

# Knights of the Bitter Moors

Standing on the disputed border of Bretonnia and Marienburg Tancred Castle has changed hands numerous times during its 500 year old history. It was brought to ruin in the Great War against Chaos and was only recently rebuilt. The castle was given to a notable war hero, Earl Adalbert, by King Louen Leoncoeur and the Earl moved in immediately. Earl received huffed letters from Marienburg and Altdorf for taking a castle not belonging to Bretonnia but no actual army was ever sent to oppose him. And as the Storm of Chaos hit the Old World such quarrels were but quickly aside. Earl Adalbert was quick to reinforce the castle to withstand the forces of Norse reavers. During the war it withstood against large invading troops and now a mound of burnt corpses rises near the castle. Earl Adalbert gained fame for his virtuous behaviour and unswerving courage against the hordes of Chaos. After the war Earl Adalbert has sent his Knights of the Realm to patrol the Couronne Swamps as well as the Bitter Moors. Though officially he is making sure that the people living there are safe it is rumoured that he is considering about making a move to conquer Marienburg. Should this be a fact it just might be that he was sent to Castle Tancred to do precisely that by no other than the King of Bretonnia.



## Special Rules

**Lady's Blessing:** Before heading into battle Bretonnian Knights kneel and pray to the Lady of the Lake, avowing to fight to the death for honour and justice. Before playing a game of Mordheim make a Leadership test against the Leadership characteristic of the warbands leader. If the test is successful the Lady of the Lake has bestowed her blessing on the warband. The blessing takes the form of a powerful curse upon the enemies of chivalry, and in particular upon those that make use of the foul and dishonourable weapons of mass destruction. Any model in the opposing warband who wishes to fire a black powder weapon must roll a D6 and score 4+ to overcome the curse, otherwise they may not fire the weapon. The opposing player must test each time they wish to fire such a weapon. Models armed with other shooting weapons, such as bows and crossbows, do not have to test unless they dare raise their weapons against the gallant Knights of Bretonnia. If any enemy model wishes to shoot at a Bretonnian Knight (Questing Knights and Errants only), then they must first roll a 4+ on a D6 to overcome the curse.

**Peasant Labour;** Bretonnian Peasants are not soldiers all the time, they have many different jobs serving the nobility, questing knights often take armourers and horse trainers as their men at arms. Bretonnian Knights always use the starting warband prices for Horses and Armour, the peasantry and squires on the other hand, must pay for materials out of their own pockets and as such must pay the full price (As such Armour and Horses bought for Knights may never be swapped over to their lessers in the reallocate phase.)

**Hired Swords:** Bretonnians are counted as Humans and can get any hired sword applicable to Humans with the following exceptions; may not hire hired swords that use Black Powder, Magic or Poison. Runes are allowed.

## Choice of Warriors

A Questing Knight's warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 15.

**Questing Knight:** Each Questing Knight's warband must have one Questing Knight: no more, no less!

**Knight Errant:** Your warband may include up to two Knight Errant. **Squires:** Your warband may include up to three squires. You may not have more squires in the warband than you have Knights.

**Men-at-arms:** Your warband may include any number of Men-at-Arms.

**Bowmen:** Your warband may include any number of Bowmen.

**Mounted Yeomen:** your warband may include up to 3 Mounted Yeomen.

## Starting Experience

The **Questing Knight** starts with 20 experience.

**Knights Errant** starts with 8 experience.

**Squires & all Henchmen** start with 0 experience.



*"Why swap an Emperor for a King?"*  
- Marienburg Saying

This list is more of an upgrade of the Bretonnian list in Town Cryer 8, than a new warband. The original warband I found severely lacking in horses, or incentives to use horse which is unacceptable for a true Lake Lady loving peasant hating Bret! So using the example set by the Imperial Outriders Warband from nemesis crown I have rewritten a lot of the warband, but horses are still no safer in Marienburg than they were in Mordheim so this is still a bit of an advanced warband to use.

