

WARHAMMER  
FANTASY  
ROLE-PLAY

# THE HAHNBRANDT MILITIA



◆ A Guide to Valiant Defenders of the Empire ◆



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# ◆ THE HAHNBRANDT ◆ MILITIA



*Although protected from the worst predations of external foes by her great armies, the Reikland is still a dangerous territory, for she must be defended from a number of enemies within, too. Many of her people are ready to come to such a defence. The local militias and garrisons of the Reikland are the building blocks of her internal security. It is a painful truth that without these forces, swathes of the Reikland would be overrun by outlaws, cutthroats, and far worse.*

Hahnbrandt is a mining town in the Reikland. Its militia is a mostly professional force, employed by Graf von Wallenstein to guard the town and shipments of silver and other metals. The force patrols the hills around the town, offering the miners some protection from the innumerable dangers of the Hägercrybs.

## HOW TO USE THIS GUIDE

The **Hahnbrandt Militia** continues a series exploring ways to utilise the creatures of **Warhammer Fantasy Roleplay**. It presents a specific militia in detail, but also serves as a toolkit to help create militia bands from across the Reikland and beyond.

*Olde Weirde's Incunabulum* describes the militia of the Reikland and an experience of the Hahnbrandt militia. Olde Weirde is known for holding eccentric views, of course, and the average citizen of the Empire is unlikely to have thought about these issues to such a degree. As well as background information on the militia's most important figures, this book also provides templates to enhance the abilities of militia, better reflect the roles and skills of specialised troop types, and to make more challenging foes, or more proficient allies, for the Characters.

To use the templates, you can add suggested Characteristic bonuses, Skills, Talents, and Trappings to the default Soldier statblock. The templates can easily be combined, so, for example, to create a Veteran Scout, simply use bonuses from the Scout template with bonuses from the Veteran template. The same thing for a Halberdier Captain, and so on. Also included are encounter ideas that can be used as a ready-made force to be used in your games, and which can easily be expanded into more complete plots and adventures.

As well as a host of Talents, Skills, and other bonuses to confer on the militia, you should not forget that all the militia are made up of people, just like the Characters. They will have their own ambitions and fears, their own loves and hates, and other foibles.

Often, they will appear as simply the faceless tools of the powers that be, but sometimes their humanity will shine. They might well empathise with the Characters just as the Characters might empathise with them. They may even have similar backgrounds, outlooks, and goals, even when they are set against the Characters through their jobs or by their superiors.





## Olde Weirde's Incunabulum



It became clear that we would be hard-pressed to get to Carroburg in time for the festival, and we were left with the difficult decision of the route to take. The river is usually reliable, fast, and safe, but due to unseasonable conditions it was swollen and treacherous. The Übersreik-Bögenhafen road would add many miles to the journey. So, we opted to take the straightest route, across the Hägercrybs, which is how we found ourselves on the way to Hahnbrandt. Despite the reputation of the Hägercrybs and Professor Gronighof's protestations, I assured everyone that the perils of those hills were largely in the imaginations of the local peasantry.

We took the road from Auerswald following the river up into the hills. This was the last good road we would find, they told us, and once we got to Hahnbrandt, we would be following rough trails and animal tracks. But even this route proved problematic, for only a few miles out of Auerswald, we met with some scouts in green and white uniforms. They nodded as we passed and that was that. But it turned out that those scouts were outriders for a shipment of silver.

Had they warned us, then perhaps we could have found a place to step aside and wait for the wagon to pass. Perhaps we could have left the road and had an early lunch in a handy nook. But instead, we were confronted by a company of handgunners who demanded in the name of Graf Ferdinand von Wallenstein that we make way. This was very rude, especially as we had just had a fine evening with the graf at his place in Auerswald, and he had not insisted we make way for him once.

Professor Pfaff was quick to insist that the handgunners make way for our party and invoked whatever patronage and qualifications he could muster and several verses from the Life of Sigmar. But the handgunners had the weight of numbers and the sort of belligerent, stoical ignorance that I'm sure stands them in good stead on the battlefield, if not so much in rhetorical debate.

Suffice it to say, eventually we conceded and after some awkward manoeuvres on the narrow road, we managed to get our mounts pointing in the other direction and went back down the hill until we could find a suitable passing spot. I admit a grudging admiration for Professor Pfaff's pig-headedness and resilience, although the two hours we spent at loggerheads with the Hahnbrandt handgunners we could not really afford to lose.

Once the silver wagon and all its attending handgunners had passed, we made decent time up the track, and spurring our mounts on because of the delay, managed to reach Hahnbrandt as night fell. The orange smoke rising above the green canopy as the sun set illuminated the town in spectacular manner and put me in mind of a sort of tiny Nuln in the forest.

We paid a small fine at the town gate — the twilight tax, they called it, which is a charge they make to any group that enters the town half an hour before or after sunrise or sunset.