



GRANT
HAVOC
HOWITT'S

BRIGADE

THREE GOLD PIECES REMAINED
for capture of HAVOC

HAVOC BRIGADE

A roleplaying game about violent hijinks and plans so stupid they might just work

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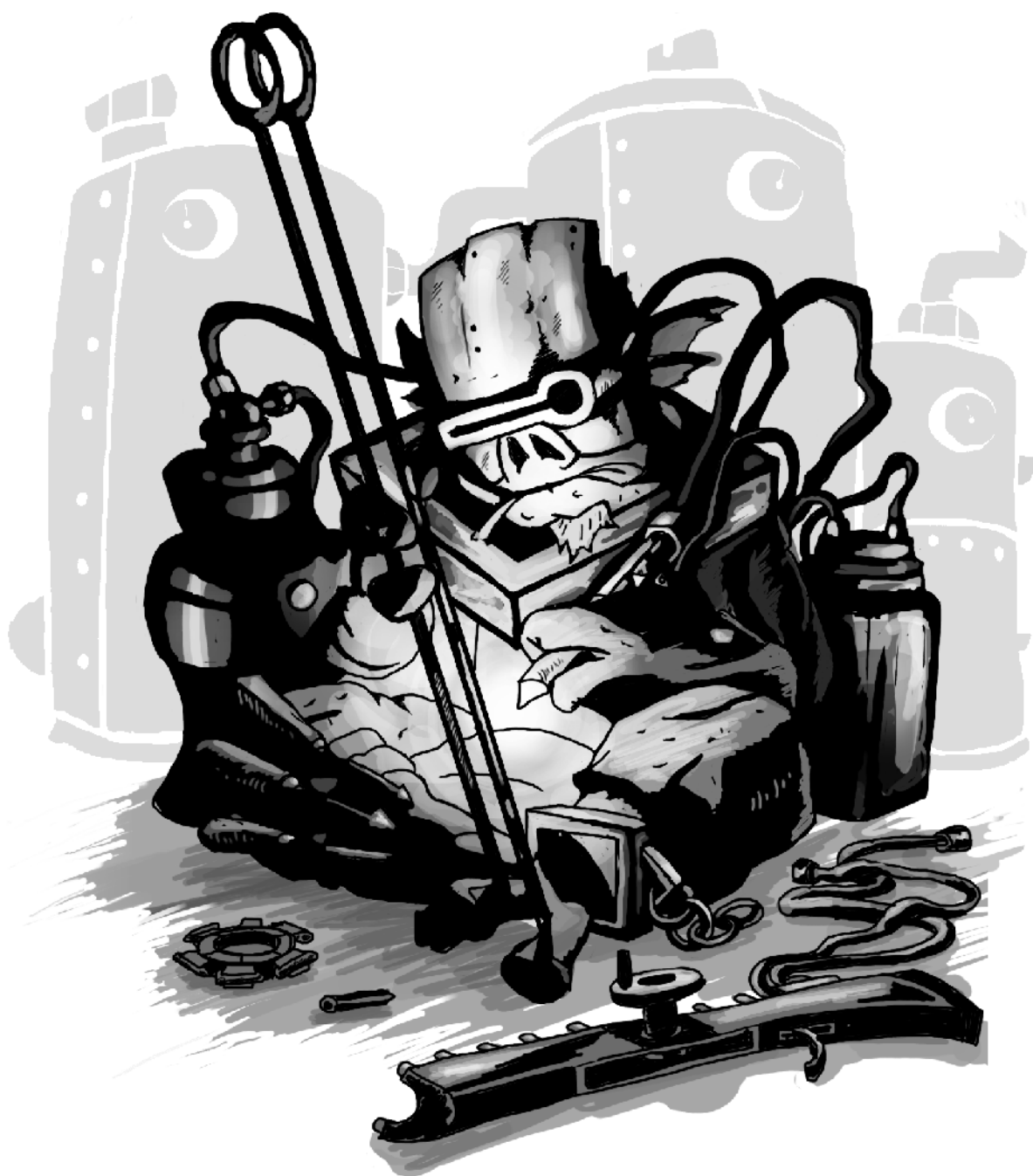
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"You may well mock talk of a New Orc Nation, sir, but times have changed. The orcs we fight today are not the barbaric savages of the plains that our fathers forced into the mountains of the north; these are a different breed altogether. Stronger. Smarter. Better-organised and equipped."

They're making allegiances as we speak, sir, with the other monstrous races, and forming squads of specialist troops to infiltrate our cities. "The Havoc Brigades," the guardsmen call them.

Next time you're staring down a mob of frenzied orcs that have put this city to the torch, find me and tell me the New Orc Nation isn't a threat, sir. I for one will endeavour to be as far away as possible."

