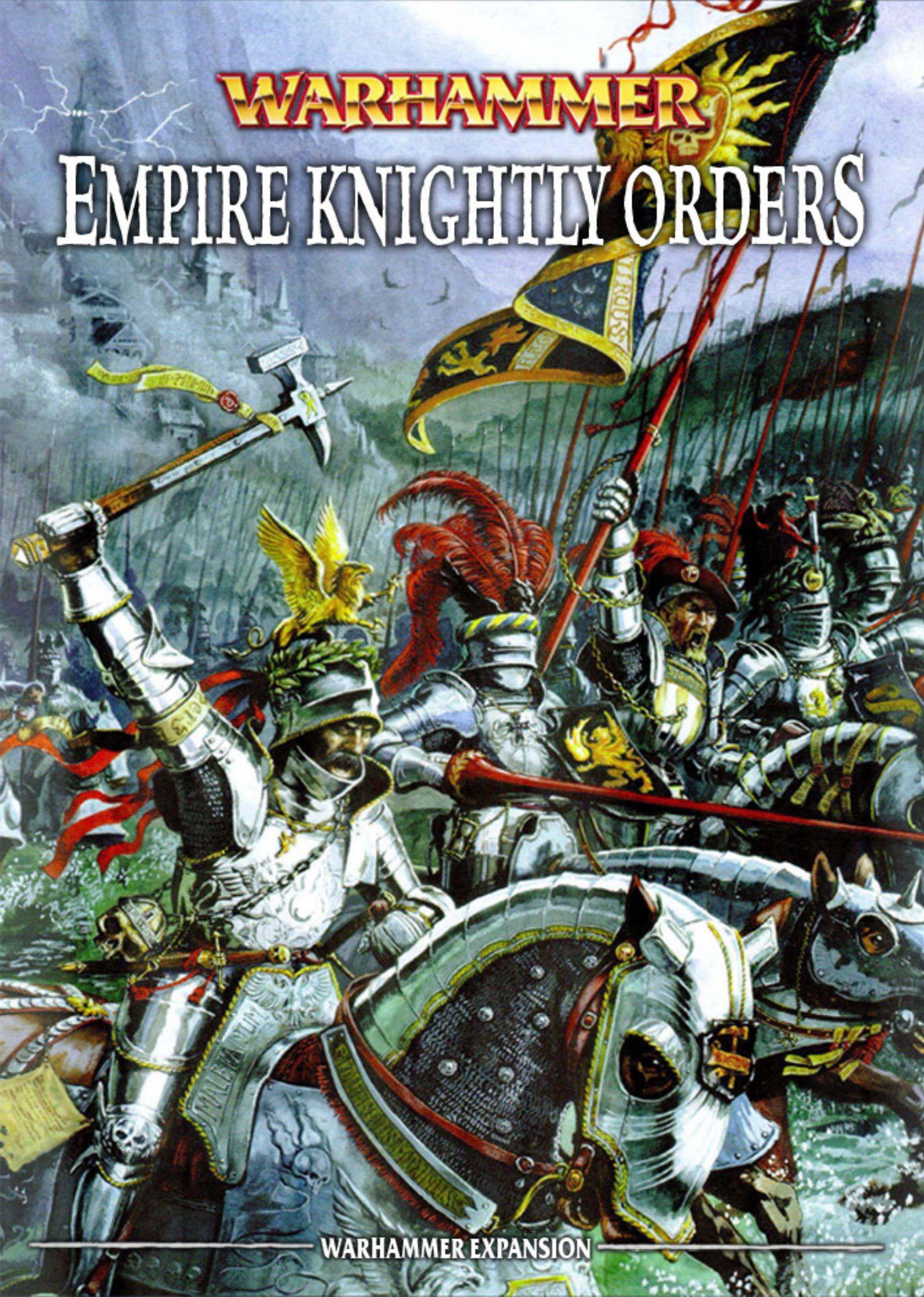


WARHAMMER

EMPIRE KNIGHTLY ORDERS



WARHAMMER EXPANSION

EMPIRE KNIGHTLY ORDERS



Compiled & Edited by Mathias Eliasson

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INTRODUCTION

The Empire is home to the many Knightly Orders that protect its boundaries and peoples. These are cults and brotherhoods of elite, armoured warriors that recruit from the sons of Imperial nobles. An Empire army is as reliant on its heavy cavalry provided by the Knightly Orders as it is the solid blocks of infantry and devastating war machines.

The noble-born warriors of the Empire do not form part of any state's standing army, for to do so would mean to rub shoulders with the common soldiery. Instead, they typically fight for one of the Knightly Orders of the Empire; heroic brotherhoods of warriors who ride into battle atop mighty barded warhorses. Knights are magnificent figures, clad in gleaming suits of heavy plate 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 prospect for the Empire's foes to face. As the knights thunder onwards, they are likened to an avalanche of steel and muscle, and those enemies not spitted on the end of sharpened lances are crushed beneath the trampling of iron-shod hooves.

The Knightly Orders of the Empire are heroic brotherhoods of armoured warriors who ride into battle atop mighty barded warhorses. Knights are magnificent figures, clad in gleaming plate armour crafted by Dwarfen smiths, armed with weaponry of the finest quality, and mounted on powerful destriers.

To become a member of one of the Empire's select brotherhoods of Knightly Orders, a noble must forsake his feudal responsibilities and rights of inheritance and then pass a rigorous rite of initiation. There are many of these brotherhoods throughout the Empire. Some are small in size and their members are recruited from the local aristocracy, such as the Knights Griffon and the Knights of the Broken Sword. Other Orders restrict their membership to devout worshippers of a particular god. These are often referred to as knights templar, and they include such orders as the Black Guard of Morr and the zealous Knights of Sigmar's Blood.

Whilst every Knightly Order will have a primary temple in one city-state or province, most will also maintain subsidiary temples across the length and breadth of the Empire.

Every Empire knight bears his rank and Order's symbols upon his shield or armour as heraldic devices and other icons of importance and symbolic meaning. The most famous Orders in the Empire have histories stretching back centuries and their chapter houses are hung with ancient banners and battle trophies. The three largest and most influential Orders are the Knights Panther, the Knights of the White Wolf, and the Knights of the Blazing Sun.

Knights owe their allegiance directly to their lord: the Elector Count of their province. The Count can call

upon his knights to come to arms and fight as pan of his army. When a Count musters his forces all the knights from an order fight together, forming individual units of Knights Panther, Knights of the Blazing Sun, and so forth. The history of the Empire is full of strife, and on occasion one Count has marched his armies against another, and knights from different provinces have fought each other despite being part of the same Order. This is accepted as part of the natural order and causes no ill will amongst the Knightly Orders.

There are countless other orders of templars, some comprised of only two or three knights, whilst others number in their thousands. Many smaller, less famous orders are merely sister orders to the larger orders, little more than offshoots with subtly different names and heraldry. Some of these sister orders have been deliberately founded apart from their roots, perhaps to cover some duty the primary order does not usually perform, or to establish a semiautonomous chapter in some distant land. Other sister orders are founded in a less than deliberate manner, perhaps due to some sort of schism or disagreement in the main order.

EMPIRE KNIGHTLY ORDERS

In this book are covered most Knightly Orders with an overview of their history, doctrines, and styles. Some are well known throughout the Empire, while others are small, relatively unknown sects valiantly doing their part to make the Empire a safer place for Man to live.

In the next few pages, you will find all the information you need to field various Empire Knightly Orders in your Warhammer battles.

Profiles. The characteristic profiles for the troops and characters in each unit are given here.

Points. Each Knightly Order has a basic cost, which includes all the equipment and special rules. Each unit may also take a Command Group, see *Warhammer: The Empire* for details.

Unit Sizes. Each entry specifies the minimum size for each unit.

Equipment. This entry lists the weapons and armour for that regiment. The value of these items is included in the points value.

Special rules. Many troops have special rules which are described in this section.

*To me, brave knights! Together we shall
purge the land of this threat to the Empire!*





KNIGHTS OF THE INNER CIRCLE

The Knightly Orders of the Empire are organised along strict lines of hierarchy, with every novice trained in martial virtues and the chivalric code until he is ready to take up the mantle of a fully-fledged knight. As the warrior attains honour on the battlefield and proves his worth, he will ascend through the ranks of his Order and forge himself a warrior's name. The Order's veteran knights form its inner circle.

These heroic warriors epitomise the warrior virtues of the Knightly Orders and they have accomplished mighty feats of arms, slaying their foes on countless battlefields. The Knights of the Inner Circle are the elite of the elite, amongst the best fighting men of the entire Empire. When the courageous Knights of the Inner Circle go to war it is only to fight the most diabolical enemies, and their presence on the battlefield is worth many - times their number.

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 make the important 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.

The Secret Histories of Knightly Orders

Many knightly orders have a mythology regarding their founding and the famous (or infamous) deeds that occurred throughout their history. Knights of the Inner Circle regard it as their responsibility to become familiar with these tales, and also to keep them secret.

These histories are usually somewhat more fanciful than the official versions. For example, everyone with any interest in the Order of the Blazing Sun knows that a pivotal episode in its formation was an earthquake that caused a statue of Myrmidia to fall upon the Black Guard of Wasr the Cruel at the Battle of Magritta. Knights of the Inner Circle, however, are taught that the Order has an older heritage. Forebears of the Knights fought as a bodyguard to Ottokar, a ruler in antiquity forgotten by all but classic scholars and playwrights. He boasted he had met the goddess and she had fallen in love with him. The stories have it that there was no earthquake during the battle, but that one of the knightly captains had thrown off his helmet in a moment of desperation and kissed the foot of the goddess. He beseeched her for aid, and she promptly toppled over and crushed his enemies. Why knightly orders are so secretive about their histories is also a secret. If an unkind commentator learned of them he might claim that the reticence was due to the fact that anyone with a serious interest in history would find these yarns laughable. Still, most knightly orders persist in handing down such stories.

Note: Inner Circle Knights have the same profile as their respective Knightly Order, but with +1 Strength.

POINTS: Cost of normal Knight, +3 points.

EQUIPMENT: See respective Knight Order.

TROOP TYPE: See respective Knight Order.



GRANDMASTERS



Greater even than a Knight of the Inner Circle is the Grand Master, and it is he who commands a Knightly Order. A Grand Master is a warrior and leader of unparalleled valour, having fought in dozens of battles, and whose military prowess is beyond question. An Elector Count can request that a Knightly Order fight alongside his army, but the decision to ride out lies solely with the Grand Master. This makes the Grand Master a very powerful ally, and great care is taken not to offend them. A condition of his Order's aid may be that he himself takes command of the army. Most Elector Counts are only too happy for a general of such superlative ability to lead his soldiers, though this has not always proven to be the case, and ego, ambition or sheer lunacy has sometimes resulted in a Knightly Order withholding its aid.

