

House Guard preview

Many aristocratic families in Tilea know about the benefits of their own security force or guard all too well. Whether it's just a petty display of wealth and sway or indeed to protect house and home. Their upkeep may be truly expensive, as there isn't just the wage of your men to pay, but also uniforms and armours, weapons and ammunition, board and lodge. For all this gold you are rewarded with a dutiful, loyal and capable corps.

To see a house guard in combat is like watching a well rehearsed play. The commander can fully rely on his officers and through them on each individual man. Every warrior knows his position and only the bravest or looniest enemies charge voluntarily through a hail of crossbow bolts and into a wall of pikes.

Special rules

Chain of Command: If your warband's leader is taken *out of action*, immediately determine a new temporary leader as if your leader got killed permanently. The new leader is in charge and temporarily gains the "Leader" ability until the end of the game or the model is taken *out of action*, in which case you repeat this process.

Personal Guard: Trained in protecting their employers' lives as well as their brothers in arms, the House Guards willingly stand in harm's way. Every hero and henchman in a House Guard has a range of 3" instead of the normal 2" for intercepting charges at friendly heroes. In the scenario 'Assassination' they may ignore the attacker's 'evasive' rule, if their protégé is the target.



Houses: As a House Guard warband you must decide which of the expedition's financiers you are fighting for. Warbands from different houses will vary in many respects, offering different benefits as well as having a unique appearance and character.

House Fierezza

House Fierezza was once highly regarded and abundant in estates. Their members were wealthy, powerful and well-mannered, but mostly remembered as decadent, peacocky and arrogant. Too often were the disputes with other houses and through the decades Fierezza's reputation and fortune diminished equally. What remained was the splendour of bygone times, only maintained by pride and a reluctance to settle for anything below the very best.

Still the family brought forth so many renowned fencers and infamous duellist, that their enemies rumour, House Fierezza wouldn't have lost a single coin if they had settled all disputes by duel rather than before a court.

The family's patriarch Ricardo di Fierezza always had the air of a sharp albeit prideful leader. Not only his military successes in the south but also his political skill to deceive and miscredit some of Fierezza's creditors makes him a respected aristocrat.

When he heard about the strange island in the northwest, Ricardo immediately sensed an opportunity to restore all the lost glamour which his house so dearly misses. Unfortunately an expedition proved to be highly expensive and to avert a financial disaster, credits from both House Baluardo and Halcon had to be drawn.

While a loan from this arriviste Ginevra Halcon was way under Ricardo's dignity, the Baluardos' gold was nowhere near enough to finance the expedition.

Additional special rules

Dueling Pride: Fierezza Heroes may re-roll failed hits during the first round of combat when fighting enemy heroes.

Martial Finesse: The Commander starts with the 'Web of Steel' skill.

House Halcon

Contrary to the other houses, not a single soul among House Halcon is of noble birth, but nevertheless their house is among the wealthiest in the whole of Tilea. They trade in various goods, lend gold and invest in all kinds of promising undertakings. All over Tilea their trading stations are spread, thus their merchantry network spans over the Old World's whole west coast and beyond.

Despite all their wealth and influence the members of House Halcon remain modest and neither get involved in aristocratic events nor show their fortune with expensive garments, jewelry and other frippery. In their eyes no aristocrat show the proper humbleness and respect for hard work.

Like their employer, House Halcon's guard are clad in simple garments and uniforms. Accuracy and calmness are emphasised and many marksmen easily rise in the guard's ranks.

Additional special rules

Sharp Aim: All warriors from House Halcon ignore modifiers for long range when firing missile weapons.

Merchantry: The Commander starts with the 'Haggle' skill.

Choice of warriors

A House Guard must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

Commander: Each guard must have one Commander: no more, no less!

Sergeants: Your guard may include up to three Sergeants.

Adjutant: Your guard may include a single Adjutant.

Guards: Any number of models may be Guards.

Pikemen: Your guard may include up to four Pikemen.

Warhounds: Your guard may include up to four Warhounds.

House Baluardo

Each and every man and woman with the name Baluardo acquired renown during a history of battles and wars, as the glory of war is the only approved reputation in their warband. Pirates from the shores of Sartosa, the Skaven of Tylos and various Orc tribes - all have stories about muscular women and men the size of a fortress.

Wherever a stronghold needs to be besieged or a battle to be waged in the lands of Tilea and its surroundings, a scion of House Baluardo can be found among the officers. Only by fighting in battle a young Baluardo can hope to be entrusted with a high rank in the warband. Thus they became a band of rough, armoured and vital warriors who would be notorious as glory seekers but for their down-to-earthness.

Additional special rules

Armour: Baluardo Heroes do not suffer movement penalties for wearing armour.

Battle Seasoned: The Commander starts with the 'Battle Tongue' skill.



Starting experience

A **Commander** starts with 20 experience.

Sergeants start with 8 experience.

An **Adjutant** starts with 0 experience.

Henchmen start with 0 experience.

House Guard equipment lists

The following lists are used by House Guard warbands to pick their equipment.