- Johannes Von Trier, ex-military advisor to Prince Holstein of Freiberg, currently imprisoned in Greywater Rock for spreading malicious rumours concerning the enemy



WHAT IS HAVOC BRIGADE?

Havoc Brigade is a rules-light roleplaying game, and everything you need to play (aside from dice and friends) is contained within this document. It's an excellent game to run at conventions, or as an emergency pick-up game, because all the prep is already done – it's baked into the system. This is a game designed to tell one particular story: one of orcs "infiltrating" a human city and getting up to fatal mischief.

One player is the gamesmaster and controls the human city of Freiberg, the guards within, and everything else. The other players take on the role of the HAVOC BRIGADE, a rough-and-tumble squad of orcs and other miscellaneous fantasy races, on a dangerous mission into the heart of the city to kidnap the loathsome Prince Holstein.

It's a light-hearted one-shot game; this isn't a story about deep-seated emotional turmoil and tortured introspection. It's a story about explosions and loads of big fights and stealing things and causing trouble and, above all, really stupid plans.

The characters are all pre-generated, so the GM should hand them round at the start of the session and the players can pick which ones they like.

WHAT DO I NEED TO PLAY HAVOC BRIGADE?

You'll need to print out the character sheets for the players to choose from, and a copy of the map to reference in the centre of the table so they can plan their assault.

You'll need lots of six-sided dice; about twenty-five should do it. If you don't have that many, you can use tokens or poker chips to represent them. Using a dice-roller app for this game might prove difficult, so don't say I didn't warn you.

You'll need pens and pencils for everyone at the table so you can scrawl on the map and keep your sheets up to date.

You'll need about three hours, too; it's not a long game, and nor should it be, because it pace at which it operates can get quite tiring if allowed to run on for much longer than that.

CONVENTIONS IN THIS TEXT

I sometimes refer to player characters as "orcs," but eagle-eyed readers will have noticed that some of the player characters are races other than orcs. This is for the sake of simplicity, and I'm sure you can muddle through and figure it out somehow.

Sometimes I talk to the players, and sometimes to the GM. I reckon you can work out which is which.

I use "dice" for both the singular and plural of the word.

THE NEW ORC NATION

Read this section to the players, if you'd like. Or paraphrase it. Or ignore it completely.

THE WAR

The war has been going on since before the characters were spored; the humans to the south have been pushing their people further and further back into the mountains over generations of warfare. Clan borders have been rewritten and erased and the great orc families are reduced to a nation of refugees, banding together for security in the cold mountains of the north.

But no more; The Grand Warlord Skull-Smasher has united the tribes under a single banner, and by using revolutionary military techniques, has started to push back.

THE HAVOC BRIGADE

The Havoc Brigade is a crack squad of orcs, tough enough and smart enough to infiltrate human cities and get out alive. Thanks to an orc's natural inclination towards chaos, the mess they leave in their wake earned them the title of "Havoc Brigades" amongst the human guards in the region. Skull-Smasher liked it, so he's adopted it as their official name.

The Havoc Brigade brings together the greatest representatives from the fractured orc clans, emissaries from other countries and races, and a stack of goblins that no-one had the heart to kill.

ORC GENDER

Orcs don't have traditional genders, as humans know them – they reproduce asexually by spreading spores and growing in sacs under the ground. That said, to human eyes, most orcs demonstrate hyper-masculine traits (big muscles and frame, a drive towards physical dominance and aggression, brutality, repression of emotion) so humans refer to orcs as "he" or "it."

(Half-orcs are created either through genetic throwbacks, malformed spores, or an unspeakable act involving large, spongy, welcoming mushrooms often practised by lonely goatherds.)

That pronoun convention has carried on in Havoc Brigade; most orcs are referred to as "he," aside from the Ox. If you want your character to identify as female, though, go for it.

As far as goblins go, they're androgynous in the same way street urchins are androgynous – humans figure there might be a gender under all that filth and stolen clothing, but they're too busy guarding their coin-purses to care much either way.

Goblins reproduce much in the same way as orcs, and they're not seen as such a threat as orcs so they sometimes blend with human society at an extremely low social level, the same way that stray dogs and cats "blend" with human society.

THE MISSION

Once players have chosen their characters, start the game. The Great Warlord Skull-Smasher invites them into his tent (or they sneak in unnoticed) and he outlines the mission to them as they sit around a map of Freiberg.

Their mission is to subdue and extract a human military leader, the much-hated Prince Theodore Holstein, from the palace at the centre of the town. Once the Prince is back in the orc camp, he can be interrogated for information on the human military plans.

Thanks to the tenuous nature of the new allegiance between the clans and the inherent nature of orc bickering, a force composed of elements from all the major power blocs has been elected to tackle the mission. It is widely acknowledged that this is a terrible idea, but it's the best one they have.

