

Bretonnian Chapel Guard Warband

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Bretonnian Warband by Tom Merrigan
Formatting by Steven Young

The Bretonnian countryside is dotted with various chapels. Some of them are large cathedrals of stone and glass, while others are no bigger than woodsheds. They all have one thing in common: they mark someplace sacred to the Lady of the Lake. Perhaps on that spot a battle was fought in her name, or one of her chosen Grail Knights passed away, or, most important of all, the Lady herself appeared before some worthy soul. It is no surprise then that many knights errant, in search of fame, would stop by these markers, in search of inspiration. Likewise, devout Questing Knights will also visit the chapels in their travels, hoping that the Lady would visit the sacred spot twice.

It is the role of the damsels and prophetesses to see to the care of these markers. If one of them is threatened, perhaps by a marauding Greenskin band or similar vandals, she may send out word. Knights will drag their squires and peasant bowmen with them into the fray, and battle pilgrims will congregate en masse in order to defend the remains of a fallen saint. Strangely enough, sometimes the damsels do not need to send missives out at all... wandering warriors will naturally gravitate to the spot, anticipating the battle to come in their very souls.



Special Rules

Chivalry: No Knight may ever use any missile weapon at all, with the exception of Holy Water. Likewise, they will never use any drug or poison, nor learn any spells (prayers are allowed).

Lord's Boon: Every Knight, either at warband formation or upon later recruitment, is likely to start with some sort of boon from the baron, marquis, or similar lord he serves. Each Knight may, upon purchase, start with ONE of the following items, which is bought at half cost: a Warhorse, Light Armor, OR Heavy Armor. This item may not be traded, given to another warrior, or sold. The warrior may set it aside and choose not to use it, but no Bretonnian warrior would dare use a boon item that belonged to another Knight, even after the warrior's death. If the Knight dies, his "Lord's Boon" item is removed from the warband, having been buried with him or returned to his benefactor.

Virtue of Purity: Knights with the Virtue of Purity may never voluntarily break from combat, unless he is knocked down. He is immune to All Alone and any other mundane effects that would cause him to leave combat. Magical spells and effects that would cause him to flee (ex. Dread of Aramar) affect him as normal.

Choice of Warriors

A Bretonnian Chapel Guard warband must include a minimum of three models. You start with 500gc to buy your initial warband. The maximum number of warriors in your warband may never exceed 15.

Questing Knight: Each Questing Knight's warband must have one Questing Knight: no more, no less!

Damsel: Your warband may include up to one Damsel.

Knight Errant: Your warband may include up to three Knights Errant. Note: If a promoted Squire becomes a Knight Errant (see below), it is possible to have more than three Knights Errant.

Squires: Your warband may include up to five Squires.

Battle Pilgrim: Your warband may include up to five Battle Pilgrims.

Bowmen: Your warband may include up to seven Bowmen.

Starting Experience

The Questing Knight starts with 20 exp.

A Damsel starts with 12 exp.

Knight Errants start with 8 exp.

All Henchmen start with 0 Experience

Bretonnian equipment lists

The following lists are used by Bretonnian warbands to pick their weapons:

Knights' equipment list

Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Mace.....	3 gc
Spear.....	10 gc
Sword.....	10 gc
Broadsword.....	15 gc*
Double-handed weapon.....	15 gc
Morning star.....	15 gc
Flail.....	15 gc
Lance (Not Questing Knight).....	20 gc

Missile

None.

Armour

Light Armour.....	20 gc
Heavy Armour.....	50 gc
Shield.....	5 gc
Kite Shield.....	10 gc*
Helmet (Not Errant Knight).....	10 gc
Barding.....	30 gc

Miscellaneous

Warhorse.....	80 gc
Lucky Charm.....	10 gc

Pilgrims' equipment list

Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Mace.....	3 gc
Axe.....	5 gc
Shortsword.....	7 gc*
Sword.....	10 gc
Spear.....	10 gc
Halberd.....	10 gc
Double-handed weapon.....	15 gc

Missile

None.

