



# The Officer



## Instinct

*(Mark experience at the end of the expedition if you followed your instinct, or struggled with it.)*

- Authority:** To take charge and throw your weight around.
- Caution:** To keep everyone safe, to agonise over decisions.
- Drive:** To take on ever more responsibility.
- Honour:** To keep your word, to follow a moral code.
- Ruthlessness:** To do whatever it takes to win or survive.



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## MOTIVATION

*(Choose one to explain why you have come to the Westernmost Isle.)*

### Leader Of Men

Whether it's through your extraordinary talents, your natural air of authority or your noble ancestry, your community back home in the Grasslands always took your leadership for granted. So when an expedition to the Westernmost Isle was planned, it was only natural that you were put in command of it.

- ◆ You start with the We Happy Few move, in addition to your usual moves.
- ◆ When you create your squad, they automatically have the 'devoted' tag, in addition to your usual picks.

### Mercenary

The Westernmost Isle? It's a job. A dangerous one, sure, but also lucrative, if you make it back alive. And looking around at the other assorted wannabes on this half-baked expedition, you can quite understand why someone would pay you and your well-drilled squad to bring some much-needed military discipline to the party.

- ◆ You start with the Veteran Squad 1 move, in addition to your usual moves.
- ◆ When you create your squad, they automatically have the 'respected' tag, in addition to your usual picks and any you get from Veteran Squad 1.

### Convict

Some punishments are less terrible than others. Whatever sentence you were enduring back home in the Grasslands, you jumped at the chance to exchange it for exile. And whatever crime you were sentenced for, it was surely no worse than the crimes of the other ex-cons assigned to your notional 'command'.

If you prove yourself out here, perhaps your sentence might be commuted when you eventually return home. That's if you decide to return home at all.

- ◆ When you create your squad, they automatically have the 'warriors' tag, in addition to your usual picks.
- ◆ When you draw on what you learned in prison to Know Things, you may roll +Str instead of +Int.

Armour

Hit points

Max 18

Level

Experience

*(Deduct your armour from each damage roll against you. If you ever have 0 hit points, you are at The Last Door.)*

*(Level Up when you have experience equal to 6 + twice your current level. Spend 2 surplus experience to Boost a roll by +1.)*

(Assign +2, +2, +1, 0, 0, -1.)



**Weakened** (-1 Str & Dex)

**Dazed** (-1 Int & Wis)

**Miserable** (-1 Con & Cha)

## MOVES

(You start with Commanding Officer, Utrinqe Paratus, and any you get from your Motivation. Choose one more.)

### Armoured

At the start of each expedition, you may add an  iron hauberk,  bronze cuirass or  scale coat to your gear. Each gives 2 armour. For any other armour you wear, and any shield you carry, mark only  for each one (instead of ). You never suffer disadvantage because of the weight or clumsiness of your attire.

### Commanding Officer

When you order any of your squad to make a move that isn't abhorrent or obviously suicidal, roll for the move as normal, but instead of using a stat:

- ◆ Roll +0 if no tags apply
- ◆ Roll +1 if any of their tags apply
- ◆ Roll +2 if any of their tags apply and they are exceptional (from Heroes To The Last)
- ◆ Roll with disadvantage if any of their tags get in the way

Before you roll, pay 1 of their loyalty if the order frightens them or goes against their wishes or instincts, otherwise the roll automatically counts as 6 or less. If an order is abhorrent or suicidal, they will usually not obey.

When you do something that earns a squad member's loyalty (as defined on the Squad sheet), add +1 to their loyalty as long as you haven't already done it just recently.

### Lead From The Front (level 6+)

When you lead your squad into battle, take 2 leadership tokens.

You can spend leadership tokens as if they were readiness tokens (as per Defend), even without making the Defend move. You can also spend 1 leadership token whenever you would otherwise have to spend a follower's loyalty.

### Battlefield Grace (level 6+)

When you take damage while leading your allies in battle, the damage roll has disadvantage.

### Improved Stat 1

Increase one of your stats by 1, to a maximum of +2.

### Improved Stat 2

Increase one of your stats by 1, to a maximum of +2.

### Superior Stat (level 6+)

Increase one of your stats by 1, to a maximum of +3.

### Noble Demeanour (level 6+)

When you lead an NPC through danger and return them to safety, if they aren't part of your squad they will either offer to join it, or pledge their future aid and support.

### Read The Land

When you first take a moment to survey the terrain, ask the GM one:

- ◆ What's the best way in, out, through, or past?
- ◆ Where's the best spot for a trap or an ambush?
- ◆ Where's the most defensible position?
- ◆ What here is out of place?

When you next make a move that acts on the answer, gain advantage.

### Prepare A Welcome

When you organise your allies to fortify a position and lie in wait for battle, take 1 surprise token if you're rushed or 2 surprise tokens if you can take your time.