HEROES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free / 2 gc
Mace	3 gc
Axe	5 gc
Sword	10 gc
Rapier ^F	15 gc
Halberd	10 gc
Pike	10 gc
Sword breaker ^F	30 gc

Missile Weapons

Crossbow	25 gc
Crossbow pistol ^H	35 gc
Longbow ^H	15 gc

Armour

Heavy armour	40 gc
Plate armour ^B	55 gc
Shield	5 gc
Helmet	10 gc
Pavise ^B	20 gc

HENCHMEN EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger	1st free / 2 gc
Mace	3 gc
Sword	10 gc
Halberd	10 gc
Pike	10 gc

Missile Weapons

Crossbow	25 gc
Bow	10 gc
Longbow	15 gc

Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc

^F House Fierrezza only

^H House Halcon only

^B House Baluardo only

Heroes

1 Commander

65 gold crowns to hire

A Guard commander is a tough veteran and has more often than not fought for years in the regular inter city-state conflicts of his homeland. These men are used to the carnage and suffering of the battlefield and have finally found a calmer and better paid occupation.

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

Weapons / Armour: The Commander may be armed with weapons and armour chosen from the Heroes equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Commander may use his Leadership instead of his own.

0-3 Sergeants

35 gold crowns to hire

The hardened sergeants of the guard are entrusted with ensuring the iron-hard discipline necessary to keep a warband together both in their homeland and on distant shores.

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

Weapons / Armour: A Sergeant may be armed with weapons and armour chosen from the Heroes equipment list.



0-1 Adjutant

20 gold crowns to hire

Young and eager to prove themselves, adjutants are a convenient asset for every officer. They relay orders, polish boots and organize supplies, making their patron's life a great deal easier.

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

Weapons / Armour: An Adjutant may be armed with weapons and armour chosen from the Heroes equipment list.

SPECIAL RULES

Relay orders: As long as the Adjutant is able to use his leader's Leadership, any warrior within 6" of the Adjutant may use the leader's Leadership instead of his own. The Adjutant may take the Battle Tongue skill to increase his range to 12".

Henchmen

Guards

25 gold crowns to hire

These are any house guard's backbone - grim soldiers that could easily be part of the various mercenary armies of the warring Tilean city states, but pledged their service and life to a single family.

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

Weapons / Armour: Guards may be armed with weapons and armour chosen from the Henchmen equipment list.

0-4 Pikemen

35 gold crowns to hire

Fighting in close formation with weapons of enormous length is a skill that the pikemen have mastered and thus are able to weather and break any but the most ferocious assaults.

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

Weapons / Armour: Pikemen may be armed with weapons chosen from the Henchmen equipment list.

SPECIAL RULES

Pikewall: Charging a skilled Pikeman is always a dangerous endeavour, as they may re-roll any failed hits when getting charged while wielding a weapon with first strike.

0-4 Warhounds

15 gold crowns to hire

Guards often keep packs of ferocious watchdogs. With their powerful bite and acute senses, they are perfect for discovering and hunting down any trespassers, burglars or vile assassins.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons / Armour: Jaws and brutality! Warhounds never use or need weapons and armour.

SPECIAL RULES

Animals: Warhounds are animals and thus do not gain experience.

Special equipment

This equipment is available to House Guards, and no other warbands may purchase it. See the Trading section for full rules on acquiring rare items.

plate armour

70 gold crowns

Availability: Rare 7, House Guards only

Plate armour is the paragon of trading mobility for personal protection. Mostly used by knights and heavy cavalry, some officers value the extra layers of steel far more than their ability to jump and run.

SPECIAL RULES

Save: A warrior that is wearing plate armour has a basic D6 saving throw of 4+.

Movement: A warrior that is armed with plate armour suffers a -1 Movement penalty.

pike

10 gold crowns

Availability: Rare 8, House Guards only

A Pike is comparable to a spear, though its length exceeds the one of a common one. The Tileans use them in their civil wars, and with the silk road they even came to the outer border towns of Cathay.

Range	Strength	Special rules
Close Combat	As user	Two-handed, Strike first

SPECIAL RULES

Two-handed: A model armed with a pike may not use a shield, buckler or additional weapon in close combat. However it gets an additional +1 armour save bonus against ranged attacks if it carries a shield.

Strike first: A warrior with a pike strikes first in the first turn of a hand-to-hand combat. For that turn he gains +1 Initiative representing the pike's long shaft that allows him to attack even before the enemy reaches him.

House Guard skill tables

HOUSE FIEREZZA

	Combat	Shooting	Academic	Strength	Speed
Commander	✓	✓	✓	✓	✓
Sergeant	✓	✓			✓
Adjutant	✓		✓		✓

HOUSE HALCON

	Combat	Shooting	Academic	Strength	Speed
Commander	✓	✓	✓	✓	✓
Sergeant	✓	✓		✓	
Adjutant		✓	✓		✓

HOUSE BALUARDO

	Combat	Shooting	Academic	Strength	Speed
Commander	✓	✓	✓	✓	✓
Sergeant	✓			✓	✓
Adjutant			✓	✓	✓