To lead admirable knights into honourable combat against the Chaos is a credit to their commander. And to stand and lead such a band as you is an honoured blessing as if from the gods themselves.

The grand masters are most senior of the Knights of the Inner Circle, and the nominal heads of each of the knightly orders. The grand masters are some of the most well-known military men of the Empire, admired by the aristocracy (to whom they invariably belong) and common people alike.

The grand master is expected to be a paragon of knighthood, and as such must display both great physical prowess and knowledge on subjects such as history and warfare.

In times of war the grand masters regularly take to the field of battle alongside their knights, inspiring them with the same sort of awe the knights themselves inspire in the common soldiery.

A grandmaster is not only one of the most fearsome warriors in the Old World, but also a legendary commander and leader of men. There are very few grandmasters in the Old World, for even amongst those

dedicated individuals who have the skill and strength of mind to become a Knight of the Inner Circle, few have what it takes to reach the pinnacle of knighthood. A grandmaster is always at the forefront of an army when it marches to war, leading his fellow knights, and often the entire army, into battle. He is usually amongst the most trusted of military advisors and generals, and when not engaged in warfare is often charged with planning for it. A grandmaster of a templar order is often a leading personality within a religious cult as well, commanding total loyalty from its warriors.

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 155 points. For upgrade options, see *Warhammer: The Empire*.

EQUIPMENT: Hand weapon, full plate armour and barding.

TROOP TYPE: Cavalry (Character).

SPECIAL RULES: Immune to Psychology.

Master of Battle: If a Grand Master joins a unit of Knightly Orders or Demigryph Knights, the unit gains the Immune to Psychology special rule. If the Grand Master leaves the unit or is slain, this special rule is immediately lost.

Note: The rules listed here apply to Grand Masters of all Knightly Orders, unless otherwise noted in their entry. This also applies to any named Grand Masters.

Dieter von Nachttorin, the Baron Holmruk

Born with his mother's blazing red hair and his father's piercing grey eyes, Dieter has always been a striking sight. The sole heir of the Holmruk barony (between the Upper Reik and Grenzstadt), Dieter's fate has always been near the World's Edge Mountains. While more of Averland's wealth comes from horses and crops, Holmruk lands provide iron mines and weapon smithies.

Dieter squired for his uncle, the Earl Felix von Nachttorin whose demesne included two other baronies beyond Holmruk. The squire quickly became a proud knight and a master of the lance and sword. The earl assigned Dieter to the Knights Black Lynx sixteen years ago. Since then, Dieter has spent only thirty days outside of the mountains or Black Fire Pass. While Dieter is technically the rightful Baron Holmruk since his father's death in 2515, his cousin Karl serves as Holmruk's regent at Earl Felix's insistence.

Sir Dieter became a stalwart Black Lynx. He gained a ruthless reputation for his prowess in battle against orc and goblin war parties. Sir Dieter ascended to the grandmaster's position during the Averland orc invasions of Imperial Year 2520. Sir Dieter succeeded Sir Gustav Kelnheil, who died when orcs twelve times their number overwhelmed his patrol at the Battle of the Parlak Gorge. Sir Dieter organised a retreat and slowed the orcs until other Mountain Guard troops came to the survivors' aid. His stand on Tharl'n's Gap – holding the bridge alone with only a lance and sword against two score orcs until bowmen allowed his own retreat – became legendary.

While hardly a young man, Sir Dieter remains militarily fit and leads a patrol at least twice a month. Otherwise, he works tirelessly to rebuild the order and seeks capable and honourable nobles for his troops.

REIKSGUARD KNIGHTS

The Reiksguard Knights are the personal army of the Emperor. As an Elector Count, the Emperor also has direct command of his own provincial army — which in the case of Karl Franz are the regiments of Altdorf and the Reikland — but it is the knights of the Reiksguard that form the symbol of his military strength.

The Reiksguard forms an elite core of highly trained, expensively-equipped troops who are loyal to the Emperor in person. As the best troops available to the Emperor, the Reiksguard Knights form the core of the Imperial household guard, both on the field of battle as well as at other, more stately, functions. The Reiksguard accompanies the Emperor on campaign and during diplomatic and political tours throughout the Empire and abroad. However, it is not uncommon for the Emperor to attach a unit of these renowned warriors to fight alongside another Elector Count's army. In doing so, the Emperor is effectively lending the count his personal support for the upcoming struggle.

The Reiksguard Knights form the bodyguard of the Emperor. The Order was first founded during the reign of Wilhelm, the first Emperor of the lineage of the Princes of Altdorf. Devout Templars of Sigmar, Reiksguard Knights swear to give their lives to protect the Emperor, who is the living incarnation of Sigmar. Over the decades, the Reiksguard have forged a legendary reputation for courage, often charging into the fray against opponents that would see lesser warriors flee in terror. Time and again, this stoic bravery has brought the Empire a great, if bloody, victory and the name Reiksguard is synonymous throughout the provinces with feats of selfless heroism.

The ranks of the Reiksguard are open to all men of noble birth, regardless of what city or state they originally hail from. Provided they can prove their loyalty to the Emperor, and their feats of martial prowess meet the stern expectations of the Reiksmarshal, any warrior can hope to join this illustrious brotherhood. This is considered a great military and social honour amongst the nobility of the Empire, and there is no shortage of applicants. The Reiksguard can therefore maintain the highest standards and includes the very best warriors from all the Empire's provinces, including those from as far afield as Ostland and Nordland, Wissenland and Ostermark. The ranks of the Reiksguard include the heirs to many of the wealthiest and most powerful noble houses in the Empire, including the sons of several Elector Counts. Joining the Reiksguard is considered a military and social honour amongst the nobility, and barons, dukes and counts clamour to have their sons accepted into such an acclaimed brotherhood. After arduous training, new inductees join the Reiksguard in an austere, if deadly, tournament that concludes the Emperor's

Tournament. This event occurs every year in Altdorf during the spring festivals. A newly knighted member is given a duty by the Reiksmarshal, the Grand Master of the order itself. This could be an order to join the Emperor's Personal guard, a political task, or attachment to a formation that marches to war under the command of an Elector Count.

Although few in number, the knights of the Reiksguard are the most important part of the Emperor's army, for they are a symbol of the Empire's nobility and martial might. As such, when a unit of Reiksguard Knights takes to battle, it will typically form up proudly in the centre of the Empire battle line, the better to inspire the common soldiery and reassure them that the blessing of the Emperor is with them. Imperial history is rich with records of decisive battles won by a timely charge of the Reiksguard, and the halls of their barracks are hung with countless trophies and enemy banners won on the field of war. Despite the potential power and influence that such a reputation offers, the Reiksguard has stayed apolitical, loyal first, last and always to the reigning Emperor.

Reiksguard Knights, your Emperor is calling! Death or glory await us, but if we die, we will die as warriors, with swords in hand, and there can be no better death than that.

-Kurt Helborg, The Reiksmarshal

In times of war, they take the field along with the Emperor, forming an elite unit at the core of the Imperial armies. They are also responsible for the security of all palaces and castles belonging to the Imperial family.

Individual squadrons of Reiksguard Knights are commanded by noblemen, and are generally recruited from their home provinces. A commission in the Reiksguard is regarded as a fine and fitting occupation for the younger sons of the Empire's noble houses, and many of them take this as an opportunity to outshine their elder brothers, who command the armies and militias of their home provinces. There is a great rivalry between the cavalry squadrons of various nobles.

The Reiksguard are much loved throughout the Empire. When a dashing young Reiksguard returns to his home town on leave he is greeted by cheering citizens, and riotous celebrations carry on long into the night. When they accompany the Emperor on his many ceremonial processions they add to the splendour and magnificence of the occasion by dint of their awesome appearance and fabulously expensive armour. During the annual Imperial tournament the Reiksguard compete against each other for the honour of being closest to the Emperor. These events are a major highlight of the year attracting citizens from all over the Empire and beyond.

As befits their prestigious role and elite status, the knights of the Reiksguard are equipped with the very finest weapons and suits of armour available. They ride fine destriers to war and the suits of gleaming plate armour in which they are clad are emblazoned with symbols of allegiance to the Emperor. The Reiksguard is barracked in the comparative comfort of Altdorf, but they also maintain battle ready fortresses scattered throughout the whole of the Empire.

The Reiksguard are divided into a mounted arm known as the *Reiksguard Knights*, or the *Imperial Cavalry*, and an infantry arm, the *Imperial Foot*.

Although the infantry arm does not have the glamorous image of their cavalry counterparts, they are nonetheless a crack fighting force. They are based near the Emperor's palace and can be seen parading through the streets, escorting the Emperor on state occasions, and patrolling the city walls. The Reiksguard foot regiments are protected by shields and ornate but heavy steel full armour resplendent with plumes and ribbons and kept polished to a mirror-like finish. They are armed with heavy swords, halberds or great two-handed swords. Regardless of how they fight, the Knights weapons are of the highest quality and their armour is highly polished to a mirror-like finish, topped with crests that carry the colours of the reigning Emperor, Karl Franz.

The Reiksguard wear magnificent gilded armour, highly polished to a mirror-like finish, garlanded with scarlet sashes and emblazoned with the device of the Reiksguard. Their helms are adorned with tall feathered red and white crests of the ruling Emperor Karl Franz, or extravagant crests elaborated of the family crest of the squadron's commander, varying widely from squadron to squadron. All ranks carry shields emblazoned with a skull and the initials of the current Emperor (KF for Karl Franz). The knights carry tall lances with pennants decorated with crowns, and ride fierce and prancing stallions. It is common and popular to sport mottoes painted on armour (either the knight's armour or shield, or the steed's barding). Examples of such mottoes include *Malleus* ("hammer"), *Sigmar*, *Desporandum*, *Victorium* and *Mortis*, amongst many others.

The Reiksguard flag bears the national emblem on one side and the Emperor's emblem (currently initials KF for Karl Franz) and the Sigmar legend on the other.

In battle, the Reiksguard favour fighting in large regiments, the better to cow the enemy with the full splendor of their mirrored armour and crimson plumes. Imperial history is full of references to great battles won by a decisive charge by the Reiksguard Knights or a stalwart defence by the Reiksguard foot. Despite the potential power and influence that such a reputation offers, the Reiksguard has always stayed apolitical and loyal first, last, and always to the reigning Emperor — a stance that has in the past set them at odds with other, more transient Orders.

KURT HELBORG

Kurt Helborg is the Captain of the Reiksguard Knights and one of the Emperor Karl Franz's most trusted military commanders. He is reputed to be the finest swordsman in the Empire. He is a powerful figure in the Empire, ranked as one of the personal bodyguards of the Emperor on state occasions, and chief of the Emperor's war masters. In addition to his duties of recruiting, training and leading the elite knights of the Reiksguard in battle, the Reiksmarshal is also the commander of all the Empire's forces, second only to the Emperor himself in matters of war. As such he has often led the army into battle, and is one of the most experienced generals in the Old World.