- Dic Lombardi



## Bretonnian equipment lists

The following lists are used by Bretonnian warbands to pick their weapons:

### Knights Equipment List

#### Hand-to-hand Combat Weapons

Dagger.....	1st free/2 GC
Mace.....	3 GC
Axe.....	3GC
Sword.....	5 GC
Double-handed weapon .....	15 GC
Morning Star.....	15 GC
Lance.....	20 GC
Horsemen's Hammer.....	30GC

#### Missile Weapons

None

#### Armour

Light armour.....	15 GC
Heavy armour.....	25 GC
Shield.....	5 GC
Helmet.....	5 GC
Warhorse.....	40 GC
Barding.....	30 GC

### Men-at-Arms Equipment List

#### Hand-to-hand Combat Weapons

Dagger.....	1st free/2 GC
Hammer.....	3 GC
Sword.....	5 GC
Axe.....	5 GC
Spear.....	10 GC
Halberd.....	10 GC
Double-handed weapon.....	15 GC
Field Trebuchet.....	175GC

#### Armour

Light armour.....	20 GC
Shield.....	5 GC
Helmet.....	10 GC

### Squires Equipment List

#### Hand-to-hand Combat Weapons

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

#### Missile Weapons

Bow .....	10 GC
Longbow.....	15 GC

#### Armour

Light armour .....	15GC
Shield.....	5 GC
Helmet.....	10 GC
Buckler.....	5 GC
Horse.....	20 GC

### Bowmen Equipment List

#### Hand-to-hand Combat Weapons

Dagger.....	1st free/2 GC
Sword.....	5 GC
Axe.....	5 GC

#### Missile Weapons

Bow .....	10 GC
Longbow .....	15 GC

#### Armour

Light armour.....	20 GC
Helmet.....	10 GC



## Bretonnian Skill Tables

	Combat	Shooting	Strength	Academic	Speed	Special
Questing Knight	✓		✓	✓		✓
Knights Errant	✓		✓		✓	✓
Squire	✓				✓	✓



## Bretonnian Special Skills

Bretonnian Heroes may use the following skill table instead of the standard skill tables available to them.

### Virtue of Purity

The knight's purpose is to serve the lady of the lake. His purity of heart and discipline endow him with the strength of spirit to resist enemy magic. Any spell cast against the Knight will be dispelled on the D6 roll of a 4+.

### Virtue of Valour

The Knight has vowed to confront the biggest and strongest foes. The more awesome his enemy the more valourous are his efforts. The Knight may re-roll any missed wound rolls against an enemy with a higher natural strength.

### Virtue of Discipline

The Knight has total faith in his Chivalric code: he maintains self-control in the face of adversity and displays complete confidence wather the odds. 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 Noble Disdain

The Knight has nothing but contempt for enemies who hide behind the weapons of dishonour. The Knight is subject to Hatred of all enemies armed with shooting weapons.

### Virtue of the Impetuous

The Knight is eager to get to grips with the enemy. He charges into into combat with reckless enthusiasm. The Knight gains an additional +D3" to his move when charging. Roll the dice each time you wish to charge and before moving the model

### Virtue of the Squire

Squires only. The squire has accepted his place in the world, his is a hunter's heart. The Squire may never become a knight through the Knighted rule, but may now learn Shooting skills and may learn one immediately when taking this skill.

### 1 Questing Knight

90 gold crowns to hire

*A Questing Knight is an extremely tough and virtuous individual, who fights to uphold the traditions of honour and to serve the Lady of the Lake. Injustice and the persecution of the weak are his enemies, whilst courage and valour are his companions. It is no wonder then that many a Questing Knight will journey to Mordheim.*

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

**Weapons/Armour:** A Questing Knight may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list. Knights come with a Warhorse.

**Skills:** The Questing Knight may choose from Combat, Strength, Academic & Speed when he gains a new skill. In addition, the Questing Knight may choose from the Bretonnian Special Skills Special Skill list.

#### Special Rules

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

**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.

**Ride – Horse, Warhorse:** Knights have the Ride skill as detailed in the Blazing Saddles article.

**Righteous Charge:** When the mounted Knight charges, if he has at least 1 other model within 2". All friendly, charging, mounted warriors (including the Questing Knight) within 4" gain +1 to Hit, cause fear and are immune to all Psychology for the first round of combat.

### 0.2 Knights Errant

55 gold crowns to hire

*Knights Errants are the sons of nobles, eager to prove their mettle by feats of arms, and earn their place amongst the Knights of the Realm of Bretonnia. To do this they must perform valorous deed, so they will often accompany a Questing Knight on his spiritual journey in the hope of adventure and honour.*

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

**Weapons/Armour:** A Knight Errant may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list. Knights come with a horse.

**Skills:** The Knights Errant may choose from Combat, Strength & Speed when he gains a new skill. In addition, the Knights Errant may choose from the Bretonnian Special Skills Special Skill list.

