

Knightly Orders of The Empire

Knight Warbands

Noble-born warriors of the Empire typically fight for one of the Knightly Orders of the Empire rather than serving amongst the lower classes. Heroic knights are clad in gleaming suits of armour and armed with weaponry of the finest quality. The sight of a regiment of knights charging full tilt at the enemy is a terrifying sight to behold.

There are many chapter houses spread throughout the Empire, and they can vary greatly in size. Some house but a few men recruited from local nobility, to great regiments made up of loyal servants to the Empire and the Gods who have travelled the length of the land, or beyond. Most knights are accompanied by squires, young recruits training to one day become knights themselves. The training is designed to toughen them up and instil patience. Some young, brash nobles not caring for these menial tasks will join the ranks of the pistoliers utilising family wealth and influence to have an easier path to knighthood.

While the common image of knights is on horseback, some occasions call for fighting dismounted, such as urban ruins or dense forest where a horse is at too great risk of injury. In such circumstances a knight will leave his noble steed and fight on foot, accompanied by loyal foot soldiers and retainers.

Special Rules

The Finest Plate: Models with the Knight trait ignore the movement penalty for equipping both heavy armour and shield

A Mighty Steed: Heroes have the Ride (Horse) and Ride (Warhorse) skill. Squires have Ride (Horse) skill until promoted to Knight. Horses and warhorses are well stocked back at the chapter house and can always be purchased at the discounted rate (note that rarity must be rolled for as usual to represent forming a bond with the steed).

Bolster the ranks: The armies of the Empire commonly hire soldiers of fortune to bolster their ranks. Knightly Orders are treated as a mercenary warband for the purposes of Hired Sword access, with the exception of any criminal types such as highwaymen, thieves and wizards.

Knightly Pride: A Knightly Order warband may not voluntarily rout until 50% of the warband is out of action, unless the Inner Circle Knight is out of action or was not taking part in the game through injury, in which case standard rules apply.

Templar: The Inner Circle Knight is a mighty champion amongst his brethren and fights for a noble cause. They must pick a denomination to follow when the warband is created and gain the associated benefit. Should the Inner Circle Knight be killed a Knight with the highest Ld (or experience total in the case of a tie) will take over as leader of the warband. Their next advance roll will be spent on gaining the Templar special rule listed under the Inner Circle Knight entry. They must follow the same denomination as the former leader

Most knightly orders follow the more militant religions. Alternatively, a knightly order may be a secular order fighting for the glory of The Empire. Some examples of famous orders have been included, but feel free to choose another renowned unit, or to create one of your own.



An account of the Knightly Orders by the wandering vagabond Tim “katfezza” Midgley

Denomination	Example Order	Benefit
Morr	Knights Raven	Cause Fear
Myrmidia	Knights of the Blazing Sun	Expert Spearman (as Expert Swordsman but applies to spears and lances)
Sigmar	Knights Griffon	Expert Hammerer (as Expert Swordsman but applies to one-handed maces/hammers)
Ulric	Knights of the White Wolf	Expert Doppelhänder (as Expert Swordsman but applies to two-handed weapons and horseman's hammers)
Verena	Knights of the Everlasting Light	Expert Swordsman
Secular	Reiksguard	Ignore Fear and All Alone



Choice of Warriors

A Knightly Order warband must include a minimum of three models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 12.

Inner Circle Knight: Each Knightly Order warband must include one Knight of the Inner Circle – No more, no less!

Knight: Your warband may include up to two Knights.

Pistolier: Your warband may include up to two Pistoliers.

Squires: You can never hire more squires than you have models with the Knight trait in the warband.

State Troop Infantry: Your warband may include any number of State Troop Infantry.

State Troop Marksmen: Your warband may include up to five State Troop Marksmen.

Camp Followers: Your warband may include up to five Camp Followers.



