

AN IRON HAND IN A STEEL GLOVE



The Brotherhood of Bronze clan box reunites this venerable institution's most emblematic fighters, but it counts many other individuals of various castes among its members. The following rules allow new fighters to join the Brotherhood of Bronze and thus form a formidable army around the theme of steam!

JOINING THE BROTHERHOOD OF BRONZE

Any dwarf of Tir-Nâ-Bor carrying steam equipment, excepting Characters, can become a member of the Brotherhood of Bronze. He then benefits from the special rules bound to this clan.

Joining the Brotherhood of Bronze is usually free, yet it causes an extra cost in A.P. for some fighters who acquire additional advantages. This cost (as well as any additional rules) is presented here.

Thermo-priests (+5 A.P.)

This additional cost and the following rules are valid for all types of thermo-priest dwarves (thermo-priest, thermo-priest on razor-back and thermo-priest of Uren).

Before making a Pressure Roll a thermo-priest of the Brotherhood of Bronze can sacrifice one gem of Earth. If the test's result is "I", then the thermo-priest does not benefit from a bonus, but he does not either have to make a roll on the *Table of Incidents*. This special capacity does not work if the Pressure Roll must be made using several dice, as is the case when a thermo-priest is subject to the effects of the "Selective compression" or "Pressure transfer" spells.

Dwarf armourers and provosts of Uren (+5 A.P.)

Though they don't have steam equipment in their original profile, dwarf armourers and provosts of Uren can join the Brotherhood of Bronze. They then acquire the following equipment (in addition to the one specified on their reference card): "Boiler. Steam sword/STR."

Furthermore, the dwarf armourers of the Brotherhood of Bronze can let their companions benefit from this equipment under the same conditions as those described on the "dwarves Armourer" card. However, only the Brotherhood of Bronze's members can acquire this equipment. **If the boiler of a fighter carrying such equipment is destroyed, then this equipment can no longer be used.**

Thermo-active armour (+3 A.P.)

(+2 additional A.P. for fighters of Large Size.)

Propelled by the power of steam, this armour makes warriors wearing it almost impossible to stop. The wearer acquires Implacable/I. If he already has it, then this ability's value is raised by one point. Furthermore, the armour's wearer can disengage by force from fighters of his Size or bigger, yet under the condition that the difference in Size is not greater than "I." A fighter of Small Size wearing such armour can therefore disengage by force from opponents of Small or Normal Size, but not from those of Large Size or bigger.

Module of celerity (+3 A.P.)

By using the energy provided by a boiler, this type of module allows the fighter to move more easily while wearing his armour. A fighter equipped with such a module benefits from a +1 in INI until the end of the game. This bonus is considered to be printed on his reference card.

Steam mask (+5 Δ.P.)

The wearer of a steam mask sees his Courage turned into Fear. The following equipment is added to the one mentioned on his reference card: "Steam mask/FEAR."

RAG'NAROK: THE MECHANICAL FAMILIAR

The Mechanical Familiar is considered to be an Independent in RAG'NAROK, just like a Warrior-mage or Warrior-mank. It can therefore join any Unit or form a Unit on its own.

Dwarf bombardiers

Dwarf bombardiers can join the Brotherhood of Bronze without their A.P. value increasing. They can then be equipped with "Light artillery with zone effect" cannons instead of their "Perforating artillery" cannons at an additional cost of 4 A.P. This choice must be made when the army is being built.

Characters equipped with a steam cannon, such as **Lor-Arkhon the Deranged**, can benefit from this same modification at an additional cost of 6 A.P. (instead of 4 A.P.).

In this case Lor-Arkhon can use the B.R.U.T.E. but can no longer use experimental ammunition except for the cluster shell.

Armoured chariots

If the Brotherhood of Bronze is complete, then armoured chariots can be added to the army at a cost reduced by 10 A.P.

Khor knights of Uren

If a Khor knight of Uren charges while his MOV is improved owing to a Pressure roll made thanks to his thermal razorback armour, then his STR when charging is increased by the same bonus as the one that is added to his MOV.



The knight then benefits from this bonus in Strength, even if he isn't fighting the target of his charge after fray splitting. On the other hand, he no longer benefits from this bonus after a pursuit movement.

Though he isn't a knight of Uren or even a Khor warrior, Aegher the Brief (in his Second Incarnation) also benefits from this special rule.