	M	WS	BS	S	T	W	I	A	Ld
Kurt Helborg	4	7	6	4	4	3	6	4	9
Reiksguard	4	4	3	4	3	1	3	1	8
Preceptor	4	4	3	4	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 27 points per Reiksguard (12 points on foot). Reiksmarshal Kurt Helborg cost 320 points (for rules and equipment, see *Warhammer: The Empire*).

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, lance, shield, full plate armour and barding. On foot, they are armed with hand weapons, full plate armour and shields. They may be given great weapons for 1 point/model. The Preceptor may be given a pistol for 3 points. Kurt Helborg is armed with the Solland Runefang and wears full plate armour.

TROOP TYPE: Cavalry (Infantry if on foot).

SPECIAL RULES: **Stubborn.**



KNIGHTS OF THE BLAZING SUN



The Knights of this order are located deep in the South of Middenland. They are a small but much respected order with a distinguished history. They were the first of the Knightly Orders from the west to travel to Nuln and join with Magnus. The knights take great pride in their weapons and abilities. They can often be seen charging on the battlefield in their highly polished and resplendent armour of black and gold.

The Knights of the Blazing Sun are a small elite order of Templars devoted to the study and mastery of the science and art of warfare. These fervent followers of Myrmidia value ability and accomplishment over all other factors, including noble birth. It is because of this that the order has grown in prosperity attracting the finest military minds to its banner. A Knight of the Blazing Sun's primary goal is to obtain perfection in the art of War, as such they travel the old world

individually seeking battle both large and small. An army with a unit of Knights of the Blazing sun at its head is a potent force capable of dealing with opponents with a level of cunning that ensures victory before the battle is even joined.

Foremost of the many knightly orders in the service of Myrmidia, the Knights of the Blazing Sun were not always so pious. They were founded during the Crusades in IC 1457, over 1000 years ago. Once the knights were a secular order of the Empire sworn to no one God, but during the precursor to the crusade of Araby they underwent a miraculous conversion that has passed into legend.

Sixty of the knights were stationed in Estalia when the sultan's attack washed over them. They were cornered by his forces, with no hope of relief, when they were saved from certain defeat by a freak earth tremor which dislodged a huge statue of Myrmidia from a temple roof. It crashed to the ground and landed on the enemy general and his bodyguard, killing them instantly, allowing the Knights to turn the tide of battle and escort several hundred Estalians to safety. After the battle, the survivors banded together and founded the Order of the Blazing Sun in Myrmidia's honour. They converted to the worship Myrmidia and set out on the crusade of Araby in the name of the Goddess of strategy and battle, earning much glory there for themselves and their faith. Upon their return to the Empire, they built a shrine to Myrmidia in the heart of Talabheim.

The Knights of the Blazing Sun are by no means the largest of the Myrmidian orders – the order Order of the Righteous Spear, along with its countless sister orders, is much, much larger – but it is by far the most famous and well-respected, not to mention the richest within the Empire.

The order is based in the middle of the Empire, but is rapidly gaining support and influence in the south, and in these parts it holds a great deal of political power. In recent years the cult of Myrmidia has gained a stronghold among warriors, replacing Ulric in the prayers of many soldiers. As the cult has ascended, so too has the order.

Foremost of the order's duties is the maintenance and guarding of the important pilgrimage routes between the Empire and the holy sites of Magritta. These duties have proven to be especially lucrative, as many upper-class would-be pilgrims are willing to pay handsomely for the guarantee that their Gods will, indeed, keep them safe as they travel (albeit using the Myrmidians as vessels to ensure that safety).

Since it was established, the order has spread throughout Estalia, and is one of the most prominent of the knightly orders. Unlike most other templar orders, its members do not reside in large chapter houses; instead they travel the land individually or in small

groups, looking for new challenges to test their skills. They are well versed in the use of arms and armour, but their true expertise is as tacticians and strategists, and they often serve as military advisers and commanders on the battlefield. Throughout Estalia, countless villages, farms and isolated outposts owe their survival to the timely arrival (and subsequent assumption of command) by a Knight of the Blazing Sun.

Knights of the Blazing Sun spend a great deal of time away from their chapterhouses and temples, often embarking on crusades or quests for the glory of their order. They travel in small groups, sometimes alone, and lend support to whatever military endeavours most need their aid, whether it is bolstering beleaguered units of soldiers on the battlefield, taking command of leaderless companies in the midst of a campaign, offering military advice to generals and nobles, or training local militia. Each knight must spend the first several years directly after his initiation performing these sorts of deeds, and only after putting his skills and training to the test may he return to the chapterhouse as a full brother of the order.

A Knight of the Blazing Sun lives in a similar fashion as other knights, but there are some notable differences. The knights spend a great deal of time training in rather unusual methods of warfare, unafraid to experiment with ploys, tactics, and equipment other Knightly Orders might overlook. Many of the Knights are fine archers, leading to the formation of the Knights of the Verdant Field. Some of the knights use highly burnished shields, employed to dazzle the knights' opponents with reflected sunlight.

The knights also spend a deal of time in the discussion of broader military tactics, the deployment and manoeuvre of entire armies, use of terrain, and placement of artillery. While all knights have a grounding in military theory, the greatest tacticians in the Empire may be found within the ranks of the Knights of the Blazing Sun.

Knights of the Blazing Sun wear highly ornate plate mail armour of burnished brass, decorated with polished black and gold etchings, their shields bear the device of the blazing sun. Their standard depicts a soaring Pegasus against the blazing sun emblem. The order's symbol, a golden sun with sixteen rays, is prominently displayed either on the chest or on the helmet. Especially ornate armour may have the helmet modelled as a stylised sun with a crown of sixteen protruding spikes. The knights carry swords, lances and spears into battle, and bear highly polished shields with which they are trained to dazzle enemies with reflected sunlight.

"The hammer is not the answer to every military problem, for even the mightiest of hammers will miss its mark if the opponent is wise enough not to wait around to get crushed."

The Knights of the Blazing Sun are known as an elite force that values superior intellect in a battle as much as a strong arm. They prefer to manoeuvre their foes into the worst possible position before striking the fatal blow, even to the point of using deception to gain an advantage. Feigning retreat, planting false intelligence, using spies, and even bribing enemy officers - all these things are part of the arsenal of the Blazing Sun. To the Myrmidian, the object of battle is to win, and almost any tactic is fair game.



More so than other knightly orders, the Knights of the Blazing Sun value ability and accomplishment over noble status or birth. This opinion, which makes the order the target of more than a few jokes among other cults, stems from the Order's founding battle, when men and women of all stations took up arms in a desperate defence of Magritta. To this day, the "brethren in arms" regard even the son of the lowliest peasant as an equal, as long as he proves his worth on the battlefield.

At some point in his career, a Knight of the Blazing Sun will be sent out on his own for one to two years, to test what he has learned and forge his skills in the crucible of combat. Many an isolated village, farmstead, or coaching inn has been saved by a young Knight taking charge of the defence.

The Knights of the Blazing Sun are noted for their devotion to Myrmidia, and work alongside the priests of her cult. The Knights are known to travel regularly to Estalia and Tilea to visit important members of the cult and listen to their plans and concerns. The knights have their chapterhouse in Carroburg, and have extensive contacts and influence in the city and its surroundings. They have fought alongside the armies of Carroburg on many occasions and are regarded as heroes by many people in the city.

The Knights of the Verdant Field are an offshoot of the Knights of the Blazing Sun. The two orders sometimes train together, using elite archery to compliment the devastating cavalry charges. This relationship means that the Knights of the Blazing Sun are also regularly seen in the city of Talabheim, and they have many contacts with the nobility, military forces, and cult of Myrmidia there.

The Knights of the Blazing Sun are generally seen as a valuable contribution to the Empire's military who are

often consulted for strategic advice. However, members of the cult of Ulric can be dismissive of the Knights of the Blazing Sun, regarding those who look to Myrmydia for military inspiration as unwise and unmanly. Though many folk mistrust them for courting strange foreign deities, the Knights of the Blazing Sun have unceasingly fought with distinction against the enemies of the Empire and are held as a prized ally by many Elector Counts.

Dieter Manschen

Dieter Manschen is a wandering knight and especially pious member of the order, eschewing the comforts of a chapterhouse in favour of a questing life. He spends the summer months wandering the pilgrimage routes, escorting pilgrims over the treacherous mountain passes, and in the winter months he heads north, offering his sword to noble causes. Dieter has become something of a local legend, a lone figure clad in black and gold, arriving out of nowhere when a community or individual is in great need, lending his sword arm to help. After the danger is averted, he departs as quietly as he arrived.

	M	WS	BS	S	T	W	I	A	Ld
Siegfried Trappenfeld	4	6	6	4	4	3	6	4	9
Blazing Sun	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 23 points per Blazing Sun. Grand Master Siegfried Trappenfeld cost 160 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, lance, shield full plate armour and barding. Siegfried Trappenfeld is equipped with a hand weapon, shield and full plate armour.

TROOP TYPE: Cavalry.

SPECIAL RULES:

Blinding Light: The Order has developed a technique using their polished mirrored shields to focus sunlight onto the enemy's face as they charge. This disorients and dazzles the poor fools just before they are charged down.

Whenever the Knights declare a charge, roll a D6. A roll of 1 means there is no sun (it's raining or overcast) and so the Blinding Light cannot be used this charge. On a 2+, there is enough sunlight for the Knights to dazzle their enemies as they charge. The enemy unit being charged are at -1 Weapon Skill and Ballistic Skill for the duration of the turn.

"The Goddess instructs us to seek out the enemy's weaknesses and to attack them with relentless force. Do this in all things – in love, in politics, in war. To accomplish any task – to defeat any foe, all that is needed is a keen eye, a sharp mind and the favour of the Goddess."



KNIGHTS OF THE WHITE WOLF



The Knights of the White Wolf, or White Wolves as they are more commonly known, are the most famous of all the templar orders, readily identified by their distinctive wolf pelts and their savage fighting. The Knights of the White Wolf are the oldest and the largest templar order in the Old World, their founding dating back to the time of Ar-Ulric Wulcan, over 2,000 ago. The Knights' wolfskin cloaks, coupled with their long, often wild hair and beards, gives them a somewhat barbaric appearance, but in truth they are a highly disciplined and martial order whose presence at most of the significant battles in the Old World is a testimony to their prowess.

The Knights of the White Wolf are based in the city of Middenheim, where they were founded following a great victory against Chaos outside the city walls. The Knights are all followers of the god Ulric who is worshipped throughout the Empire, but most notably in the northern provinces, especially Middenland.

The Knights of the White Wolf are templars of Ulric. According to ancient Teutogen tradition, the High Priest Ar-Ulric is expected to raise and maintain his own force for the defence of the temple and the faith, and to honour the wolfgod in battle with their valiant deeds.

