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Hatred Originating From Disreputable Gentlemen



Is Going to Continually Persist.

COLLECTED QUOTES

Write history after everyone forgets what happened.

- Moleon II,
Emperor of Aquitar

They can kiss my cannon.

- Gotz von Federwerk,
Vandal Inventor

Take advantage of your enemy's doubts and be invincible.

- Chi Bi
War Minister of Chugoku

Our army is enlisted from the scum of the earth.

- Arthur Setter,
Duke of Harrington

Sovereignty is only a pause in war and civil strife.

- Varanus ibn Suley,
Sultan of Scyzantium

Each mouse must choose what it is to become a great Civitan.

- Hernan Pizarro
Governor of New Muriccio

After victory, tighten your helmet.

- Kaerugawa Daira
Shogun of Ribenguo

The fate of all depends upon the conduct of one.

- Daedalon
Senator of Hyperia

A civilizations nears it's end when it's people are sure otherwise.

- Elgavish
Crown Prince of Khonshu

Little consequence will come from what we say here, but the entire world shudders from what they did here.

- Abram Pool
President of the FSV

Fortune favors the bold.

-Loxadon
Jury Chieftain of Zabar

"I don't know what effect these men will have upon the enemy, but, by God, they frighten me."

-Arthur Wellesly on The Experts

INTRODUCTION

I was weary about making an official OTL War game. Which is odd because, before *Legendary Realms*, we had designed “*GunplaScape*” an unofficial, unpublished war game rule set for use with certain robotic miniatures. But it wasn’t the rule set itself but the scope of the entire project that made me cower in fear. Sculpting minis? Replicating? Packaging? Publishing a book was easy by comparison.

So we’ve stepped away from RPGs for a publication cycle and into the world of Tabletop War gaming. We’ve made a liar out of the last page of *Legendary Realms*. Fear not though *Pole* playing is still a core idea of *Brushfire*. The rich world in which to play and intricate game play mechanics in this rule book are great to explore and build your own ideas upon.

The concept of *Brushfire* actually began as an RPG anyway. It came from our love of such works as *Redwall*, *Mrs. Frisby and the Rats of NIMH*, and *Mouse Guard*. It also came from an interest in history, or more specifically, spoofing history. The concept of *Napoleonic Badgers* was just too

awesome to pass up. As more ideas piled upon it, we knew this would need to be war game, facing armies of animals against each other.

For months though it was still a side project, which somehow finished itself before we knew it. This book may have taken on a life of its own. If you still see words on the page while it is upside down, we are all in trouble.

As with our last book, I hope you enjoy our bland humor, rampant references, and blatant typos. But, most of all, I hope you have fun gaming.

-Matt