Once battle is joined, spend a surprise token to reveal a ploy, defence, or dirty trick you prepared in advance. Then roll +Int. On 10+, it works as well as can be expected, and you've still got a few tricks up your sleeve: take the surprise token back again. On 7-9, it works as well as can be expected.

### Shake It Off

When you order an ally to overcome fear, pain, doubt or delusion, roll +Cha. On 10+, they do it. On 7-9, they get advantage to do it (for a PC), or they do it but will resent you or feel humiliated (for an NPC).

### Shield Wall

When you order your squad to form a shield wall, they Defend with advantage. On 7+, they take +2 readiness tokens (instead of the usual +1 for using shields). As long as they maintain formation, they can go on the offensive without losing their remaining readiness tokens.

## ○ Sir, Permission To Die, Sir

When one of your followers would die, you can spend 1 of their loyalty to have them survive (out of the action, but alive). If you let them die instead, mark experience.

## ○ Speak Softly

When you offer peace but your enemy refuses, gain advantage on your next roll against them.

## ○ Pax Romana (level 6+)

When you stand ready to fight alongside like-minded allies, anything capable of fear will recognise you as a serious threat and treat you accordingly.

## ○ Stentorian

When you raise your voice, it carries far and cuts through even the din of battle.

When you go into battle, take 2 command tokens. You can spend 1 token to shout an order or warning to an ally, giving them advantage on their next roll to do as you say. When the battle is over, lose any remaining command tokens.

## ○ Focus Fire (level 6+)

You can spend a command token to order your allies to work together to bring down an enemy. If you do, each ally has advantage on their next damage roll against that enemy.

## ○ Support Strike

When you Clash and get 7+, you can choose to deal damage with disadvantage. If you do, you create an opening for an ally to act on (describe it). This counts as providing Aid.

## ○ Take The Measure

When you size someone up, ask their player (for a PC) or the GM (for an NPC) one of the questions below:

- ◆ Can I trust you?
- ◆ Can I trust you to \_\_\_\_\_?
- ◆ What do you intend to do?
- ◆ How are you most useful to me?
- ◆ How are you most dangerous to me?
- ◆ What weakness of yours can I exploit?

If they fear or respect you (their call), you can ask them a second question. All questions receive honest answers.

You can't use this move on the same person more than once until your relationship with them significantly changes.

## ○ Like An Open Book (level 6+)

When you Take The Measure of someone who fears or respects you (their call), your second question can be anything you want, not just a question from the list. The GM might ask how you could possibly know this; tell them or ask something else.

## ○ Utrisque Paratus

When you Make Camp in the field, you can sleep comfortably without removing your armour or stowing your weapons, and you will wake from sleep fully alert at the slightest hint of trouble.

## ○ Veteran Squad 1

Pick 1:

- ◆ Select 2 new tags for your squad
- ◆ Increase their damage die by one size
- ◆ Increase their maximum hit points by 2 each
- ◆ Change their instinct and/or cost to a different option

## ○ Veteran Squad 2

Pick another option from Veteran Squad 1, but not the same one again.

## ○ Heroes To The Last 1 (level 6+)

Pick 1:

- ◆ Your squad becomes exceptional
- ◆ They become immune to terror and horror
- ◆ Increase their maximum hit points by 4 each
- ◆ Increase their damage die by one size

## ○ We Happy Few

When you give an inspiring speech to your allies before facing a dire threat, roll +Cha. On 10+, each ally takes 2 inspiration tokens. On 7-9, each ally takes 1 inspiration token. On 6 or less, each ally takes 1 inspiration token but you are left with nagging doubts: take disadvantage on all rolls until you share those doubts with someone you trust.

Once battle is joined, each ally can spend inspiration tokens at any time to pick 1:

- ◆ Act fearlessly in the face of terror or overwhelming odds
- ◆ Keep 1 hit point instead of being reduced to 0
- ◆ Add +1d6 to a damage roll they just made

# GEAR (Between expeditions, gear is kept at camp and available to anyone, except your personal possessions. At the start of an expedition, choose what to take, or mark Undefined and decide later.)

