

# Brettonnia v.2.0

## Warband Special Rules

### The Lady's Blessing (5+)

Each warrior with this rule has a 5+ ward save vs. the first hit from a missile weapon (*not spell or prayer*) he suffers each battle. If the save is successful, the hit is disregarded. (*Even if this ability fails to save, it only applies against the first hit suffered*).

- *Not* active while warrior is *fleeing*.
- Should a warrior with this rule ever acquire Shooting skills of any kind, the Lady's Blessing is permanently lost.

### Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

### Stealth

While this warrior is in cover, shooting against him suffers an additional -1 to hit.

### The Peasant's Duty (6")

Warriors with this rule roll 3D6 for panic tests (*not fear tests*) and apply the lowest two as long as they are within 6" of a warrior in the warband with 'The Lady's Blessing.'

- Requires line of sight.
- *Not* active while the warrior with 'The Lady's Blessing' is *fleeing*.

### Stockades

If a warrior with this rule spends an entire turn without moving, shooting, *hiding* or *fleeing*, you may place a stockade terrain feature anywhere within 1" of him.

- These stockades may be no more than 1.5" tall, 1.5" long, and 1" wide.
- This ability *cannot* be used while there are visible, *non-hidden* enemies within 12" of the warrior.

### The Questing Vow

Warriors with this rule start with 1 free Knightly Virtues skill, chosen by you.

## Warband Special Rules

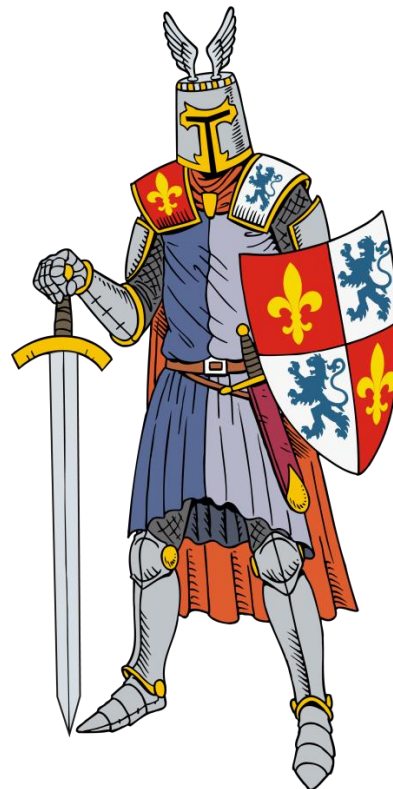
### Aura of the Lady (+D3-1)

Warriors with this rule have a +D3-1 modifier to all rolls they have to make on the magical miscast table.

### Battle Ballads (6")

In each of your Power Phases, warriors with this rule may select another warrior in the warband with 'The Lady's Blessing' within 6" of them. That warrior gains one Combat, Strength or Knightly Virtues skill, chosen by you, until the beginning of your next Power Phase.

- Neither party may be *fleeing* for this to occur.
- The chosen skill has no effect if the warrior has it already.
- Warriors that are *hiding* immediately become *un-hidden*, both for using this ability *and* for being targeted by it.



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## Knightly Virtues Skills

### Virtue of Knightly Temper (+1 S)

Warrior has +1 Strength the turn he charges.

### Virtue of Heroism

Warrior *hates* enemies that cause *fear* in *all* rounds of combat (*i.e. all of his close combat attacks have +1 to hit.*) and gains an additional +1 XP each time he takes an enemy Monster *out of action*.

### Virtue of Stoicism

Warrior may re-roll failed fear and panic tests. (*No effect if he also has 'Stubborn.'*)

### Virtue of Purity (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells. (*Other warriors may still be affected.*)

### Virtue of Noble Distain

Warrior *hates* enemies armed with missile weapons in *all* rounds of close combat.

### Virtue of the Impetuous (+D3")

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12". (*I.e. He rolls 2D6, adds the highest roll to his base Movement and then adds another D3 to that.*)

### Virtue of Empathy

Warriors in the warband who are eligible to use 'The Peasant's Duty' may use it while within 12" of this warrior (*instead of the normal 6"*). (*This skill does not change the other requirements for 'The Peasant's Duty,' i.e. it still requires line of sight etc.*)

### Virtue of the Hunt

Warrior may re-roll his first failed roll 'to hit' with Javelins or Hunting Hawk / Falcon each turn.

### Virtue of the Able

Warrior may re-roll his first natural 1 'to hit' in each close combat phase (*i.e. including opponent's*).

### Virtue of Determination (5+)

Warrior has a 5+ ward save against all types of attacks as long as he is down to one wound. No effect while warrior is *fleeing*.

### Virtue of Ferocity

All of warrior's attacks with Knightly Greatblade replace 'Armour Piercing (1)' with 'Sunder (1).'

## Warband Special Equipment

### Knightly Greatblade 10gc

**Close Combat Weapon: Great Sword:** Is affected by anything that would affect a Great Sword, and can be used by anyone who can use normal Great Swords.