Starting Experience

An **Inner Circle Knight** starts with 20 experience

A **Knight** starts with 8 experience

A **Pistolier** starts with 4 experience

Henchmen start with 0 experience

Characteristic Increase

All members of a Knightly Order warband follow the maximum characteristic profile for humans presented in the Mordheim Rulebook.



Knightly Order Equipment Lists

The following lists are used for Knightly Orders to pick their weapons:

Knight Equipment List Hand-to-hand Combat Weapons

Dagger	1 st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Sword	10 gc
Morning star	15 gc
Spear	10 gc
Lance (Knights only)	20 gc
Double-handed weapon	15 gc
Horseman's Hammer (Knights only) ..	12 gc

Missile Weapons

Pistol	15 gc (30 for a brace)
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Armour

Light Armour	20 gc
Heavy Armour (Knights only)	50 gc
Shield	5 gc
Buckler (Knights only)	10 gc
Helmet	15 gc
Barding (Knights only)	80 gc

Miscellaneous (Models with Ride skill only)

Wolfcloak (Knights only)	10 gc
Horse	20 gc
Warhorse (Knights only)	40 gc

State Troop Equipment List Hand-to-hand Combat Weapons

Dagger	1 st free/2 gc
Mace/Hammer	3 gc
Axe	5 gc
Sword	10 gc
Spear (Infantry only)	10 gc
Halberd (Infantry only)	10 gc

Missile Weapons

Pistol	15 gc (30 for a brace)
Crossbow (Marksmen only)	25 gc
Handgun (Marksmen only)	35 gc

Armour

Light Armour	20 gc
Heavy Armour (Infantry only)	50 gc
Shield (Infantry only)	5 gc
Helmet	15 gc



	Combat	Shooting	Academic	Strength	Speed	Cavalry
Inner Circle	✓		✓	✓	✓	✓
Knight	✓			✓		✓
Pistolier		✓			✓	✓

1 Inner Circle Knight

70 Gold Crowns to hire

Within each knightly order there are those who rise to the top, the best of the best. They have proven themselves valiant and loyal time and time again and for that they are brought into the inner circle of the order. They command Knights in the field, represent the order at court, and carry the burden of great decisions. They are some of the greatest warriors the Old World has to offer and many of them have been entrusted with dangerous secrets about the foundations of their group. Each one of them aspires to become the Grand Master of his order. That is the pinnacle of knighthood. There are a large number of knightly orders hailing from the Empire, including such famous regiments as the Knights of the White Wolf, the Knights Panther, and the Reiksguard Knights.

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

Weapons/Armour: An Inner Circle Knight may be equipped with weapons and armour chosen from the Knight Equipment list.

SPECIAL RULES

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

Templar: The Inner Circle Knight must choose a denomination to follow when created.

Knight: This model is a *Knight*

0.2 Knights

35 Gold Crowns to hire

Knights are professional soldiers generally, but not always, of Noble blood. They specialize in fighting in heavy armour while using large weapons, often from horseback, and comprise a general's most elite shock troops. Many Knights have a duty to protect the lower classes, though not all of them acknowledge it.

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

Weapons/Armour: A Knight may be equipped with weapons and armour chosen from the Knight Equipment list.

SPECIAL RULES

Knight: This model is a *Knight*

0.2 Pistoliers

25 Gold Crowns to hire

Pistoliers serve as the light cavalry of the Imperial Army. They specialise in wielding firearms, specifically pistols. Because of the expense of their weapons and the constant upkeep that pistols and warhorses require, Noblemen dominate the ranks of the Pistoliers. Many young Nobles volunteer for the Pistoliers in search of glory or in the hopes of making a name for themselves before settling in to knighthood.

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

Weapons/Armour: A Pistolier may be equipped with weapons and armour chosen from the Knight Equipment list.

