

ADVANCED RULES: HAND WEAPON OPTIONS

When I was designing Broken Legions, there were several more melee weapons than the one that made the final cut. In the interests of both streamlining the gameplay and saving space in the book, these were cut down considerably, so that we ended up with the broad category of 'hand weapon'. Additionally, a special rule was removed from the book at the eleventh hour: Defensive Weapon. Confusingly for some, one mention of this was left in the book under the Buckler/Cetratus entry. An editorial error, perhaps, but one that set me thinking. So, for those who like the extra detail of melee combat, I present to you those rules.

Weapon	Attack Bonus	Damage Bonus	Weapon Special Rules
Axe	+1	+2	Single-Handed Weapon
Dagger/Knife/Pugio	-	-	Single-Handed Weapon
Hammer, Mace, Club, or Staff	+1	+1	Knock Down; Single-Handed Weapon
Sword (longsword, broadsword or Khopesh)	+2	+1	Parry; Single-Handed Weapon

Which Weapon do I Have?

When using these rules, whichever type of hand weapon the model carries dictates the rules you must use. All except the dagger are assumed to be of the same cost, for simplicity's sake. Daggers may be purchased by any model that is allowed to purchase a Hand Weapon (or second Hand Weapon) in their options list, but at a cost of only 1 point.

As always, these rules come with the tag 'experimental rules', as they weren't playtested as extensively as the rules that made the final cut. Please do keep an eye on the author's Facebook page: www.facebook.com/thelostvictorian/ for more *Broken Legions* news.

“COWARDS DIE MANY TIMES BEFORE THEIR ACTUAL DEATHS.”
-Julius Caesar

NEW WEAPON SPECIAL RULE

Defensive Weapon

This weapon counts as a Single-Handed weapon with the listed profile in all respects. However, when the wielder is attacked in melee, they may roll an extra die to defend themselves, choosing the highest result.

