

Bretonnian Chapel Guard Warband

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Based on the Bretonnian Warband by Tom Merrigan

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 are removed from warband, having been buried with him or returned to his benefactor.

Virtue of Purity: Knights with the Virtue of Purity are may never voluntarily break from combat, unless he is knocked down. He is immune to All Alone and any other mundane effect 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.

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.

Hired Swords: Bretonnian Chapel Guards may hire the following Hired Swords: Arabyan Merchant, Bard, Beast Hunter, Dwarf Pathfinder, Dwarf Treasure Hunter, Elf Mage, Elf Ranger, Freelancer, Halfling Scout, Human Scout, Kislev Ranger, Mule Skinner, Nomad Scout, Ogre Bodyguard, Pathfinder, Road Warden, and Wood Elf Hunter

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 3 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

KNIGHTS EQUIPMENT LIST

Hand-to-hand Combat Weapons	
Dagger	1st free/2gc
Mace	3 gc
Sword	10 gc
Broadsword	15gc*
Double-Handed Weapon	15 gc
Morning Star	15 gc
Flail	15 gc
Lance (No Questing Kn.)	20 gc

Missile Weapons

None

Armor

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

Miscellaneous

Warhorse	80 gc
Lucky Charm	10 gc

* See Special Equipment

PILGRIMS EQUIPMENT LIST

Hand-to-hand Combat Weapons	
Dagger	1st free/2gc
Mace	3 gc
Axe	5 gc
Short Sword	7 gc*
Sword	10 gc
Spear	10 gc
Halberd	10 gc
Double-Handed Weapon	15 gc

Missile Weapons

None

Armor

Light Armor	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/2gc
Hammer	3 gc
Axe	5 gc
Short Sword	7 gc*
Spear	10 gc

Missile Weapons

Bow	10 gc
Long Bow	15 gc

Armor

Light Armor	20 gc
Helmet	10 gc

Miscellaneous

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

BRETONNIAN CHAPEL GUARD SKILLS

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

HEROES

1 Questing Knight - 75gc

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.

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.

0-1 Damsel - 35gc

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.

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-armor item chosen from the Bowmen section of the Bretonnian Equipment list.

Special Rules: Prayercaster. The Damsel starts with one prayer from the 'Prayers to the Lady' Prayer list, and may learn spells from it as detailed in the Magic Section.

0-3 Knights Errant- 35gc

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

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

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, plot out where a Knight Errant will move with markers, rather than moving the model himself. After you have decided where he is going to move (or not move), see if there are one or more enemy models within charge range that are not knocked down or stunned. If so, the Errant must immediately declare a charge against one of those models instead, ignoring the move you plotted. If you wish, you may choose to have the Knight take a leadership test (using the Leader's Leadership if he's within range.) If the test is passed, he is not required to charge, and may move or not move as you intended. For Impetuous charges, he may only charge models that he can detect (ex. test to see if he can detect an opponent around a corner.) When making an impetuous charge, the Knight passes all fear tests or any other psychology tests to would prevent him from charging. An Impetuous knight will never be forced to charge a knocked down or stunned opponent, as it is considered dishonorable. A knight does not suffer Impetuous if he is currently in combat or is knocked down/stunned.

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!

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

Weapons/Armor: Squires may be equipped with weapons and armor 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 receives ‘TLGT’, you may choose one of two options when he is promoted to a hero: to have him remain a Squire, or to have him become a Knight Errant (note: in this manner, you are allowed to have more than 3 Knights Errant). If you choose to keep him 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: ‘*Chivalry*’, ‘*Virtue of Purity*’, ‘*Vain*’, ‘*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 gc each

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.

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

Weapons & Equipment: 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 ‘That 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 gc

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.

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

Equipment: 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.

SPECIAL EQUIPMENT

Broadsword - 15gc, Common

Range: Combat, **Strength:** As User +1S

Special Rules: Difficult to Use, Strike Last

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 weapons 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'.

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

Kite Shield- 10gc, Common (Bretonnian Knights only)

ARMOR SAVING THROW

Save: A model with a kite shield has a basic save of 6 on a D6 while on foot, and 6 while mounted (or, if the model is already wearing armor, 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.)

Short Sword- 7gc, Common

Range: Close Combat; **Strength:** As user;

Special Rule: Parry, +1 Enemy armor save

SPECIAL RULES

Parry: Short Swords offer an excellent balance of defense 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 armor save: Short Swords are not the best weapons to use for penetrating an enemy model's armor. An enemy wounded by a short sword gains a +1 bonus to his armor save, and a 6+ armor save if he has none normally.

NOTE: A Short Sword counts as a sword for the 'Expert Swordsman' Skill.

KNIGHTLY SKILLS

Only Knights may take 'Knightly Skills'.

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 Vow – Questing Knight only. If the knight is charging or is charged by a Fear causing model, he may reroll any failed Fear tests, accepting the second result. If he passes the fear test, he may reroll all missed attacks against that Fear causing model for the first round of combat. This skill has no effect if the Knight doesn't test for fear (ex. Learns the skill Fearsome.)

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 armor 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.

LADY'S PRAYERS

1 - Lady's Favors - Diff: Auto

All of 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 a 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 - Floodgates of Courage - Difficulty 7

Any allied warriors within 8" of the Damsel (as well as the Damsel herself) may reroll any failed Leadership tests once. If the Leader is within 8" range, the Rout Check may be rerolled, if the first roll was a failure. Any dice rerolled in this matter may not be rerolled a second time. This spell lasts until the start of your next Shooting Phase.

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 - Dif 6

With the aide of the Damsel, the Lady guides one of her warriors with a Blessed Vision of what's to come. He may use this rare knowledge to destroy his foe, or save his own hide. For the duration of the turn, one hero or henchman may re-roll 1D3 dice rolls and +1 or -1 to the result.