

## CONTROLLED\*

## RISKY

## DESPERATE

## CONSEQUENCES

1

The **player chooses** the outcome.  
Only available if the Position is Controlled. *See sidebar.*

Instead of a Risky consequence, **choose 2** Controlled consequences.

Instead of a Desperate consequence, **choose 3** Controlled consequences, or 1 Risky and 1 Controlled consequence.

2

**Lost opportunity:** action fails and the chance for that action to work passes. Use a different action to overcome the obstacle. Only on a result of 1-3.

On a **Controlled** result of:

4/5: A player may choose to either *Take the consequences* and succeed, or *Withdraw* and treat the result as a **lost opportunity** instead.

3

**Reduce Effect** by 1 level to a minimum of Limited. Only on a result of 4/5.

**Reduce Effect** by 2 levels to a minimum of Limited. Only on a result of 4/5.

1-3: A player chooses to either *Withdraw*, and treats the result as a **lost opportunity**, or *Press On* by re-rolling the **same action using all the same dice** but at a Risky Position instead.

4

**Worsen Position** from Controlled to Risky.

**Worsen Position** from Risky to Desperate.

**Worsen the Legion's situation**—lose 1 Food, gain 1 Pressure, etc.

5

Create a new **threat clock** with 1 tick, or adjust a clock by 1 tick.

Create new **threat clock** with 2 ticks, or adjust a clock by 2 ticks.

Create a new **threat clock** with 3 ticks, or adjust a clock by 3 ticks.

6

Take **level 1 Harm** + **Threat & Scale** difference.

Take **level 2 Harm** + **Threat & Scale** difference.

Take **level 3 Harm** + **Threat & Scale** difference.

7

**Cost:** Drop a piece of gear.

**Cost:** Lose a piece of gear.

**Cost:** Destroy a piece of gear—erase it from your playbook.

8

The squad **loses faith** in the leadership.

The squad **panics** or **breaks**.

Anger your **Chosen**.

9

Describe a narrative **complication**.

Describe a **serious complication:** deal with it or the mission difficulty increases.

Describe a **severe complication:** overcome it or the mission fails.

Remember, this chart is foremost a *guideline*. If the fiction suggests something else, ignore the chart and do what makes sense.

## GM ACTIONS

### ASK QUESTIONS

Ask **establishing** questions  
to help paint the scene.

Ask **evocative** questions  
to define/express the characters.

Ask **leading** questions  
to highlight what the GM is thinking.

Ask **trivial** questions  
to fill the world with color.

Ask the **players** for help  
when you're uncertain or stuck.

### FOLLOW THE FICTION

A solid mission consists of:

- A **situation, opportunity, problem, and objective.**
- Specific details based on **mission type.**
- Ties to **prior missions** and the story so far.
- An **obvious approach** and a **not-so-obvious approach.**
- Interesting secrets** and other opportunities.

### CUT TO THE ACTION

Push the game **towards** the **action.** Avoid minutia.

### TELEGRAPH TROUBLE

Be descriptive when you **show the threat** that's present,  
then ask what **they** do.

### FOLLOW THROUGH

Give your fiction **teeth, sharp teeth.**

### INITIATE ACTION WITH AN NPC

Use with **competent** NPCs or to highlight **dire situations.**

### TELL CONSEQUENCES AND ASK

Tell players the consequences **before they take action,** then  
ask if they still want to do it or suggest another option.

### TICK A CLOCK

'nuff said!

### OFFER A DEVIL'S BARGAIN

If the GM would like to see a **complication**  
or **dubious choice** happen, offer it!

### THINK OFF-SCREEN

Consider what might be **happening elsewhere**  
and how it might affect what's happening here.

"Who's kicking down the door?"  
"Where's the Duchess when the legionnaires cross?"  
"Can you really just let them abandon their Legion oaths?"  
"Who is the best con-man in the Legion camp?"  
"How do you think the Chosen feels about this?"  
"A ride that far, might the horses collapse?"  
"What do you miss most about your home?"  
"Have you ever ridden a firemane?"  
"This could be risky or desperate, what do you think?"  
"What's a good Devil's Bargain here for Dave?"

"There's an abandoned blackshot canon sitting unguarded in No Man's Land. Your scouts say enemy activity is pretty minimal—not non-existent, but if you can haul it away before anything terrifying notices, the Legion can use a siege weapon. Could another squad create a distraction to draw the undead? (You don't know it's a trap Breaker set for the Black Oak.)"

"What would this scene look like in a movie?"

"Chewed up bodies are scattered in the mud alongside the prints of people running on hands and feet! What do you do?"

"As warned, they eat you."

"The Clockwork Assassin springs to life, stabbing you through the chest...you could Resist?"

"The mayor wants the Legion's help, but if you push for more supplies you'll ruffle feathers. Roll or take the deal?"

"If you run into the burning room to grab the macguffin, you'll be badly burned. You could send a rookie?"

Tick-tock.

"You're in the middle of a volley to drive back the undead, so how about your rifle jams? You still have your pistols..."

Could some determined bandits turn up at the worst time?  
What did the undead do with the captured Legion standard?