

Brettonnia v.1.4

Warband Special Rules

The Lady's Blessing

Each warrior with this rule has a 4+ ward save vs. the first roll hit from a missile weapon (*not spell or prayer*) he suffers each battle. (*Even if this ability fails to save, it only applies against the first hit suffered*).

- 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 have +1 Leadership as long as they are within 6" of a warrior in the warband with 'The Lady's Blessing.'

- This ability requires line of sight, and cannot be used if the warrior with 'The Lady's Blessing' is *fleeing* as well.

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.
- A maximum of three such stockades can be erected by the warband per battle.
- This ability *cannot* be used while there are visible, non-*hidden* enemies within 12" of the warrior.

Warband Special Rules

Virtue of Stoicism

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

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 Purity (4+)

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

Shallya's Lament

This warrior starts all battles (*and all Pit Fights*) with one free Power Dice.

Warband Special Equipment

Hunting Falcon 10gc

Missile Weapon

Range: 24" Strength: 3

Ignores enemy 'Stealth' and Cover.

Move or Fire.



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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
Damsel	(+10gc)		V		V	
Priestess	(+10gc)		V		V	
Squire	V	V	(+10gc)	(+10gc)	V	

Brettonnian Equipment Lists

Knights

Close Combat
 Hand Weapon
 Great Weapon
 Halberd
 Morning Star
 Flail

Shooting
 Javelins
 Throwing Axes
 Hunting Falcon

Armour
 Light Armour
 Heavy Armour
 Shield

Priestess of Shallya

Close Combat
 Hand Weapon
 Great Weapon

Shooting
 Sling

Armour
 Light Armour
 Heavy Armour
 Shield

Damsel of the Lady

Close Combat
 Hand Weapon
 Great Weapon

Shooting
 Sling

Armour
 None

Squires and Men-at-Arms

Close Combat
 Hand Weapon
 Great Weapon
 Spear
 Halberd

Shooting
 Sling
 Bow
 Javelins

Armour
 Light Armour
 Shield

Bowmen

Close Combat
 Hand Weapon

Shooting
 Sling
 Javelins
 Bow
 Long Bow

Armour
 Light Armour

Halflings

Close Combat
 Hand Weapon

Shooting
 Sling
 Short Bow
 Throwing Stars / Knives

Armour
 Light Armour

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 (4+),
Virtue of Stoicism

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 (4+),
Virtue of the Impetuous (+D3")

0-1 Priestess of Shallya

35gc to hire
Starting Experience: 12
Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	8

SPECIAL RULES

Shallya's Lament
Priest (Prayers of Shallya): Starts with 1 prayer.

0-1 Damsel of the Lady

30gc to hire
Starting Experience: 8
Race: Human

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

SPECIAL RULES

Virtue of Purity (4+)
Wizard (Light, Heavens, or Life): Starts 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 (4+), Virtue of Stoicism,
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.1.4

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'