Almost every temple of Ulric, from the smallest of shrines to the high temple in Middenheim, has at least one or two White Wolves stationed in it. Independent chapterhouses of White Wolves do exist, but these are rare. These larger chapterhouses house several units of White Wolves, the duties of which extend beyond

merely guarding Ulrican interests. The templars there often venture out on military missions to take the fight to their enemies (raiding encampments of Orcs or laying siege to a necromancer's castle, for example).

White Wolves are tasked with guarding the temples and priests of Ulric throughout the Empire and beyond. Units of White Wolves may be dispatched on quests or missions, or they may be sent to battle, marching as part of the army of Middenland to war, or accompanying a larger templar army on a crusade.

Knights of the White Wolf are distinctive, both on and off the battlefield. When on duty or in battle, White Wolves dress in heavy suits of plate mail, lacquered black or treated with dark oils. Every Knight wears a distinctive wolf pelt over his shoulders, and it is a rite of passage that every White Wolf must hunt, kill, and skin a wolf with his bare hands in order to become a full-fledged member of the order.

They carry neither shield nor helm, and ride to battle bareheaded to show off their long hair and beards. Their distinctive weapon is a fearsome double-handed hammer which they swing round their heads from horseback, knocking enemy horsemen from their saddles and pounding the skulls of foes on foot. They carry neither shield nor helm, and ride to battle bareheaded to show off their long hair and beards and are exceptionally wild and fearsome.

WHITE WOLF CLOAK

The very first White Wolf Cloak is said to have been created by Ar-Ulric Wulcan almost 2,500 years ago. The then chief of the Teutogens had been struck low in the northern wilds, where he had been leading a defence against Goblins from the Silver Hills. He was weakening quickly, and the bitterly cold conditions of the late-autumn nights were making him worse. Wulcan, upon hearing the dire news, immediately set off from his new temple on the Fauschlag in search of the chief.

After a week's hard travel through driving winds and stinging snow, it is said he was set upon by a giant White Wolf, its eyes wild with hunger.

Wulcan took this as a sign from Ulric, and, although a very old man, proved his worth by slaying the beast with his bare hands, strangling the life from the giant's neck as it frantically snapped for his throat. Soon after, he strode into the camp of the dying tribal chief, dragging the dead wolf by its tail. He immediately slit open its belly and wrapped the steaming, hot pelt about the dying Elector, claiming to the gathered onlookers that the White Wolf, a gift from Ulric, was sure to preserve the chief's fading life. True to that word, the fever soon broke, and the chief was soon well enough to travel home. Since then, tradition has demanded that all newly appointed Ar-Ulrics should seek out White Wolves in the forests of Middenland, there to wrestle Ulric's messengers and secure their warmth against the winter, or die in the attempt. In the last two centuries, only the current Ar-Ulric, Emil Valgeir, has succeeded in finding such a wolf.

White Wolves fight from the back of red-barded warhorses wielding cavalry hammers instead of lances when they charge. When not mounted, they often replace these with huge warhammers that they swing about themselves in deadly arcs.

As they charge into battle, Knights of the White Wolf bellow savage oaths to Ulric. This guttural howling has sent many foes flying even before the Knights' charge can impact.

Keiner Reizfeld

Keiner Reizfeld is the youngest captain in the Knights of the White Wolf at just 24 years of age, a distinction that has earned him both the admiration and jealousy of his subordinates and rivals. Keiner is the captain of Red Company, one of the prestigious companies of knights based at the High Temple of Ulric in Middenheim. Keiner is viewed as little more than a barbarian by his fellow captains, and is prone to losing himself to bloodlust in the heat of battle. However, they cannot dispute that he commands total loyalty amongst his men, driving them ever onwards to greater and greater deeds, and it is said that had it not been for Keiner's bravery, the list of White Wolves lost during the Siege of Middenheim would have been even longer.

	M	WS	BS	S	T	W	I	A	Ld
Rein Volkhard	4	6	6	4	4	3	6	4	9
White Wolf	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 23 points per White Wolf. Grand Master Rein Volkhard cost 165 points.

UNIT SIZE: 5+

EQUIPMENT: White Wolf hammer, fur mantle, full plate armour and barding.

TROOP TYPE: Cavalry.



Edmund Kriegersen snorted like an irate warthog, spitting a fat gobbet of phlegm across the gap in the battle line between the Knights of the White Wolf and their rivals, the Order of Glistening Steel. Kriegersen's narrowed eyes had not left those of the splendidly-armoured Sevastius Belmont since the pompous prig had suggested Kriegersen's knights were no more civilised than the Chaos-worshipping scum across the field. Belmont may fight like a Griffon, as they said, but he looked more like an armoured peacock. Kriegersen hefted his ancient warhammer meaningfully. "There will be time for this after the killing," he muttered, his words lost under the clarion calls sounding the advance. Turning to his knights, Kriegersen raised his hammer to the skies. "This day, we bring death to our enemies once more! Let the Norscan tribes turn tail and flee howling into the wastes as our hammers fall. Let Belmont and his arrogant whelps gaze in wonder as our tally grows. We shall dine on victory tonight. We shall feast on glory. Now charge! CHARGE!"

Kriegersen's knights thundered out across the field as the Empire battle line advanced. The Knights of the White Wolf hit the Norscans like a mailed fist. Their warhammers swung in great looping arcs, slamming into tattooed chests and smashing plate-clad warriors to the ground. On their flank, the Order of Glistening Steel drove their lances home with such force they all but broke the enemy shield wall apart. All semblance of order was lost, but the cavalry hammers of Kriegersen's brethren were still taking a heavy toll. Kriegersen could not suppress a laugh of pure exhilaration — this is how battle was meant to be fought!

SPECIAL RULES:

Crush the Weak: Ulric detests weakness and cowardice. Knights of the White Wolf Hate models with a Leadership characteristic of 6 or lower.

White Wolf Cloak: The Knights of the White Wolf, wear the pelts of wolves slain by every knight as a mark of passage from squire to templar. These furs have their practical advantages too, such as protecting vulnerable areas from attack.

Knight of the White Wolf gain an additional +1 to their armour saves against missile attacks while wearing White Wolf cloaks.

WHITE WOLF HAMMER

This is the traditional armament of the Knights of the White Wolf.

Range:	Strength:	Special Rules:
Combat	+1	+2 Strength on the charge, Requires Two Hands

UPGRADES:

The Knights of the White Wolf Battle Banner

25 points

This banner depicts the white wolf of Ulric. The banner was carried at the battle of Middenheim itself, and afterwards dipped in the blood of a mighty daemon prince of Chaos destroyed by the Knights. This has endowed the hammer with magical properties, radiating a sense of terror that affects the Knights' enemies.

The unit carrying standard causes Terror when they charge.

KNIGHTS PANTHER



The Knights Panther, along with the Knights of the White Wolf, are considered to be the most powerful of all the Knightly Orders. Even if this is in question they are certainly one of the most, if not the most, ancient Knightly Order, tracing their existence back to the wars against Araby nearly a thousand years ago. Knights from all over the Old World joined in the war against the Sultans of Araby, driving their armies from the south of Estalia and carrying the battle to Araby itself. The returning Knights brought back much plunder from the Sultans' Palaces, including gold and silver, precious gems, silks, furs, and many exotic animals the like of which had never been seen before in the Old World. Some of the most amazing and beautiful creatures were the panthers, liberated from the pleasure gardens of Istrabul. They created such an abiding impression to the jubilant crowds cheering the return of the crusaders, in seeing some of the Knights parading them attached to gold chains, that the Order of the Knights Panther was founded. In time the creatures died but their fur would be used for saddle cloths or trimming for fur cloaks, reinforcing the new Order's unique character and reminding everyone of their victories in Araby. Today the original panthers and even their hides have long gone, but the memory of the Arabian wars is maintained in every Panther's raiment by wearing the hide of any spotted creature they can find and the panther emblem emblazoned on their shields.

Knights Panther are distinguished from other knights by their tall helmet crests topped by the image of a Beastman head. This is a change from the spotted great cat of their past, though they retain the distinctive pattern in their saddlecloths. The Knights of this order wear armour of dark blue and silver.

Though the crusades against Araby have long been over, the Knights Panther still carry their lances against the despotic lords of the south, and stand for the preservation of racial purity in The Empire and are dedicated to the annihilation of all mutants and any kind of Chaos taint. Such fanaticism is not unusual in Knightly Orders, though most choose to battle a foe somewhat closer to home. In the past century, two separate Imperial Decrees commanding the Knights Panther to desist have been issued, but both times, these commands were rescinded. The Imperial Court preferred to offend a distant foreign nation rather than a powerful martial force. Although the crusades are distant memory the Knights Panther today, they have a substantial presence in the staunchly Ulrican cities of Middenheim and Talabheim and can be seen on many public occasions.

The Order of the Knights Panther is a secular brotherhood dedicated to the good of the Empire. These nobles see themselves as protectors of the people and their lands; they strive to rise about the political machinations of individual provinces or city-states.

The Knights Panther are headquartered in a stout fortress built in the modern style, just a few miles from Carroburg. From here, the Grand Master Baron Heinrich von Torlichhelm oversees a dozen or more chapter houses scattered mainly across Reikland and Middenland. The second largest chapter house is located in Talabheim. Its knights report to Carroburg as a formality, but they serve under the employ of Countess Elise Krieglitz-Untern. The third largest Knights Panther chapter house represents the Graf's personal bodyguard in Middenheim. The Graf's bodyguard is known for its righteous and highly decorated knights.

The banquet halls of Knights Panther chapter houses are adorned with the helms of its members from generations past. Because the order dates as far back as the Arabyan crusades of the 15th century, many of the panther head coverings on these memorial helms have turned to desiccated leather. Each chapter house also mounts a splendidly crafted standard behind the head of its banquet table. The order's magic battle standard is kept by the Carroburg chapter house, but any chapter may requisition it for conflicts against powerful Chaos sorcerers. Chapter houses have scrollwork slogans inscribed in Classical above their entrances. Typical slogans are short statements like "Regis Pantera", or "Pantera Deus".

Unlike many Knighthly Orders, the Knights Panther owe their first loyalty to the Empire itself and are sworn to the protection of its people and lands. The Knights Panther are based predominantly in the cities of Middenheim and Talabheim. These cities are traditionally major centers of Ulric worship, and as a result, the Knights Panther have a fierce rivalry with the Knights of the White Wolf, each Order trying to outdo the other in battle. The Knights Panther consider their battle tactics rather crude while at the same time the Knights of the White Wolf consider the Panthers to be too interested in keeping their armoured suits highly polished than indulging in serious martial training. To be accepted into this order, a squire must hunt down and kill a great forest cat single-handedly, placing its skin beneath his saddle when knighted. Thereafter, the Knight Panther divides his time between serving the Graf and going on private quests to destroy the minions of Chaos wherever they are found.