Armour

Light Armour.....	20 gc
Shield.....	5 gc
Helmet.....	10 gc
Buckler.....	5 gc

Miscellaneous

Holy Relic (Pilgrim).....	25 gc
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*See Special Equipment

Bowmen equipment list

Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Hammer.....	3 gc
Axe.....	5 gc
Shortsword.....	7 gc*
Spear.....	10 gc

Missile

Bow.....	10 gc
Longbow.....	15 gc

Armour

Light Armour.....	20 gc
Helmet.....	10 gc

Miscellaneous

Horse (Damsel & Squire Only).....	40 gc
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*See Special Equipment

Bretonnian special equipment

Broadsword

15 gold crowns

Availability: Common (Bretonnian Knights Only)

Range	Strength	Special Rule
Close Combat	As user +1	Difficult to Use, Strike Last

Note: Even though 'sword' is in the name, a broadsword cannot Parry. It does count as a sword for the Expert "Swordsman" skill.

SPECIAL RULES

Difficult to use: A model with a Broadsword may not use a second weapon or buckler in his other hand because it requires all his skill to wield it. He may carry a shield or a kite shield as normal though.

Strike last: Broadswords are so heavy that the model using them always strikes last, even when charging. Just like a Double-Handed weapon, learning the skill 'Strongman' negates 'Strike Last'.

Shortsword

7 gold crowns

Availability: Common

Range	Strength	Special Rule
Close Combat	As user	Parry, +1 Enemy Armour Save

Note: A Shortsword counts as a sword for the "Expert Swordsman" Skill.

SPECIAL RULES

Parry: Shortswords offer an excellent balance of defence and offence. A model armed with a sword may parry blows. When his opponent rolls to hit, the model armed with a sword may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength - they are simply too powerful to be stopped.

+1 Enemy armour save: Shortswords are not the best weapons to use for penetrating an enemy model's armour. An enemy wounded by a short sword gains a +1 bonus to his armour save, and a 6+ armour save if he has none normally.

Kite shield

10 gold crowns

Availability: Common (Bretonnian Knights Only)

ARMOR SAVING THROW

Save: A model with a kite shield has a basic save of 5+ on a D6 while on foot, and 6+ while mounted (or, if the model is already wearing armour, as +2 on foot, and +1 save while mounted). This cannot bring a save over 1+.

(Note: If your gaming group already uses house rules for enhanced shields [ex. Ones that provide +2 AS in combat], remove Kite Shield from the equipment list.)

Bretonnian Skill Table

	Combat	Shooting	Academic	Strength	Speed	Special
Questing Knight	✓		✓	✓	✓	✓
Damsel			✓		✓	
Knight Errant	✓			✓	✓	✓

Knightly skills

Bretonnian Chapel Guard Knights may use the following Skill list instead of the standard skill lists available to them.

Renowned Virtue

The Knight may learn one Virtue from the original Bretonnian Warband list, written by Tom Merrigan. The "Renowned Virtue" skill may only be taken once.

Questing Dow

Questing Knight only. If the knight is charging, charged by, or in combat with a fear-causing enemy, they may reroll any Leadership test they take once, accepting the second result. This includes Rout tests.

Shield Bash

Each turn, the Knight may make an additional attack with a shield or kite shield, which is made at -1 Strength. Treat the shield attack as a club.

Bulging Muscles

The Knight retains the +1/+2 Strength bonus from Flails and Morning Stars after the first round of combat.

Untiring

The Knight ignores movement penalties for wearing armour while on foot. In addition, strength, axes, critical hits, and similar modifiers cannot reduce the saving throw lower than 5+, nor will it be ignored by any non-magical means.





1 Questing Knight

75 gold crowns to hire

Questing Knights are devout nobles who have forsaken property in order to search for the Holy Grail, the sacred artifact of the lady of the lake. They seek out the deadliest of foes, in order to make themselves worthy of the lady.

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

Weapons/Armour: A Questing Knight may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Questing Knight may use his Leadership characteristic when taking Leadership tests.

Knight: The Questing Knight has the following rules from above apply to him; Chivalry, Lord's Boon and Virtue of Purity.

Ride: A Questing Knight starts with the skill 'Ride Warhorse'.