#### Special Rules

**Ride – Horse, Warhorse:** Knights have the Ride skill as detailed in the Blazing Saddles article.

**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.

### 0.3 Squires

15 gold crowns to hire

*Knights are served by their Squires, commoners who ride to the hunt with their master, and who accompany him to war. They are chosen from the fittest and youngest of a Knight's retinue, and they are trained and schooled by the knight himself. If a squire performs some great deed or service to his master he may even be raised to the ranks of knighthood!*

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

**Weapons/Armour:** Squires may be equipped with weapons and armour chosen from the Squires section of the Bretonnian Equipment list.

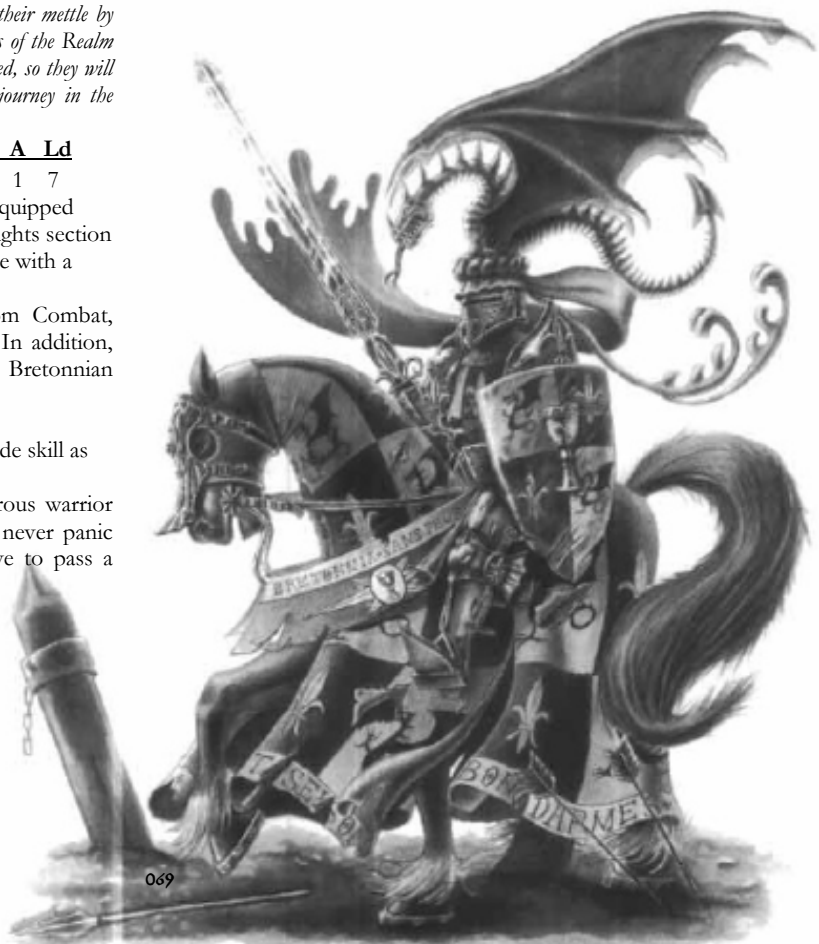
**Skills:** The Squires may choose from Combat & Speed and Shooting when he gains a new skill. In addition, the Squires may choose from the Bretonnian Special Skills Special Skill list. Squires start with the skills

#### Special Rules

**Knighted:** once a squire has reached 20xp they are considered to have finished their apprenticeship and are knight, becoming full Knights Errant, gaining all the benefits that come with that such as; the skill lists, equipment list, Knights Virtue, and Ride Warhorse skill

#### Ride; Horse

**Animal Handler Horse/Warhorse.**



## Genchmen

### Men-at-Arms

20 gold crowns to hire

*Men-at-arms are the soldiery of Bretonnia. Every Knight maintains a retinue when he is a lord of a domain, and upon embarking on a quest, this retinue may join him on his journey. Men-at-arms are determined warriors, ready to fight for honour and justice as much as the Questing Knight they follow.*

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

**Weapons/Armour:** Men-at-arms may have weapons and equipment chosen from the Men-at-arms section of the Bretonnian Equipment list.

