

WOODSMEN DE ARTOIS



Large tracts of Brettonia are covered by forest and woodland. These are owned by the Lords and Barons who let them to tenants to work. The people of the forests are more independent than their farming neighbours. Whilst paying their taxes to the landowners they are left alone to live as they see fit. As a result they are an insular folk who do not welcome outsiders. When danger threatens they call on their own resources and band together under one of the clan chiefs.

The Barons find employment for the woodsmen as scouts and pathfinders. Other times their skills are put to more sinister uses. A warrior who can make himself nearly invisible is valuable indeed.

CHOICE OF WARRIORS

A Woodsmen warband must include a minimum of 3 models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 15

Chief: Each warband must have one Chief, no more, no less!

Hunter: Each warband may include up to one Hunter

Friar: Your warband may include up to one Friar

Cubs: Your warband may include up to two Cubs

Woodsmen: Your warband may include any number of Woodsmen

Bowmen: Your warband may include no more than seven Bowmen

Trappers: Your warband may include no more than five Trappers

Hunting Hounds: Your warband may include no more Hunting Hounds than Trappers

STARTING EXPERIENCE

The **Chief** starts with 20 experience

A **Hunter** starts with 8 experience

A **Friar** starts with 8 experience

Cubs start with 0 experience

Henchmen start with 0 experience

WOODSMEN SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Special
Chief	x	x	x	x	x	x
Friar	x		x	x	x	x
Hunter	x	x			x	x
Cub	x	x				x

WOODSMEN SPECIAL SKILLS

Woodsmen Heroes with the Special skill available to them may choose to use the following Skill list instead of any of the standard Skill tables available to them.

Staff Master: When fighting with a quarterstaff the warrior may use it to parry every attack made by one opponent.

Bull Rush: This warrior is huge and can use his massive stature to overpower his opponents. When he charges this hero may attempt to knock down his opponent rather than making his normal attacks. Roll to hit once with a +1 to hit modifier, though no 'to wound' roll is necessary. Instead, if the warrior hits with this attack, the opposing model is Knocked Down.

Forager: Having learned to live off the land this warrior does not count towards warband size when calculating income.

Infiltration: A warrior with this ability is skilled at advancing under cover without being detected. He can be placed anywhere 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 more than one player has models which infiltrate, roll a D6 for each, and the lowest roll sets up first.

Sniper: Long years of stealthy hunting have taught this warrior to strike from cover without being seen. If Hidden, a warrior may shoot or cast prayers and still remain hidden. If however the sniper's target is not taken out of action he is allowed an immediate Initiative test as are anyone within 2" of him and if successful they spot the sniper and he loses his ability to remain hidden.

WOODSMEN EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (first free)
2 gc
Mace
3 gc
Hammer
3 gc
Axe
5 gc
Sword
10 gc
Spear
10 gc
Halberd
10 gc
Morning Star
15 gc
Double-handed weapon
15 gc
Quarterstaff
15 gc

Armour:

Shield
5 gc
Buckler
5 gc
Helmet
10 gc
Light Armour
20 gc

Missile Weapons:

Bow
10 gc
Longbow
15 gc
Throwing Knife
15 gc

WOODSMEN SPECIAL EQUIPMENT

QUARTERSTAFF

Cost: 15 gc

Rare: Common

Some Woodsmen favour the quarterstaff. It is a hefty length of wood about the height of the warrior. In skilled hands it is a versatile weapon and not only will give a +1 S bonus but can also be used to parry. The quarterstaff is used two handed and cannot be used with an additional hand weapon.

Name	Range	Strength	Special Rules
Quarterstaff	Close Combat	As User +1	Two Handed, Parry

Two-handed: A quarterstaff requires two hands to use and so a model using a quarterstaff may not use a shield, buckler or additional hand weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting.

Parry: When an opponent rolls to hit, the model armed with a quarterstaff may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double his own Strength - they are simply too powerful to be stopped.