**Strength Bonus:** +1 S in all rounds of combat.

**Armour Piercing (1)**

**Two-handed.**

### Hunting Hawk / Falcon 10gc

**Missile Weapon**

**Range:** 24" **Strength:** 3

**Bird of Prey:** Ignores enemy 'Stealth' and Cover.

**Move or Fire.**

### Grail Reliquae 10gc

**Special Equipment:** Wielder cannot *hide* and loses 'Stealth' if he has it.

**Grail Aura (6"):** Other warriors in the warband (*but not wielder himself*) with 'The Lady's Blessing' who are within 6" of wielder may re-roll failed ward saves from this ability. Does *not* require line of sight and *cannot* be used if either party is *fleeing*.

### Blessed Chalice 10gc

**Special Equipment:** Whenever wielder successfully casts a spell using more than one Power Dice, she gains +1 Power Dice if all dice came up identical (*i.e. doubles, triples, etc.*). (*D3 from Power Scrolls are not counted.*)

**Can only be carried by wizards.**



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# Brettonnian Skill Table

	Combat	Shooting	Academic	Strength	Speed	Virtues
Questing Knight	V		V	V	V	V
Knight Errant	V		V	V	V	V
Minstrel	V	(+10gc)	V		V	
Damsel	(+10gc)		V		V	
Squire	V	V	(+10gc)	(+10gc)	V	

## Brettonnian Equipment Lists

### Knights and Paladin

#### Close Combat

Hand Weapon  
Great Weapon  
Halberd  
Morning Star  
Flail

#### Shooting

Javelins  
Throwing Axes  
Hunting Falcon / Hawk

#### Armour

Light Armour  
Heavy Armour  
Shield

### Damsels of the Lady

#### Close Combat

Hand Weapon  
Great Weapon

#### Shooting

Sling

#### Armour

None

### Minstrels, Squires and Men-at-Arms

#### Close Combat

Hand Weapon  
Great Weapon  
Spear  
Halberd

#### Shooting

Sling  
Bow

#### Armour

Light Armour  
Shield

### Bowmen

#### Close Combat

Hand Weapon

#### Shooting

Sling  
Javelins  
Bolas  
Bow  
Long Bow

#### Armour

Light Armour

### Halflings

#### Close Combat

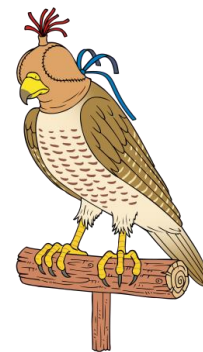
Hand Weapon

#### Shooting

Sling  
Short Bow  
Throwing Stars / Knives

#### Armour

Light Armour



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## HEROES

### 0-1 Questing Knight

45gc to hire

Starting Experience: 20

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	3	4	1	8

#### SPECIAL RULES

Leader (6"), The Lady's Blessing (5+),  
The Questing Vow

### 0-2 Knights Errant

30gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	7

#### SPECIAL RULES

The Lady's Blessing (5+), Virtue of the Impetuous  
(+D3")

### 0-2 Minstrels

25gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	6

#### SPECIAL RULES

The Peasant's Duty (6"), Battle Ballads (6")

### 0-2 Damsels of the Lady

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

#### SPECIAL RULES

Aura of the Lady (+D3-1), Wizards (Light, Heavens,  
Life or Lore of the Lady): Start with 1 Spell.

### 0-3 Squires

15gc to hire

Starting Experience: 0

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	6

#### SPECIAL RULES

The Peasant's Duty (6")

## HENCHMEN

### Men-at-Arms

20gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	6

#### SPECIAL RULES

The Peasant's Duty (6")

### 0-6 Bowmen

20gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	4	3	3	3	3	1	6

#### SPECIAL RULES

The Peasant's Duty (6"), Stockades

### 0-4 Knights of the Realm

40gc to hire

Starting Experience: 14

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	8

#### SPECIAL RULES

The Lady's Blessing (5+), Virtue of the Able,  
Heirloom: Heavy Armour

### 0-3 Halflings

15gc to hire

Starting Experience: 4

Race: Halfling

M	WS	BS	S	T	W	I	A	Ld
4	2	4	2	2	3	4	1	6

#### SPECIAL RULES

Stealth

### 0-3 Warhounds

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

#### SPECIAL RULES

Animals (Cannot Climb; Cannot Hide; Flee 3D6";  
Cannot use the Leader's Ld; Cannot Capture  
Objectives; Fight Unarmed; No Promotion.)

**v.1.5**

Added Blessed Chalice.

Added Knightly Greatblade.

Added Grail Icon.

Revamped Peasant's Duty.

Replaced Priestess with Fey Knight.

Damsels 0-2.

Damsels lose Virtue of Purity; gain Aura of the Lady.

Knights of the Realm replace Virtue of Stoicism with Virtue of the Able.

New concept art.

**v.1.4.1**

Specified that the Ld bonus from The Peasant's Duty cannot be used for Rout Tests.

**v.1.4**

Peasant's Duty revamped to +1 Ld.

Men at Arms, -1 Ld, -2 XP, -5gc.

Halflings can use Throwing Stars / Knives.

Stockades may be 1.5" high.

Buffed Hunting Falcon to +1 S.

Priestess starts all battles and pit fights with 1 free power dice, +5gc, +2 xp.

Lady's Blessing changed to protect vs. hits, not 'to wound' rolls.

New concept art.

**v.1.3**

The Lady's Blessing buffed from a 4+ save vs. the first hit to the first roll 'to wound.'