## Weapons

- Dagger
- Hatchet
- Hammer
- Maul
- Staff
- Short spear
- Long spear
- Bow and arrows  
(ammo:  low  all out)
- Extra arrows (ammo:  
 plenty  low  all out)
- Shield  
(+1 armour, bonus when you Defend)

## Personal possessions

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## Survival

- Supplies (uses: ○○○○)
- More supplies (uses:  
○○○○)
- Even more supplies  
(uses: ○○○○)  
(Use supplies to Make Camp or Recover.)
- Mess kit  
(requires fire and water; each use of  
supplies counts for 4 people)
- Bedroll  
(recover +1d6 when you Make Camp)
- Blanket
- 10m rope
- Cloak
- Change of clothes
- Shovel
- Snow-shoes
- Sledge
- Torch  
(lasts about an hour)
- Oil lamp (hours: ○○○)
- Firewood  
(lasts one full night)
- Thick hides  
(1 armour, keeps you warm)

## Others

- Undefined  
(Mark at the start, then use Have What  
You Need during the expedition.)
- Pocket items  
(Each  allows you to mark up to 3 ○.)
- awk  \_\_\_\_\_
- bowstring  \_\_\_\_\_
- chalk  \_\_\_\_\_
- charcoal  \_\_\_\_\_
- clay jar  \_\_\_\_\_
- cloth  \_\_\_\_\_
- cord  \_\_\_\_\_
- cup  \_\_\_\_\_
- extra socks  \_\_\_\_\_
- gloves  \_\_\_\_\_
- knife
- little box
- needle and thread
- sack
- sawdust
- sling
- tallow
- tinderbox
- waterskin
- whetstone
- whisky
- whistle
- \_\_\_\_\_

(You can carry up to 9 . 0-3 = light, quick and quiet. 4-6 = normal. 7-9 = heavy, noisy, loud, slow, quick to tire.)

## Military equipment (Choose 2 to always be available.)

When you prepare for an expedition, you can choose from the regular gear list available to everyone, but you can also choose from your military equipment.

- Two-handed sword: +1 damage.
- Battleaxe: messy.
- Long spear: 2 piercing.
- Longbow and arrows: long range, 1 piercing. (ammo:  low  all out)
- Personal symbol (flag, crest, marking, etc): when you display or reveal it in a dramatic fashion, your squad gains +1 loyalty
- \_\_\_\_\_

(discuss with GM)

# Squad

(Start with 6 Grasslands soldiers. If your squad grows, use another copy of this sheet.)



Name: \_\_\_\_\_

Hit points: (Starting max is 6.) \_\_\_\_\_

Max \_\_\_\_\_

Loyalty: (Start with 1. Max 3.) \_\_\_\_\_

Name: \_\_\_\_\_

Hit points: (Starting max is 6.) \_\_\_\_\_

Max \_\_\_\_\_

Loyalty: (Start with 1. Max 3.) \_\_\_\_\_

Name: \_\_\_\_\_

Hit points: (Starting max is 6.) \_\_\_\_\_

Max \_\_\_\_\_

Loyalty: (Start with 1. Max 3.) \_\_\_\_\_

Name: \_\_\_\_\_

Hit points: (Starting max is 6.) \_\_\_\_\_

Max \_\_\_\_\_

Loyalty: (Start with 1. Max 3.) \_\_\_\_\_

Name: \_\_\_\_\_

Hit points: (Starting max is 6.) \_\_\_\_\_

Max \_\_\_\_\_

Loyalty: (Start with 1. Max 3.) \_\_\_\_\_

Name: \_\_\_\_\_

Hit points: (Starting max is 6.) \_\_\_\_\_

Max \_\_\_\_\_

Loyalty: (Start with 1. Max 3.) \_\_\_\_\_

## Instinct (Choose 1.)

- To bicker, infight and hold grudges.
- To follow tradition and superstition.
- To indulge their baser instincts.
- To lord over others.
- To take needless risks.
- To take things too far.
- \_\_\_\_\_

## Earn loyalty (Choose 1.)

- Group merry-making and time out.
- Public recognition, respect and honour.
- Risks taken by you to help them.
- Victories they win against worthy enemies.
- Wealth, for themselves or their families back home.
- \_\_\_\_\_

## Tags (Choose 2.)

- |                                    |                                 |
|------------------------------------|---------------------------------|
| <input type="radio"/> archers      | <input type="radio"/> patient   |
| <input type="radio"/> athletic     | <input type="radio"/> respected |
| <input type="radio"/> brave        | <input type="radio"/> stealthy  |
| <input type="radio"/> cunning      | <input type="radio"/> warriors  |
| <input type="radio"/> devoted      | <input type="radio"/> _____     |
| <input type="radio"/> hardy        | <input type="radio"/> _____     |
| <input type="radio"/> intimidating | <input type="radio"/> _____     |
| <input type="radio"/> observant    | <input type="radio"/> _____     |

**Exceptional** (See *Heroes To The Last.*)

## GEAR (Same rules and limits as for your own.)

- Daggers     Spears     Shields
- Bows and arrows (ammo:  low  all out)
- Supplies    ○○○○    ○○○○    ○○○○  
                  ○○○○    ○○○○    ○○○○
- Thick hides (1 armour)     Cloaks
- \_\_\_\_\_     \_\_\_\_\_
- \_\_\_\_\_     \_\_\_\_\_