

# Brettonia v.1.3

## Warband Special Rules

### The Lady's Blessing

Each warrior with this rule has a 4+ ward save vs. the first hit from a missile weapon (*not spell or prayer*) that 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 may use the Leadership of friendly warriors within 6" with 'The Lady's Blessing' as their own when taking Rally tests (*but not panic or fear tests*). 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" tall, 1" wide and 1.5" long.
- 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".

## Warband Special Equipment

### Hunting Falcon 10gc

#### Missile Weapon

Range: 24" Strength: 2

Ignores 'Stealth' and Cover.

Move or Fire.

## Knightly Virtues Special Skills

### Virtue of Knightly Temper

Warrior has +1 Strength the turn he charges.

### Virtue of Heroism

The knight *hates* enemies that cause *fear* and whenever he takes an enemy that causes *fear out of action*, roll a D6: On a roll of 4+, he gains an additional +1 XP.

### Virtue of Stoicism

The knight may re-roll failed fear and panic tests.

### Virtue of Purity

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

### Virtue of Noble Distain

The knight *hates* all enemies armed with missile weapons.

### Virtue of the Impetuous

The knight 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

If the knight has the 'Leader' ability, other warriors that use his Ld instead of their own roll an extra D6 for fear and panic tests and discard the highest D6. Being within 6" of multiple warriors with this skill does *not* stack. No effect if warrior does not have the 'Leader' ability.

# 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

**Shooting**  
Javelins  
Throwing Axes  
Hunting Falcon

**Armour**  
Light Armour  
Heavy Armour  
Shield

### Priestess of Shallaya

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Sling

**Armour**  
Light Armour  
Heavy Armour

### 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

**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

**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 Shallaya

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	8

#### SPECIAL RULES

Priest (Prayers of Shallaya): Start 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

Wizard (Light, Heavens, or Life): Start with 1 spell.  
Virtue of Purity (4+)

### 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

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	7

#### 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.*)