Vow of Poverty: May not take a Lance.



01 Damsel

35 gold crowns to hire

Raised by the worshippers of the Lady from a very early age, the Damsels travel the country of Bretonnia, aiding the great dukedoms in times of war. Their ways are mysterious and are regarded more reverently than any other females in the land.

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

Weapons/Armour: A Damsel may be equipped with any non-missile, non-armour item chosen from the Bowmen section of the Bretonnian Equipment list.

SPECIAL RULES

Prayercaster. The Damsel begins with one prayer from the "Lady's Prayers" list and can learn additional prayers as outlined in the Magic section.

03 Knights errant

35 gold crowns to hire

Knights Errant are brash, bold young knights, who are filled with more guts than healthy fear. They are often poorer nobles, wearing outdated second-hand armour, which was granted to them by a generous donor. They seek to prove their worth, in honour of their benefactors, their ladies fair, and their own egos.

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

Weapons/Armour: A Knight Errant may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list.

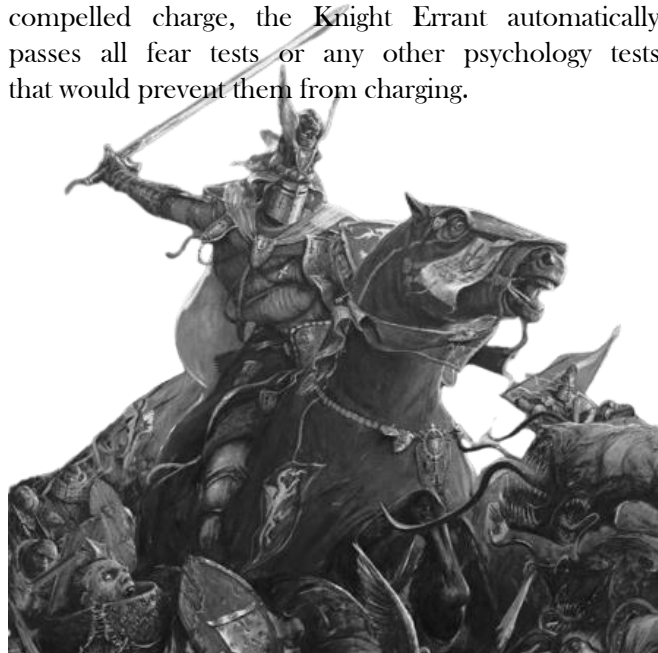
SPECIAL RULES

Knight: The Knight Errant has the following rules from above apply to him; Chivalry, Lord's Boon and Virtue of Purity.

Vain: The Knight may not wear a helmet, as it reduces their chances of being noticed by pretty ladies.

Impetuous: During each Movement Phase, after declaring charges, a Knight Errant that is not in combat and did not charge this turn must charge an opposing standing warrior (not *knocked down* or *stunned*) that is within range if they are able.

Likewise, a Knight Errant that declared a charge against a knocked down or stunned opponent will be compelled to charge a viable standing opponent instead. If you wish, you may choose to have the Knight take a leadership test (they may use their Leader's LD if they are within range); if the test is passed, they may move as normal or charge their original target. When making a compelled charge, the Knight Errant automatically passes all fear tests or any other psychology tests that would prevent them from charging.





henchmen

0.5 Squires

25 gold crowns to hire

Knights are served by their Squires, who are often poorer relations or illegitimate offspring. They are trained and schooled by the knight himself. If a squire performs some great deed or service to his master he may even be raised to the ranks of knighthood!

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

Weapons/Armour: Squires may be equipped with weapons and armour chosen from the Battle Pilgrims and from the Bowmen section of the Bretonnian Equipment list. A Squire may not ride a horse unless the Questing Knight and any Knight Errant in the warband are riding warhorses.

SPECIAL RULES

Knighthood: When a Squire rolls "The Lad's Got Talent", you may choose one of two options when promoting him to a hero: to have him remain a Squire, or to have him become a Knight Errant. (*Note: in this manner, you **may** have more than three Knights Errant in your Warband.*)

If you choose to keep him as a Squire, he may choose two skill lists from following lists: Combat, Academic, Strength, or Speed. He retains his normal Squire equipment tables.

