

Warband creation competition

entry by Dirk Schöne

Designer's notes

Inspired by the Imperial Assassin hired sword from the early Town Cryer articles and influenced by all the assassin content in other gaming industries, the Silent Brotherhood soon became not even my own proposal to the setting, but also my pet warband of sorts. They are superbly trained humans and we tried to make them into a kind of glass cannon, but not to the total extreme.

The Brotherhood can easily be played like a regular skirmishing mercenary warband with focus on melee combat, but rewards outmanoeuvring your opponent with powerful opportunities to assassinate single models before vanishing back into the shadows.

But beware of too much reliance on all-or-nothing actions, because sometimes you get nothing and leave yourself wide open to retaliation, which the assassins don't weather that well.

Dirk Schöne for the Sealed City writers

assassins in Nordheim

The Silent Brotherhood is everywhere. So they fit all settings and may easily follow their hired sword cousin into the City of the Damned.

Unlike other warbands of the Sealed City, the Silent Brotherhood doesn't need any additional rules to be played in different settings.



Silent Brotherhood preview

There is no Silent Brotherhood. It's a myth invented by bored aristocrats, a shivering rich man's fairy tale. Killers who creep into the sleeping chamber to cut the sleeper's throat at night. Such nonsense is chattered often these days.

Accidents happen. If the chef grabs the wrong aromatic herbs, the greedy Count von Holiger's sickness may prove fatal. But this would be a terrible mishap, no assassination. There is no Silent Brotherhood and there are no new taxes for the shire's rich merchants.

And it could of course happen that the dodgy merchant Marcus would be crushed by his own cargo due to an old rope ripping apart exactly while he stands under the heavy crate. A terrible accident most certainly. There is no Silent Brotherhood, but a grieving countess is satisfied.

Such 'mishaps', 'unforeseeable incidents' and 'regrettable accidents' are often planned and executed by assassins, trained killers - with an offering of course. Poisoned daggers, knives thrown with deadly accuracy and especially good planning, corruption and secrecy are the weapons of murderers making their services available to those with the least scruples and the most gold.



Wherever gold changes hands in larger quantities, wherever someone is a thorn in another's flesh, wherever ambitions are in each other's way the Brotherhood is never far away. Cleverly placed middlemen, informers and stooges ensure the agents of the Brotherhood to find their customer even before he wastes a single thought about this simplest solution to his problems. A short talk, the shine of gold and soon somebody will lose their life. But beware of breaking the silence, not infrequently a customer becomes a target, when they can't hold their tongue.

There is no Silent Brotherhood and this is probably the biggest myth about them.

Special rules

Assignments: After the game any of your heroes, who didn't go out of action may fulfil a client's assignment instead of exploring the Sealed City. He neither adds a dice when rolling on the Exploration chart nor may he search for rare items. Instead roll on the following chart.

D6 Result

1 Failure

The hero failed the assignment. He misses the next game while he evades his pursuers.

2-5 Success

The assignment is fulfilled, the hero receives 2D6 gold crowns and +1 experience point.

6 Excellent

The assignment is fulfilled and surpasses the client's requirements. The hero is rewarded with 3D6 gold crowns and D3 experience points.

Sworn Brotherhood: Whenever you want to hire a new hero during a campaign, the warband's leader must first pass a Leadership test. If the test is failed, no new heroes may be hired after the game. This doesn't affect the warband's creation.

The silence: No warband member or hired sword may ever use blackpowder weapons or animals.

Modus Operandi

Every hero may choose one modus operandi when they are hired, this choice is fixed and can't be changed afterwards. A hero may only have one such trait and needs to have the required weapons, armour and equipment when the trait is bought. Heroes without a modus operandi may take this trait instead of choosing a skill on an Advance during the campaign.

The costs include a basic set of weapons and sometimes armour or equipment. Note that these items may be replaced with other equipment later during a campaign without penalty.

