

Major Otto Von Feldkirchen's Light Dragoons (Austria-Hungary's Finest, if you believe the papers)

The Light Dragoon Regiments of His Imperial Majesty Franz Joseph patrol the borders of the Austro-Hungarian territories, police regions full of unruly subjects who seem ever so ungrateful to be part of His Majesty's domains, and are sometimes called upon for 'other duties'. Notable amongst these troops is Major Otto von Feldkirchen's independent company, on permanent detached duties from the 12th Imperial Light Dragoons. Often sent on missions of highly secretive, not to mention dubious and lucrative, nature, the company has garnered a reputation for being tough, efficient, thoroughly disreputable, and not averse to blackmailing their own side. The fact that the Major continues to be given missions which usually involve the enhancement of his personal fortune has absolutely nothing to do with the fact that his brother, Bertie Von Feldkirchen, holds position in the Royal Court. Nor does the fact that the Major is in possession of certain letters written by the Archduke to various young ladies of Feldkirchen have any bearing on his receipt of considerable funds from the royal treasury.

Major Von Feldkirchen has a long history of military service. Having failed the exams to enter the Guards he entered the Dragoon regiments as a cornet and has worked his way up to some considerable influence and position, not least due to his willingness to fight duels, and the useful connections his siblings have formed. He has Leadership +2 and the Duellist Talent (sword). He has also fine-tuned the art of blackmail and bribery, and can often be found persuading members of the opposing side that they'd much prefer to go and spend some of His Majesty's coin instead of attempting to thwart the Major's plans.

Sergeant Grabner was looking forward to settling down in a nice, quiet garrison town. Preferably near to the coast, and more importantly near to a good tavern. Unfortunately for the sergeant, Major Von Feldkirchen decided Grabner would be a handy chap to have along. The sergeant is a tough veteran, able to direct his underlings where necessary (Leadership +1), but musters enthusiasm for the Major's schemes only by virtue of the prospect of earning enough by way of loot to open his own inn.

Corporal Hoffenbach is a born sniper. He is armed with a hunting rifle, and has the hunter and marksman talents. However, his reliance on picking off potential troublemakers from a long distance has rather developed an antipathy for actually closing with the enemy, and subsequently he is rather vulnerable when forced into a close combat situation.

The rest of the Major's followers are made up by hand-picked Dragoons, eager to supplement their pay with the spoils from their missions. One of those newfangled repeating guns has also been foisted on the company, and provides some much needed heavy firepower when pesky opponents insist on shooting back. The major sometimes co-opts medical orderlies from local regiments, although for some reason the commanding officers of those regiments usually demand some form of collateral; this does at least give Von Feldkirchen a reason to leave that dratted machine gun behind.

Type	Pluck	FV	SV	Speed	Cost	Talents	Basic Equipment
<i>Major Otto Von Feldkirchen</i>	3+	+4	+4	+2	68	<i>Leadership +2, Duellist(sword), In Funds (Unique Talent 10pts)</i>	<i>Sword, Pistol, Reinforced Brigandine (AV10), Imperial Letters</i>
<i>Sergeant Grabner</i>	4+	+3	+4	+1	31	<i>Leadership +1, Tough, "Enthusiasm"</i>	<i>Carbine, Fighting Knife, Brigandine</i>
<i>Corporal Hoffenbach</i>	5+	+1	+3	+1	38	<i>Hunter, Marksman</i>	<i>Hunting Rifle, Fighting Knife, Jack</i>
<i>Dragoon</i>	5+	+2	+3	+1	24	<i>Tough</i>	<i>Carbine, Fighting Knife, Brigandine</i>
<i>Gunner</i>	5+	+2	+3	0	43	<i>Tough</i>	<i>Machine Gun, Fighting Knife, Jack</i>

Options:

- Von Feldkirchen may purchase the Tough Talent (+5 Points)
- Sergeant Grabner may purchase the Marksman Talent (+5 Points)
- The gunner may purchase the Strongman Talent (+5 Points), otherwise may only move or shoot each turn (as per section 5.2.1 of the rules).
- Any figure may purchase a horse (+5 Points) and the Cavalryman Talent (+5 Points)
- Any figure with a knife may upgrade it to a sword (+1 points), except Hoffenbach.
- Rather than including a gunner, a medical orderly may be purchased.
- The Major's brother (Bertie) sometimes accompanies him as an 'observer'. For which read liability.

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<i>Medical Orderly</i>	4+	+2	+2	+1	20	<i>Medic</i>	<i>Lined Coat, Carbine</i>
<i>Bertie Von Feldkirchen</i>	4+	+1	+1	0	27	<i>Erudite Wit, Liability (+10pts)</i>	<i>Pistol, Rapier</i>

Extra Rules:

- **In Funds:** Major Von Feldkirchen has access to large amounts from the Imperial Treasury. At the start of the game roll a D6 – the result is the number of times in the game the Major may attempt to bribe an opposing figure (not a company leader) to withdraw. For this to be successful the Major must be in base-to-base contact with the target figure alone, at least 9" from the company leader, and the Major must pass a pluck roll whilst the target figure must

fail a pluck roll. If the Major fails he enters close combat, and cannot attempt to bribe the same figure again. If he succeeds, the opposing figure departs the engagement.

- **“Enthusiasm”**: Sergeant Grabner is looking forward to retirement. If the Major is surrounded by three or more opponents, or, heavens forbid, is knocked down, the Sergeant must make a pluck roll. If he fails, he decides discretion is the better part of valour and discretely removes himself from the action.
- **“Liability”**: Bertie Von Feldkirchen is a court flunky. Useful in the counting house, not so helpful to his brother on the battlefield. However, being so obviously useless has its advantages: opposing figures consider Bertie to be of such little threat that they will never target him when he is within 6” of an allied figure.
- **Imperial Letters**: If the Major should be bested in close combat, his opponent can make a pluck roll to divest the Major of his important paperwork containing orders, plans, and a variety of letters which would be highly embarrassing to the Royal Court. If this happens, then the primary objective of the company becomes the recovery of the letters. This can be achieved by knocking down the figure with the letters and spending one turn in base-to-base contact. If the letters are not recovered, the battle is lost, regardless of other objectives.
 - **[Optional Campaign rule]**: If the Company does not recover the letters, The Major can no longer use the ‘In Funds’ rule in subsequent engagements, no longer having leverage on the Imperial treasury. Unless he comes up against the same company again and is able to recover the letters from the company leader.