

RIGHTS: WAR

Special: **Add 1 to your Bold**, to a maximum of +3.

Special: **Add 1 to your Strong**, to a maximum of +3.

— **At the beginning of the session**, you have the right to roll your company's War. **On 10+**, mark 3. **On 7-9**, mark 2. **On a miss**, mark 1.

Marks: ○○○

During the session, whenever you do battle or take stock, you can choose to spend a mark. If you do, choose 1 more attack option, defense option, or question than your roll alone would allow.

— You have the right to **commit or withhold the stronghold's resources**.

— When you **draw your enemy out** before joining battle with them, you have the right to treat it as sizing the enemy force up.

— You have the right to **feel the pulse of the stronghold's walls and stones**. When you think you might do so, roll Weird. **On 10+**, ask 2 of the following. **On 7-9**, ask 1.

- *Of what or whom does the stronghold dream?*
- *Who in the stronghold is fouling its rhythms?*
- *What makes the stronghold cold with fear, or cold with rage?*
- *To whom does the stronghold call, and to whom does it whisper?*
- *For whom will the stronghold sigh and open?*

On a miss, ask 1, but the stronghold may ask a question of you in return, from this list or of its own devising. Answer truthfully.

— You have the right to the **first share** of your raiding band's spoils.

— When you **give someone an order or a warning**, you have the right to roll Strong / Wary. **On 10+**, they choose 1 of these:

- *They follow your order or heed your warning.*
- *They freeze or back slowly away.*
- *They attack you.*

On 7-9, they choose 1 of the above, or else 1 of these:

- *They scoff, but hesitate.*
- *They demand proof, an assurance, or an explanation.*

On a miss, they dismiss your words and continue on their course.

— When you **have your scouts observe** and report your enemy force's movements, you have the right to treat it as sizing your enemy up, but to roll your company's War instead of your Wary.

— When you **inflict harm**, or lead warriors who inflict harm, you have the right to inflict 1 additional Harm.

— When you **judge someone strong or weak**, enemy or ally, you have the right to treat it as sizing them up, but roll Strong instead of Wary.

— You have the right to **lead a raiding band**. Create it now. You have the right to choose where and when to raid.

— When you **lead warriors in defense and counterattack**, you have the right to roll Wary instead of Bold.

— You have the right to **muster laborers** and oversee the improvement of the stronghold's defense. When you do, roll Wary. **On 10+**, mark 2 toward the stronghold's improvement. **On 7-9**, mark 1.

On a miss, you may choose to mark 1, but if you do, the stronghold accrues Debt.

— When you **muster warriors to the stronghold's defense**, you have the right to roll Wary instead of Bold.

— When you spend the rest of the season **raiding**, you have the right to begin the new season with a bounty of stolen goods, but roll your raiding band's War. **On 10+**, your raiding band is strong and whole.

On 7-9, it is bloody; count your fallen. **On a miss**, it is limping; count your fallen.

— You have the right to **seize authority over a counsel of war**.

— You have the right to **sit in counsel with the liege**.

— When you **supplicate the gods of war**, you have the right to treat it as consulting with the other world, but roll Strong instead of Weird.

— When you **take stock on the battlefield**, you have the right to roll Strong instead of Wary.

— You have the right to **wage war as you see fit**, committing the stronghold's company to action or inaction without the liege's direct order.