The Prince is having a party, say Skullsmasher's spies, in two nights' time. That is when the orcs will strike – when he, and his guards, will be distracted by the music and noise and their weak human beer.

PLANNING

It's up to the orcs to plan how they're getting in, through, and out of the city. GM, talk through the planning process in-character with the players. Skull-Smasher is a broad-brush manager and prefers to leave details up to his underlings, so he's keen to go ahead with whatever the Brigade suggests so long as they convince him it's a good idea.

ALTERNATIVE MISSIONS

If you're running Havoc Brigade for the same group more than once, you might want to have a go at some different missions. Although I'm sure you can come up with your own, here are some ideas:

Steal the princess' unicorn and flog it for beer money

Hijack the shipment of owlbeats bound for the zoo and unleash them at a coronation ball

Stop a wizard from casting a terrible spell

Steal some vitally-important machinery from the Machinist's Guild

Place explosives under the palace and blow it up while the king is visiting

GETTING THINGS DONE

At the heart of Havoc Brigade lies a very simple system. It's this:

Announce you're trying to do a thing. Roll a D6. If you roll 4, 5 or 6, you succeed at that thing, so long as it's physically possible. The GM will roll their own dice, and successes on their roll cancel out successes on yours.

However, you can add dice to your roll – and increase your chance of success – by using things on your character sheet.

SKILLS add one dice to an appropriate action. You can only add one dice from skills to any given roll.

EQUIPMENT adds one dice, so long as you explain how it's useful to your action. You can use equipment a limited number of times before it “runs out;” when that happens, it's either broken, lost, out of ammo, or you get bored of it.

You can use as many different pieces of equipment as you like on a roll, so long as you can convince the GM that they're applicable, but you may only use each piece of equipment once per roll.

DRIVES add two dice so long as you're working toward satisfying them. Like equipment, drives are limited-use, and you can use as many of them as the GM deems applicable per roll – but you can only use each drive once per roll.

MAYHEM adds anywhere from two to LOADS of dice, but you can only engage in mayhem once per game. It's a bit complicated, though, so we'll go into it in more detail later.

THAT'S DEAD GOOD!

Each orc has two slots on their sheet labelled “That's Dead Good!” If another character fails a roll but you think what they're attempting to do is dead good and fits with the orc mindset, you can say it's DEAD GOOD and they may re-roll all their dice. Cross off one of the slots whenever you use it. You can't proclaim your own roll is DEAD GOOD.

CUNNIN' PLAN

Orcs have problems working together under pressure – especially these orcs – but sometimes they can help each other out with ideas. Once per game, you can come up with a CUNNIN' PLAN for another orc to enact before they take their action.

If the character you've chosen acts on your advice, they add 2 dice to their roll whilst attempting to act it out.

DIFFICULTY AND COMBAT

The GM rolls dice *against* a player's roll to represent the difficulty of the task.

If the player is acting against a group of humans or creature (a Non-Player Character or NPC), the NPC can use dice from their equipment much in the same way an orc would.

If the orcs are acting against an obstacle, the GM assigns a difficulty rating to it from zero (pretty easy) to three (pretty hard). Often, if the player is overcoming an obstacle and doing so would make it easier to harm humans (climbing up a high wall to attack defenders, for example) then the group can treat the action as an attack against morale.

The GM can always add dice to their hand from the suspicion pool, if they feel it's appropriate. See the suspicion section later on for more details.

If the task is dangerous (i.e. combat, running through a burning cellar, leaping off a building) **any successes one side has over the other applied as wounds to the losing party if the losing party can take wounds.**

When orcs fight guards, they attack the morale of a group, so be flexible about what can harm the enemies. An orc smashing in heads with an axe is certainly going to impact morale, but so is climbing a wall and shouting a blood-curse, or starting a fire, or trapping reinforcements behind a locked door. Encourage players to be creative; the system can take it.

GM ACTIONS

The GM's characters don't act like the player characters – they can only react to what the orcs are doing, usually by defending themselves, dying messily, or running away.

INITIATIVE

No such thing. Go in whatever order you like; every character can act once per turn.

WOUNDS AND HEALING

Orcs have five wound boxes; once these are all ticked off, the orc is Dyin', and will die at the end of the scene unless they're a) healed before then or b) take more damage. Dyin' orcs can act as normal; orcs are too tough to let something like their imminent demise get in the way of a good fight.

Orcs can heal themselves, or each other, but each orc can only attempt to be healed once per scene.

Goblins can't "heal" because any wound serious enough to harm an orc just flat-out kills a goblin, but thanks to regional infestation you can generally scare up some nearby goblins to take their place by shouting loudly enough.

