

Knights Retinue - Alternative Mordheim Bretonnian Warband

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After our revision of rules for Bretonnian warband proved to be too strong, we decided to start from scratch. We are now going to test these rules. They also include a new hired sword - The Damsel of the Lady.

Enjoy, and, if you want, comment.

Knights Retinue Choice of Warriors

Paladin's Retinue must include a minimum of three models. You have 500 gold crowns to recruit your initial warband (and 50 more for knight equipment - see below)).
The maximum number of warriors in a warband may never exceed 12.

Heroes

Paladin
Knights retinue must have one Paladin to lead it - no more, no less.
Questing Knights
Knights retinue may include up to two Questing knights
Knights Errant
Knights retinue may include up to two Knights Errant

Henchmen

Squires
Knights retinue may include some squires (see below)
Men-at-Arms
Knights retinue may include any number of Men-at-Arms
Bowmen
Knights retinue may include up to seven bowmen

Starting Experience

- Paladin starts with 20 points of experience.
- Questing knight starts with 12 points of experience.
- Knight Errant starts with 4 points of experience.
- Henchmen start with 0 experience.

Available Hired Swords

Honorable knights tend to disdain mercenaries. Exceptions you may hire consist of bard (who raises maximum number of your warband by 1), any non-dark elf and Damsel of the Lady (see below).

Special rules Knight styles

Every knight is trained to fight. Usually the fight happens in a saddle of a warhorse, but, considering topology of Mordheim and inaptitude of horses for urban combat, foot combat specialists often join the retinue as well.

Every knight is automatically expert in one of following combat styles (you make the choice when hiring the knight and can not change it later):

Great weapon expert

Knight starts with Strongman skill and gets +1A when fighting with a great weapon.

Morning star expert

Knight gets +1A when fighting with a morning star. Further, he does not tire during a combat, so he retains the +1S bonus, given by morning star, for all the combat.

Mounted combat expert

Knight gets +1A, if fighting mounted with spear, lance or sword. Further, he does not count as a large target.

All knights have Rider skill. Knights retinue may include as many horses as knights.

Knight equipment

During warband creation, you have 50 gc more. However, these money can only be used to buy knightly equipment (i.e. such, that is available to knights, but not to men-at-arms or bowmen; a horse is also equipment).

Peasants have no honour

If, in a beginning of turn, you have no knight on a table,

your warband automatically routs even if standard rules would not require a test.

Disdain

Bretonnians never use blackpowder weapons, because they consider them unhonourable.

The Peasants Duty

Knights are trained to lead lowborn folk to battle. Bowmen and men-at-arms may use Ld of any knight within 6", not only warband leader.

Peasant Hero

If man-at-arms or bowman rolls "The lad's got talent", he may become a hero and choose from combat, strength and speed skills (for man-at-arms) or shooting and speed (for bowman).

Blessing of the Lady

Before battle, the knights retinue may pray to the Lady of the Lake. In that case, it automatically starts last, regardless scenario rules. Then, after successful Ld test, the warband gains protection of the Lady according to rules for original Bretonnian warband.

Knights retinue equipment list

Knights retinue selects its equipment from following lists:

Knights equipment

Close combat weapons

Armour

Dagger
2 zl.
Helmet
10 gc

Mace
3 gc
Light armour
20 gc

Axe

5 gc
Heavy armour
50 gc

Sword
5 gc
Shield
5 gc

Great Weapon
15 gc
Barding
30 gc

Morning star
15 gc
Miscellaneous

Spear
10 gc
Horse
40 gc

Lance
20 gc
Warhorse
80 gc

Missile Weapons

None

Squires equipment

Close combat weapons

Missile weapons

Dagger
2 gc
Bow
10 gc

Mace

3 gc
Longbow
15 gc

Axe
5 gc
Armour

Sword
10 gc
Helmet
10 gc

Great Weapon
15 gc
Light Armour
20 gc

Morning star
15 gc
Heavy Armour
50 gc

Spear
10 gc
Shield
5 gc

Man-at-Arms equipment

Close combat weapons

Missile weapons

Dagger
2 gc
Light crossbow
20 gc

Mace
3 gc
Armour

Axe
5 gc
Shield
5 gc

Spear

10 gc
Helmet
10 gc

Halberd
10 gc
Light Armour
20 gc

Bowman equipment

Close combat weapons

Missile weapons

Dagger
2 gc
Bow
10 gc

Mace
3 gc
Longbow
15 gc

Axe
5 gc
Armour

Spear
10 gc
Shield
5 gc

Helmet
10 gc

Light Armour
20 gc

Knight Retinue Skill Table

Knight Retinue Skill Table

Combat
Shooting
Strength
Academic
Speed
Special

Paladin
Ã?

Ã?
Ã?
Ã?
Ã?

Questing knight
Ã?

Ã?

Ã?
Ã?

Knight Errant

Ã?

Ã?

Heroes
1 Paladin
80 gc to hire

Paladin

M
WS
BS
S
T
W
I
A
Ld

4
4
3
4
4
1
4

1
8

Weapons and Armour

Paladin chooses equipment from Knights equipment table.

Special rules

Leader

Models within 6" of Leader may use his Ld instead of theirs.

Knights Virtue

A Paladin is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

0-2 Questing Knights
50 gc to hire

Questing knight

M
WS
BS
S
T
W
I
A
Ld

4
4
3
4
3
1
4
1
7

Weapons and Armour

Questing knight chooses equipment from Knights equipment table.

