

Cursed Cavalcade v.0.7 DRAFT

Warband Special Rules

Noblesse Oblige

If this warrior is deployed and not *fleeing*, the warband may re-roll one failed Rout test. Multiple warriors with this rule may allow multiple Rout tests to be re-rolled, but each test can only be re-rolled once.

Companion Fighting

Warriors with this rule may choose any one skill from the Combat or Speed list when hired. (*Choose separately for each warrior.*)

Archivist

When spells are being randomly generated before the battle, a warrior with this rule may select a single spell and re-roll that result. The second result is final, even if the new spell is the same as the original one. (*Roll again if the new roll is a spell that has already been generated by a previous roll.*)

Apothecary

Warrior is immune to poison and has +1 Toughness vs. hits from the Side Effects of Drugs.

Strike to Injure (+D3)

Warrior's close combat attacks have an additional +D3 modifier on the critical hit chart.

Heirloom

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

May Climb

Warriors with this rule may Climb, even though they are Animals.

Wall Climber

Warriors with this rule automatically pass Initiative tests for climbing up and down.

Warband Special Rules

Powders and Potions

Whenever this warrior is deployed before a battle (*not Pit Fight*), roll a D6 on each of the following tables:

Powders:

- (1-2) Blinding Powder
- (3-4) Noxious Gas
- (5-6) Choose Powder or Gas.

Potions:

- (1-2) Dose of Mandrake Root.
- (3-4) Dose of Healing Herbs.
- (5-6) Choose Root or Herbs.

Warrior gains both of these items this battle and must use them himself. All items gained from this ability are lost at the end of the battle.

Fanfare of the Cavalcade (6+; +1 XP)

At the end of any battle (*not Pit Fight*) that this warband won, roll a D6 for each warrior with this rule who was not *out of action*: On a roll of 6, that warrior gains an additional +1 XP. (*Roll separately for each warrior.*)

The Wretched

Whenever this warrior takes an enemy hero (*not henchman*) *out of action* with a close combat (*not shooting*) attack, he must forego the roll to see if he has talent if the Hegemon is within 6" of him. If he does, the Hegemon gains +1 Experience instead.

- This ability requires line of sight and is *not* active while either party is *fleeing*.
- Henchmen that are promoted to heroes lose this rule.

Warband Special Equipment

Serrated Spear 10gc

Close Combat Weapon

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

Armour Piercing (1)

Two-handed.

Stiletto Blade 5gc

Close Combat Weapon: When striking at enemies that are down to 1 wound, attacks with this weapon ignore armour saves.

Hunting Hawk / Falcon 10gc

Missile Weapon

Range: 24" **Strength:** 3

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

Move or Fire.

Banner of the Noble House 10gc

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

Twisted Allegiance (12"): Other warriors in the warband (but not wielder himself) who are within 12" of wielder may re-roll 6s when taking panic tests. Requires line of sight and is not active while wielder of Banner is *fleeing*. No effect on Animals or Hired Swords.

Order of Battle: When deploying the warband in scenarios, there can only be one warrior with this item in the warband.

Powders

(Powders cannot be bought, but are exclusively gained through the 'Potions and Powders' rule.)

Blinding Powder

Missile Weapon; Range: 6" **Strength:** 3

Concussive (2): Each time an enemy is hit by an attack from this weapon (*even if not wounded*), he suffers -2 Initiative for the rest of the battle.

Quick to Fire: No -1 to hit for moving and firing.

Noxious Gas

Missile Weapon; Range: 6" **Strength:** -

Poison Cloud (2"): If target is hit (even if not wounded), target, and everyone (friend or foe) within 2" of target suffer 1 *poisonous* Strength 3 hit.

Quick to Fire: No -1 to hit for moving and firing.

Warband Special Equipment

Cursed Masks

- Cursed Masks are unique items of special equipment. Each mask is unique, meaning that there can only be one of each mask in the warband at a time.
- If a mask is lost, you may buy a new one, however, if a mask is captured by an enemy warband, you *cannot* buy a new one until the enemy loses or sells it.
- A warrior can only wear one Cursed Mask at a time.

Sun King Mask 10gc

Special Equipment: Wearer is immune to Concussive effects.

Fish Head Mask 10gc

Special Equipment: Wearer causes *fear*. (*Also makes him immune to fear himself.*)

Silver Death Mask 10gc

Special Equipment: Wearer has a 5+ ward save vs. all types of attacks as long as he is down to 1 Wound. *Not* active while wearer *fleeing*.

Faceless Mask 10gc

Special Equipment: Enemies cannot 'Stand and Shoot' at this warrior or intercept him the turn he charges.

Leering Jester Mask 10gc

Special Equipment: Wearer may re-roll all failed characteristics tests that are *not* Leadership tests. Can also be used with Exploration Locations.

Corrupted Magister Mask 10gc

Special Equipment: Must be a Wizard to wear this mask. Each battle, wearer knows one random spell from the Lore of Dark Magic. This does *not* cause him to know the signature spell from the Lore of Dark Magic, or to select additional Dark Magic spells when levelling up.

Cavalcade Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Hegemon	V	V	V	V	V
Companion	V	V	(+10gc)	V	V
Chronicler	(+10gc)		V		V
Plague Doctor	(+10gc)	(+10gc)	V		V
Piper	V	V	V		V

Cavalcade Equipment Lists

Hegemon, Companions and Elites

Close Combat
Hand Weapon
Great Weapon
Halberd
Stiletto Blade
Serrated Spear

Shooting
Bow
Javelins
Crossbow
Pistol
Crossbow Pistol
Hunting Hawk / Falcon

Armour
Light Armour
Heavy Armour
Shield

Chronicler

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

Plague Doctor

Close Combat
Hand Weapon
Great Weapon
Stiletto Blade

Shooting
Sling
Noxious Gas
Blinding Powder

Armour
Light Armour

Pipers

Close Combat
Hand Weapon
Great Weapon
Stiletto Blade

Shooting
Bow
Javelins
Pistol
Crossbow Pistol

Armour
Light Armour
Shield

Warriors

Close Combat
Hand Weapon
Great Weapon
Spear

Shooting
Bow
Crossbow
Pistol

Armour
Light Armour
Heavy Armour
Shield

Huntsmen

Close Combat
Hand Weapon

Shooting
Bow
Long Bow
Crossbow
Handgun

Armour
Light Armour
Heavy Armour

HEROES

0-1 Hegemon

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"), Noblesse Oblige

0-2 Companions of the Cavalcade

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

Companion Fighting

0-2 Chroniclers of the Cavalcade

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

Archivists, Wizards (Beasts, Metal, Shadow or Death): Start with 1 spell.

0-1 Plague Doctor

35gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES

Apothecary, Powders and Potions

0-3 Pipers of the Cavalcade

15gc to hire

Starting Experience: 2

Race: Human

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

SPECIAL RULES

Fanfare of the Cavalcade (6+; +1 XP)

HENCHMEN

Wretched Warriors

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 Wretched (6")

0-4 Wretched Huntsmen

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 Wretched (6")

0-3 Cavalcade Elites

40gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Strike to Injure (+D3), Heirloom: Heavy Armour

0-2 Fighting Apes

35gc to hire

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

SPECIAL RULES

May Climb, Wall Climbers, Animals

0-3 Warhounds

30gc to hire

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

SPECIAL RULES

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