

Tilea v.1.0

Warband Special Rules

Fighting Affinity

Tilean warbands employ all Hired Swords and Dramatis Personae at -5gc price.

Paymaster

This warrior triggers the 'Loyal to Coin' rule.

Loyal to Coin (+1 Ld, Stubborn)

Warriors with this rule have +1 Ld and 'Stubborn' in all battles where the Paymaster is participating (*even if he has not been deployed yet – Stubborn: Warrior may re-roll failed fear and panic tests.*)

- This ability is *not* active while the Paymaster is *out of action*.
- But *is* active, even while Paymaster is *hiding* or *fleeing* and does *not* require line of sight.
- The Ld bonus from this ability has no effect on Rout tests.
- Any warrior in the warband with access to Academic skills may take 'Loyal to Coin' as an Academic skill choice whenever he gains a new skill.

Cloak and Dagger

Warriors with this rule start with one free Combat, Speed, or Rogue skill, chosen by you.

Warband Special Rules

Assassin Arts

Warriors with this rule suffer no penalties for fighting unarmed and may never use other missile weapons than the ones on their starting equipment list (*not even if a training skill would otherwise allow them to do so*).

Treacherous

Warriors with this rule may never use the Leader's Leadership characteristic.

Poisonous Attacks

All of this warrior's attacks are *poisonous* except where his attacks could not be poisoned, such as with Slings. (*Poisonous attacks may re-roll natural 1s 'to wound.'*)

Stealth

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

Tilean Skill Lists

	Combat	Shooting	Academic	Strength	Speed	Rogue
Captain	V	V	V	V	V	
Bodyguard	V	V	(+10gc)	V	V	
Priestess	V		V	V		
Wizard	(+10gc)		V		V	
Assassin	V	V			V	V

Warband Special Equipment

Stiletto Blade 5gc

Close Combat Weapon

Fatal Stab: When striking at enemies that are down to 1 Wound, attacks with this weapon ignore armour saves (*but not other saves*).

- Can be used by anyone who is proficient with Sword and has access to Rogue skills.

Pike 10gc

Initiative Bonus: +4 I in first round of combat.

Climb and Jump Down Penalty: Wielder suffers -1 Initiative on all Climb Up/Down and all Jump Down tests.

Strength Bonus: +1 S to all attacks vs. mounted enemies the turn wielder is charged by such an enemy.

Evident: Wielder cannot *hide* and loses ‘Stealth’ if he has it.

Two-Handed.

Jewel-hilted Sword 15gc

Same as Sword, but next time warrior rolls ‘Robbed by Stragglers’ or ‘Robbed by Enemy Warband’ for Campaign Injuries, only this item will be stolen.

Warband Special Equipment

Pavise 5gc

Suit of Armour: Prevents Wizards from casting spells. May be worn in combination with Light or Heavy Armour.

Wearer gains ‘Scaly Skin (6+) vs. Shooting Attacks (*no effect vs. Spells/Prayers*).

Movement and Initiative Penalty: Wielder suffers -1 Movement and -1 Initiative for the entire battle. (*The ‘Stout’ Strength skill will not alleviate any of these penalties.*)

Full Plate Armour 25gc

Suit of Heavy Armour: Is affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

Armour Save: 4+

Initiative Penalty: -1

Duellist Cloak 5gc

Same as Nets, but wielder may also use Stiletto Blade in off Hand.

Tilean Equipment Lists

Prince, Bodyguard, and Warriors

Close Combat

Hand Weapon
Great Weapon
Spear
Halberd
Pike
Morning Star

Shooting

Crossbow
Light Crossbow
Handgun
Pistol

Armour

Light Armour
Heavy Armour
Shield

Priestess

Close Combat

Hand Weapon
Great Weapon
Spear

Shooting

Sling

Armour

Light Armour
Heavy Armour
Shield

Hireling Wizard

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling

Armour

None

Duelists

Close Combat

Hand Weapon

Shooting

Throwing Knives / Stars
Pistol
Light Crossbow
Crossbow Pistol

Armour

Light Armour
Duellist Cloak

Marksmen

Close Combat

Hand Weapon

Shooting

Crossbow
Light Crossbow
Blunderbuss
Handgun

Armour

Light Armour
Pavise

Halflings

Close Combat

Hand Weapon

Shooting

Sling
Short Bow
Throwing Knives / Stars

Armour

Light Armour

Assassins

Close Combat

Hand Weapon
Fighting Claws

Shooting

Blowpipe
Sling
Crossbow Pistol
Throwing Knives / Stars

Armour

Light Armour

HEROES

0-1 Merchant Prince

40gc to hire

Starting Experience: 18

Race: Human

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

SPECIAL RULES

Leader (6"), Paymaster

0-2 Paymaster Bodyguards

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

Loyal to Coin (+1 Ld, Stubborn)

0-1 Priestess of Myrmidia

35gc to hire

Starting Experience: 12

Race: Human

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

SPECIAL RULES

Priest (Prayers of Myrmidia): Start with 1 prayer.

0-1 Hireling Wizard

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	6

SPECIAL RULES

Loyal to Coin (+1 Ld, Stubborn)

Wizard (Any of the 8 Basic Lores): Start with 1 spell.

0-2 Tilean Assassins

20gc to hire

Starting Experience: 4

Race: Human

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

SPECIAL RULES

Stealth, Poisonous Attacks, Assassin Arts, Treacherous

HENCHMEN

Tilean 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

0-6 Tilean Marksmen

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

0-4 Tilean Duellists

35gc to hire

Starting Experience: 14

Race: Human

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

SPECIAL RULES

Cloak and Dagger

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.*)

0.9

Changed Duellist Cloak from -1 to hit to -1 S (hat tip to Carlos3)

0.8

Streamlined rules.

Added Duellist Cloak.

Added Evident Penalty and Strength Bonus to Pike.

0.7

First Release!