



Bretonnians

Initial Warband Budget 500 Gold Crowns

Maximum Warband Size 12

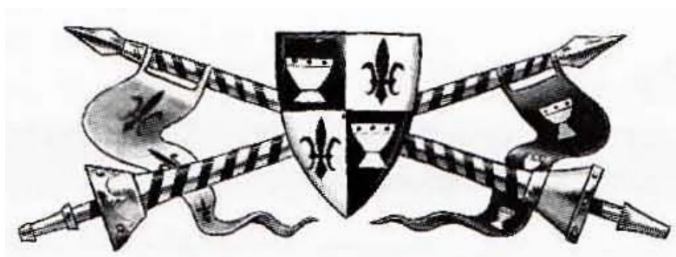
Minimum Warband Size 3

Bretonnian Special Skills

Virtue of Purity	Any spell cast against the knight will be dispelled on the D6 roll of a 4+.
Virtue of Valour	If fighting a model with a higher Strength characteristic than himself, the Knight may reroll any failed to hit rolls in hand-to-hand combat.
Virtue of Discipline	Once per game, if the knight is not out of action, stunned or knocked down, you may re-roll a failed rout test.
Virtue of Disdain	The Knight is subject to Hatred of all enemies armed with shooting weapons.
Virtue of Impeuous	The Knight may add +D3" to his move when charging. Roll the dice each time you wish to charge and before moving the model.

Knights Equipment List

Hand-to-hand Combat Weapons		Armour	
Dagger	1st free/2 gc	Light Armour	20 gc
Mace	3 gc	Heavy Armour	50 gc
Sword	5 gc	Shield	5 gc
Morning Star	15 gc	Helmet	10 gc
Double-handed weapon	15 gc	Warhorse	80 gc
Lance	20 gc	Barding	30 gc



Men-at-Arms Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2gc
Hammer	3gc
Sword	5gc
Axe	5 gc
Spear	10gc
Double-handed weapon	15gc
Halberd	10gc

Armour

Light Armour	20 gc
Shield	5 gc
Helmet	10 gc

Squire Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Hammer	3 gc
Sword	5 gc
Axe	5 gc
Spear	10 gc

Armour

Light Armour	20 gc
Buckler	5 gc
Shield	5 gc
Helmet	10 gc
Horse	40 gc

Missile Weapons

Bow	10 gc
Long bow	15 gc

Bowmen Equipment List

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Sword	5 gc
Axe	5 gc

Armour

Light Armour	20 gc
Helmet	10 gc

Missile Weapons

Bow	10 gc
Long bow	15 gc



Heroes

Questing Knight

Cost	80 Gold Crowns to hire								
Quantity	1								
Experience	20 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Questing Knight	4	4	3	4	3	1	4	1	8
Weapons/Armour	May chose from the Knights Equipment list								
Skill Lists	Combat, Strength, Speed, Special								
Special Rules	Leader: Any warband member within 6" of the Questing Knight may use her 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.								

Knights Errants

Cost	50 Gold Crowns to hire								
Quantity	0 - 2								
Experience	8 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Knight Errant	4	3	3	3	3	1	3	1	7
Weapons/Armour	May chose from the Knights Equipment list								
Skill Lists	Combat, Speed, Special								
Special Rules	Knights Virtue: A Knight will never panic and break from combat and so does not have to pass a								

Squires

Squires

Cost	15 Gold Crowns to hire								
Quantity	0 - 3 (but never more Squires than Knights)								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Squire	4	2	2	3	3	1	3	1	6
Weapons/Armour	May chose from the Squire Equipment list. A Squire may not ride a horse unless a Questing Knight and any Knight Errant in the warband are riding warhorses.								
Skill Lists	Combat, Strength, Special								

Heroes

Bowmen

Cost 20 Gold Crowns to hire

Quantity Any number of models

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Bowman	4	3	3	3	3	1	3	1	6

Weapons/Armour May choose from the Bowmen Equipment list.

Men-at-Arms

Cost 25 Gold Crowns to hire

Quantity 0 - 8

Experience 0 xp

Profile	M	WS	BS	S	T	W	I	A	Ld
Man-at-Arms	4	2	2	3	3	1	3	1	7

Weapons/Armour May choose from the Men-at-Arms Equipment list.

