

Tilean Thespian Troupe

Manfred had been eagerly awaiting them for days now. A week prior, posters had gone up announcing the impending arrival of a troupe of thespians. Included among them was none other than the famed Tenor, Lucino Favoratto. The promise of song, folly and a staging of 'Elsa Visits the Moot' made the dreary and depressing days bearable.

The entire village was abuzz with excited voices and the bustle of people finding a comfortable spot to watch. Families were spreading blankets on the ground and laying out victuals. Two large wagons with drop-down sides had been drawn up parallel to each other about twenty feet apart and a stage erected between them. A curtain of deep red hung between the wagons suspended on a series of thick poles. Grease lamps, aimed inwards, illuminated the stage.

As if rehearsed, the crowd quieted as one. An unspoken expectation stilled them all. Then, seemingly as if from nowhere, a jester sprang onto center stage striking a comically dramatic pose. He started to speak, leaping and cavorting about as he did.

The people laughed with each jest, Manfred being no exception. He laughed so hard at one point tears welled up in the corners of his eyes. The play began as the curtains were drawn apart and a perky rendition of 'How Brown the Cow' opened the show. Manfred took it all in, savoring the wonderful performances of the actors.

Between each act, the jester would return to tell of those things that happened unseen. He danced and used sleight of hand to illustrate his narrative. All the while actors made quick costume and makeup changes in the wagons. And those actors not busy changed scenery backdrops.

When the Prince rode off to battle exiting stage left, his stirring soliloquy enticed Manfred to ride with him; visions of glorious battle swimming in his head. When Signor Favoratto took center stage he brought everyone to tears with his heart-rending version of 'Red Runs the River'; the



song wherein the General first exalts his troops to heroic battle, then as the battle is done, laments those who fell.

As the third act opens and the jester fades into the shadows, the wounded but heroic Prince returns to Elsa. He frees her from the evil sorcerer Scuto, but only after his valet sacrifices himself during the final struggle. During the finale when Elsa and the Prince sang of their undying love for each other many of those watching openly wept at the beautiful spectacle before them.

Afterwards, many of the players performed encores of their songs and the jester returned to tell bawdy jokes and perform magic tricks. Some of the minor players moved through the audience passing hats and the people willingly gave what little they had. Even though it was fleeting, these thespians had brought joy and wonder to their dismal lives.

In the morning, they would move on to the next village and do it all over again. They would bring laughter and joy to more people in desperate need of hope. Maybe someday they would return here. Until then Manfred would wait, dreaming of glory and faraway places.

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Laughter is the sweetest tonic. In times of war, strife, and famine laughter is a precious commodity. People find solace wherever they may and warriors are no exception, into these times come the roving bands of theatrical players. Hailing from all over the Old World, these players are well versed in all the popular plays of the day. Whether it be “Brigitta and Gothard” or “Our Lustrian Cousins”, these players shall delight all.

The finest thespians come from Tilea, that land of beauty and song and bloody mercenaries. Tilea is famed for three things- professional, hard-fighting mercenaries; cunning merchant families and the pursuit of art in all its forms. So, it no surprise that the Tilean culture should give rise to mercenary-like groups of artists with a penchant for making money.

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Tilean thespians may hail from any of the city-states in Tilea or the surrounding areas. Indeed, many of the Fight Masters are bored Estalian Diestros looking for adventure and wealth. Also, it is not unknown for troupes to hire guards when traveling through dangerous areas.

A Thespian troupe is divided into two distinct groups of actors. The Marquee players portray the lead roles, and the Minor players fill in the extra roles.

Many thespians are former soldiers of the various mercenary armies that abound in Tilea; others are the disaffected sons and daughters of wealthy merchants. Some players are well known actors and singers. But all share a common desire- to make their fortune during these dark times.



Special Rules

Thespian troupes are used to scraping by in the lean times and as such are expert scroungers. The warband may re-roll any one die during the Exploration Phase, but must accept the result of the second roll. This may be done regardless if any Heroes can search or not.

Protagonists and Sidekicks receive a +1 WS bonus due to the rigorous training of the Fight Masters. This bonus applies when hiring new Protagonists and/or Sidekicks later.

Choice of Actors

A Thespian troupe must include a minimum of 3 models. You have 500 gold available to spend. The maximum number of actors in the troupe may not exceed 15.

Narrator: Each troupe must have one Narrator.

The Villain: Your troupe may include one Villain.

The Authority: Your troupe may include one Authority.

The Protagonist: Your troupe may include one Protagonist.

The Sidekick: Your troupe may include one Sidekick.

Townsfolk: Your troupe may include any number of Townsfolk, but must be equal to or exceed the number of Soldiers.

Soldiers: Your troupe may include any number of soldiers, but may not outnumber Townsfolk.

Forest Kin: Your troupe may include no more than seven Forest Kin.

Fight Masters: Your troupe must include at least one Fight Master, but no more than two.

Starting Experience

The Narrator starts with 20 experience.

The Villain and **Authority** start with 8 experience.

The Protagonist and **Sidekick** start with 0 experience.