### 03 Mounted Yeomen

50 gold Crowns to hire

*The best of the best Men-at-arms are chosen as the Mounted peasant infantry, though some are as good as knights on their horses because of their low birth they cannot aspire to be even squire one day.*

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

**Weapons/Armour:** Mounted Yeoman may have weapons and equipment chosen from the Men-at-arms section of the Bretonnian Equipment list

#### Special Rules:

**Mounted or Nothin'** Yeomen come with riding Horses included in their buying price and as such come with the skill Ride; Horse. If a Yeomen's horse is killed they must be rebought before the unit can be fielded again.

**Smarts:** Even with their supreme lack of caring for the peasantry, knights still know having too much cavalry with a Catapult around is unwise. You may not field the Trebuchet and the Mounted Yeomen in the same match. It's one or the other.

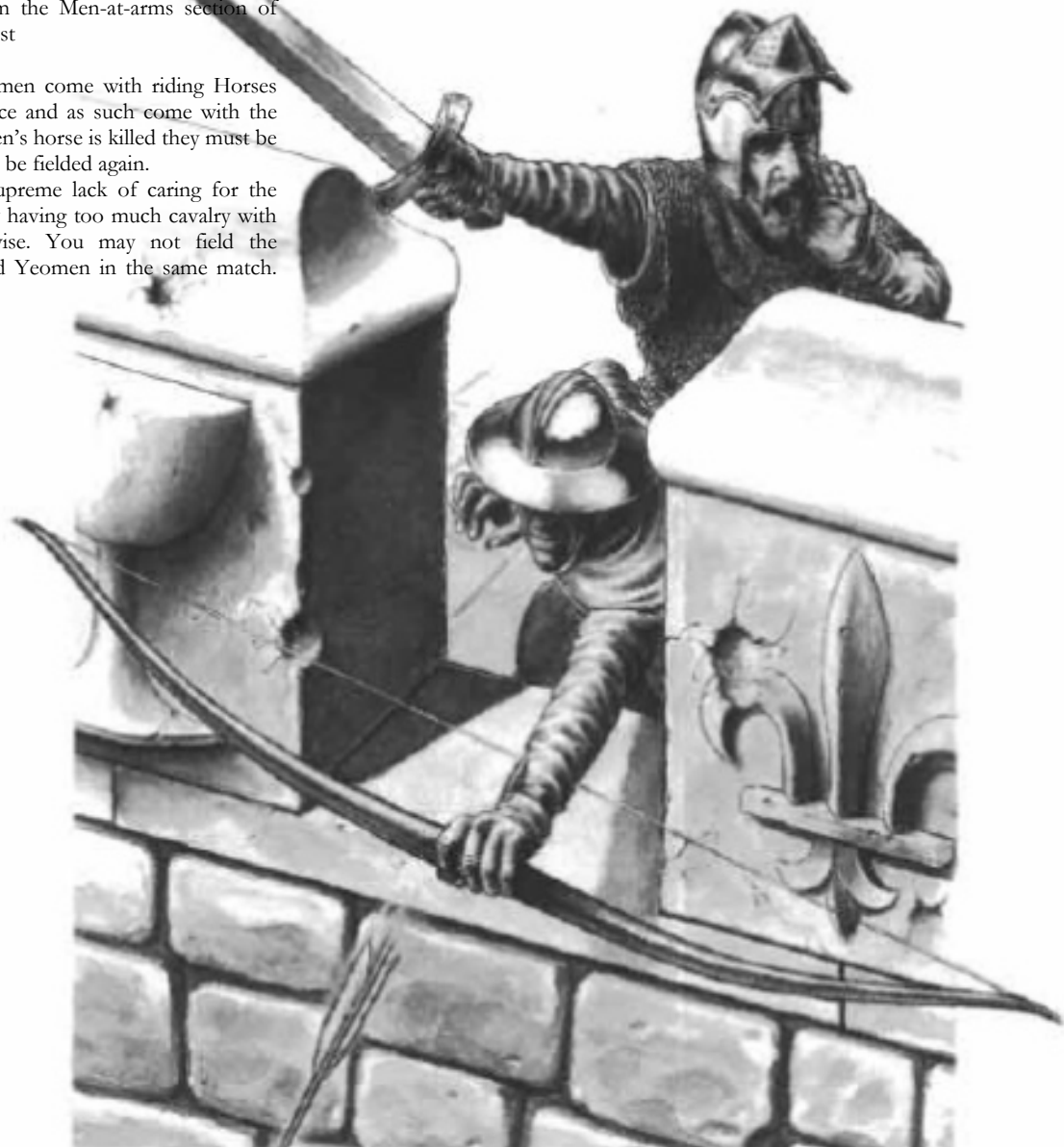
### Bowmen

25 gold crowns to hire

*Bowmen are common folk who regularly practice archery at the village butts so as to be ready to repel raiders from their humble cottages, fields and vineyards. When a Knight sets off on a quest it is not uncommon for a handful of bowmen to be inspired to bravery and join the Knight on his journey.*