Each modus operandi can only be chosen by a second hero, if all different modi operandum are at least present once in the warband. So to have two heroes with the executor modus operandi, you first need to have each a hero with sniper and lurker.

sniper

30 gold crowns (my not be taken by the Silent Master)

Equipment: Crossbow or long bow and sword, rope & hook

SPECIAL RULES

Sniper: Long years of long distance assassinations have taught the hero how to strike from the shadows without being seen. If *hidden*, a warrior with this skill may shoot and still remain *hidden*. If his target is not immediately taken out of action by the hero they get to test against their Initiative in an attempt to spot him. A successful test means that the hero has been spotted and is no longer *hidden*.

Distant fighter: Due to his favourite style of fighting, the hero gains +1 BF, but suffers also -1 WS. Additionally he may not take skills from the Combat skill list.

executor

35 gold crowns

Equipment: Axe and sword or double-handed weapon, light armour

SPECIAL RULES

Crushing attack: Executors are used to attack so recklessly to fulfil their assignment in a single flurry of blows. The hero gains +1 Initiative and +1 to hit on the turn that he charges. Enemy warriors attacking him in return also gain +1 to hit for the duration of the turn.

Close quarters: Heroes with this modus operandi won't risk to give away their position before the final blow and therefore rarely use missile weapons. The hero may not take skills from the Shooting skill list.

lurker

35 gold crowns

Equipment: Blowpipe or long daggers and throwing knives

SPECIAL RULES

Stealthed advance: Moving quickly between shadows and cover, the hero doesn't give away his position even in full sprint. Thus he may *hide* even after running during the Movement phase.

Lightly armed: To maintain his agility and silent movement, the hero may never use armour.

Special skills

Cutthroat: The hero is especially practiced in fighting with two daggers and skilfully sets stabs and cuts at the most vulnerable parts of the body. He always has an extra -1 modifier to any armour save the enemy has to take against wounds inflicted by the hero. This can be used with any kind of dagger as long as he wields them as a pair.

Hit and Run: The hero may make a Leadership Test at the end of any Hand-to-Hand phase, if he is still in base contact with any enemy models. If he passes he may make a normal movement away from the enemy (he may not run or charge), without the enemy striking any blows on him. If he fails the test he remains in combat and must fight as normal in the following turn.

Backstabber: The Assassin specializes in attacking his targets when their back is turned. The Assassin may charge an opponent he cannot see (he knows you're there!) as long as the target model is within his charge reach and doesn't *hide*. If he does this, he surprises his opponent and receives a +1 to hit him with all attacks and any rolls on the injury chart are at +1. This bonus lasts for the first round of combat only, as his opponent will swiftly recover his wits if he survives the initial assault.

Infiltration: A Hero with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Silent Brotherhood skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Silent Master	✓	✓	✓		✓	✓
Assassin	✓	✓			✓	✓
Poisoner	✓		✓		✓	✓

Hide in Shadows: The Assassin can blend into the shadows so that his opponents will not see him. As long as he is within 1" of a wall or other linear obstacle (hedge, fence, well, etc.), opposing models must pass an Initiative test in order to charge or shoot at him.

Master of Poisons: Poisoner only. The Poisoner has improved his skills in poison-making. When using his toxic trades rule, he may make D3-1 doses of Dark Venom instead of Black Lotus. There is a chance of getting none, as the hero doesn't have access to a stable workplace.

Starting experience

A **Silent Master** starts with 20 experience.

A **Poisoner** starts with 8 experience.

Assassins start with 8 experience.

Henchmen start with 0 experience.

Choice of warriors

A Silent Brotherhood warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Silent Master: Each warband must have one Silent Master: no more, no less!

Poisoner: Your warband may include a single Poisoner.

Assassins: Your warband may include up to three Assassins.

Brotherhood agents: Your warband may include up to five Brotherhood agents.

Brotherhood novices: Any number of models may be Brotherhood novices.

Thugs: Any number of models may be Thugs.

Silent Brotherhood equipment lists

The following lists are used by Silent Brotherhood warbands to pick their equipment.