Special Rules

Knights Virtue

A Questing Knight is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

0-2 Knights Errant

30 gc to hire

Knight Errant

M
WS
BS
S
T
W
I
A
Ld

4
3
3
3
3
1
3
1
7

Weapons and Armour

Knight Errant chooses equipment from Knights equipment table.

Special Rules

Knights Virtue

A Knight Errant is a chivalrous warrior who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being all alone.

Henchmen

Hired in groups of 1 - 5 members.

0-6 Squires
20 gc to hire

Squire

M
WS
BS
S
T
W
I
A
Ld

4
2
2
3
3
1
3
1
7

Weapons and Armour

Squires choose equipment from Squire equipment table.

Special rules

Escort

Number of squires must not be higher then number of knights. You may hire squires to groups as usual, but every squire must serve to one knight. No knight may have more then one squire.

If a knight of higher position does not have a squire, knight of lower position must not have one as well. Squires do not count against maximum number of warband members and do not count when selling treasures. If a knight dies, leaving an orphaned squire, you have to attach the squire to another knight or get a new knight for him immediately, otherwise he leaves the warband. If a knight does not participate in battle, neither does his squire.

Liege protection

If a knight was sent Out of Action, but his squire not, treat rolls of 36 (Robbed), 61 (Captured) and 65 (Sold to the Pits) as a Full Recovery. In case of roll 11-15 (Dead), squire at least saved equipment of his liege. Delete the knight's roster entry as usual, but you do not lose his equipment.

Born for Glory

If a squire rolls "The lad's got talent" and becomes a hero, he gets knighted to Knight Errant - don't roll for his advances. Instead, he learns a knight style of your choice and from now on he counts as a knight.

This advance allows you to exceed maximum number of Knights Errant. However, there is still maximum of 6 heroes.

Men-at-Arms

25 gc to hire

Man-at-Arms

M
WS
BS
S
T
W
I
A
Ld

4
3
3
3
3
1
3
1
6

Weapons and Armour

Men-at-Arms chooses equipment from Men-at-Arms equipment table.

0-7 Bowmen

20 gc to hire

Bowman

M

WS
BS
S
T
W
I
A
Ld

4
3
3
3
3
1
3
1
5

Weapons and Armour

Bowmen chooses equipment from Bowmen equipment table.

Special Equipment

Barding

(Rare 10)

Barding is a special armour for horses. Barded horse adds +2 to armour save instead of usual +1. Further, a barded horse, which is sent Out of Action, only dies on roll of 1.

Light crossbow

A crossbow with range 24", only available for Bretonnian warband for 20 gc.

Knights Retinue Special Skills

Bretonnian knights may use the following skill list instead of the standard skill lists.

Virtue of Valour

A Knight strives for proving his valour by killing a dangerous foe.
He is immune to fear and can reroll to-hit and to-wound rolls against large targets (excluding riders), vampires and possessed.

Virtue of Noble Disdain

A knight hates all enemies armed with shooting weapons.

Virtue of Purity

If the Knights Retinue prays for blessing of the Lady, this knight has it granted.
He gets the protection even if you fail the Ld test.

Virtue of Impetuousness

A knight may add +D3 to his charge range.

Armour training

This knight is so skilled in using his armour, that he is immune to penalties associated with wearing heavy armour and shield,
and armour ignoring critical hits only reduce his armour save by 1.

Damsel of the Lady

Hire fee:

30 gc

Upkeep fee:

15 gc

May be Hired

Any Bretonnian warband may hire the Damsel of the Lady

Rating

Damsel of the Lady increases the warband's rating by 16 points plus 1 point for each Experience point she has.

Profile

M
WS
BS
S
T
W
I
A
Ld
Sv

4
2
2
3
3
1
4
1
7
-/6+

Equipment

Sword, horse.

Skills

Damsel of the Lady may choose from academical skills,
or from spells of Lore of the Lady.

Special rules

Noble: for purposes of blessing of the Lady, Damsel counts as a knight.
Further, her presence gives +1 bonus to leader's Ld when rolling for the blessing.

Wizard: Damsel of the Lady is a wizard, using
Lore of the Lady (based on lores of Nature and Beasts). She starts with two spells,
chosen according to standard rules.

Fair Lady: Damsel of the Lady will never charge anyone.
But she will defend herself, if attacked.

Protect our Lady!: Any member of warband is willing to sacrifice himself
to protect Damsel of the Lady. If she is shot at and hit, choose any Bretonnian model
within 2" of the Damsel. He is the one who put himself in a way of the missile and
was hit instead of the Damsel. Roll to wound him according to standard rules.

Lore of the Lady

Lore of the Lady

D6 Result

1

Mistress of the Marsh
Difficulty 7

Select a point within 12" of the Damsel. All models within 2" of this point have their movement halved for the next turn.

2

The Howler Wind
Difficulty 7

All shooting at models within 12" of the Damsel suffers -1 to hit.

3

The Bear's Anger
Difficulty 7

Damsel of the Lady or any other model within 6" of her gains +1S and +1A to the beginning of your next turn.

4

The Wolf Hunts
Difficulty 8

Any mounted model within 12" of the Damsel of the Lady may make one full move according to standard rules, including charge.

5

The Crow's Feast
Difficulty 9

One model within 10" of Damsel of the Lady suffers D6 S2 hits, every model within 1" of him D3 S2 hits.

6

The Rain Lord
Difficulty 8

Select point within 18" of Damsel of the Lady. All models within 2" of this point, which are not below roof, will next turn have to roll 4+, would they try to shoot. If the fail this roll for a blackpowder weapon, it can not shoot for the rest of the battle, because blackpowder is wet.

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