

# Anarea *Forty Factions* *Faction Information Sheet*

Tarot Card		Death (alternate version)	
Alleyman's Tarot Card:		Death (blood) (Page No. 19)	
No. & Name of Faction		<b>99. Bandits</b>	
Expansion		Promo Card	
Timeframe			
Alignment		N/C	
Politics	Militant	Category	Independents
Enemies	Army		
Seats	0 on Council		0 in Secret Conclave
(n) = Influence	0 at Grasslander Gathering		0 in Congress of Dreams
Characters	The Bandit Chief(s)		
Location A	Bandit Camp	Area A	Variable
Location B		Area B	
Resources	Bands of Bandits		
Circle		Forest	
Otherworld	The Canyons of Chaos	Domain	Chaos
Random Event	Rival bands of Bandits are fighting each other for control.		
Background	Groups of Bandits have always preyed on Caravans along the Great South Road. Most are disparate bands, who tend not to survive for long – either because they have been killed by Caravan Guards or Army Patrols, or because they have made a successful raid and disappeared with the proceeds. But occasionally a larger band with a strong or charismatic leader survives for longer and becomes notorious. The open nature of the Grasslands and vigilance of the Grassland Tribes makes it difficult for Bandits to remain hidden for long there. It is rare, but not unknown, for Grasslanders to engage in a bit of Banditry on the side. The main hotspot for Bandits is therefore the Dry Waste East of Tehmor, though some hardy bands attack out of the Desert, and a few even have the capability to attack out of the Otherworld of the Canyons of Chaos. Most Caravans		

	engage Mercenary Guards to protect them from Bandits, especially for the Tehmor to Vavistor leg of the journey. The Army of Tehmor mounts patrols to seek out and deal with Bandits, as do the Armies of Vavistor and Iklaron, in order to protect their trade routes. Most Grasslander Tribes take a dim view of Banditry, and will deal harshly with any they come across.
<b>Notes</b>	<p>Gets one Location Pawn which is placed on a general Area of the Board to indicate the approximate location of the Bandit Camp (which is considered in that Area, but not necessarily at the exact point where the Pawn is placed). In the <b>Base Game</b> place it in the Environs. In <b>Sacred Circles</b> it may be placed anywhere in the Grasslands or Desert (but will not count for VPs). In <b>Doorways to Dreams</b> it may be in the Otherworld (and will count for VPs in the Hall of Mirrors), out of which the Bandits may attack. Specify privately to the DM exactly where the Bandit Camp is. You may move the Bandit Camp each Game Turn if you so specify in the Role-Playing Phase. This Card may be Played as a Plot as well as a Faction. The Player who has Activated the Faction may play it as a Plot each Plot Phase without having to discard it when played (except as stated below). The Plot is "<b>Bandit Raid</b>: Specify an Activated Faction (which should preferably be a Merchant and may not be controlled by you) which must run a Caravan to a destination specified by you. The Bandits may attack it on the way out and/or on its return. Deals may be made for the Faction running the Caravan to be in collaboration with the Bandits (for in-character reasons). This Plot may be played outside Tehmor (even in the Base Game)." The Bandit Faction earns Role-playing VPs for making successful attacks on Caravans. If all the Bandits in the attack are killed or captured on two successive Game Turns or the Bandit Camp is successfully destroyed by other Factions, the Bandits card is discarded.</p>