"Never to suffer any person or thing bearing the mark of Chaos to live while there is breath in my body."

BARON HEINRICH VON TORLICHHELM, GRAND MASTER OF THE KNIGHTS PANTHER

Baron von Torlichhelm was elected to the position of Grand Master both for his diplomacy, and for his purity of faith. He has been forced to mediate countless disputes between his own knights and those of the White Wolf, for Ulricans have long memories and it was publicly known that von Torlichhelm's predecessor was an unwitting pawn of Chaos. As a result, Knights Panther are frequently accused by the White Wolves of granting mercy to mutants and cultists, which only spurs them to greater violence. The Knights Panther's past indignity has become something of a private joke among the White Wolves. Torlichhelm himself is a devout follower of both Sigmar and Ulric, and was known before his election as a generous benefactor of both cults.



The most zealous Sigmarites among the Knights Panther believe that von Torlichhelm was elected purely to appease the Ulricans, which they regard as disgraceful pandering. Overall, however, von Torlichhelm has made significant progress mending fences. He encouraged the Knights Panther to display beastman heads on their helms in place of the traditional cats, and convinced the Graf to appoint a Midden Marshal's son to his Knight Panther honour guard. Von Torlichhelm's biggest challenge will be to preserve the Knights Panther's long-standing traditions through this period of change.

	M	WS	BS	S	T	W	I	A	Ld
von Torlichhelm	4	6	6	4	4	3	6	4	9
Knight Panther	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 23 points per Knight Panther. Grand Master Heinrich von Torlichhelm cost 160 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, lance, shield, full plate armour and barding. Heinrich von Torlichhelm is equipped with a hand weapon, shield and full plate armour.

TROOP TYPE: Cavalry.

SPECIAL RULES: Hatred (Chaos).

Arabian Warhorses: The Knights Panther ride horses with a blood lineage from the great steeds of Araby. When charging, the Knights may add an extra D3" to their Charge range.

UPGRADES:

The Knights Panther Battle Standard 20 points
The Battle Standard of the Knights Panther was created by the wizards of the College of Light. It protects the Knights Panther from magical attack by warding away evil sorcery.

The unit carrying this standard gains Magic Resistance (2).

THE BLACK GUARD OF MORR

Whilst the cult of Morr has few, if any, official templars, they do have the Black Guard. These universally dour and serious warriors have an even more serious responsibility: to guard both the living and the dead from the endless malice of the Undead and those who would raise them. For the most part, they are a defensive order, protecting the great temples and graveyards of the Empire and the dignitaries of the cult, only riding to war in exceptional circumstances, such as during a crusade against the Vampire counts. Unlike most knights, they are trained in the use of ranged weapons to prevent their enemies from bringing their strength to bear in close quarters. This, along with their foreboding black obsidian armour and their strict vow of silence when on duty, means they are shunned by most other knightly orders, but such is the price of duty.

Black Guards appear to watch the open portals of Morr's temples night and day, without rest. In truth, guard posts are split into three shifts. However, each Black Guard is barely distinguishable from his replacement, and guard changes are conducted so discreetly that even someone standing nearby could miss it. When not on duty, Black Guards conduct martial training exercises and attend lessons under priests of Morr, who instruct them on theology and the undead.

When Morrian priests are required to travel long distances for funeral services, a Black Guard often accompanies them. Black Guards have also been known to escort priests of other gods, particularly Myrmidia and Verena, when they visit a Morrian abbey. The Order sometimes assigns Black Guards as chaperones under the false pretence of escort duty. In towns where the Order of Morr houses the Fellowship of the Shroud, Black Guards are prone to being caught up in cult politics. Although a Black Guard's responsibility is to the priests, many Black Guards aspire to join the Knights of the Raven. They often assist the order's Shroud agents, hoping to make a favourable impression. If the assistance involves destroying undead, Black Guards who abandon their posts can later claim that they were simply obeying the strictures of Morr.

Black Guards are otherwise incorruptible. Only the most dedicated of Morr's followers could endure standing all day in full plate armour, silent and expressionless. Only with express permission of the Order do Black Guards leave their temples for long periods, typically for family duties or religious pilgrimages.

The Black Guard of Morr inspires feelings of fear and dread in both friends and foes alike. The combination of their all-enclosing black, obsidian plate armour and their vow of silence makes their presence unsettling, and many whisper that they are really Undead spirits

bound into the service of the Cult of Morr by its priests.

The truth, of course, is far more mundane: The Black Guard are mortal Knights who are devoted to the God of the dead and whose purpose is to guard the graveyards, mausoleums, and other sites sacred to Morr. In some instances, they are called upon to hunt down Undead and the Necromancers who would bring them into the world.

The Black Guard rarely march to war, spurning conquests and threats in favour of standing watch against enemies from the realms of the dead. Not surprisingly, most forces marching against the dark counts of Sylvania find members of the Black Guard among them. Notably, however, the Black Guard took part in the crusades against Araby. Their presence was to prove invaluable during the siege of El Haikk, when their silent and stalwart demeanour terrified many of the defenders, who believed they were the angry spirits of their ancestors returning to kill them.

The true reasons behind the Black Guard's involvement in the crusade became clear after the Sultan was slain and his armies scattered. Rather than return home, the Black Guard marched onwards towards the Land of the Dead, Khemri. There they sought to do battle with the Undead armies of the Tomb Kings, and entered a protracted war with them, allying themselves with some of the native people who lived in their cold shadow. Many of the Black Guard perished on the crusade in Khemri, named the Black Crusade in their honour, but those who returned brought with them fabulous treasures and dark tomes, now interned within sealed vaults beneath the Temple of Morr in Luccini, opened only in times of great need.

Vows and Strictures

Black Guards observe all the regular strictures of. In addition, they observe the following vows:

Vow of Stoicism: The service of Morr is to be taken seriously. Black Guards may not laugh or make jokes, whether on duty or not. Their stoicism is sometimes unintentionally humorous, but this does not constitute a breach of their vow.

Vow of Silence: Black Guards may not participate in conversations while on duty. If asked questions by superiors of the Order, Black Guards may answer, but only with the minimal number of words. The vow of silence does not apply to combat situations, when Black Guards communicate in Battle Tongue.

Vow of Sacrifice: When faced with undead attackers, Black Guards must defend Morr's temples to the last drop of blood. Against living opponents, or when facing the undead on neutral ground, Black Guards are permitted to conduct a strategic retreat if the situation warrants.

The Black Guard are instantly recognisable, for they wear heavy suits of black obsidian plate mail, ornately carved with raven imagery and padded to allow the knight to move with eerie silence.

The armour totally hides any sign of the living knight encased within; this is partly theatrical, the better to maintain the knights' otherworldly aura of fear, but is also practical, as even the most minor of touches can allow some creatures of the night to drain their preys' souls from their bodies. Finally, when fighting foes who have a knack of returning from the grave, and who use Dark Magic to unleash nightmares and other foul spells long after the field of battle has been quit, it can be sensible to hide your identity.

Members of the Black Guard take vows of silence when initiated into the order, and are not permitted to speak or to utter a sound when on duty. This further adds to the air of menace that surrounds them. The Black Guard are permitted to speak at specific times, such as to call out warnings or orders in battle, although there are some within the order who maintain their vow of silence at all times outside of prayer. The most penitent and fanatical members of the order cut out their tongues to enforce the vow.

The Black Guard fight from the backs of mighty, black warhorses similarly clad in barding made from black lacquer or obsidian.

When mounted, they fight with huge greatswords and warhammers that glint silver as they smite their foes. The Black Guard cannot always fight from horseback, especially when standing guard or pursuing their enemies into tombs or crypts, and when on foot often use wicked-looking halberds.

The Black Guard's principal purpose is to serve as guardians of the temples and Gardens of Morr. They vigilantly protect these sacred sites from defilement by graverobbers and their ilk, patrolling the grounds with weapons at the ready. Many of these knights attach themselves to Morrian dignitaries, providing protection and adding to the priests' sinister atmosphere. Whilst the Black Guard rarely has opportunity to confront the more vile opponents of their faith, they welcome such opportunities, and are more than suited to the task of destroying Undead.

Encased in obsidian black armour and deathly silent when on battlefield, they are the dark guardians of the Empire. When parents wish to get their children to sleep at night they tell them that the Knights of Morr will come to them unless they rest. Held in a mixture of fear and respect by the Imperial military and the other Knightly Orders no one can doubt their martial prowess as they dispatch enemies with silent efficiency. There are many dark whispers about the secret rites invoked in becoming a Knight of Morr.

	M	WS	BS	S	T	W	I	A	Ld
Lavarro San Andera	4	6	6	4	4	3	6	4	9
Black Guard	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 25 points per Black Guard (11 points if on foot). Grand Master Lavarro San Andera cost 160 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, great weapon, Obsidian armour and barding. They may swap their great weapons for lances and shield for free. On foot, they are armed with halberds and full plate armour. Lavarro San Andera is equipped with a hand weapon and full plate armour.

TROOP TYPE: Cavalry (Infantry if on foot).

SPECIAL RULES: Fear

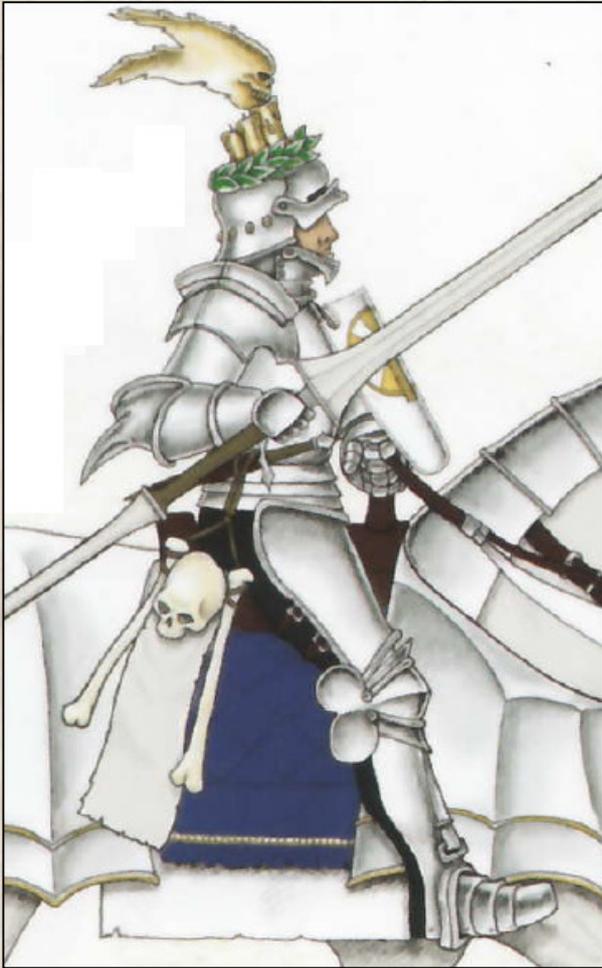
Fearless: The Black Knights of Morr are immune to the effects of Fear and Terror.