BROTHERHOOD EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free / 2 gc
Axe	5 gc
Sword	10 gc
Long daggers ¹	10 gc
Two-handed weapon ¹	15 gc
Spear	10 gc

Missile Weapons

Blowpipe	25 gc
Crossbow ²	25 gc
Crossbow pistol	35 gc
Long bow ²	15 gc
Throwing knives	15 gc

Armour

Light Armour	20 gc
Cloak (counts as buckler)	5 gc

Miscellaneous

Rope & Hook	5 gc
Dark Venom	30 gc
Black Lotus	10 gc

Underground Contacts

Black-marketeer ¹	20 gc
Fence ¹	30 gc
Rumour-monger ¹	30 gc
Spy ¹	30 gc
Thief ¹	25 gc

THUGS EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free / 2 gc
Club	3 gc
Axe	10 gc

Missile Weapons

Bow	15 gc
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Armour

Toughened leather	5 gc
Shield	5 gc
Helmet	10 gc

¹ Heroes only

² Sniper only

Heroes

1 Silent Master

90 gold crowns to hire

In every major city from Cathay to Bretonnia, from Marienburg to Sartosa, a Master waits in the shadow and acts behind the scenes while his agents and spies spread all over the city. With guile and trickery he prepares to bring his enemies to the grave. Each agent of the Brotherhood obeys his very word, as their future and lives depend on it.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	4	4	3	1	5	2	8

Weapons / Armour: The Silent Master may be armed with weapons and armour chosen from the Brotherhood equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Silent Master may use his Leadership instead of his own.

Perfect Killer: A Silent Master always has an extra -1 modifier to any armour save the enemy has to take against wounds they inflicted (both with shooting and close combat weapons).

0-1 Poisoner

50 gold crowns to hire

Poison is a silent weapon. Regardless of whether in a cup of wine or on a blade's edge. Often the arts of such cold-blooded men lead to an agonizing demise. Repentance in the face of such deed fails to materialise, just the fascination stays, as someone unintentionally kills himself with a single bite from his fine meal or sip of exquisite wine.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	4	1	7

Weapons / Armour: A Poisoner may be armed with weapons and armour chosen from the Brotherhood equipment list.

SPECIAL RULES

Toxic trades: The Poisoner is proficient in concocting all sorts of poisons. If the Hero doesn't search for rare items, he may make a single dose of Black Lotus instead. The poison must be used in the next battle and cannot be sold or traded to other warbands as the Brotherhood guards their secrets very carefully.



0-3 Assassins

40 gold crowns to hire

No matter whether it is a merchant, the captain of the city guard or an ordinary citizen. These ruthless murderers kill at the behest of their master. It is they who bring the death in so many kinds to someone, simply because another party paid well for it. They are rightly beneficiaries of their master, as they are well trained and absolutely loyal.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	4	1	7

Weapons / Armour: An Assassin may be armed with weapons and armour chosen from the Brotherhood equipment list.

Henchmen

0-5 Brotherhood agents

35 gold crowns to hire

Not infrequently, a master has agents distributed in the city to prepare the ground. They scout, spy, bribe and blackmail or just purchase the required information. They disguise themselves as labourers, messengers and more to get to their target and to satisfy their master's wishes.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	4	1	7

Weapons/Armour: Brotherhood agents may be armed with weapons chosen from the Brotherhood equipment list.

Brotherhood novices

25 gold crowns to hire

The Silent Brotherhood recruits their new additions in dark alleys and gaols of the cities. It is the unfortunate and joyless, the poorest of the poor, which follow only too happy this secretive brotherhood of assassins. Under the watchful eye of a master lesson follows on lesson in the arts of the Brotherhood. Often this bloody trial ends prematurely in an unnamed grave, but sometimes the student becomes another master.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	4	1	6

Weapons/Armour: Brotherhood novices may be armed with weapons chosen from the Brotherhood equipment list.

