

KULKMANN`S G@MEBOX

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in cooperation with



proudly present:

The Bretonian Couple

Characters invented
by Frank Schulte-Kulkmann

Graphics enhanced
by Mystified Michael

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BRETONNIAN ENCHANTRESS

Wounds: 1D6+5
Move: 4
Weapon Skill: 2
Ballistic Skill: 6+
Strength: 2
Toughness: 2
Initiative: 5
Attacks: 1
Pinning: 4+
Willpower: 3



Equipment: Horse

Weapon: Sword

Armour: None

Special Spell: Illumination

Special Rules:

See the Spellcasting section of the Rule Book for full details of the Enchantress's powers.

Starts with 4 spells and has 1D6+1 Current Power each turn.

**POWER
STORE**

**CURRENT
POWER**

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	4	4	4	5	5	6	6	6	6	6

Special To Hit Values apply as long as Enchantress remains WS 2.

BRETONNIAN KNIGHT

Wounds: 1D6+8
Move: 4
Weapon Skill: 3
Ballistic Skill: 4+
Strength: 3
Toughness: 3(5)
Initiative: 4
Attacks: 1
Escape pinning: 6+
Willpower: 3



Equipment: Warhorse

Weapon: Sword

Armour: Light Armour

Special Rules: Whenever any shots from ranged weapons are directed at the Enchantress, the Knight will step in and take the shots on himself, provided he is on a space next to the Enchantress.

Likewise, if the Knight stands next to her he will take the first physical blow directed at her each turn, but due to the hurry of the combat he will be considered to have -1 WS for this action.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	6

Special To Hit values apply as long as the Knight remains on WS 3.

BRETONNIAN COUPLE - ENCHANTRESS

The Enchantress is basically treated as a Wizard, especially concerning her development and training. However, she gets additional power in comparison to the Wizard. In the Settlement she may visit the Wizard's Guild, but if she buys any equipment at a store the same restrictions apply as for the Wizard.

JOINT CHARACTERS

The Bretonnian Couple joins the Party together, counting as two characters but being played by the same player. Thus, they are especially suitable for games with only three players available. If, however, a fourth player is also available, the number of monsters encountered should be increased following the standard rules, i.e. by 25 % for each additional Warrior. Whenever treasures are distributed, the Enchantress and the Knight are allowed one piece of treasure each. However, after one of them has received a treasure, they can only receive another treasure if all other Warriors have received a treasure before.

ADDITIONAL SPELL

Since the education at the Imperial Colleges of Magic is of a very high class, the Enchantress starts the game with an additional spell. Unlike the three standard spells, she may chose that spell from the standard spell cards.

DEATH OF BELOVED

If the Knight or the Enchantress dies at any time, their mutual love is stronger than any fear of death. The surviving part tries to finish the adventure, but afterwards he will drink a vial of poison in order to be reunited with his love. The characters are removed from the game.

BRETONNIAN COUPLE - KNIGHT

Due to his code of honour, the only weapons the Knight is allowed to use are the different kinds of swords available in the game. He may especially not use any kind of ranged weapon, since he considers these kinds of weapons unworthy of a Knight, preferring honest man-to-man combat. Also, the knight has inherited his suit of armour from his father, so he will never exchange it voluntarily for a different armour. Otherwise, the Knight can use most of the Equipment the Barbarian can use. Common sense should prevail in solving any questions.

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LIGHT ARMOUR

+2 Toughness



Bretonnian Couple starting equipment

SWORD

Normal damage
(1D6 + Warrior's strength)



Bretonnian Couple starting equipment

WARHORSE

The Warhorse carries all your Warrior's gear between the Dungeons, reducing the journey time by two weeks. It increases Living Expenses in settlements by 5 gold per day. If a hazard that occurs on the journey indicates any kind of fight you may add +1 to any dice rolls required. The Warhorse cannot be stolen upon leaving a settlement.



Bretonnian Couple starting equipment

HORSE

The Horse can carry all your Warrior's gear between the Dungeons, reducing his journey time by two weeks. Since Bretonnians care extremely well for their mounts, Living Expenses in Settlements are increased by 3 gold per day. However, due to the quality of the stable, a Bretonnian horse cannot be stolen upon departure from a Settlement.



