

BRETONNIAN KNIGHTS RETINUE

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The fate of a Bretonnian village depends on the bravery and prowess of the warrior chosen to defend it. If the warrior is defeated the village will be pillaged and burnt and its people enslaved or killed, so the warrior chosen to defend it must be the best. A Knight is expected to be able to defend his domain against a monster or a warband of a dozen or so raiders single handed!

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 of the position 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. However during war a duke or the king may assign errands such as to capture an enemy banner or bring back the head of a champion. This proved to be an excellent way to muster great armies quickly. The duke of the province and the king himself keep retinues of Knights Errant in their castles eagerly awaiting to be despatched on a errand that will earn them knighthood.

CHOICE OF WARRIORS

An Knights Retinue must consist of at least 3 models and the maximum size is 15. You have 500 Gold Crowns to recruit and equip your Warband.

HEROES

Knight Your Knight Retinue must include a Knight to lead it.
Knights Errant Your Knights Retinue may include up to four Knights Errant.

HENCHMEN

Squires Your Knights Retinue may include any number of Squires.

HEROES

KNIGHT.....60 GC

Every Bretonnian village is defended by the best warrior that can be found, a Knight. The Knight is expected to be able to defend his domain against a monster or a warband of a dozen or so raiders single handed!

Profile	M	WS	BS	S	T	W	I	A	LD
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Knight	4	4	3	3	3	1	4	1	8
Warhorse	8	3	3	3	3	1	3	1	5

Weapons and Armour: The Knight wear light armour and may have additional equipment from the Knight Equipment list, a Knight must buy a weapon from the hand-to-hand combat list. The Knight may ride a warhorse at +50 pts.

SPECIAL RULES

Leader: Any warrior within 6" of the Knight may use his Leadership characteristic when taking any Leadership tests.

Knights Virtue: The Knight may ignore a single failed Leadership test per battle.

0-4 KNIGHT ERRANTS.....55 GC

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 villages fairest maiden, 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	3	1	8
Warhorse	8	3	3	3	3	1	3	1	5

Weapons and Armour: The Knight Errants wear light armour and may have additional equipment from the Knight Equipment list, a Knight Errant must buy a weapon from the hand-to-hand combat list. Any Knight Errants may ride a warhorse at +50 pts.

HENCHMEN (Bought in groups of 1-5 models)

SQUIRES.....25 GC to recruit

A Knight has several Squires in his retinue, he needs companions and servants when he goes on campaigns. The squires follow the Knight on campaigns where they will learn the art of war and the code of chivalry in preparation of 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 and Armour: A Squire may be equipped from the Commoner Equipment List.

KNIGHT EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger	(free)
Mace	3 GC
Sword	5 GC
Battleaxe	5 GC
Morning star	10 GC
Lance (only if mounted)	10 GC
Double-handed weapon	15 GC

Missile Weapons:

None

Armour:

Shield	5 GC
Helmet	10 GC
Heavy Armour (replaces light armour)	+30 GC

COMMONER EQUIPMENT LIST

Hand-to-hand combat weapons:

Dagger (first free)	2 GC
Mace	3 GC
Sword	5 GC
Axe	5 GC
Spear	10 GC
Halberd	10 GC
Flail	15 GC
Double-handed weapon	15 GC

Missile Weapons:

Bow	10 GC
Longbow	15 GC

Armour:

Shield	5 GC
Helmet	10 GC
Light Armour	20 GC

MOUNTED MODELS

A mounted model consist of the mount and the model riding it. A mounted model is treated as a single model for all purposes unless stated otherwise.

The cost of a warhorse is 50 GC

Profile	M	WS	BS	S	T	W	I	A	LD
Warhorse	8	3	-	3	3	1	3	1	5

Movement

A mounted model may only run or charge in a straight line, this is because of the difficulty to make a sharp turn around a corner at that speed. The model may turn before the run or charge but if you ran or charged last turn, you may only turn up to 45 degrees. The horse may jump over obstacles up to 2" in height, this include a defended obstacle. If the model makes a normal move than any number of turns are allowed and in any direction, at this slow pace there is no problem to negotiate obstacles. If the rider is wearing heavy armour and shield then the mounts move is reduced by -1. A mounted model may not enter a building

Jumping

A mount may jump from a higher level but if it fails an Initiative roll then it have broken its legs. The rider will take damage as normal but the mount is immediatly removed. In a campaign the mount s removed completely as it is unable to move anymore and its hard to find a battle trained horse in a city. A mount may jump over obstacles up to 2" in height, this include a defended obstacle. In which case the model suffers no to hit penalty for the defended obstacle.

Fighting

The mount and rider fight as two seperate models. A warrior that strikes at the model may choose to hit the horse or the rider but all to hit rolls are made against the riders WS. The mount count as having a 6+ save and the riders save is incresed by +1. If the mount is injured (IE taken "Out of Action", "Stunned" or "Knocked Down") then the rider is thrown off and count as being "Knocked Down". Place a separate model to mark that the rider is now fighting on foot.

Shooting

The mounted model is a large target but all hits are directed at the rider. Any hits must be randomized between the rider and the mount. 1-3 mount 4-6 rider. If the mount is injured (IE taken "Out of Action", "Stunned" or "Knocked Down") then the rider is thrown off

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