SPECIAL RULES

Pistolier: As the shooting skill

Knight-in-training: When this model reaches 20 experience it is classed as a *Knight*



Henchmen (Bought in groups of 1-5)

0+ Squires

25 Gold Crowns to hire

Squires are Knights in training. Often of Noble blood, they assist Knights on and off the field of battle. Though they can appear to be nothing more than glorified Servants, fetching food and wine for their lord or tending to his horses and panoply, the gruelling work is meant to toughen up the Squires and ready them for knighthood. Their lords are also supposed to provide them with martial training, though some are lax in this duty. Favoured Noble sons serve as Squires for a few months at best, while those less fortunate spend years trying to earn their spurs.

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

Weapons/Armour: A Squire may be equipped with weapons and armour chosen from the Knight Equipment list.

SPECIAL RULES

Knight-in-training: A Squire promoted through Lad's Got Talent is now classed as a *Knight* for all purposes. They must choose Combat and Cavalry skills, plus one of either Strength or Speed. Note this is an exception to the usual limit of two skill tables for promoted henchmen.

0+ State Troop Infantry,

0.5 State Troop Marksmen

25 Gold Crowns to hire

Every province and city-state in the Empire maintains its own army, trained and equipped at its own expense. Together these regional forces make up the Imperial Army, though they are often supplemented with militia troops and Mercenaries. These Soldiers are full-time, paid professionals, usually drawn from the Peasant or Burgher classes. They man the Empire's fortresses, patrol the borders, and repel invaders. Most Soldiers of the Empire train with either the halberd or the handgun.

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

Weapons/Armour: A State Troop soldier may be equipped with weapons and armour chosen from the State Troop Equipment list.

SPECIAL RULES

Drill: Training exclusively as melee troops means State Troop Infantry promoted through Lad's Got Talent must choose Combat skills and may not choose Shooting skills as one of their skill tables. Similarly, State Troop Marksmen must choose Shooting skills and may not choose Combat skills if promoted.

0.5 Camp Followers

20 Gold Crowns to hire

No army travels alone. A caravan of Camp Followers always trails behind. They include petty traders looking to make extra money, war widows trying to make a wage cooking or sewing, and corpse looters hoping to scavenge battlefields. While scorned by the Noble leaders of many armies, Camp Followers provide key support for troops in the field.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	2	2	3	3	1	2	1	5

Weapons/Armour: Camp Followers are armed with an assorted collection of tools of their trades, knives, bottles, or whatever else they have to hand. They always count as being armed with a club and knife.

SPECIAL RULES

Support: Choose a number of benefits equal to the number of camp followers that didn't go out of action last game. You may only choose each ability once.

Blacksmith - Horses and warhorses only die on a roll of 1 when taken out of action. If the steed is barded you may reroll the dice.

Bonepicker - Allow 1 reroll on exploration

Cook - Reduce warband size by one bracket when selling treasure/wyrdstone

Herbalist - Henchmen (not hired swords) only die on a 1

Trader - Grant one hero "haggle" and +1 to find rare items

Peasants: Camp Followers never gain experience

Designer's Notes

This project started off as making a Knights Panther on foot to serve as an avatar of a Warhammer Fantasy Roleplay character and then snowballed a bit...

I play a lot of 2nd Ed WFRP and drew a lot of inspiration from the ways characters can become knights. I wanted to have the pistoliers as heroes as they would buy their way in to positions of authority, but have the squires have better potential as knights should they earn the promotion. A bit of a change from the Bretonnian and Outrider warbands.

The camp followers spawned from a plan to incorporate groomsmen or blacksmiths and snowballed into a new mechanic and balancing factor for the warband. Knights rely on support out of battle, peasants rely on protection from knights. The camp followers are not particularly competent and will need to be kept safe if you want the benefits post-game, but the low warband size means they'll need to get stuck in with the rest of the fighters during games. Bonepickers would definitely be hunting for wyrdstone in the ruins anyway.

My intention was to create a warband that was suitable for both city-based and wilderness settings. If you are playing Empire in Flames or Border Town Burning you will likely build a mounted force. Given you need a model on foot for when the rider dismounts it's already most of a second warband suitable for city fighting.

Hope you enjoy the warband and may your wyrdstone bring tentacle appendages!