Obsidian Armour: The Black Guard of Morr take their name from the massive suits of plate mail armour they wear, ornately crafted from pieces of obsidian. Obsidian armour is bulky, but the sinister appearance it gives its wearer strikes fear into the hearts of all who face them in battle. Obsidian armour is almost always worn as a full suit - the disadvantages caused by its bulk make it impractical to use without the advantage of the intimidation factor.

Obsidian Armour gives a 3+ armour save, but slows down the wearer who suffer -1 to his initiative.



KNIGHTS OF THE EVERLASTING LIGHT



Known throughout the Old World, the Knights of the Everlasting Light are a doomed order, an institution that shoulders the heavy burden of an ancient curse. Many view these warriors with a mixture of sympathy and derision, for they cannot understand why any would voluntarily accept the curse by joining the ranks of this ancient order. Despite their blight, the Knights of the Everlasting Light are noble and true in their service to their Goddess, and amongst the countless tales of their curse there are a similar number revolving around their heroism and bravery. These are always coloured by gloomy ends and desperate efforts to hold back the call of the curse that afflicts them all. It is the self-sacrifice that makes them beloved in the eyes of the common people.

Like many templar orders, the Knights of the Everlasting Light traces its origins to the crusade against Araby, where it gained its fame and fortune from its part in the wars. Along with their great wealth and notoriety, though, came their curse. Legend holds that when these knights passed through a small town

filled with women and children, they hardened their hearts and slew them all. With a dying breath, the matriarch of the village cursed these knights for all time – consigning them to a life of heroic service, but one that ultimately would doom them to ignoble deaths.

The curse first became apparent when the order made its way home from the crusades, its ships laden down with fabulous treasures.

Despite the sea being calm, and the order's ships sailing in a fleet along with ships from countless other orders, only its ships sunk, sending the wealth of the order to the bottom of the Black Gulf. In the centuries that followed, the order has suffered worse and worse turns of bad luck, ranging from strange outbreaks of illnesses that afflict only them, to blights in the food they purchase, to lamed horses and worse. Nearly every knight has met some ignoble end, and the stories are filled with heroic warriors who survive battle but succumb to plague, choke to death on food, slip down a flight of stairs and break their necks, and more.

They find themselves thrown from their horses at inopportune moments; swords break as a deathblow is delivered; and seemingly stable earth turns to marsh or quicksand once the hooves of their steeds touch it.

Only a member of this Order (Kurt von Tzalza) could be struck in the eye by a ricochet that was fired behind him. Only a Grand Master of the Everlasting Light (Sigismund Drak) could be dumped unceremoniously into a cart-load of manure during a victory parade in Altdorf, the only such cart for many miles around. Only one Chapterhouse, in the entire history of the Empire, has vanished into a yawning chasm as the result of a freak earth tremor.

There are many more varied accounts of this ill-fortune in the histories of the Empire.

In every case, these deaths are always from some mundane source, and rare is the Knight of the Everlasting Light who finds an honourable end.

Despite being spurned by fortune, the Knights of the Everlasting Light are renowned for their bravery and courage, and in upholding truth, justice and liberty. They often find themselves standing in defence of someone or something that no one else will defend. They were the only warriors to defend the plague-afflicted village of Hafbad from an advancing horde, when nobody else would venture near.

And it was only knights of the order who would fight the fearsome Shaggoth, Brakorth, high up in the World's Edge Mountains.

The Knights of the Everlasting Light rarely undertake the mundane activities that many templars face as a daily reality, such as guarding temples or priests. Instead the knights of the order are constantly

embarking on crusades or quests, either as a means to further the cause of justice, or as a way to expiate themselves of the curse, if such a burden can ever be lifted.

Knights of the Everlasting Light are almost all drawn from the ranks of the nobility, usually the middle sons of nobles sent to join the order as a compromise between a martial career and a religious education. Regardless of the order's infamy and notoriety, there is never a shortage of applicants wanting to join. There are those strange folk in the world—again, mostly nobles—who believe it is better to belong to a well-known but cursed order, than to belong to a mundane but obscure order.

The knights swear to uphold the values of Verena, truth and justice, although as a result of their noble status, most of their views are skewed somewhat. The commoners they "deliver" unto justice do not always agree with their pronouncements.

The Knights of the Everlasting Light wield great swords, representing the sword of justice, and wear expensive and elaborate plate armour. They have a tendency to throw themselves into battle recklessly, seemingly without a care for their own safety or for the curse that hangs over their heads, reasoning that if they are doomed anyway, there is little left to fear.

Hilda van der Kratt

One of the few female members of the Knights of the Everlasting Light, and indeed of any templar order, Hilda is the youngest child from the aristocratic van der Kratt family from Nordland, a family with a curse all of their own. The van der Kratts were cursed several generations ago by a witch whom they drove from their lands, the results of which doomed all of their male descendants to die in battle. To this end, the van der Kratts hid their sons away, practically locking them into their dungeon to ensure their safety, while they sent their daughters into the world to seek their fortune and, hopefully, a cure for the curse. Hilda had the misfortune to join the Knights of the Everlasting Light, avoiding one curse only to be afflicted by another. Since joining, she has been mistaken for a wanted criminal, lost seven horses from misfired arrows, and has misplaced fourteen swords. Heedless of her fate, Hilda throws herself into her duties with great relish, and it is said that in battle she has the bravery of 10 men. She quests ceaselessly with her fellow knights, partly for justice and valour, but ever with one eye searching for a cure to her family's ills.

	M	WS	BS	S	T	W	I	A	Ld
Sigismund Drak	4	6	6	4	4	3	6	4	9
Knight	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 22 points per Knight. Grand Master Sigismund Drak cost 160 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, lance, shield, full plate armour and barding. Sigismund Drak is equipped with a hand weapon and full plate armour.

TROOP TYPE: Cavalry.

SPECIAL RULES:

Fearless: The Knights of the Everlasting Light are immune to the effects of Fear and Terror.

Cursed: The Curse afflicting the Knights of the Everlasting Light tend to make itself known at the most inopportune moments. The Knights must re-roll successful 6's when rolling to Wound and fail all Dangerous Terrain tests on a 1-2 rather than a 1. However, they are also seemingly untouchable in combat, gaining a 5+ Ward save in Close Combat.

HERTWIGS FOLLY

In the year 2485 at the Battle of Black Road Wolfram Hertwig, Elector Count of the Ostermark, stubbornly refused to allow the Grand Master of the Knights of the Everlasting Light to take command of his army, though Hertwig was barely into his teens and had never commanded an army in battle. In response, Grand Master Kessler and his warriors rode back to their chapter house, leaving Hertwig's army to fight the invading Orcs without their aid.

Though the greenskins were eventually defeated, the count's army suffered horrific losses and for many years, the Ostermark was dependant on aid from the armies of Ostland or Talabecland for its survival. Needless to say, Hertwig's Folly (as it has now become known) stands as a cautionary tale to those who would allow ego to blind them to the value of having the greatest warriors of the Empire fighting alongside them.

THE LONGSHANKS



Of all the famous orders of the nine Empire cults, the Longshanks are the most distinctive. Eschewing the heavy metal armours, decorated shields, and overbearing weaponry employed by the other templars, the Longshanks rely on stealth and skill to overcome their foes. Rather than slowing themselves down in mail and plate, they don leathers. Rather than swinging greatswords, they use longbows and sharp knives. They are the protectors of the holy sites and groves sacred to the Gods, and ally who would defile them face the staunchest of enemies.

Taal and Rhya have but one formal order of warriors, and so it falls to the Longshanks to fulfill all the roles and duties that templars of other cults perform. Since their focus is on the wilderness, tracking, and trapping, many discount the Longshanks altogether, decrying them as mere rangers rather than being a prestigious templar organisation. However, the Longshanks take their responsibilities seriously, and are ardent protectors of their affiliated holy sites.

All newly accepted Longshanks are forced to take the Wandering Vow, which prevents them from remaining in one place for longer than a week. They wander from one sacred grove or shrine to another, assisting in each one's upkeep and protection. Since many of their routes overlap, the Longshanks organise into small bands called packs. The hierarchy and organisation of these packs is very fluid, changing all the time as they move about the land.

The leadership of the order is similarly flexible, changing on a regular basis as new needs arise. Packs combine their talents to best serve their Gods. Generally peaceful, they abandon all serenity when they discover a holy site that has been defiled.

Henceforth, they commit themselves and their lives to hunting down the vermin responsible.

The Longshanks are more akin to scouts than knights. They are masters of the wilderness, stalking the wild woods and forests like vengeful ghosts, hunting down enemies and trespassers with no mercy.

They dress in comfortable outdoors clothes, typically in hues of green and brown to allow them to blend in with their environment. Longshanks favour the bow, in particular the longbow, as a weapon, and they are renowned marksmen, only surpassed in prowess by the Wood Elves. One of the first acts a Longshanks templar takes is to fashion his own bow, and he may spend weeks acquiring the proper materials and rubbing sacred oils and herbs into the wood.

In battle, Longshanks eschew all but the lightest of armours, preferring to let stealth and agility protect them from harm. If they wear armour, they don leathers stained darkly with oils and inks, so they may blend in with their surroundings. Many also wear green, brown, and red woad on their faces and exposed skin to better hide them from view.

Ulrika Grunfrau

The current leader of the Longshanks, Ulrika Grunfrau took charge of the order following the previous leader's death hunting a Beastlord through the forests of the northern Empire. Ulrika was keen to follow in her predecessor's footsteps, and has led many raids into the Darkwald and Forest of Shadows against tribes of Beastmen and Mutants, ridding their presence from countless shrines and sacred places of the Gods. There are some within the cult who think that Grunfrau is a little too eager to take the fight to the enemy, unnecessarily risking the lives of the Longshanks when the sacred sites of Taal and Rhya are no longer threatened, but many of her fellows agree that none of the cult can truly be safe so long as Beastmen and worse lurk within the forests.

	M	WS	BS	S	T	W	I	A	Ld
Ulrika Grunfrau	4	6	6	4	4	3	6	4	9
Longshank	4	4	4	3	3	1	3	1	8
Preceptor	4	4	4	3	3	1	3	2	8

POINTS: 13 points per Lonkshank. Grand Master Ulrika Grunfrau cost 145 points.

UNIT SIZE: 5+

EQUIPMENT: Two hand weapons, long bow and light armour.

TROOP TYPE: Infantry.

SPECIAL RULES: Forest Striders, Skirmishers, Scouts.

KNIGHTS GRIFFON

The Knights Griffon is a relatively young order by comparison to many of the other knightly orders of the Empire, founded by Magnus the Pious in 2305. The order is responsible for guarding the High Temple of Sigmar, as well as keeping senior members of the cult safe whenever they travel abroad.