SCAVENGING

After a fight, or when they find a particularly useful stash of supplies, the orcs can scavenge for equipment – but only once per scene!

GM, roll a dice – that's how many useful pieces of equipment the characters can scavenge from this scene. If you want to determine the sort of equipment that the characters can take (i.e. "A keen axe," "A big rock," "A human leg") then go ahead, otherwise, ask the players what they want to find and work something out together.

Players, work out between yourselves who gets what. Be good to each other.

When you claim equipment, put it down on your scavenging list. You must fill in the equipment from the highest to the lowest space available. Once you run out of spaces, you can't claim any more equipment.

(This isn't an encumbrance thing, but more of a pacing and story concern. You can find any number of swords in the city by prying them out of the hands of dead guards, but unless you write one of them down as especially important to you, it won't have any mechanical benefit.)

As well as equipment, you can scavenge allies (if you can find 'em) or put plans into motion. If you prime a catapult to fire on the palace walls in half an hour using a convoluted timing device, and write down "Imminent Catapult Barrage" under your equipment, when you arrive at the palace walls you can grab those extra dice and roll 'em as the rocks hit home.



SUSPICION

Orcs make a lot of noise.

GM, whenever a player character does something that's likely to draw attention (like stealing a big machine, or starting a fire, or a brawl with guards in a city street, or whatever) throw a dice into a central pot – the SUSPICION POT.

Be generous with these, because they give you power but also help out the orcs. If they do something REALLY noisy (blowing up a building, riding a bunch of elephants into the palace gardens, catapult barrage) then throw in anything up to three dice at a time. Drop them in from a height, if you can.

When orcs do something that's likely to help them blend in (like moving quietly, disguising themselves, silently eliminating guards, etc) then you remove a dice from the pot.

Be generous with this too, however stupid the characters' actions may sound. If they do something really cunning and sneaky, take out more than one – anything up to three. Odds are this will not happen very often.

When you roll dice for your antagonists, you can add dice from this pot.

This represents extra guards, better equipment, decent lines of sight, proper armour rather than the light stuff the guards normally wear on patrol, and so on.

When you roll a dice, it isn't used up. Your pool is refreshed to its full value at the end of every turn. (A turn is over once all the player characters have acted.)

Each area on the map has a "default" level of suspicion; it can't go any lower than this. They are as follows – take a guess at which area is which, if you're not sure:

Forest, farms, and outskirts: 2

City walls and poor districts: 3

Middle-class and commercial districts: 4

Upper-class districts: 5

The Palace, the Wizards' Tower, and the Machinists' Guild: 6

The current suspicion total is maintained between scenes.

ORDERING YOUR DICE

It can be hard to keep track of the current levels of dice, so I use two pools; one, in a pot, which represents all the dice I have left to roll, and another in front of me, which represents all the dice I've already rolled. (It's also good to keep a spare couple of dice off to the side to represent the one dice you roll whenever you act, and dice earned from equipment etc. If these are a different colour, so much the better).

MAYHEM

Suspicion can also be used to the orcs' favour. Once per game, every character can engage in MAYHEM, using an orc's (or a goblin's) natural ability to draw strength from chaos. When you engage in mayhem, grab all the dice in the suspicion pool (whether the GM's rolled them this turn or not) and describe some awesome action themed around your character's mayhem ability. The GM rolls against you at the base suspicion value for the area.

Once the mayhem power has been resolved, the GM's pool returns to the base value for the area.



ANTAGONISTS

GM, your antagonists are the guards and soldiers in the city. There are a bunch of sample antagonists listed at the end of this document.

When you act, you act as all the guards in an area; there's an undefined number, roughly represented by the number of suspicion dice you currently have available. Get descriptive with how many there are, what they're up to, what they're doing, how they're armed, etc.

You can assume that each distinct unit of guards has a number of members equal to its morale plus or minus a couple; when an orc acts in combat, it's fun to assume that every success removes a squad member, but play fast and loose with this for the sake of drama.

When an orc attacks a guard, they're attacking the squad's morale and the authority of the leader; they can't hope to kill every guard in the city, but if they keep moving and aim to scatter squads then move on, they'll do okay.

Once a squad's morale points have been removed, the whole squad is out of the fight – they run away, surrender, lose the orcs in the chaos of the city, die, trip and fall, get knocked out, or whatever. They're no longer a threat.

When you fight orcs, it's assumed you have enough team members to attack each orc in some way. If an orc is making a big deal out of hiding, go easy on them for a round and use the spare suspicion dice on someone else.

Sometimes, you might fight a single powerful foe; this is done in exactly the same way, but it generally has fewer options in combat thanks to the fact that it isn't four people.



A VERY BRIEF GM ADVICE SECTION

You are a china-shop architect and you have a load of bulls to entertain, so break the city in interesting ways.