Thugs

20 gold crowns to hire

In every city there they are: ruffians, thugs and troublemakers. Not infrequently, the brotherhood makes use of such men. Be it to devastate the warehouse of a merchant or even put on fire, they are the ones to do such dirty work and they enjoy it. However, a master of the Brotherhood will not shy away to frame them as scapegoats and sacrificial lambs, should this further his interests.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	5

Weapons/Armour: Thugs may be armed with weapons and armour chosen from the Thugs equipment list.

SPECIAL RULES

Loudmouths: Thugs never become heroes, re-roll all results of 'that lad's got talent'.

Special equipment

This equipment is available to the Silent Brotherhood, and no other warbands may purchase it. See the Trading section for full rules on acquiring rare items.

Long daggers

10 gold crowns

Availability: Rare 6, Silent Brotherhood only

These daggers are stuck somewhere between dagger and sword, combining concealment with flexibility. They are even sturdy enough to parry enemy blows with a cross block.

Range	Strength	Special rules
Close Combat	As user	Pair, Parry

SPECIAL RULES

Pair: Long daggers are traditionally used in pairs, one in each hand. A warrior armed with long daggers gets an additional attack for using two weapons.

Parry: A warrior armed with long daggers may parry blows in the same way as a model armed with a sword.

We are no simple pawns on the playboard of kings and princes. Instead of ruling over your realms, your greed and hunger for power allow our blades to guide you to Morr in the deep of the night. Eventually we - the shadows, the words unspoken - are the ones who pull the strings. Behind the next corner, aboard your ships, in your workshop or in your castle we might lurk.

Hide yourselves, embrace the dread - since the Brotherhood has come to take away whatever you aspire. In the end you are just puppets on our strings, because real power isn't gained with gold or armies. Real power is a blackened knife in the dark.

Underground contacts

Each hero of the warband may have an underground contact. Instead of searching for rare items, the hero may utilise his contact. To do so, he must pay the bribe cost (if applicable) to gain the respective contact's benefit.

black·marketeer

20+D6 gold crowns

Availability: Rare 6, Silent Brotherhood only

Bribery: D6 gold crowns

Benefit: You may roll on the Merchant hired sword's Black Market table and buy the found goods.

fence

30+D6 gold crowns

Availability: Rare 6, Silent Brotherhood only

Bribery: none

Benefit: The fence may sell a rare item that has been stored during the preceding battle. This must be done before Heroes of either warband search for rare items. Roll a D6 to determine how many gold coins the fence would get for the item.

D6 Gold coins

- 1-3 Half the item's basic price
- 4-5 The item's full basic price
- 6 Full plus half the item's basic price



rumour·monger

30+2D6 gold crowns

Availability: Rare 6, Silent Brotherhood only

Bribery: 2D6 gold crowns

Benefit: With some whispers into the right ears, the rumour-monger may either praise or denounce a single warband in the campaign. The next time that warband's heroes search for rare items, they get +1 or -1 on all rarity rolls according to the rumour-monger's wishes.

spy

30+D6 gold crowns

Availability: Rare 7, Silent Brotherhood only

Bribery: 3D6 gold crowns

Benefit: The spy provides vital information on the Brotherhood's enemies, which allows them to outmanoeuvre their foes. After all models from both sides are deployed in your next game, you may re-position up to D3 warriors (friend or foe) according to the scenario's normal deployment restrictions.

thief

25+D6 gold crowns

Availability: Rare 5, Silent Brotherhood only

Bribery: Half the stolen item's basic price

Benefit: A Thief may attempt to steal one item. Choose any item, if it is a common item the Thief successfully steals it on a 2+ on a D6. Rare items are successfully stolen by rolling higher than the availability number on 2D6. Any items stolen may be used in exactly the same way as one that was bought. If the Thief fails to steal the item roll a D6. On a score of 1-5 the thief is chased out of the trading post and escapes. On the score of a 6 the Thief is caught by whatever authorities there may be and is hung.