The Knights Griffon are arguably the most drilled and militaristic Order in the modern Empire. Their daily rituals mostly consist of strict martial training. A veteran Knight Griffon is the epitome of discipline and soldiery on the field of battle. He is able and willing to hold his ground, attack, or retreat in good order should the situation require it. The Knights Griffon were founded in the year 2305 by Emperor Magnus the Pious as part of his rebuilding of the Empire after the Great War against Chaos. Magnus requested one hundred of the most loyal and devout Knights Panther to join him at his court in Nuln, where he formed an Order of devout Templars directly responsible for the protection of the Temple to Sigmar in the Empire's then-capital. The Knights were deeply honored by this selection and accepted the offer, and the Order of Knights Griffon was incepted. When the crown passed to the Princes of Altdorf in 2429, the Knights Griffon moved their Chapterhouse to the Cathedral of Sigmar in Altdorf to maintain their vow to protect the heart of Sigmar's realm. As a result, there is some animosity between the Knights Griffon and the Reiksguard, each of whom views the other as imposing on their traditional role.

The Knights Griffon were founded by Magnus the Pious as part of his attempts to rebuild the Empire in the aftermath of the Great War against Chaos. Founded from 100 of the most devout Knights Panther, the Knights Griffon are a templar order devoted to Sigmar and the protection of his cult. The order's primary task is to guard the High Temple of Sigmar in the Empire's capital city—once Nuln, but since the crown moved to Altdorf in 2429, so too did the Knights.

The Order enjoys an easy relationship with the cult of Sigmar, but less so with the Reiksguard, who consider the Knights Griffon to be intruding on their traditional territory of Altdorf and their role of guarding the Emperor; or the Knights of the Fiery Heart, the personal honour guard of the Grand Theonist, who often vie with the Griffons for political power within the High Temple.

The Knights Griffon drill and train within the barracks adjoining the High Temple. It is said that there are none so efficiently trained or resolute in their duties as a Knight Griffon. They are exceptionally proud of their heritage and honour, often to the point of arrogance. Critics claim this as one of their weaknesses; the Knights Griffon see it as a strength. Knights Griffons are always arrayed in splendour when parading or fighting, wearing ornate plate mail

lacquered dark green and gold. They wield swords and hammers in battle, along with lances from which fine banners flutter in the breeze. The most senior members of the order wear the pelts of griffons. In the past it was a rite of passage for a grandmaster to capture and skin a griffon to wear as a trophy, but today such beasts are highly prized in the Emperor's menagerie, so the rite has been done away with.

The Knights Griffon spend most of their days patrolling the High Temple of Sigmar, guarding the holy shrines and relics as well as the priests and other members of the cult. The one area they do not hold jurisdiction over are the private rooms of the Grand Theonist, which fall under the protection of the Knights of the Fiery Heart. When a priest from the High Temple travels, he can request that a Griffon accompany him, and a lector or arch lector can expect to be accompanied by a whole unit of the bodyguards.



	M	WS	BS	S	T	W	I	A	Ld
Tomas Bacham	4	6	6	4	4	3	6	4	9
Knight Griffon	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 22 points per Knight Griffon. Grand Master Tomas Bacham cost 155 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, lance, shield, full plate armour and barding. Tomas Bacham is equipped with a hand weapon and full plate armour.

TROOP TYPE: Cavalry.

SPECIAL RULES:

Well Drilled: The Knights Griffon are so well trained they manoeuvre as a unit with seamless efficiency. A unit of Knights Griffon will automatically pass all tests to Reform.

Prideful: To the Knights Griffon, defeat is an unthinkable event, brought on solely by the actions or inactions of others. As a result they are slow to flee a losing fight, and will never refuse a martial challenge. Members of this Order may not flee from a charge and no character may refuse an issued challenge. In addition, they do not roll an extra dice when fleeing.

SONS OF MANANN



The Sons of Mannan worship the Empire god of the sea. They are the most numerous of all of Manann's knightly orders, although they lack the prestige and wealth of their great rivals, the Knights Mariner. The Sons of Manann are ill-thought of by the leadership of the cult of Manann in Marienburg, often derided as land-lubbers and viewed as lapdogs to the Emperor. Whilst most would disagree on principal, it is certainly true that the Sons of Manann look far more towards Altdorf than Marienburg, and their chapterhouses are almost exclusively found within the Empire.

In recent years, the Sons of Manann have become more active in the northern provinces of the Empire. Uniting to defend their countrymen from Norse despoilers hailing from the frozen peaks of Norsca, they have begun to fortify the northern shores against attack. So successful have they been and so quickly has their reputation for vigilance and honour spread that they are positively inundated with fresh-faced recruits looking to give their lives to the service of the sea.

Clad in turquoise and white-enamelled armour, the Sons of Manann are a common sight in the coastal towns of the northern Empire. They fight with weapons true to their marine heritage - cutlasses and bucklers, chosen to allow them to fight freely on the rolling deck of a ship.

When not fighting at sea, the Sons of Manann ride great white horses into battle, said by many who witness their charge to be no mortal creatures, but great elementals of wave and water. Of course this is untrue,

but the Sons of Manann like to foster the impression all the same. Their steeds are trained in the surf along the northern shores, giving them great strength and endurance unmatched by the horses of other orders. From horseback, the Sons of Manann often spurn the lance, preferring to use wicked tridents instead in honour of their patron God.

When the Knights go to war they are often accompanied by a Priest of Mannan who will bless the Knights shortly before they charge into battle.

Grand Admiral Hrofil Halfdane

Hrofil Halfdane, Grand Admiral of the Sons of Manann, is a veritable bear of a man standing close to 7 feet tall with flowing white hair and a great beard, into which he has woven all manner of sea shells. Halfdane is a Norseman who found fame and fortune fighting in mercenary armies throughout the Old World. When the ship he was aboard was sunk by a great storm, Halfdane prayed to Manann for mercy, and when he was washed up alive on the northern coast of the Empire, he gave thanks to Manann by offering his blade to the service of the cult. Halfdane is a compelling leader, and he has worked his way through the ranks of the order over the past 20 years, until reaching his present position at its head.

The Sons of Mannan worship the Empire god of the Sea. They are a widespread order with many temples, particularly in coastal towns in the North, where worship of the sea god is needed to calm the infamously rough Sea of Claws. When the Knights go to war they wear turquoise and white armour and are often accompanied by a Priest of Mannan who will bless the Knights weapons shortly before they charge into battle.

	M	WS	BS	S	T	W	I	A	Ld
Hrofil Halfdane	4	6	6	4	4	3	6	4	9
Son of Manann	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 22 points per Son of Manann (10 points if on foot). Grand Master Hrofil Halfdane cost 160 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, trident (count as halberd), shield, heavy armour and barding. On foot, they are armed with hand weapon, shield and heavy armour.

TROOP TYPE: Cavalry (Infantry if on foot).

SPECIAL RULES:

Blessing of the Sea God: The Knights gain +1 to Hit in the first round of close combat.

KNIGHTS OF THE RAVEN

The Knights Raven is a sister-order to the Black Guard. Comprised of talented and fearless warriors, its purpose is to seek out and destroy every Skeleton, Zombie, and shade upon the earth, and to exterminate the Necromancers and Vampires who summon them. This is an aggressive order, and one not suited to the long quiet periods endured by the Black Guard.

The Fellowship of the Shroud believes in taking the battle to the enemy. Their very best warriors form an order known as the Knights of the Raven, and their mandate is very clear: destroy every Skeleton, Zombie, and Shade upon the earth and exterminate the necromancers and Vampires who summon them. Unlike their sister order the Black Guard, the Knights of the Raven are ruthless and aggressive, seeking out their enemy rather than waiting for Undead to come to them. At the moment, a great many of the knights are stationed in the town of Siegfriedhof of Stirland on the border of Sylvania. So far, they have only conducted raids, but as their numbers and intelligence grows, and the truth about Mannfred's return becomes undeniable, they will begin a crusade to take that bleak land away from its dark lords once again.

The life of the Knights of the Raven is more arduous than that of a typical knight. Their camp in Siegfriedhof is far removed from the comfortable surroundings most knights are used to. The vampiric lords of Sylvania are aware their enemies are mustering, and they are careful to keep a close eye on the Knights, instructing their minions to spy on them and even attack them should the opportunity present itself.

The knights have a reputation of being plagued by accident and affliction. Whilst many knights suffer injury or even death whilst training or jousting, such ill fortune seems to strike at the Knights of the Raven more frequently than most. Hunting parties near Siegfriedhof claim that they are more likely to encounter a dangerous beast if a Knight of the Raven rides with them. In the town the knights seem to be involved in coach accidents or injured in tavern brawls on a regular basis.

The knights know these mishaps are orchestrated by the creatures they have sworn to destroy. Every time one of their number falls victim to the ploys of the vampires, they steel themselves with added determination to wipe their foes from the face of the Old World. Some knights become impetuous under such circumstances, and after an uncanny spate of accidents it is not unknown for a group of knights to disappear into Sylvania to seek vengeance.

The Knights of the Raven are members of the Cult of Morr and have a great deal of influence with his priests. They are also known to many members of the Mourners' Guilds in the towns and cities in the Empire.

The knights are considered senior to the Black Guard who protect sites sacred to Morr, and some friendly rivalry exists between the two groups.

As experts in fighting the undead the knights are often consulted by those who face them in battle, either singly or as part of an army. Vampire hunters and troll slayers might seek their advice on what it is to face a vampire in single combat, while the generals of armies mustered to meet an undead threat may consult them on what strategies and tactics to employ in war. The knights also search for any lore or advice concerning vampires and their minions. They may cultivate contacts such as Strigany Mystics or Amethyst Magisters to better understand the foe they seek to wipe from the Old World.

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Raven Knight	4	4	4	3	3	1	3	1	8
Preceptor	4	4	4	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 22 points per Raven Knight. The Grand Master of the Knights Raven cost 160 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, bow, shield, full plate armour and barding.

TROOP TYPE: Cavalry.

SPECIAL RULES: Hate Undead.

Fearless: The Knights of the Raven are immune to the effects of Fear and Terror.



KNIGHTS OF THE VERDANT FIELD



Our work is not done here. More evil lurks within the heart of Drakwald.

The Knights of the Verdant Field are an order of Templars dedicated to the protection of Talabheim in the name of their militaristic Goddess, Myrmidia. They are warriors in the true sense of the word, trained to wage war in the forests and wild areas of their homeland. Though they rarely leave the confines of Talabheim, their skills serve them equally well from the Great Forest to the Drakwald. Although the Knights of the Verdant Field come from all walks of life, they share a single motivation: to serve their Goddess and protect their people.

The Knights of the Verdant Field bear a closer resemblance to the foresters accompanying the Empire's armies than typical knights.