Say yes a lot. "Hey, is there a teleport circle in the Wizard's Guild?" SURE, WHY NOT.

Ask questions of the players, and incorporate their answers.

Gloss over scenes that aren't too interesting – resolve them with a single dice roll, if you want.

Don't worry too much about how the orcs leave the city, unless your group is into that sort of thing. Build in some quick-escape solution if you feel the need.

Try to play the guards as clueless, cruel, drunk, inefficient and rubbish so when the orcs kill them it's comedic rather than chilling.

When an orc gets hurt, make it funny; when a goblin dies, make it funnier.

Pull the orcs in different directions; encourage them to follow each other. If you want to get them to explore a certain area of the city, install increased roadblocks and guard patrols on the areas next to it.

If the orcs decide to hole up in a building, or you feel play is slowing down, introduce Attack Squads; make the orcs fight another battle unless they push on. If you're feeling really vindictive, throw a catapult barrage at them; this is the one time you can attack them directly without having to engage in combat.

Celebrate stupid decisions and plans.

Give them ridiculous things to play with – vehicles, animals, disguises, etc.

Make the party at the end as fancy as you can, because orcs are inherently un-fancy.

"SERGEANT" SHIVVIT DEADEYE, Half-Orc Mercenary Infiltrator

The "Sergeant" (not actually a Sergeant) is cunning and sneaky, and his heritage has meant that he's worked for the human armies on more than one occasion as a mercenary – his breadth of knowledge on humans is unparalleled, although he tends to make educated guesses more often than he relies on hard evidence to come to conclusions. No-one really wants him to be here because he's obviously a human sympathiser, but his knowledge of the human world and his skills at sneaking should prove invaluable.

SKILLS

INFILTRATIN'

SHOOTIN' STUFF

KNOWIN' ABOUT HUMAN STUFF

EQUIPMENT

Big crossbow, special bolts O O O O

Light mercenary regiment armour O O O

Dirty great knife O O

Grappling hook O O

All-weather cloak O

DRIVES

Carry out excellent battle plans O O

Talk to and learn about humans O O

SCAVENGE

_____ O O

_____ O O O

_____ O O O O

WOUNDS

Bumped O Bashed O Smashed O

Mangled O Dyin' O

THAT'S DEAD GOOD! O O

CUNNIN' PLAN O

MAYHEM In their midst O



MOONTOOF, Wyrdforest Shaman

Moontoof hails from the Wyrdforest, the ancient home of the Northern Orcs. Living apart from modern orc culture for his entire life has made him attuned to the natural world, but he remains distrustful of the "new" orc ways of things; like tactical planning, agriculture, the written word, armour not made out of dead things, and not immediately attacking humans on sight. He's learning, though. No-one else wants him there because he's a curmudgeonly old bastard, but his healing powers are going to be vital if the orcs are going to get out of the city alive.

SKILLS

HEALIN' MAGIC

BEIN' SPOOKY

HUNTIN'

SCAVENGE

_____ ○ ○

_____ ○ ○ ○

EQUIPMENT

Stash of Wyrdforest magic mushrooms ○ ○ ○ _____ ○ ○ ○ ○

Massive stone axe ○ ○ ○

Hunting bow ○ ○

Thunderbear cloak ○ ○

Pet Gnash-hound ○ ○

WOUNDS

Bumped ○ Bashed ○ Smashed ○

Mangled ○ Dyin' ○

DRIVES

To encourage the Old Ways (whatever those are), and see them work in your favour ○ ○

To hunt and eat some rare animal ○ ○

THAT'S DEAD GOOD! ○ ○

CUNNIN' PLAN ○

MAYHEM Channel the beast ○



THE OX, Iron Clan Bruiser

One of the bigger orcs from Iron Clan, The Ox is a massive armoured brute and an engine of destruction on the front lines of battle. No-one really wants her to be here on account of the way that she's a) thick and b) keen to make lots of noise, but she's so big that no-one really felt like getting their teeth knocked out for asking her to stay back at the camp.

SKILLS

HITTIN' STUFF

SHOUTIN'

BEIN' TOUGH

EQUIPMENT

Enormous Sword ○ ○ ○ ○ ○

Suit of inch-thick platemail ○ ○ ○ ○

Several lengths of chain ○ ○ ○

DRIVES

To prove "just hitting things" is a viable
alternative to complicated battle plans ○ ○

To fight a powerful enemy champion ○ ○

SCAVENGE

_____ ○ ○

_____ ○ ○ ○

_____ ○ ○ ○ ○

WOUNDS

Bumped ○ Bashed ○ Smashed ○

Mangled ○ Dyin' ○

THAT'S DEAD GOOD! ○ ○

CUNNIN' PLAN ○

MAYHEM Unbreakable ○



PROFANIUS, devout Paladin of Bog-Al-Karukk

Bog-Al-Karukk pulled the first orcs from the ground like parsnips, say the ancient legends of the people, and he taught them that life is hard and success is theirs for the taking, if they are strong enough to do so. Profanius is Bog-Al-Karukk's hand in the mortal realm. No-one else wants him to be there because he goes on about Bog-Al-Karukk a LOT, but he's a strong fighter and knows hidden human cults in the city that worship his god.

