

# Brettonian Outlaw Warband

Portrayed in peasant songs as dashing defenders of the low against the abuses of the high, the reality of the bands of outlaws that infest the forests of Brettonia is a lot less proaic. 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. Outlaws 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 Outlaws come from the peasant class: there are tales of Outlaw nobles and princes, disowned by their families, fighting guerillia wars against their former homeland. While no outlaw objects to robbing from the rich, robbing from the poor is safer and easier as a rule.



## Special Rules

**Look Behind You!** Outlaw 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 Outlaw warband member.

**Men of Low Character:** Outlaws are justly suspicious of outsiders, fearing they may be agents of the law. They may not hire any warrior that has knightly, law-enforcing or noble associations. This would include the Bounty Hunter or a High Elf character for example.

## Choice of Warriors

A Brettonian Outlaw warband must have a minimum of 3 and maximum of 20 warriors. You have 500 gold crowns with which to recruit your warband.

**Outlaw Chief:** Your warband must include an Outlaw chief! No more, no less.

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

**Likely Lads:** Your warband may include up to two Likely Lads.

**Foresters:** Your warband may include up to five Foresters

**Outlaws:** Your warband may include any number of Outlaws.

## Skill Table

	Combat	Shooting	Strength	Academic	Speed
Outlaw Chief	✓	✓	✓	✓	✓
Hard Men	✓	✓	✓		✓
Likely Lads	✓	✓			✓

## Starting Experience

An **Outlaw Chief** starts with 20 experience

A **Hard Man** starts with 8 experience.

A **Likely Lad** starts with 0 experience.

All henchmen start with 0 experience.

## Equipment List

### Outlaw Equipment List

#### Close Combat Weapons

Dagger	2 GCr.
Club	3 GCr.
Axe	5 GCr.
Spear	10 GCr.
Sword	10 GCr.
Double Handed Weapon	15 GCr.

#### Missile Weapons

Shortbow	5 GCr.
Bow	10 GCr.

#### Armour

Light Armour	20 GCr.
Helmet	10 GCr.
Shield	5 GCr.

### Forester Equipment List

#### Close Combat Weapons

Dagger	2GCr.
Club	3 GCr.
Axe	5 GCr.
Sword	10 GCr.

#### Missile Weapons

Bow	10 GCr.
Longbow	15 GCr.

#### Armour:

Toughened Leathers	5 GCr.
Helmet	10 GCr.
Buckler	5 GCr.

#### Miscellaneous Equipment:

Hunting Arrows	25 GCr.
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## Heroes

**1 Outlaw Chief**, 60gc to hire.

Charismatic, successful, or just plain meanest, it takes a special breed of man (and occasional woman) to rise to the top of the outlaw 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
4	4	4	3	3	1	4	1	8

**Weapons/Armour:** A Outlaw Chief may be equipped from the Outlaw equipment list.

## Special Rules

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

### 0-2 Hard Men, 35gc to hire.

The best fighters in an outlaw band usually fill the positions of rank by virtue of fear and respect. While an eccentric cheftain 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
4	4	3	3	3	1	3	1	7

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

### 0-2 Likely Lads, 20gc to hire.

The hard life of an outlaw gives a fairly low life expectancy, and the causes of outlawry respect neither youth nor innocence. It is common for outlaw 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
4	2	3	3	3	1	3	1	6

**Skill Lists:** Combat, Shooting, Speed.

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

## Henchmen

### 0-5 Foresters, 35gc to hire.

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 outlaws can handle a bow, but some are expert hunters of animals and men. Such specialists are always in demand among the outlaw bands and thus available in limited numbers.

#### Profile

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

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

## **Outlaws**, 25gc to hire.

Men (and occasionally, women) make their home in the wild wood for any number of reasons. Some are fleeing justice, or have been sentenced to exile. Some are seeking adventure, riches or fame. Some are driven to it by famine, war or oppression. Desperate, bold or criminal, all are outside the bounds of society and do as they must to survive there.

### **Profile**

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	3	3	3	1	3	1	7

Weapons/Armour: An Outlaw may be equipped from the Outlaw equipment list.