

BRETONNIAN BRIGANDS



Portrayed in peasant songs as dashing defenders of the low against the abuses of the high, the reality of the bands of brigands that infest the forests of Brettonia is a lot less proaisic. Cutthroat, brigand, poacher, fugitive - all find refuge in the wild woods. They belong to those who have been driven from general society or those who choose to live outside its laws.

Brigands tend to identify themselves with the common folk and the peasantry and often they rely upon the support and protection of the local folks. But not all brigands come from the peasant class: there are tales of Brigand nobles and princes, disowned by their families, fighting guerillia wars against their former homeland. While no brigand objects to robbing from the rich, robbing from the poor is safer and easier as a rule.

As Mousillion started degrading, the brigands got fiercer, even more organised. A well-equipped mercenary group can be outclassed by the combination of tough veterans, guerrillas and unusual tactics

CHOICE OF WARRIORS

A Brigand warband must include a minimum of three models. You have 500 gold crowns to assemble and equip your initial warband. The maximum number of warriors in the warband may never exceed fifteen.

Scarface: Your Brigand warband must include one Scarface - no more, no less!

Fallen Noble: Your warband may include a Fallen Noble.

Hard Men: Your warband may include up to two Hard Men.

Green Jack: Your warband may include a Green Jack.

Brigands: Your warband may include any number of Brigands.

Poachers: Your warband may include up to five Poachers.

STARTING EXPERIENCE

A **Scarface** starts with 20 experience.

A **Fallen Noble** starts with 8 experience.

Hard Men start with 8 experience.

A **Green Jack** starts with 0 experience.

Henchmen start with 0 experience.

BRIGAND SPECIAL RULE

Look Out Behind You!: Brigand warband members (but not hired swords) are adept at ambushes and evasion. Subtract 1 from the initiative of a model attempting to spot a hidden Brigand warband member.

Men of Low Character: Brigands are justly suspicious of outsiders, fearing they may be agents of the law. They may not hire any warrior that has knightly/noble, or law-enforcing associations. This would be for now: a High Elf character (elven ranger), the free lance.

The boss: The leader of the brigands is often the meanest and baddest from the lot. He rules by fear and the promise of loot. So the warband leader always must cause fear (if possible). This means that if the leader dies and a successor is needed, you first choose between the heroes that are horribly scarred, or are fearsome. If that is not possible you choose like normal, but the new "leader" must get the fearsome skill as soon as he gets a skill-advance. This automatically disqualifies all heroes with no strength skills.

BRIGAND SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed
Scarface	x	x	x	x	x
Fallen Noble	x	x	x		x
Hard Man	x	x		x	
Green Jack	x	x			x

BRIGAND EQUIPMENT LIST

Hand-to-Hand Combat Weapons: **Fallen Noble Extra Equipment:**

Dagger
2 gc
Club
3 gc
Axe
5 gc
Spear
10 gc
Sword
10 gc
Double-handed weapon
15 gc

Armour:

Shield
5gc
Helmet
10 gc
Buckler
5 gc
Light Armour
20 gc
Heavy Armour (#)
50 gc
Barding (#)
60 gc*

Rapier (TC 7)
15 gc
Halberd
10 gc
Lance
40 gc

Missile Weapons:

Shortbow
5 gc
Bow
10 gc
Crossbow (#)
25 gc

Miscellaneous Equipment: (#)

Horse
30 gc*
Warhorse
60 gc*

NB:

(#) Denotes Heroes Only equipment

*Starting Price Only

POACHER EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (first free)
2 gc
Club
3 gc
Axe
5 gc

Armour:

Buckler
5 gc
Shield
5 gc
Helmet
10 gc

Sword
10 gc

Toughened Leathers
5 gc

Missile Weapons:

Miscellaneous Equipment:

Bow
10 GC
Longbow
15 GC

Hunting Arrows
25 gc*

NB:

*Starting Price Only

HEROES

1 SCARFACE.....70 gc

Charismatic, successful, or just plain meanest, it takes a special breed of man (and occasional woman) to rise to the top of the brigand cesspit. Often wildly individualistic with wilder agendas, they command their ragged bands with example, courage, fear or low cunning - often a combination of all of these.