SKILLS

HITTIN' STUFF FOR BOG-AL-KARUKK
SHOOTIN' STUFF FOR BOG-AL-KARUKK
BEIN' CRUEL FOR BOG-AL-KARUKK

EQUIPMENT

Rusty armour of Bog-Al-Karukk O O O O
Ancient sword of Bog-Al-Karukk O O O
Mud-anointed bow of Bog-Al-Karukk O O
Sacred parsnip of Bog-Al-Karukk O O

DRIVES

To spread the word of Bog-Al-Karukk
(whatever that may be, the scriptures are
vague*) O O
To prove the supremacy of Bog-Al-Karukk
over inferior gods O O

SCAVENGE

_____ O O
_____ O O O
_____ O O O O

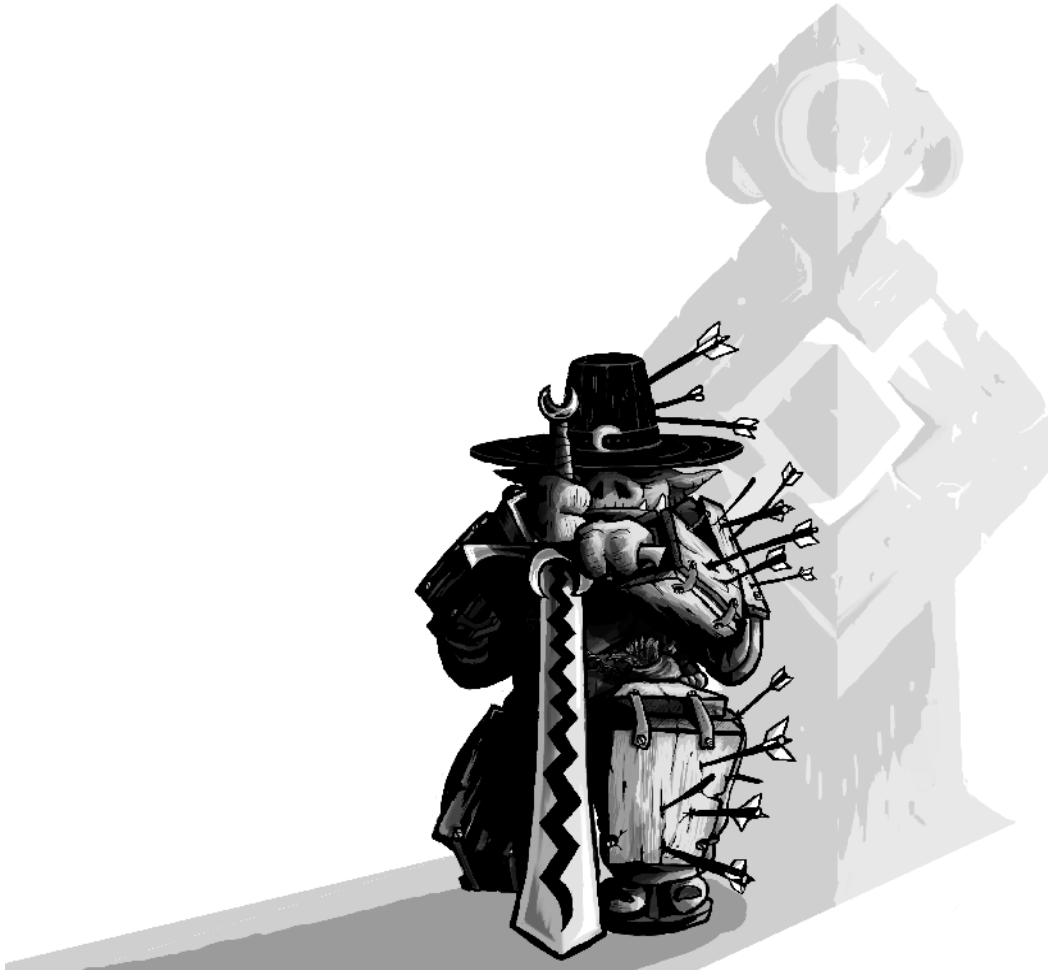
WOUNDS

Bumped O Bashed O Smashed O
Mangled O Dyin' O

**THAT'S DEAD GOOD (IN THE EYES OF
BOG-AL-KARUKK)! O O**

CUNNIN' PLAN O

MAYHEM Dark miracle of Bog-Al-Karukk O



* Non-existent

WRENCH, Copper Clan Inventor

Wrench is a renegade from a group of renegades; the Copper Clan, a rag-tag group of engineers and alchemists, exiled him on account of his wild experiments and obsession with speed. No-one wants him on the mission because he's easily distracted and obsessed with speed, but his knowledge of human, dwarven and gnomish technology could prove invaluable. Plus, he carries around something he calls a "railgun" which destroys pretty much anything he points it at, so that's good too.

