Company Founding Times Origin	Chests of Coin	Luxury Food	S	JDARD
Campaign/ModuleColours	RA		Squad-Rank = [1	ra + Rank]/5
Captain		Name	Name	Name
Paymaster	Era	Name Type Era	Name Type	Era Type
Quartermaster			Squad_	Squad
Marechal				
Standard Bearer				
Company				† ±0
RANK = ø of all Squad Ranks		Name	Name	Name
Promise of Debt Open +1 Risk for each Promise 6th Promise → MUTINY		Type Era	Туре	Era Type
	+ ±0 († ±0
Company	Era	Name Type Era	Name Type	Name Era Type
	+ ±0 († ±0

Company Founding Times Origin	Chests of Coin	Q LuxuryS	OUDARD
Campaign/Module Colours	RANK	K RANK	Squad-Rank = [Era + Rank]/5
Captain			
Paymaster	Rra	Type Era	Type Era Type
Quartermaster		Squad	Squad Squad
Marechal			
Standard Bearer			
Company RANK = ø of all Squad Ranks	+ ±0	+ ±0	+ ±0
Promise of Debt Other Promise; +1 Risk for each Promise; 6th Promise → MUTINY		Type Rra	E Name Type Beau Type
	† ±0	+ ±0	+ = -
Company LOGO	Bra		Name