

Advanced Rules: Encumbered

v. 0.2

Encumbered:

- Encumbered warriors suffer **-1 Initiative on profile**.
- This stacks with the -1 Initiative on profile for wearing Heavy Armour.

Warriors are Encumbered if:

- A warrior **carrying three or more weapons choices** will suffer the 'Encumbered' penalty.
- Shields and Talismans **do indeed** count as weapons choices.
- Daggers, Lances and Throwing Knives **do not count** as weapons choices.
- Up to two Pistols (*of any kind*) count as **only one** weapon choice.

Great Weapons and Halberds:

Great Weapons and Halberds are heavier than other weapons. Therefore:

- If Great Weapons or Halberds are combined with **any other Weapons Choices than Club, Axe, or Sword**, the wielder will suffer the 'Encumbered' penalty. (*Even if he is only carrying two weapons choices.*)

Gromril Axes, Ithilmar Swords and Weeping Blades all count as 'Club, Axe or Sword'.

The 'Pack Rat' Strength Skill:

Warriors with the 'Pack Rat' skill ignore the 'Encumbered' penalty.

Why Play with Encumbered Rules?

Encumbrance rules add strategic depth to Warband management as you now have to plan each Warband members' tactical role more carefully.

Encumbrance also serves to make archers either more vulnerable in close combat or less able to climb buildings.

Finally, some players prefer to field models with fewer weapons for aesthetic reasons. These players are now given a sensible reason to do so.

Examples:

- **Are these warriors Encumbered?**

#1: Sword, Shield, and Bow: **Yes**

#2: Sword, Club, and Talisman: **Yes**

#3: Great Weapon, Club and Bow: **Yes**

#4: Halberd and Shield: **Yes**

#5: Sword, Club and Throwing Knives: **No**

#6: Lance, Axe and two Pistols: **No**

#7: Great Weapon and Pistol: **Yes**

#8: Club, Bow and Throwing Knives: **No**

#9 Club, Bow and Dagger: **No**

#10: Great Weapon and Net: **Yes**