SKILLS

SHOOTIN' STUFF
KNOWIN' ABOUT MACHINES
GOIN' FAST

EQUIPMENT

Electro-lodestone-powered railgun O O O O
Bag of heavy tools O O
Welding mask O O
Welding torch O O
Jar of unstable, explosive fluid O

DRIVES

To go FAST O O
To nick some awesome technology O O

SCAVENGE

____ O O
____ O O
____ O O O
____ O O O O

WOUNDS

Bumped O Bashed O Smashed O
Mangled O Dyin' O

THAT'S DEAD GOOD! O O

CUNNIN' PLAN O

MAYHEM Rapid, destructive invention O



THE GOBLINS

Six goblins who have tagged along for the ride. No-one else wants the goblins to be there because they're goblins, but they'll prove useful cannon fodder and, if it comes down to it, food.

SKILLS

CREATIN' A DISTRACTION

HIDIN'

SWARMIN' OVER BLOKES

EQUIPMENT

Stolen Glasses ☐

A large coat ☐

A book, some (most) pages missing ☐

Soiled wig ☐

A suspicious quantity of dynamite ☐

"Trained" hedgehog ☐

Dog on a string ☐

Assorted moss ☐

Dented tophat ☐

Brick in a sock ☐

Magic wand with one charge remaining ☐

Bees? ☐

A fish ☐

Miscellaneous, unlabelled keys ☐

Rusty saw ☐

SCAVENGE

_____ ☐

_____ ☐

_____ ☐

_____ ☐ ☐ ☐ ☐

TEAM MEMBERS (CROSS ONE OFF WHEN YOU TAKE A WOUND)

Stinky Pete ☐

"Brain" ☐

Stab, the Sneaky One ☐ Bang, Explosives "Expert" ☐

Snot, "Cleric" ☐

Gobblit, "Gourmand" ☐

*The goblins can be healed by finding more goblins.
Write new names and personalities/careers for the
new team members.*

THAT'S DEAD GOOD! ☐ ☐

CUNNIN' PLAN ☐

MAYHEM ☐ Run amok ☐





FULL LIST OF GUARDS AND BAD GUYS FOR THE GM

These are examples of the sorts of things that the orcs will be fighting in the city; make an encounter with some of them for every applicable scene. If you have lots of players, up their morale; if you have fewer, lower it.

THE FOREST WATCH, who guard the border between the city and the woods

Led by: Sergeant Pinewood, an inveterate coward

Describe them in three words: Unshaven, Drunk, Feckless

Equipment:

Axes O O

Cheap bows

Morale: O O O O O
O

THE THIN STREET BOYS, who run protection rackets in the crummy parts of town

Led by: Frankie Wide-eyes, Grand-High Legbreaker

Describe them in three words: Sneaky, Dangerous, Cowardly

Equipment:

Wicked knives O O

Small crossbows O O

Morale: O O O O O
O O

THE CONSTABLES OF THE CROWN, who patrol the city streets

Led by: Captain Stoke, an incredibly tired woman

Describe them in three words: Overworked, Underprepared, Corrupt

Equipment:

Clubs O O

Well-worn Crossbows O

Morale: O O O O O
O O O

THE PROTECTORATE OF SOLLUS, defenders of the cathedral and the surrounding area

Led by: War-Bishop Quarius, a big man with a big voice and a big beard
Describe them in three words: Pious, Shiny, Stupid

Equipment:
Well-made swords ○ ○ ○
Stout shields ○ ○

Morale: ○ ○ ○ ○ ○
○ ○ ○ ○ ○

41st BRIGADE: "THE CHANCERS," rushed into guard duty for tonight's ball

Led by: Brigadier Fink, a proper bastard
Describe them in three words: Shifty, Thieves, Murderous

Equipment:
Half-decent armour ○ ○
Sharp knives ○ ○
Military crossbows ○ ○

Morale: ○ ○ ○ ○ ○
○ ○ ○ ○

THE ROYAL GUARD, elite defenders of the state, on guard around the palace

Led by: Captain Goldflash, great hair, great teeth, big muscles
Describe them in three words: Efficient, Charming, Brutal

