

# **Bandits**

*Bandits are violent criminals who have banded together to prey on the innocent. Only the most evil of realms would think of employing such despicable rogues.*

## **Special Rules**

### **Foragers**

When determining Income for a Bandit adventuring party, always use the next lowest adventuring party size category.

### **Black Market Contacts**

When a Bandit adventuring party sells equipment, they get half of any random element of the equipment cost, in addition to the normal half of the item's basic cost.

## **Special Skills**

### **Banditry**

Instead of searching for Rare equipment, the hero may engage in banditry. Roll a D6. On a 2-6, the hero adds D6+1 pg to the adventuring party's stash. On a 1, roll on the Serious Injury table. This skill cannot be combined with a Huckster's Slick Operator special ability.

### **Hide in Shadows**

An enemy warrior attempting to detect this warrior when they are hidden must halve their I (rounding up) before measuring the distance.

### **Jump Back**

If the warrior is in close combat and not Knocked Down or Stunned at the start of their Movement Phase, they may attempt to jump out of combat. Take an I test. If failed, the warrior will automatically strike last in that round of combat. If they pass, they immediately move 1" away from the enemy warrior. This does not count as movement, and the hero may then act normally (even charging back into combat).

### **Sniper**

When Hiding, the warrior can cast spells or shoot and still remain Hidden. This skill cannot be used with Blackpowder weapons.

### **Throw Voice**

If an enemy warrior is attempting to detect the hero while they are Hidden, roll a D6. On a 4+, the hero remains Hidden.

## **Maximum Statistics**

All members are Human and have the following maximum statistics profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

Starting Gold	Model Count
500pg	3-12

## **Hired Hands and Legendary Figures**

Hired Hands	Legendary Figures
<ul style="list-style-type: none"><li>• Bard</li><li>• Bounty Hunter</li><li>• Duelist</li><li>• Freelancer</li><li>• Gladiator</li><li>• Halfling Ranger</li><li>• Highwayman</li><li>• Ogre Mercenary</li><li>• Scout</li><li>• Warlock</li><li>• Witch</li></ul>	<ul style="list-style-type: none"><li>• Demicus, the Great Wizard</li><li>• Yahn the Sneak</li></ul>

## **Heroes**

Hero	Number Allowed	Start XP	Cost to Hire
Bandit Prince	1	20	60pg
Footpad	2	8	45pg
Duelist	1	12	45pg
Huckster	1	8	40pg

## **Henchmen**

Henchmen	Number Allowed	Cost to Hire
Thug	-	30pg
Blackheart	1-2	35pg
Looter	1-4	25pg
Gutterscum	-	10pg
Poacher	1-2	35pg

## **Special Equipment**

### **Rapier (15pg, Rare 5)**

Range	Strength
Close Combat	As user -1

#### **Special Rules**

Parry

Barrage – If a warrior armed with a rapier hits but fails to wound, the warrior may make another attack at -1 to hit. You may continue this so long as you hit.

### **Main Gauche (7pg, Rare 7)**

Range	Strength
Close Combat	As user

#### **Special Rules**

Parry

+1 enemy Armour Save

## **Equipment**

Bandit	Cost to Equip
Dagger	1 <sup>st</sup> free / 2pg
Hammer	3pg
Battle Axe / Shield	5pg
Sword / Spear / Helmet	10pg
Two-handed Weapon / Throwing Axe	15pg
Light Armour	20pg

Duelist	Cost to Equip
Dagger	1 <sup>st</sup> free / 2pg
Shield / Buckler	5pg
Main Gauche	7pg
Sword / Spear	10pg
Rapier	15pg
Pistol	20pg (40pg for a brace)
Duelling Pistol	30pg (60pg for a brace)

<b>Coward</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Sling	2pg
Spear	10pg

<b>Poacher</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Short Bow	5pg
Spear / Bow / Helmet	10pg
Longbow	15pg
Crossbow	25pg



## **Warrior Profiles**

### **Bandit Prince**

*A prince among scum, but still scum nonetheless.*

<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	4	3	3	3	1	4	1	8

**Equipment** – any from the Bandit list.

**Skills** – Combat, Shooting, Strength, Speed, Special

### **Special Rules**

Leader

### **Footpad**

*Footpads are silent killers, and are often well-known fugitives.*

<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

**Equipment** – any from the Bandit list.

**Skills** – Combat, Shooting, Speed, Special

### **Special Rules**

Concealment – If an enemy warrior wishes to charge a Footpad that they cannot see, they must subtract 1 from their I before making the I test. Also, warriors halve their I when checking range to see if they can detect a Hidden Footpad.

### **Duelist**

*Duelists have spent their lives fighting, and as such are fearsome opponents.*

<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	4	4	3	3	1	4	1	7

**Equipment** – any from the Duelist list.

**Skills** – Combat, Shooting, Speed, Special

### **Special Rules**

Swordmaster – When using a weapon with the Parry special rule, the Duelist parries if they roll equal to or more than the enemy's to hit roll.

Weapon Knowledge – A Duelist may use any close combat or missile weapon.

### **Huckster**

*Hucksters make a living conning others. What they lack in combat ability they make up for in charm.*

<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	2	3	2	3	1	3	1	6

**Equipment** – any from the Coward list.

**Skills** – Combat, Academic, Special

### **Special Rules**

**Convincing Manner** – When an enemy warrior attempts to charge a member of the Huckster’s adventuring party within 12” of the Huckster, the enemy must first pass a successful Ld test. If failed, they may not charge, and are treated as if they have failed a charge. A warrior who is subject to Stupidity or is an Animal is immune to this rule.

**Slick Operator** – At the end of the game, a Huckster can attempt to run a con on the local inhabitants. Roll a D6. On a 2-6, the adventuring party gains 2D6 pg. On a 1, the Huckster misses the next game.

### **Thug**

*A Thug is the muscle of a bandit party.*

<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	4	3	1	3	1	7

**Equipment** – any from the Bandit list.

### **Looter**

*Looters form the bulk of most bandit parties. They are not particularly good at fighting, and often resort to low-blows and cheap shots.*

<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	2	4	3	3	1	3	1	6

**Equipment** – any from the Coward list.

### **Special Rules**

**Looting the Dead** – When rolling for warriors who were taken Out of Action, the Bandit player may roll a D6 for any warrior who are removed from the roster. On a 4+ the Bandit player receives all the removed warrior’s equipment. Note that this rule applies to your own warriors also.

### **Blackheart**

*Blackhearts are murderers, evil through and through. They are brutal killers with violent pasts, and little phases them.*

<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

**Equipment** – any from the Bandit list.

### **Special Rules**

**Hardened** – Immune to Fear. Do not have to take All Alone tests.

### **Poachers**

*Poachers are the scouts of the bandit party. They excel in stealth and ranged combat.*

<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	4	3	3	1	3	1	7

**Equipment** – any from the Poacher list.

### **Special Rules**

Trailblazers – You may re-roll one D6 for each Poacher in your adventuring party during the Exploration Phase.

### **Gutterscum**

*Gutterscum are the lowest of the low. They are true cowards. Their criminal pasts are appalling and depraved, and even other bandits look down upon them.*

<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	2	2	3	3	1	3	1	6

**Equipment** – any from the Coward list.

### **Special Rules**

Utterly Inept – Gutterscum do not gain experience.