	○	○
☐		○	○	○	☐		○	○	○
☐		○	○	○	☐		○	○	○
☐		○	○	○	☐		○	○	○
☐		○	○	○	☐		○	○	○