

Robert

"The Lion of Marienburg"

By Gert Joris

Robert the Lion of Marienburg is a mythic figure in Marienburg. No one knows him personally, an nobody knows where he comes from, he appears from nowhere and comes in charging on his fierce warhorse. Both he and his horse are adorned in Golden armour which is so shiny that it is difficult for a marksman to aim accuratly at him, and single black standing lion is adorned on his shield and banner. Rumours abound that he's the long lost son of Lady Magritta herself, defending all Marienburgers whenever necessary. His battle prowess so fierce that only the sight of this mighty warrior even causes fear in the Boldest of men, his courage so great and inspiring that every Marienburger who's fleeing rallies immediatly to fight along his side. Every Marien-burger has heard of him. And the ones who've met him will never forget it again. Robert rarely speaks and he never takes his helmet off. The only thing that everybody knows is that his name is Robert.

Hire Fee

Same rules as Bertha Bestraufung (p.155) but than for Marienburgers only offcourse!

Rating

Robert increases the Warband's rating by + 120 points

Profile								
M	WS	BS	S	T	W	I	A	Ld
4	6	3	4	4	3	5	3	10

Weapons/Armour

Armour of the Sun, Greater Warhelmet (3+ Save against stunned) Sword, Warhorse

Skills

Combat Master, Expert Swordsman, Step Aside, Mighty Blow, Resilient, Fearsome, Unstoppable Charge, Lightning Reflexes.

SPECIAL RULES

Inspiring Sight

*He will automatically become the leader, all rout tests will be done on his behalf. Every Marienburger who sees this armour will regain courage and start fighting with a courage never seen before; All warriors in a 6" radius of Robert are **Immune to Psychology** (see rules p88 under Vampire) as long as he isn't stunned or Out of Action.*

Armour of the Sun

Little is known about this armour, the only facts that are known that it is so shiny that you can't look straight at for more than a few seconds, it never loses its beauty, dirt and blood don't seem to get a grip on it.

Rules

The armour of the Sun includes, shield and barding.

Save

*3+; **Special Rule:** Reflection of the Sun, all archers get a -1 to hit to shoot at Robert and his warhorse*