If you choose to make him a Knight Errant, he immediately gains the following rules/bonuses instead of receiving an immediate advancement: 'Knight', 'Vain' and 'Impetuous'. The new knight may learn Special Skills, in addition to two other skill sets, but must immediately switch his equipment to Knight Equipment list. The new knight may never use missile weapons.

0.5 Battle pilgrims

30 gold crowns to hire

Battle Pilgrims are zealous peasants that will guard the remains of a dead Grail Knight, and keep vigil over any chapel that houses it. If the chapel is secured by a heavy watch, small numbers of the pilgrims will allow themselves to follow a Questing Knight in his journeys, as he secures the forests and glen around the gravesite.

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

Weapons/Armour: May use any items from the Pilgrims Equipment list.

SPECIAL RULES

Low Caste: Battle Pilgrims are peasants, and while they are not stupid, there is a glass ceiling to what they can attain in Bretonnian society. Low Caste henchmen learn experience and advance as normal, but reroll any results of "The Lad's Got Talent", and may never become heroes.

Hatred: Battle Pilgrims suffer Hatred against all of their enemies, seeing them as enemies and heretics to the true Lady's cause.

Stubborn: Battle Pilgrims reroll all failed Leadership rolls once, accepting the second result.

Holy Relics: Battle Pilgrims may be given a Holy Relic, regardless of the fact that henchman are not normally allowed to take Miscellaneous items. If a Battle Pilgrim owns a Holy Relic, he gains the ability Frenzy (Reminder: when frenzied, he is immune to Hatred.) It is possible to give a Holy Relic to Battle Pilgrim that is a part of a larger henchman group. If you do not have enough Holy Relics for every member of the group, the Pilgrim with the relic will break off and form his own individual henchman group.



0.7 Bowmen

15 gold crowns to hire

Peasant Bowmen are inbred serfs recruited by local lords. They may be the last remaining property to a Questing Knight, or perhaps they were loaned by the local lord. Whatever the origin, their lack of bravery is balanced by their skill with a long bow.

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

Weapons/Armour: May use any items from the Bowmen Equipment list.

SPECIAL RULES

Low Caste: Bowmen are peasants, and while they are not stupid, there is a glass ceiling to what they can attain in Bretonnian society. Low Caste henchmen learn experience and advance as normal, but reroll any results of "That Lad's Got Talent", and may never become heroes.

Lady's Prayers

1 - Lady's Favors - Difficulty: Auto

All your heroes count as having Lucky Charms for this battle and ignore the first hit against them on a D6 roll of 4+. If they already own Lucky Charms, they may reroll a failed Lucky Charm save, accepting the second result.

2 - Blessed Protection - Difficulty: 8

The Damsel and any Bretonnians within 6" of her gain an unmodified ward save of 4+ against the effects of spells or prayers. Test each shooting phase: on a roll of 1 or 2, the spell dissipates.

3 - Swiftstride - Difficulty: 7

The damsel may pick a friendly hero or henchman (including herself) within 12" that charged or failed a charge this turn. That warrior gains +1 to hit on all attacks they make until the end of the turn. In addition, if they are not in combat, they may make an additional move of 1D6" towards an enemy (if they move into base contact with an enemy, this counts as a charge).

4 - Lady's Scorn - Difficulty: 5

Anyone attempting to shoot at the Damsel must first pass a Leadership test, or else they are unable to fire this turn. This includes Silver Arrows, Crossbow Pistols, Hand-to-Hand Pistols, and Template shot weapons that she is within the path of (like Blunderbusses.) This spell lasts until the end of the game.

5 - Elixir of Life - Difficulty: 7

Any one model within 4" of the Damsel (including herself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 4" are stunned or knocked down, they immediately come to their senses, stand up, and continue fighting as normal.

6 - Guiding Vision - Difficulty: 6

The Damsel picks a friendly hero or henchman within 8". Until the start of your next shooting phase, that warrior may re-roll one die roll they make and add +1 or -1 to the result.