This bonus in Strength cannot be cumulated with that of a steam weapon. It can, however, be added to the one provided by a Titanic Breastplate.

SCEPTRE OF AUTHORITY OF UREN

Being representatives of the tutelary god of the forge and trustees of his knowledge, the therma-priests and the provasts of Uren are among the most respected members of the Brotherhood of Bronze.

The bearer of a sceptre of authority of Uren acquires the "Leadership/10" ability, and his Courage (or Fear) and Discipline rates are increased by one point each.

These objects are reserved to therma-priests and provasts of Uren who are members of the Brotherhood of Bronze. Not being artefacts, several copies of these pieces of equipment can be held by an army. The bearer of a sceptre of authority cannot be made Leader in RAG'NAROK.

14 Δ.P.

ALTERNATIVE ARMIES

All fighters bound to the Brotherhood of Bronze, be they original profiles from the clan box or alternative profiles described in this article, can be played in any army of the dwarves of Tir-Nâ-Bor

RULES DWARF CLAN

even if none of the clan's Characters is present. However, as with all clans, the Brotherhood of Bronze benefits from certain special rules when all of its members are gathered. The original composition for this clan to be complete is as follows:

- Fenggar Iron Hand;
- Lor-Arkhan the Deranged;
- Aegher the Brief;
- Lothan, the Beast of Steel;
- Mechanical familiar;
- Two thermo-warriors.
- Two forge guardians;

With the integration of new fighters, the composition of the complete Brotherhood of Bronze can be modified to the player's liking. The following restrictions must nevertheless be respected:

- The army must include at least one Character of the Brotherhood of Bronze for every full 200 A.P. in the army. This rule no longer applies once the clan's four Characters – Fenggar, Lor-Arkhan, Lothan and Aegher (First or Second Incarnation) – have joined the army.
- In *CONFRONTATION* all the army's fighters (without exception) must be members of the Brotherhood of Bronze.
- In *RAG'NAROK* at least half of the army's value in A.P. must be bound to the Brotherhood of Bronze (including spells, miracles and artefacts). The usual restrictions concerning the army's composition apply in the normal way (percentage of Characters, of Allies, of war machines, etc.). The army's Commander-in-Chief must also be a member of the Brotherhood of Bronze.

SPECIAL RULES

When the clan is complete, then all fighters equipped with steam machines (except those with the "Inalterable" ability) benefit from a +1 on all their Pressure Rolls. A result of "1" nevertheless remains an automatic failure.

The Fist of Fam-Nur

If the Brotherhood of Bronze is complete in an army whose total cost is set at 1000 A.P. or more, then Tan-Kair can be included as an honourable member. This does not cost any additional A.P. Tan-Kair then benefits from the Brotherhood of Bronze's special rules. In addition he can be equipped with "Uren's armour," the latest prototype of a steam combat suit developed by Fenggar and Bal-Khan.

War machines

In *RAG'NAROK*, if the Brotherhood of Bronze is complete in an army of dwarves of Tir-Nâ-Bor, then the permitted percentage of war machines increases from 25% to 35% (it nevertheless remains 25% for Allies).

UREN'S ARMOUR

When Tan-Kair is wearing this armour he is considered to have the Uren attribute.

His RES increases from 10 to 12. This value is considered to be printed on his reference card.

Uren's armour is thermo-protected and allows Tan-Kair to increase his MOV thanks to a Pressure Roll. "Steam armour/MOV" is considered to be listed in his equipment.

When wearing this combat suit the Fist of Fam-Nur is practically impossible to stop.

In *CONFRONTATION* he can move MOV cm when making pursuit movements (instead of only half this rate).

In *RAG'NAROK* he can fight a second time after the resolution of his thrust movement if the latter brings him into contact with one or several new opponents. Tan-Kair recovers all his hand-to-hand combat dice for this new combat and remains subject to the fray effects that apply until the end of the round (additional die, War fury, etc.). His new opponents, on the other hand, only fight with the dice they have left over. If he eliminates all of his new opponents, then Tan-Kair can make a last thrust movement.

This incredible armour was custom fitted for the Fist of Fam-Nur himself, and no one else can wear it.

25 A.P.



THE MACHINE-DWARF: LOR-ARKHAN THE DERANGED

Though his rank is "Regular Champion," **Lor-Arkhan the Deranged** counts in both the percentage of Characters and of war machines in his army. His cannon is placed in the "Perforating light artillery" category.