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

Weapons/Armour: A Scarface may be equipped from the Brigand equipment list.

SPECIAL RULES:

Leader: Any warrior within 6" of the Scarface may use his Leadership value when taking Leadership tests.

Horribly scarred: Due to many fights the character is scarred deeply, either on the outside, or the inside. In either case, this makes him very fearsome. The Scarface causes fear.

0-1 FALLEN NOBLE.....45 gc each

Down on his luck, but not on his moral or humour, this is the example of a nobleman reaching rock bottom. Often persuaded by certain law enforcing citizens, he has no other way out then to enrol in this shady bunch. His education makes often the planner in the group and sometimes even the best fighter. Another great asset is that he may tap into resources normally prohibited for normal brigands.

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

Weapons/Armour: A fallen Noble may be equipped from the Brigand equipment list.

SPECIAL RULES:

Old connections: Due to his former life, he still is well connected. This gives him an edge in acquiring all kinds of exotic items. The character gains a +1 on rarity rolls.

Knights Feats: The causes of a man to lose his standing in society are many. Wealthy men, Knights, even Barons can be driven to shame, cast out of their ancestral lands for acts best left unspoken. Some still retain the bearing of their formal rank, performing feats akin to those of their formal life. As such, a Fallen Noble may choose from the *Knights Feats* skill list in addition to his ordinary skills:

KNIGHTS FEATS

1 - Combat charge

Some knights specialize in running down opponent on their initial combat impact.

The character gain +1 attack and +1 WS when he charges.

2 - Lancer

The assault on horseback with lance, may best be the way everyone imagines a Knight doing combat. Though this feat is very hard and difficult to master correctly. And yet there is nothing more impressive than a knight on horseback, using lance and shield to skewer his enemies.

The character can use this skill only on horseback. May not be combined with combat charge.

If the character's first opponent(s) suffer an unsaved wound, the character may continue his charge. Opponents are not allowed to strike back.

The charge may then be continued another 4", and any enemy within 2" of that charge line can be charged. If the character does charge another enemy he counts as charging in the next combat round

3 - Sword master

Some knights are such masters in wielding their swords that no blow seems to reach them. When using a sword the character may parry, with reroll at equal or higher.

4 - Armour specialist

Often a knight moves in his armour as if it does weigh almost nothing. And blows that reach him seem to just bounce off his armour.

When using Heavy armour and shield the subject ignores the standard movement penalty and his armoursave cannot be modified beyond 5+ due to strength. This does not work on horseback.

0-2 HARD MEN35 gc each

The best fighters in an brigand band usually fill the positions of rank by virtue of fear and respect. While an eccentric chieftain may be tolerated, or even admired, their

lieutenants are invariably no-nonsense enforcers who know the right time to apply the lumpy end of a club to unruly underlings.

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

Weapons/Armour: A Hard Man may be equipped from the Brigand equipment list.

0-1 **GREEN JACK**.....20 gc each

The hard life of an brigand gives a fairly low life expectancy, and the causes of a brigands disposition respect neither youth nor innocence. It is common for brigand leaders to groom promising youngsters, usually as scouts and trackers while they learn to handle themselves in combat.

Profile	M	WS	BS	S	T	W	I	A	Ld
Green Jack	4	2	3	3	3	1	3	1	6

Weapons/Armour: A Likely Lad may be equipped from the Poacher equipment list.

HENCHMEN

BRIGANDS.....25 gc each

These are the backbone of this fighting lot. Men gathered either by fate, or the lure of easy money. Hardy fighters, that can swing a club very skilfully.

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

Weapons/Armour: A Brigand may be equipped from the Brigand equipment list.

0-5 **POACHERS**.....35 gc each

Survival in the wild woods is as much about being able to track and kill game as about being able to rob from the rich. Most Brigands can handle a bow, but some are expert hunters of animals and men. Such specialists are always in demand among the brigand bands and thus available in limited numbers.

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

Weapons/Armour: A Poacher may be equipped from the Poacher equipment list.