HEROES

1 CHIEF.....60 gc

The communities who dwell in the forests are made up of extended families. They are self-sufficient and don't welcome outsiders. The head of the family is known simply as the Chief. All of his clan owes him allegiance as leader and in many cases as father or grandfather. It is he who treats with the Lord of the forest and pays what dues or his.

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

Weapons/Armour: Your Chief may be equipped from the Woodsmen equipment list.

SPECIAL RULES:

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

0-1 HUNTER.....35 gc

Most skilled in woodcraft is the hunter. He can feed and clothe himself entirely from the forest. Often staying in the forest alone for long periods he invariably returns to his family with the bounty of the forest.

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

Weapons/Armour: Your Hunter may be equipped from the Woodsmen equipment list.

0-1 FRIAR.....45 gc

Unlike most of Brettonnia the people of the forest worship Taal, the god of nature. In addition to organised monasteries there are many friars who live and work amongst the woodland communities. Like the Priests of Taal who minister elsewhere they are able to pray to their patron god and call on his power.

Profile	M	WS	BS	S	T	W	I	A	Ld
Friar	4	2	3	3	3	1	3	1	7

Weapons/Armour: Your Friar may be equipped from the Woodsmen equipment list.

SPECIAL RULES:

Wizard: The Friar is a Priest of Taal and may use the prayers of Taal in TC 11.

0-2 CUBS.....15 gc

The people of the forest have lived here for generations. The young are taught woodcraft skills from an early age. Eventually they are allowed to accompany their elders on expeditions farther afield.

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

Weapons/Armour: Cubs may be equipped from the Woodsmen equipment list.

HENCHMEN

WOODSMEN.....25 gc each

Woodsmen make their living from the forest. They trap beasts, build cabins and tend the woodland. Whilst in theory they owe their allegiance to their Lord in practise they look only to each other.

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

Weapons/Armour: Woodsmen may be equipped from the Woodsmen equipment table.

0-7 BOWMEN.....35 gc each

The forest Bowmen are hunters who specialise in bringing down prey with a bow. They can hit the eye of a rabbit at a hundred paces or bring down a bird on the wing.

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

Weapons/Armour: Bowmen may be equipped from the Woodsmen Equipmetn table.

SPECIAL RULES:

Expert Shot: Bowmen are used to shooting in dense forests and ignore penalties for cover when using a bow or longbow.

0- 5 TRAPPERS.....35 gc each

Trappers are loners who become attuned to the ways of the forest. They live by trapping or snaring animals and birds. Sometimes they turn their skills to larger prey.

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

Weapons/Armour: Trappers may be equipped from the Woodsmen equipment table.

SPECIAL RULES:

Set Traps: Trappers are not surprisingly experts in setting traps. A Trapper may set a trap if he spends a turn doing nothing else (he may not set traps if he's just recovered from being *Knocked Down*). Place a marker in base contact with the Trapper. When a model, friend or foe, moves within 2" of the marker he risks setting off the trap - roll a D6. On a score of 3+ he has triggered the trap and suffers a S4 hit (note that the Trapper won't trigger his own traps). If the trap did not wound the model or it didn't trigger, the 'victim' may finish his move otherwise he is placed *knocked down* or *stunned* 2" from the marker. Regardless whether the trap was triggered or not, the marker is removed.

o- 5 HUNTING HOUNDS.....15 gc each

Woodsmen have an affinity for birds and animals. A Trapper will often be accompanied by a Hunting Hound who understands him implicitly.

Profile	M	WS	BS	S	T	W	I	A	Ld
Trapper	6	4	0	4	3	1	4	1	5

Weapons/Armour: Hunting Hounds do not use any equipment or weapons.

SPECIAL RULES:

Animals: Hunting Hounds are animals and do not gain experience (or learn new tricks).
Dog Handler: You may purchase no more Hunting Hounds than you have Trappers. If the number of Trappers is reduced below the number of Hounds then the surplus Hounds may not take part in battles. They can be kept until the Trappers are replaced but will count towards the warband size for trading and maximum numbers.