

Iroquois Dramatis Personae

Blue Jacket

In the decades since the Old World discovered the New World, various conflicts have arisen between the various Old World peoples and the New World Aborigines. Sometimes the Aborigines are used in conflicts between the Nations of the Old World. From these conflicts, an Iroquois hero has arrived who vows to defend his peoples' way of life...

Blue Jacket, one of the greatest warriors produced by the Iroquois Confederation, earned his name from the Blue Greatcoat given to him by Fritz Holtzmann, a Marienburg Trader and friend of the Iroquois hero. Blue Jacket feels the Marienburgers are only in the New World for trade and not colonization, causing Blue Jacket to be a staunch ally of Marienburg. Blue Jacket served in the Marienburger army during the Tilean and Iroquois War (called the Seven Years' War in the Old World), and has fought numerous battles against the Tileans and Reiklanders. The name Blue Jacket strikes fear in Tilea and Reikland, and has been used to scare children in the Old World since news of his exploits came back from the New World.

Since his last battle against the Reiklanders, Blue Jacket has vowed to go to the Old World. There he plans to bring the Iroquois' wrath to Tilea and Reikland in an effort to prevent any further incursions into Iroquois land.

Hire Fee: 90 gold crowns to hire; +30 gold crowns upkeep cost.

May be Hired: Only Iroquois and Marienburgers may hire Blue Jacket

Rating: Blue Jacket increases a warband's rating by +70 points.

	M	WS	BS	S	T	W	I	A	Ld
Blue Jacket	4	5	4	4	4	2	6	2	8

Weapons/Armour: Blue Jacket is armed with a Handgun and two Tomahawks, wears Light Armour, and carries a Medicine Bundle, which acts like a Lucky Charm.

SKILLS

Blue Jacket has the following skills: *Dodge, Hunter, Lightning Reflexes, Master of Blades, Nimble, Step Aside, Strike to Injure, and War Cry.*

SPECIAL RULES

Enemies: Due to his years of fighting in the New World, Blue Jacket has a *Hatred* for both Tileans and Reiklanders. Also, if a Reiklander warband was in the last battle, Blue Jacket's upkeep cost is 15 gold crowns for that game.

Allies: Blue Jacket will not fight Iroquois and Marienburger warbands, hired swords, and dramatis personae. Blue Jacket will sit out a one-on-one fight against Iroquois and Marienburg warbands (do not add Blue Jacket's rating increase, and do not pay an upkeep cost for that battle). If in a multi-warband scenario, or against a side that has an Iroquois or Marienburger hired sword or dramatis personae, Blue Jacket will not engage in combat with Iroquois or Marienburgers, but he will defend himself if attacked, including shooting at an Inezyan or Marienburger who fired upon him. If fired upon by an Iroquois or Marienburger, Blue Jacket may charge the model that fired upon him.