

New Witch Hunter Equipment



Pavise 10 gc

Pavise is a huge oblong shield, originally invented in Tilea to protect their famed crossbowmen. In the lands of the Empire, the artisans of Nuln make pavises adorned with symbols of Sigmar's glory for the Temple Militant of the Witch Hunters. Once fixed in place, an archer or a crossbowman can cover behind a pavise while reloading, relatively safe from the enemy counter-fire, making it popular in sieges and urban combat.

Made of stout oak and often painting with blazing colours, pavises are heavy and cumbersome to move but offers excellent protection against arrows and bolts of the enemy.



Rules

Pavise gives warrior equipped with it an armour saving throw of 4+, which can be combined with armour. However, pavise only works against missile fire and must be discarded in melee combat.

Cumbersome: A warrior carrying a pavise suffers -1 I when taking climbing and jumping tests. They also lower the Movement rate of the warrior carrying them by 1. A warrior cannot carry both a pavise and a shield.

Available to the Witch Hunters as Rare 5 item. Can also be bought in the beginning of the campaign.

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I made these rules for the original rulebook but in the end I felt guilty for giving such toys to my own Witch Hunters and cut them from the final manuscript - people already grumbled about them having too much. However, some of you might enjoy using these rules.

Tuomas