Equipment:
Elite armour ○ ○ ○
Hooked halberds ○ ○ ○
One magic item per squad ○

Morale: ○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

THE COLLEGE DEFENCE FORCE, protecting the wizards' college

Led by: Sir Anthony Speakes, wizened wizard

Describe them in three words: Fragile, Powerful, Long-ranged

Equipment:

A load of fireball spells ○ ○ ○ ○

Emergency defence spells ○ ○ ○

Magical traps ○ ○

Morale: ○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○

THE GUILD OF MECHANISTS, defending the inventions of mankind

Led by: Professor Serena Winchester, a woman in experimental powered armour

Describe them in three words: Explosive, Powerful, Tricky

Equipment:

Guns and repeating crossbows ○ ○ ○ ○

Unstable explosives ○ ○ ○

Dangerous exposed machinery ○ ○

Morale ○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○

THE BEAST OF THE PALACE GARDENS, blood-sworn to protect the crown in ages past

Led by: A sense of mighty hunger for orc flesh

Describe it in three words: Fur, teeth, claws

Equipment:

Poison breath ○ ○ ○

Wicked claws ○ ○ ○

Row upon row of teeth ○ ○ ○

Impervious hide ○ ○ ○

Morale ○ ○ ○ ○ ○

○ ○ ○ ○

THE DWARVES, of the dwarven quarter

Led by: Ironcrag Goldbeard, bitter Dwarf Enforcer
Describe them in three words: Tough, Stubby, Vicious

Equipment:
Good Dwarf breastplates O O O O O
Mighty Dwarf axes O O

Morale: O O O O O
O O O O O
O O O

THE ELVES, of the elven quarter

Led by: Lady Spearsilence Moonshadow, disgraced elven general
Describe them in three words: Graceful, Magical, Breakable

Equipment:
Fine elven armour O O
Curved elven longswords O O
Innate elven magic O O
Intelligent elven predatory big cats O O
Magic elven traps everywhere O O

Morale: O O O O O
O O O

THE GNOMES, of the gnomish quarter

Led by: Gimigarralous Fork-in-the-road, entirely corrupt gnomish police lieutenant
Describe them in three words: Tiny, Tricksy, Kickable

Equipment:
Surprisingly sharp knives O O
A myriad of illusions that range from annoying to dangerous O O
An innate ability to just not be where you thought they were O O

Morale: O O O O O
O O O O O

IF YOU WANT TO ADD ON A CHAMPION OR A QUICK INCREASED CHALLENGE to any of these, stick on the following equipment:

Member of the squad who vaguely knows what they're doing O O

HAVOC BRIGADE IS INSPIRED BY:

Dark Heresy, Owen Barnes, Kate Flack, Mike Mason. I ran the scenario in Dark Heresy a couple of times, using the Warhammer 40,000 setting, and while it was loads of fun it became clear that the rules were getting in the way of the madcap action. As a result, this book exists.

Marvel Superheroic Roleplaying, Cam Banks et al. The Doom pool, a shifting resource of loosely-defined threat against the players, directly inspired the Suspicion pool.

Lady Blackbird, John Harper. A masterpiece of short games design, wrapping plot and characters and system and world-building into one 16-page document. Manages to pull off dramatic character arcs in a one-shot game thanks to canny mechanics, which is impressive.

FUN FACT:

The working title for Havoc Brigade was ORK HIJINKS YES (caps mandatory) and, to be honest, I think I prefer it.

THANKS TO:

The playtesters:

The Australia Collective: Mary Hamilton, Donna Hogan, Leigh, Alicia Dawson, Matt Lees, Benj Davis, Kurtis, Pete Rogers, Conan John French

The Others: Ben Meredith, James Vickerman, Matthew Sutton, Brian Leddy, Sean Smith

The people who took part years ago back when I ran it using Dark Heresy rules and probably had no idea they were playtesting this: Martin Tulloch, Will Blackstock, Jon Jones, Matt Archer, Chris Bird, some others

The patrons:

Mary Hamilton, Andrew Armstrong, Benj Davis, Will Blackstock, Harriet Goldstone, Andy Moor, Ben Robbins, Philip Hanley, Conan French, Ben McKenzie, Bay, James Stuart, Nathan Black, Jessica Hammer, Alex Jane, Guillaume Carré, Rafael Rocha, Svend Andersen, Donald Wheeler, Christy Dena, Samantha Streeter, Andrew MacLennan, Adam Drew, Alistair Washington, David, Jon Bent, Stephanie Bryant, Charles Tam, Andrew Harvey, Joe Rooney, Kairam Ahem Hamdan, Magnus Nordstrand, Daniel Bayn, Robert Rees, Chuck Whelon, Sean Smith, Jonas Richter, Griffin Morgan