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

**Weapons/Armour:** Bowmen may be equipped with weapons chosen from the Bowmen section of the Bretonnian Equipment list.



## Bretonnian Special Equipment

### Field Trebuchet

175 gold crowns

**Availability:** Special, takes D3+1 games to build (if not bought at the start of the campaign)

**Profile**      **M** **WS** **BS** **S** **T** **W** **I** **A** **Ld**

Trebuchet      \*   -   -   -   7   3   -   -   -

**Range:** 12" - 48"

**Strength:** Special

**Special Rule:** Hard to Fire, Large Target, Constructed, Ammo for all occasions, Explosive Radius, Artillery

**Hard to Fire:** Firing the Trebuchet requires a good crew, a maintained weapon, and technical knowledge. The Trebuchet can fire once every other turn with two crewman, and each turn with four. All of the normal shooting rules apply, but no Shooting skills apply to the Trebuchet.

**Large Target:** the Trebuchet is still an obvious target even from far away, and can always be targeted by enemy shooting.

**Constructed:** The Field Trebuchet is a large contraption, which cannot be moved when set up. At the start of a match the Trebuchet starts as 4 small crates, carried by the operating crew (4 non-Knight Models must be assigned to carry the Trebuchet, at least till it is set up, only the Men at Arms may operate the Trebuchet). When they find a suitable spot they may spend D3 turns setting up the catapult. Once set up the trebuchet cannot move but may swivel on the spot. Deconstructing is a bit easier and takes just 1 turn. Only the Bretonnian Henchmen and Squires know anything about the siege weapon and as such no one else may deconstruct the contraption.

**Artillery;** The Trebuchet is a Siege weapon and as such uses the Scatter Dice and Artillery dice each time it fires rather than the operators Ballistic Skill Making it a very random and dangerous weapon. Declare where you wish the final landing place to be (line of site not required- See below) then roll both the Scatter dice and Artillery dice to see how far off target you have hit, which is the number indicated on the scatter die, minus the crews ballistic skill, a Direct hit counts as a direct hit unless line of sight is not shared (See Below.)

**Indirect Fire;** The Trebuchet may fire at target that it does not share line of sight with. This is not as accurate as normal firing and how close the shot lands depends on the skill of the crew. Roll the Scatter dice and Artillery dice as normal. However if you roll a hit marker with the Scatter dice, due to the indirect fire the shot will still go off target, the shot veers off target in the direction of the little arrow on the scatter dice, by how much is determined the number indicated on the Artillery dice minus the BS of the crew.

**Explosive Radius:** After determining the final landing spot, the explosion created by the landing Ammo will cover a small area. Place the small blast template on the final landing spot, any models under the template will each take damage equal to the appropriate ammo

**Ammo for all Occasions:** The Trebuchet may be loaded with three different types of ammo, what ammo you are using must be declared before each shot. Each game the Trebuchet comes with 2 shots of each type (so 6 shots all up)

**Boulders:** standard catapult shot, causes a S5 hit to anyone in the direct centre of the blast radius and a S4 hit to anyone caught under the rest of the template. 2-4 is stunned, causes Bludgeoning Critical Hits.

**Flaming Shot:** S3, anyone caught under the template is lit on fire on a 4+

**Boiling Oil Canister:** Anyone caught under the template suffers a S4 hit no armour save.

**Misfires:** If a Misfire is rolled on the Artillery Dice roll on The chart below

### Trebuchet Misfire Chart

**D6 Result**

**1 DESTROYED!**

The Stone thrower cannot take the strain! Bits of wood and metal fly around, the stone tumbles to the ground, crushing the Warmachine and throwing debris in the air. All crew must pass an Initiative test or be crushed and taken OOA by the falling debris. The Trebuchet is Destroyed.

**2-3 Disabled.**

A freak occurrence has disrupted the normal operation of the stone thrower – the Trebuchet Suffers a wound. To heal this wound the Machine must be disabled and rebuilt. Either way the Trebuchet can not fire this turn or next.

**4-6 May Not Shoot.**

A minor error has occurred; the Trebuchet may not fire this turn.