Minor Players Start with 0 experience.

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Marquee Players



1 The Narrator

70 Gold Crowns to hire

A Narrator is the heart and soul of a thespian troupe. Narrators may appear as jesters, deities, mythical beings or anything the imagination can conjure. The Narrators' role is to tell the story between acts and keep the audience entertained as scenery and costume changes occur backstage. Some Narrators use illusion and magic tricks to do this, but an exceptional Narrator can leave the audience enthralled regardless of magic.

Profile: M WS BS S T W I A Ld

4 4 4 3 3 1 4 1 8

Weapons/Armor: A Narrator may use weapons and armor from the Mercenary equipment list.

Special Rules

Leader: Any thespian within 6" of the Narrator may use his leadership characteristic when taking leadership tests.

Wizard: The Narrator is a Warlock and uses the Thespian or Lesser Magic spell lists.

0 – 1 the Villain

35 Gold Crowns to hire

In any Thespian troupe, there is always one actor who is swarthier and more evil looking than his fellows. These actors are usually called upon to portray the role of the Villain. Villains are among the best and brightest actors. Portraying a villain isn't as easy as one would think. They must not only fit the physical stereotype of a villain, but they must make it believable as well.

Profile: M WS BS S T W I A Ld

4 4 3 3 3 1 3 1 7

Weapons/Armor: A Villain may use weapons and armor from the Thespian equipment list.

0 – 1 the Authority

35 Gold Crowns to hire

The Authority takes on many roles during his career- Sigmar or a deity, the Emperor or an Elector Count, a Lord Mayor, Sheriff or a judge. Whatever the role, whether it's the wise old beggar or grizzled captain, he represents order, law and good. He adds wisdom and gravitas to any scene he is in. The Authority is an actor of many years and great experience. A true thespian, he can deliver a grand soliloquy or stinging insult at the drop of a helmet.

Profile: M WS BS S T W I A Ld

4 4 3 3 3 1 3 1 7

Weapons/Armor: The Authority uses weapons and armor from the Mercenary equipment list.

0 – 1 the Protagonist

15 Gold Crowns to hire

The Protagonist is the perennial good guy- the white helm! He is the handsome prince come to slay the dragon and save the maiden. Or perhaps she is a plucky princess who defies the villain and braves all dangers to discover her destiny. The Protagonist is an actor new to the stage, but one that shows great promise and can be either male or female.

Profile: M WS BS S T W I A Ld

4 3 2 3 3 1 3 1 6

Weapons/Armor: The Protagonist uses equipment from the Thespian equipment list. (The +1 WS bonus is already included in the Protagonists profile).



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0 – 1 the Sidekick

15 Gold Crowns to hire

The Sidekick is the unflappable aide-du-campe of the protagonist. He/she is ever faithful, loyal and just downright handy to have about. Sometimes comical, sometimes serious- the Sidekick can do a little of everything. Whether a Man-at-Arms or a Lady in Waiting, valet, chaperone, squire or protector - the Sidekick never fails to come to the protagonists' aid – and just in the nick of time! Sidekicks are also younger actors with great promise and usually, but not always, are of the same gender as the Protagonist.

Profile: M WS BS S T W I A Ld

4 3 2 3 3 1 3 1 6

Weapons/Armor: The Sidekick uses equipment from the Thespian equipment list. (The +1 WS bonus is already included in the Sidekicks profile).



Minor Players

(Bought in groups of 1 – 5)

0 – 7 Forest Kin

25 Gold Crowns to hire

Some Tilean actors, known as Forest Kin, are famed for their portrayals of creatures of the wilds. Whether it be forests, mountains or deserts the Forest Kin can breathe life into non-human personas. From animals and mythical creatures to the mysterious fey folk and even the doughty dwarves, these actors make it believable.

Profile: M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Weapons/Armor: Forest Kin use equipment from the Marksman equipment list.

Soldiers

25 Gold Crowns to hire

These veterans of the boards are stoic, seasoned actors that fear no audience so long as they have their greasepaint and props. From sailors and soldiers to thugs and outlaws, these are the actors who can march and fight and sing all about it!

Profile: M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Weapons/Armor: Soldiers use equipment from the Mercenary equipment list.

1 – 2 Fight Masters

35 Gold Crowns to hire

Fight Masters are expert duelists and much needed in a thespian troupe to choreograph the all-important fight scenes. Highly trained in the art of sword play, these actors are also arrogant and tend not to work well with other masters. Many troupes employ only a few of them to teach the young actors and refresh the older ones in their fighting techniques.

Profile: M WS BS S T W I A Ld

4 4 3 3 3 1 3 1 7

Weapons/Armor: Fight Masters use equipment from the Thespian equipment list.

Special Rules

Expert Swordsman: Fight Masters are so skilled with their swords that they may re-roll any failed hits when charging. This only applies when they are using normal swords or rapiers and not double handed swords or other weapons.



