

THE BLOODY THISTLE

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The Bloody Thistle is a Jacobite secret society committed to returning a Stuart to the throne and ending two centuries of 'German rule'. They disguise themselves by pretending to be a harmless social club or Celtic re-enactment society.



The society can put companies in the field made up of ex-soldiers from the Highland Scottish regiments and loyal Ghillies. These companies have become increasingly active as the Queen-Empress enters the last years of her life, hoping to usurp the line of succession when she dies. They have been attacking British institutions, especially those who 'interfere' with Scottish affairs. So

far several MPs and businessmen have been assaulted and two killed. Recently Scotland yard suspects that they have been trying to buy armaments from criminals in London.



The current Chieftain of the Bloody Thistle is a Glasgow dock foreman called Hamish Macbeth. The man is a born fighter who can trace his lineage back to his namesake. Most of the other Lairds are terrified of him and do as he asks without question as they don't fancy their heads being presented to their families. Macbeth's Piper is an Irish lad called Cormac O'Connor. Some believe that he exchanged his soul

for his ability to play the most exquisite tunes on his pipes. In battle the man is completely fearless and refuses to take cover. It is feared in government circles that Macbeth has been talking to and cooperating with the Fenians. The recent spate of bombings claimed by the Bloody Thistle would seem to support this. It is suspected that Macbeth's Piper may be the link between the two. In a couple of engagements Police report seeing a Catholic priest tending to the wounded and dying. The Church in Scotland denies any involvement though they have obvious sympathies with the idea of a Catholic Monarch on the throne.

	<u>Pluck</u>	<u>FV</u>	<u>SV</u>	<u>Spd</u>	<u>Armour</u>	<u>Cost</u>	<u>Talents</u>	<u>Basic Equipment</u>
Macbeth	2	4	2	0	12	63	Leadership +2, Berserker	SRC breastplate, pistol, claidhmore
O'Connor	3	2	2	1	10	35	Leadership +1, Fearless	Magneto-static waistcoat, pistol, dirk2, bagpipes
Laird	3	3	2	0	11	37	Leadership +2	Breastplate, pistol, sword
Piper	4	2	2	0	8	35	Leadership +1, Inspirational	Jack, pistol, dirk, bagpipes
Highlander	4	2	2	1	8	2	Fanatic	Jack, sword, targe, pistol
Ghillie	5	1	3	1	8	27	Marksmen, Stealthy	Lined coat, shotgun, dirk
Fenian	4	2	2	0	8	17	Engineer	Lined coat, pistol
Priest	4	1	0	0	7	10	Medic	

The claidhmore is a two-handed sword. The dirk is a small knife which can be thrown. The targe is a shield

Options

Any Highlander can exchange his sword and targe for a claidhmore [+1 point].

Any Highlander or Piper can exchange his jack armour for a breastplate [+8 points]

Ghillies can exchange their shotgun for a hunting rifle [+11 points] and take the Hunter Talent [+5 points].

A single Highlander can take the Strongman Talent [+5 points] and exchange his sword and targe for a caber [+8 points].

The Laird, or any Highlander, can be Terrifying [+10 points] if he starts the game with no garments under his kilt/plaid.

A Fenian can be armed with up to three explosive grenades [+6 points each] and one bomb [+7 points].

Bloody Thistle Equipment

Bagpipes; the playing of the pipes gives the Piper the equivalent of the Inspirational talent.

However, while playing the pipes the Piper cannot run, shoot or fight. A set of bagpipes costs 7 points.

Caber; a tree trunk some four to five yards in length. A Highlander using this cannot run. It is essentially a shooting weapon with a range of 4". It has an attack bonus of +4 and Pluck -2. If the Highlander moves to where he threw his caber he can pick it up and throw it again. A caber costs 13 points.