Bretonnian Couple starting equipment

SWORD

Normal damage
(1D6 + Warrior's strength)



Bretonnian Couple starting equipment

ANCIENT LORE

The Knight has done some studies in ancient lore, allowing him a better understanding of the runes and writings he may find in a dungeon. Upon completing the Objective Room, the Knight may roll a dice. On a roll of 5 or 6 he finds a hidden chamber, containing an additional treasure. Roll again: On a roll of 1-4 it's a Dungeon Room Treasure, on a roll of 5 or 6 it's an Objective Room Treasure.

Bretonnian Couple - Knight skill

ENDURANCE

Being trained hard for severe combat situations, the Knight's body has gained some hidden reserves for desperate situations. When the Knight's wounds sink for the first time in an adventure below 4, he immediately regains 3 wounds.



Bretonnian Couple - Knight skill

FAST SWORDPLAY

Swinging his sword like a whirlwind, the Knight's attacks become more furious
+1 Attack when using a single-handed sword.



Bretonnian Couple - Knight skill

HARD TRAINING

The Knight has trained excessively to enhance his swordplay.

+1 to Weapon Skill



Bretonnian Couple - Knight skill

HERO'S VIRTUE

The Lady of the Lake grants the Knight an increase of his courage. He becomes determined to purge the world of fearful abominations of terror. The Knight becomes immune to fear. Whenever fighting against a monster causing fear he has Weapon Skill +1, Strength +1, and he uses one additional damage dice against these monsters. The Knight will never flee from any Monster causing fear.



Bretonnian Couple - Knight skill

KNOWLEDGE OF ARMOUR

Having studied the different types of armour available in the world, the Knight has found weak spots in most of these armours. Whenever the Knight inflicts damage, on a roll of 6 on 1D6 he finds a weak spot in his opponent's armour and may ignore the opponent's armour for this attack.



Bretonnian Couple - Knight skill

PARRY

With a practiced maneuver and a deft flick of the wrist the Knight can hook his sword around his enemy's weapon and twist it down and to one side. The skill allows the Knight to parry an incoming blow. When the Knight is attacked roll a 1D6. On a score of 1-5 he must take the blow as normal. On a score of 6 he turns the blow and it causes no damage.

Bretonnian Couple - Knight skill

RIGHTEOUS BLOW

Calling upon the Powers of the Lady of the Lake, the Knight's blow is enforced by the Will of the Lady. The skill allows the Knight to cause two additional wounds on his opponent if his to hit roll was a natural 6.



Bretonnian Couple - Knight skill

THE POWER OF LOVE

The love between the Knight and the Enchantress has formed an inseparable bond between the lovers, allowing them to draw on each other's powers. When the Knight or the Enchantress is at 0 wounds for the first time, the other may surrender up to 1D6 of his own wounds which are transferred to the wounded. This happens at the end of the turn, and only if the Knight and the Enchantress are in adjacent spaces.

Bretonnian Couple - Knight skill

THE POWER OF WORDS

"We shall prevail, since our cause is just and the Lady of the Lake gives us her protection." Upon entering a Dungeon, the Knight may address his fellow adventurers with a speech to raise their spirits. Roll 1D6: On a roll of 4-6 each warrior may add 1D6 Wounds and 1 Strength for the duration of the adventure. Upon hearing the bold words from her Beloved, the Enchantress gains additional 2 Power for the duration of the adventure.

Bretonnian Couple - Knight skill

VISION OF THE LADY

Before entering a new room, the Knight may pray to the Lady of the Lake. Sometimes the Lady may appear to the Knight, giving him some guidance on what to expect. Once a new room has been placed the Knight may roll 1D6. On a roll of 5 or 6 the next event card for that room may be looked at. If the card is Monsters then the type and amount may be determined so the Warriors know what to expect.



Bretonnian Couple - Knight skill

1 ILLUMINATION

One of the first spells the Enchantress has been taught at the College of Magic was the Spell of Illumination.

During each turn in which the Enchantress spends one current power she creates a small Orb of Light.



This Orb is treated exactly like a lantern for reasons of getting lost or exploration. However, they will not use this light to desert their fellow adventurers and return to the entrance on their own.

SPECIAL