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Townsfolk

10 Gold Crowns to hire

Call them what you will - Townsfolk, Villagers, Angry Mob or just plain Extras, no play would be complete without these actors in the background. These thespians portray the often timid yet easily incitable locals that end up with pitchforks and burning torches on the monsters' doorstep. In large groups, these peasants and shop-keepers can be very formidable.

Profile: M WS BS S T W I A Ld

4 2 2 3 3 1 3 1 5

Weapons/Armor: Townsfolk use equipment from the Townsfolk equipment list.

Special Rules

Mob: Townsfolk must be bought in groups of 2 - 5 models and stay within 3" of each other. As long as there are two or more in a group, they are immune to fear.



Thespian Skill Tables

	Combat	Shooting	Academic	Strength	Speed
Narrator	X	X	X	X	X
Villain	X		X		X
Authority	X		X	X	
Protagonist	X			X	X
Sidekick	X	X			X



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Mercenary and Thespian Equipment Lists

Mercenary Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Morning star	15 gc
Double-handed weapon . . .	15 gc
Spear	10 gc
Halberd	10 gc

Missile Weapons

Crossbow	25 gc
Pistol	15 gc (30 for a brace)
Dueling pistol	25 gc (50 for a brace)
Bow	10 gc

Armor

Light armor	20 gc
Heavy armor	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

Marksman Equipment List

This list is for Marksmen only

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc

Missile Weapons

Crossbow	25 gc
Pistol	15 gc (30 for a brace)
Bow	10 gc
Long bow	15 gc
Blunderbuss	30 gc
Handgun	35 gc
Hunting rifle	200 gc

Armor

Light armor	20 gc
Shield	5 gc
Helmet	10 gc

Townfolk Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace/Club	3 gc
Hammer	3 gc
Axe	5 gc
Flail	15 gc
Spear/Pitchfork	10 gc
Halberd/Bill/Scythe	10 gc

Missile Weapons

Longbow	15 gc
Bow	10 gc
Sling	2 gc

Armor

Light armor	20 gc
Shield	5 gc
Helmet/Pot	10 gc

Thespian Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace/Club	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Rapier	15 gc
Double-handed weapon . . .	15 gc
Spear	10 gc
Halberd	10 gc

Missile Weapons

Crossbow	25 gc
Pistol	15 gc (30 for a brace)
Dueling pistol	25 gc (50 for a brace)
Bow	10 gc

Armor

Light armor	20 gc
Heavy armor	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

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New skills:

Following is a list of new skills complete with a description of the skill and which category it belongs in.

Elusive: Adept at turning away overzealous fans and the paparazzi, this actor is able avoid those “uncomfortable interviews”. If the model rolls 61 on the serious injury chart, the player may make a leadership test using the models Ld. If the test succeeds, the model is treated as having rolled 41-55 instead.

Category: Combat

Wilhelm Tellus: The shooter may shoot into close combat. A failed to hit results only in a complete miss of all models in that close combat, no further rolls need be made.

Category: Shooting

Starstruck: This actor is famous throughout the Old World and causes **Awe** in those who encounter him/her. This skill is the exact same as the **Fear** psychology and likewise renders its owner immune to Fear/Awe.

Category: Academic

Rough and Tumble: The actor is used to the rough and tumble life of a traveling actor. His thick skin allows him to shrug off the jeers and taunts of a disapproving crowd. The actor is immune to psychology.

Category: Strength

Celebrity: The actor is a rising star of the stage and is much admired for their acting/singing abilities and as such will cause opponents to suffer a -1 to hit.

Category: Speed



Thespian Spell List

These spells may be taken by an eligible caster in lieu of the Lesser Magic spells available to them.

Scripted: “NO, NO, NO! That’s not how it GOES! Didn’t anyone read the script! Look, you stand here, there’s a fight, and **you** lose!”

All friendly models within a 12” radius of the caster may re-roll all failed rolls to hit and enemy models must re-roll hits. The second result stands. The effect lasts until the beginning of the casters next turn.

Difficulty: 9

Soliloquy: *The actor gives a grand speech that rivets the attention of his opponents, blinding them to their surroundings.*

All enemy models within 8” are counted as knocked down, even those in hand to hand combat. Note that the skill jump up has no effect as the models were not ‘knocked down’ as the result of an injury roll.

Difficulty: 11

Our Story Thus Far: *Through the hypnotic art of narration the hero can influence and direct his opponents’ actions to better fit the story.*

This spell is a complicated and dangerous bit of sorcery and takes place over three turns. The caster may not cast any other spells while this spell is in play. He may attack and defend as normal.

Act 1 (For Glory): On the first turn it is cast, all friendly models may charge up to 2” past their maximum charge range. If they were previously charged, then they count as the charger even if charged in the same turn.

Act 2 (Despair): On the second turn, all friendly models must make a leadership check (using their own Ld) or attack last with a -2 to hit. Regardless of success, friendly models attack at -1 to hit this turn.

Act 3 (Triumph): All friendly models automatically hit with their first attack and each subsequent attack is +1 to hit for the rest of the turn. Failed rolls to hit may be re-rolled, but the second result stands.

Difficulty: 10