

Empire Knightly Order v.0.7

Warband Special Rules

Knightly Orders

When creating a Knightly Order warband, choose an Order:

Reiksguard Knights

- Grand Master, Inner Circle Knights, and Brothers have ‘Stubborn’ (*may re-roll failed fear and panic tests*).
- Grand Master, Inner Circle Knights, and Brothers are proficient with Pistols.
- Priests use Prayers of Sigmar or Myrmidia.

Knights of the Blazing Sun

- Grand Master, Inner Circle Knights, and Brothers have -1 to be hit by close combat attacks in the first round of combat.
- Grand Master, Inner Circle Knights, and Brothers are proficient with Bows.
- Priests use Prayers of Myrmidia.

Knights of the White Wolf

- Grand Master, Inner Circle Knights, and Brothers *hate* all enemies in the first round of close combat (*i.e. +1 to hit*).
- Grand Master, Inner Circle Knights, and Brothers are *not* proficient with Shields or Lance, but may buy and use Wolf Cloaks, White Wolf Hammers, and Knightly Hammers.
- Priests use Prayers of Ulric.

Knights Panther

- Grand Master, Inner Circle Knights, and Brothers have +D3” to the maximum distance moved when charging, up to a maximum of 12” while on foot, or the ‘Expert Rider’ skill while mounted.
- -5gc to the price of all Hired Swords employed by the warband.
- Warband may buy and use Panther Pendant.
- Priests use Prayers of Sigmar or Myrmidia.

Warband Special Rules

Knights Griffon

- Grand Master, Inner Circle Knights, and Brothers start with +1 Ld and may *not* leave close combat voluntarily.
- Grand Master, Inner Circle Knights, and Priest start with access to Sigmarite skills. Brothers and other henchmen may choose Sigmarite skills as one of their skill lists if promoted.
- Priests use Prayers of Sigmar.

Sons of Manaan

- Grand Master, Inner Circle Knights, and Brothers start with +1 Initiative.
- Grand Master, Inner Circle Knights, and Brothers are proficient with Spears, Javelins, and Nets.
- Warband may buy and use Armour of Manaan.
- Priests use Prayers of Manaan.

Raven Knights

- Grand Master, Inner Circle Knights, and Brothers are immune to fear.
- Grand Master, Inner Circle Knights, and Brothers are *not* proficient with Lance, but may use Bows. They may also choose a single Shooting skill when levelling up, even though they do not normally have access to Shooting skills.
- Warband may buy and use Pendant of Morr.
- Priests use Prayers of Morr.

Stealth

While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit.

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

Warband Special Equipment

Full Plate Armour 25gc

(All Orders)

Suit of Heavy Armour: Is affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

Armour Save: 4+

Initiative Penalty: -1

Wolf Cloak 5gc

(White Wolves Only)

Suit of Armour: Can be worn by anyone who is proficient Heavy Armour. Prevents Wizards from casting spells. May be worn in combination with Light or Heavy Armour.

Armour Save: Wearer gains a 6+ armour save vs. shooting attacks. (*No effect vs. spells or prayers.*)

Cavalry Hammer 10gc

(White Wolves Only)

Great-Weapon: Club: Is affected by anything that would affect a Great Club, but is a separate proficiency from normal Great Clubs.

Poisonous (*May re-roll 1s to wound.*)

Strength Bonus: +1 Strength in all rounds of Close Combat.

Concussive (1): All hits with this weapon have Concussive (1).

Two-handed.

White Wolf Hammer 20gc

(White Wolves Only)

Great-Weapon: Club: Same as Great Club, but +1 S vs. Animals. May be used by anyone who can use normal Great Clubs.

Armour of Manaen 20gc

(Sons of Manaen Only)

Suit of Heavy Armour: Same as Heavy Armour (*including Initiative penalty*) but also grants a 4+ ward save against *flaming* hits (*ward saves cannot be increased beyond 4+*). Can be worn by anyone who can wear normal Heavy Armour.

Warband Special Equipment

Panther Pendant 15gc

(Knights Panther Only)

Special Equipment: Wearer has a 4+ ward save vs. the effects of hostile spells.

Pendant of Morr 15gc

(Raven Knights Only)

Special Equipment: Wearer gains an additional +1 XP in each post-battle sequence where he survived one or more rolls on the Campaign Injuries chart (*i.e. max +1 XP per post-battle sequence from this item*).

Knightly Order Skill Lists

	Combat	Shooting	Academic	Strength	Speed
Grand Master	V		V	V	V
Brother	V		V	V	V
Priest	V		V	V	
Wizard	(+10gc)		V		V
Youngblood	V	V	(+10gc)	(+10gc)	V

Knightly Order Equipment Lists

<p>Grand Master, Inner Circle Knight, and Knightly Brother</p> <p>Close Combat Hand Weapon Great Weapon Halberd Morning Star Lance</p> <p>Shooting Javelins Throwing Axes</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Youngblood and Warrior</p> <p>Close Combat Hand Weapon Great Weapon Spear Halberd</p> <p>Shooting Bow Crossbow Handgun Pistol</p> <p>Armour Light Armour Shield</p>	<p>Battle Wizard</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armour None</p>
<p>Warrior Priest</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Huntsmen</p> <p>Close Combat Hand Weapon</p> <p>Shooting Bow Long Bow Javelins</p> <p>Armour Light Armour</p>	<p>Halflings</p> <p>Close Combat Hand Weapon</p> <p>Shooting Sling Short Bow Throwing Stars / Knives</p> <p>Armour Light Armour</p>

HEROES

0-1 Grand Master

45gc to hire

Starting Experience: 20

Race: Human

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

SPECIAL RULES

Leader (6")

0-2 Knightly Brothers

30gc to hire

Starting Experience: 12

Race: Human

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

0-1 Knightly Priest

35gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	3	1	8

SPECIAL RULES

Priest: Starts with 1 prayer.

0-1 Battle Wizard

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

SPECIAL RULES

Wizard (Any of the 8 Basic Lores): Starts with 1 spell.

0-3 Retinue Youngbloods

15gc to hire

Starting Experience: 0

Race: Human

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

HENCHMEN

Retinue Warriors

25gc to hire

Starting Experience: 6

Race: Human

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

0-4 Retinue Huntsmen

20gc to hire

Starting Experience: 4

Race: Human

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

0-4 Inner Circle Knights

40gc to hire

Starting Experience: 14

Race: Human

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

SPECIAL RULES

Heirloom: Heavy Armour

0-3 Halflings

15gc to hire

Starting Experience: 4

Race: Halfling

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

SPECIAL RULES

Stealth

0-3 Warhounds

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

SPECIAL RULES

Animals (*Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)