

BRETONNIAN KNIGHTS ERRANT



According to the ancient custom, which is still followed in Bretonnia, anyone who desired the honour and privilege of knighthood must first prove himself worthy by accomplishing a perilous task. Traditionally the errand of knighthood is chosen by the fairest maiden in the village, and is often to slay a monster and bring back its head or return with a treasure. The maiden is required to marry the knight if he succeeds in his errand, so sometimes the quest is a dangerous one indeed. Many Knights Errant, as these aspiring men are called, travel to Lustria or the Land of the Dead in search of treasure and victory in combat. Some travel to the mysterious forest of Loren with high hopes to impress the legendary Elves with their courage.

The knight is equipped with weapon and armour before he departs on his errand, depending on the wealth of the village and the knight's family this ranges from a suit of leather armour and a simple shield to a barded warhorse and ornate heavy armour. All knights are given a shield with their family colors, or the colors of the Knight of the Realm of that village if the family doesn't have their own colors. The shield is traditionally without heraldry, as this will be based on the errand that the knight strive to complete, for example slaying a monster would be cause to emblazon the image of the monster on his banner and shield. Sometimes the Knights bring along a trusted friend, his hunting dog, the Knights of Bretonnia love hunting and one of the duties of the young Squires are to look after the Knights hunting dogs. It is not uncommon for a knight to give a faithful squire one of the whelps from a new litter.

Knights Errant often band together and travel in a group; sometimes they are brothers or childhood friends who have taken up the errand together. In addition they are joined by a number of young squires, eager to prove themselves in combat. In addition as the Errant party passes through villages they attract the attention of the village youth. Sometimes a bored youth decides to join the party, in the hope that one day he will have the courage himself to attempt the Errand of knighthood. While the knights pursue a particular goal with their Knightly Errand they will not immediately abandon the warband once they have completed it. Abandoning your friends in the dangerous Land

of the Dead or City of the Damned would tarnish the knight's honor. Thus the knights stay together until they all agree to return.

CHOICE OF WARRIORS

A Knights Errant warband must include a minimum of three models. You have 500 gold crowns to assemble and equip your initial warband. The maximum number of warriors in the warband may never exceed fifteen.

Knights Errant: Your Knights Errant warband must include at least one Knight Errant and up to four in total.

Squires: Your Knights Errant warband may include any number of Squires.

Hired Swords: The Knights Errant warband may not recruit evil Hired Swords or those who practice magic or use poison, for this would dishonor them.

STARTING EXPERIENCE

Knights Errant start with D6+7 experience

Henchmen start with 0 experience.

KNIGHTS ERRANT SKILL TABLE

| | Combat | Shooting | Academic | Strength | Speed | Special |
|---------------|--------|----------|----------|----------|-------|---------|
| Knight | X | | | X | X | X |

KNIGHTS ERRANT SKILL TABLE

KNIGHTS FEATS

1 - Combat charge

Some knights specialize in running down opponent on their initial combat impact. The character gain +1 attack and +1 WS when he charges.

2 - Lancer

The assault on horseback with lance, may best be the way everyone imagines a Knight doing combat. Though this feat is very hard and difficult to master correctly. And yet there is nothing more impressive than a knight on horseback, using lance and shield to skewer his enemies.

The character can use this skill only on horseback. May not be combined with combat charge.

If the character's first opponent(s) suffer an unsaved wound, the character may continue his charge. Opponents are not allowed to strike back.

The charge may then be continued another 4", and any enemy within 2" of that charge line can be charged. If the character does charge another enemy he counts as charging in the next combat round

3 - Sword master

Some knights are such masters in wielding their swords that no blow seems to reach them. When using a sword the character may parry, with reroll at equal or higher.

4 - Armour specialist

Often a knight moves in his armour as if it does weigh almost nothing. And blows that reach him seem to just bounce off his armour.

When using Heavy armour and shield the subject ignores the standard movement penalty and his armoursave cannot be modified beyond 5+ due to strength. This does not work on horseback.

KNIGHTS ERRANT EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Mace/Hammer

3 gc

Battleaxe

5 gc

Sword

10 gc

Morning star

15 gc

Double-handed weapon

15 gc

Lance

20 gc

Missile Weapons:

None

Armour:

Upgrade Light Armour
to Heavy armour

+30 gc

Helmet

10 gc

Barding

40 gc

Miscellaneous Equipment:

Warhorse

80 gc

Wardog

30 gc

SQUIRES EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (first free)

2 gc

Mace

Armour:

Shield

5 gc

Helmet

| | |
|---------|-------------------------|
| 3 gc | 10 gc |
| Axe | Light Armour |
| 5 gc | 20 gc |
| Sword | |
| 10 gc | Missile Weapons: |
| Spear | |
| 10 gc | Bow |
| Halberd | 10 gc |
| 10 gc | Longbow |
| | 15 gc |

HEROES

1- 4 KNIGHTS ERRANT50 gc each

Anyone who desires the honour and privilege of knighthood must first prove himself worthy of the position by accomplishing a perilous task, an errand of knighthood. The nature of the errand is chosen by the fairest maiden of the village, the duke of the province or the King himself.

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

Weapons/Armour: Knights Errant have a suit of Light Armour and a shield when first recruited. In addition the Knights Errant may have equipment from the Knight Equipment list, a Knight Errant must buy a weapon from the hand-to-hand combat list, a simple dagger is not acceptable.

SPECIAL RULES:

Brettonian Leader: The Knights Errant warband doesn't have a leader like a normal warband has, the Knight Errants are brothers in arms and the Squires will happily follow any of the mighty knights. However as rules and scenarios confer special bonuses or rules to leaders the warband must have one. Each of the Knight Errants start with D6+7 experience points, the knight which rolls the highest experience is the leader and from now on follow all the rules that apply to the leader. If two or more knights roll the same experience, choose one of them as the leader. Note that the experience rolled does not allow the Knights Errant any starting advances.

Knights Virtue: A Knight Errant is a chivalrous warrior warrior who is superior to ordinary warriors. He will never break and panic from combat and so does not have to pass a leadership test for being All Alone.

HENCHMEN

SQUIRES.....25 gc each

Knights Errant usually have several Squires in their retinue as servants and companions. Squires are loyal to their Knights and will follow them without question, learning the art of war and the code of chivalry, in preparation for their own errand of knighthood.

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

Weapons/Armour: Squires will be armed and equipped at the expense of the Knights Errant they serve. The equipment they may have is listed in the Squires Equipment list.

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