

# CORPS ALEMANNIA

**Warband Type**

Bretonian Knights

**Warband total cost**

500 gold coins

**Figher Limit**

13 / 12

**Treasures**

0 pieces

**Warband Rating**

107

**Warchest**

0 gold coins

**Rout Limit**

4

**Warband Stash**

Your stash is empty.

**Fighter List**

1x Priest of Morr

1x Questing Knight

2x Knights Errants

3x Squires

5x Bowman

1x Tilean Marksman

**Warband Rules**

**The Ladies Blessing**

Before a game, the leader of a Bretonnian Warband may take a Leadership test. If the test is success any model in the opposing warbands who wishes to fire a black powder weapon must roll a D6 and score 4 + or otherwise they may not fire the weapon. The opposing player must test each time they wish to fire such a weapon. Additionally, if any enemy model wishes to shoot at a Bretonnian Knight (Questing Knights and Errants only) , then they also must first roll a 4+ on a D6 or they may not shoot at them.

**Franz der Täufer**  
Priest of Morr

0 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	8	0

**Protected by Morr**

This priest never rolls for serious injury after being taken out of action. Instead on a roll of 4+, the Priest gains a 'Secret of Vantor'.

**Death Warder**

Once per combat phase, the Death Warder may force his opponent to re-roll a successful wound roll on any combat that happened within 12" of the priest.

Weapon	Range	Strength	Traits
Holy Staff	Melee	as User	Concussion, Two-handed;Holy Weapon

**Holy Relic**

A model with a holy relic will automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before. You can only ignore the first Leadership test in any single game – owning two or more holy relics will not allow you to ignore second and subsequent tests.



**Heinrich IV von Lorsch**  
Questing Knight

113 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	4	3	4	3	1	4	1	8	20

**Leader**

Any warband member within 6 of this warrior may use its Leadership characteristic when taking any Leadership tests.

**Knights Virtue**

A Knight will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Sword	Melee	as User	Parry
Baton	Melee	as User	-

**Heavy Armour (5+ AS)**

Gain -1 movement penalty when combined with a shield.



**Otto von Einhausen**  
Knights Errants

80 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	7	8

**Knights Virtue**

A Knight will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Morning Star	Melee	+1	Heavy, Difficult to use

**Shield (6+ AS)**

The shield armour save is increased to +2 (instead of +1) when fighting in hand-to-hand combat (when wielded with a one-handed weapon).

**Light Armour (6+ AS)**



**Karl von Bensheim**  
Knights Errants

58 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	7	8

**Knights Virtue**

A Knight will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Sword	Melee	as User	Parry
Baton	Melee	as User	-



**Ludwig der Dicke**  
Squires

33 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	2	3	3	1	3	1	6	0

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Sword	Melee	as User	Parry
Baton	Melee	as User	-
Bow	24	3	-
★			

**Friedrich der Fromme**  
Squires

33 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	2	3	3	1	3	1	6	0

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Sword	Melee	as User	Parry
Baton	Melee	as User	-
Bow	24	3	-
★			

**Josef der Pfälzer**  
Squires

33 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	2	3	3	1	3	1	6	0

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Sword	Melee	as User	Parry
Baton	Melee	as User	-
Bow	24	3	-
★			

**Fußvolk**  
3x Bowman

60 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	6	0

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save

**Jäger**

2x Bowman

60 

M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	6	0

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Bow	24	3	-

**Anne**

Tilean Marksman

30   
15 upkeep

M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	4	3	3	1	3	1	7	11

**Dead Eye Shot**

The Tilean Marksman ignores to-hit modifiers for cover when shooting his cross- bow.

**Steady Hands**

The Expert Marksman's ignores to-hit modifiers for long range when shooting his crossbow.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Sword	Melee	as User	Parry
Crossbow	30	4	Move or fire, Unhandy

**Light Armour (6+ AS)**



## WEAPON TRAITS

### Holy Relic

A model with a holy relic will automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before. You can only ignore the first Leadership test in any single game – owning two or more holy relics will not allow you to ignore second and subsequent tests.

### Concussion

When using this weapon a roll of 2-4 on the injury table is treated as stunned.

### Two-handed

A model using this weapon may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting

### Holy Weapon

Gain a +1 bonus on all to wound rolls against any Possessed or Undead models. Note that you will still need to score a 6 before any modifiers in order to cause a critical hit. Only Matriarchs and Sister Superiors may carry two Sigmarite warhammers.

### Parry

See the respective rule in the Close Combat section of this rulebook.

### Shield Dependency

Gain -1 movement penalty when combined with a shield.

### Heavy

The Strength bonus applies only in the first turn of each hand-to-hand combat.

### Difficult to use

A model using this weapon may not use a second weapon or buckler in his other hand but may carry a shield.

### Combat Shield

The shield armour save is increased to +2 (instead of +1) when fighting in hand-to-hand combat (when wielded with a one-handed weapon).

### Enemy armour save

An enemy wounded by this gains a +1 bonus to his armour save and a 6+ armour save if he normally has none

### Move or fire

You may not move and fire on the same turn, other than to pivot on the spot to face your target or to stand up.

### Unhandy

When firing this weapon you cannot use the Quickshot skill.