Indeed, members of the other knightly orders have trouble recognizing the Knights of the Verdant Field as peers.

They are trained and equipped in their atypical manner in order to undertake an effective defence of Talabheim. Manning the Taalbaston walls, skirmishing in the Taalgrunhaar Forest and street fighting within Talabheim itself, all require their unorthodox style. Myrmidian military theorists first tried to task the Knights of the Blazing Sun with these duties, and while they performed admirably, the terrain involved did not favour deployment of heavily armoured horsemen. Instead, the Knights of the Verdant Field were conceived as a new order of knights trained as archers. The first members were select Knights of the Blazing

Sun with a talent for archery and the humility to give up their traditional military methods.

The Knights of the Verdant Field have yet to commit to a battlefield in any great number, but they have proved their worth on many occasions by seeing off beastman raiding parties that stray close to the Taalbaston.

Otto Feuerbach

Otto Feuerbach is a minor member of one of Talabheim's most powerful families. Though distantly related to the missing Elector of Talabheim, Otto has little time for political intrigue and harbours no ambitions for an electoral seat. He has had an interest in military matters since childhood and is a keen archer, having practised as a youth on his father's estate near Klarfeld.

Otto witnessed a demonstration of the Knights of the Verdant Field one summer while he oversaw the manning of a watch tower on the Taalbaston walls. A marauding band of mutants had snuck in under the trajectory of the tower's artillery pieces, and was in the process of scaling the walls when they were cut down by a flurry of arrows. Otto was sure that if they had made the ramparts good men would have died. Otto was even more impressed when he learned that the Knights had been hidden in positions outside the walls, sitting in hiding mere metres from the mutants' position until the perfect moment to launch their attack. Otto was so impressed he visited the Temple of Myrmidia, sharing his military insights with the priests there. Otto went on to be inducted into the Cult of Myrmidia and now fights in the ranks of the Knights of the Verdant Field.

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Verdant Field	4	4	4	3	3	1	3	1	8
Preceptor	4	4	4	3	3	1	3	2	8

POINTS: 12 points per Verdant Field. The Grand Master of the Verdant Field cost 140 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, long bow, and light armour.

TROOP TYPE: Infantry.

SPECIAL RULES: Forest Striders, Skirmishers, Scouts.

KNIGHTS OF THE TWIN-TAILED ORB



the Knights of the Twin-tailed Orb are a highly religious Order located high in the Worlds Edge Mountains. Believing that Sigmar has become one with the comet and looks down upon the Empire searching for worthy warriors to join him in his celestial abode, the members of this Order fight with a terrible ferocity, giving little heed to the possibility of death.

The Knights of the Twin-Tailed Orb are followers of Sigmar, named after the two-tailed comet that heralded Sigmar's appearance among mortals. Like other Sigmarite orders they are renowned for their zeal and fervour. In particular the knights of the Twin-Tailed Orb are famous for their eagerness to prevent the escape of a single tainted foe, and will relentlessly pursue fleeing enemies even when it would make more tactical sense to regroup.

Their shields proudly display the emblem of the twin-tailed comet — the sight of Sigmar, and the colours blue, orange and yellow predominate on their armour. The Knights are a religious sect located high in the Middle Mountains. They believe Sigmar has joined with the comet and now looks down upon the Empire searching for fearless warriors to join him in his celestial abode.

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Twin-tailed Orb	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 23 points per Knight. The Grand Master of the Knights of the Twin-Tailed Orb cost 165 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, comet flail, shield, full plate armour and barding.

TROOP TYPE: Cavalry.

SPECIAL RULES:

Zealous: The Knights of the Twin-Tailed Orb are fanatical Templars who charge into battle with the religious intensity of a Warrior Priest, so so consumed with the passion of their calling that they seem to burn with endless energy and are undaunted by the number of foes that face them.

The enemy cannot make use of the Steadfast rule when fighting Knights of the Twin-Tailed Orc. However, the Knights must always pursue a fleeing enemy.

COMET FLAIL

A peculiar, if devastating, weapon used by the most fanatical members of the Knights of the Twin-tailed Orb, the comet flail consists of two hollow iron balls attached by a long chain to a heavy stock, much like a normal flail. The balls are filled with pitch or oil and set alight, flames and burning oil pouring from them through holes in the metal.

Knights of the Twin-tailed Orb charge into battle with these flails, swinging them about their heads to give themselves the appearance of being surrounded by a pair of flaming comets.

Flail. All attacks made by a Comet Flail have the Flaming Attacks special rule.

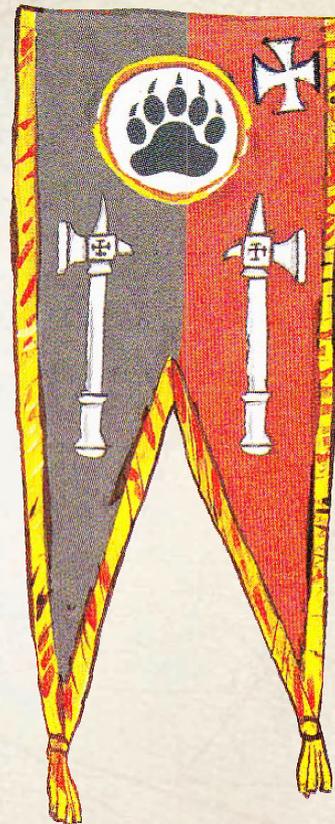


KNIGHTS OF THE BLACK BEAR

Easily the most boisterous of all the Knightly Orders within the Empire, the Knights of the Black Bear maintain a fortress on the borders of Averland as well as a Chapterhouse in Averheim itself. Close as they are to the haunted land of Sylvania and the Orc-infested Worlds Edge Mountains, the Bears of Averland do not lack for opportunities to prove their martial valor. Even so, the Knights have often found themselves without a foe and have thus fashioned a series of martial tournaments to provide an outlet for their energies (they had previously engaged in the practice of Halfling coursing — outlawed in 2402). These tourneys test all facets of what the Black Bear perceive to be Knightly skills and include such feats as swordplay, horsemanship, and of course, quaffing.

Where the name of the Order originates is a source of much debate. The official story, as put forward by the Bears themselves, speaks of a noble-yet-impoorished Knight having to wrestle a great bear to save a lady of noble birth who had become lost in the wilderness. Recognizing the nobility of his deed and being possessed of great wealth, she presented her savior with a gift of monies, which he used to found a Order house in Averheim. It is in this memory that each of the Order's tournaments is opened by the Grand Master wrestling a bear — a practice that can lead to a great many Grand Masters coming and going in the space of a year. Other, violently suppressed rumors indicate that there was no such incident and that the Order takes its name from a tavern of the same name in Averheim.

The enthusiastic and brazen nature of the Order means they pay no heed to the numbers that they face. But, this can also work against them on occasion, as they often tend to argue among each other instead of fighting the foe.



	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Black Bear	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 22 points per Knight. The Grand Master of the Knights of the Black Bear cost 165 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, lance, shield, full plate armour and barding.

TROOP TYPE: Cavalry.

SPECIAL RULES:

Strength of the Bear: The Knights of the Black Bear gain +1 to their Strength in any turn that they charge.

Fractious: Though all Knights are brothers in arms, some take more delight in quarrelling with their family than they do in sparring with the foe. Roll a D6 for each of your units of Knights of the Black Bear at the start of each Empire turn. On the roll of a '1' some form of disagreement has broken out in the ranks (possibly over who took more than his fair share of plunder in a previous campaign) and the unit may not move that turn.

THE HUNTERS OF SIGMAR

A relatively new Order, The Hunters of Sigmar have dedicated themselves to hunting down and destroying pockets of Chaos resistance in the Drakwold forest region. The Order was formed by Jerik Wildorn in the aftermath of the Storm of Chaos, mainly in response to the increased presence of Beastmen and other dark and dangerous things lurking in the deep forests of the Empire's northern reaches. Jerik is an expert woodsman and tracker, and these skills are emulated, honed, and perfected by the Order's Knights each and every day. They frequently provide escort services to coaches and merchant caravans travelling through the region. In addition to such duties, the Hunters of Sigmar go out of their way to track and eradicate evil where it lives within the woods. Their strategy revolves around the idea of striking at Chaos before it has time to gather and form a raiding army. By striking in a pre-emptive manner, lives are saved and small settlements spared the ravages of Chaos.

The average Hunter of Sigmar often spends long periods of time living outdoors. As such, they have to provide their own sustenance and have little time to repair their equipment. They carry everything they might need into the field — you just never know how difficult a trail will be. Mud-spattered and odorous, Hunters are certainly not regarded as the most glamorous Knightly Order. In fact, when they gather together to form a skirmish group, they are often mistaken for a ragtag group of Freelance Knights. However, their relentless struggle against the forces of Chaos is more than welcome in these dark times. It is not uncommon for local people's to offer shelter and food to these brave warriors of the Empire in a gesture of appreciation.

	M	WS	BS	S	T	W	I	A	Ld
Jerik Wildorn	4	6	6	4	4	3	6	4	9
Hunter	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 21 points per Knight. Jerik Wildorn cost 150 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, lance, great weapon, shield, and full plate armour.

TROOP TYPE: Cavalry.

SPECIAL RULES: Hate Beastmen, Forest Striders, Vanguard.

Shoddy Equipment: Due to the poor condition of the knights' equipment, their armour can often fall apart when struck, or their weapons snap when delivering their blows. The Hunters of Sigmar must re-roll 6' when rolling to Hit, and all attacks made against them counts as having the armour piercing special rule.



KNIGHTS OF THE BROKEN SWORD

The Order of the Broken Sword formed after a band of local freelance knights led by Dott Barthos gathered together to go after a marauding band of Chaos Beastmen. In recent months, these Beastmen terrorized and pillaged several local farms. Their last raid left three entire families slaughtered, a missing farmer's daughter, and three mutilated cows. Something had to be done.

The Knights tracked the Beastmen through the twisted forest to their camp and then readied themselves for battle. During the attack, Dott Barthos squared off against the leader of the foul beasts, Sizlak Grimhoof. In the ensuing battle with the vile Beastman, Dott Barthos was grievously wounded. With the last of his remaining strength, Barthos launched a ferocious attack. His sword swung in a wide arc, smashing against the head of Sizlak Grimhoof. The blow sheared the Beastman's skull clean in half, though breaking Barthos' sword in the process. With the Grimhoof defeated, Dott Barthos was filled with righteous fury. Pressing the advantage, Dott and his men pursued the fleeing Beastmen through the woods, eventually dispatched them all. In the aftermath of the skirmish, with his broken sword clutched to his chest, Dott Barthos finally succumbed to his terrible wounds.

On that day, the surviving Knights formed the Order of the Broken Sword, dedicated to stomping out evil and protecting the citizens of the Empire. Dott Barthos's Broken Sword and Grimhoof's cloven skull remain in the main hall of their Chapterhouse to this very day.

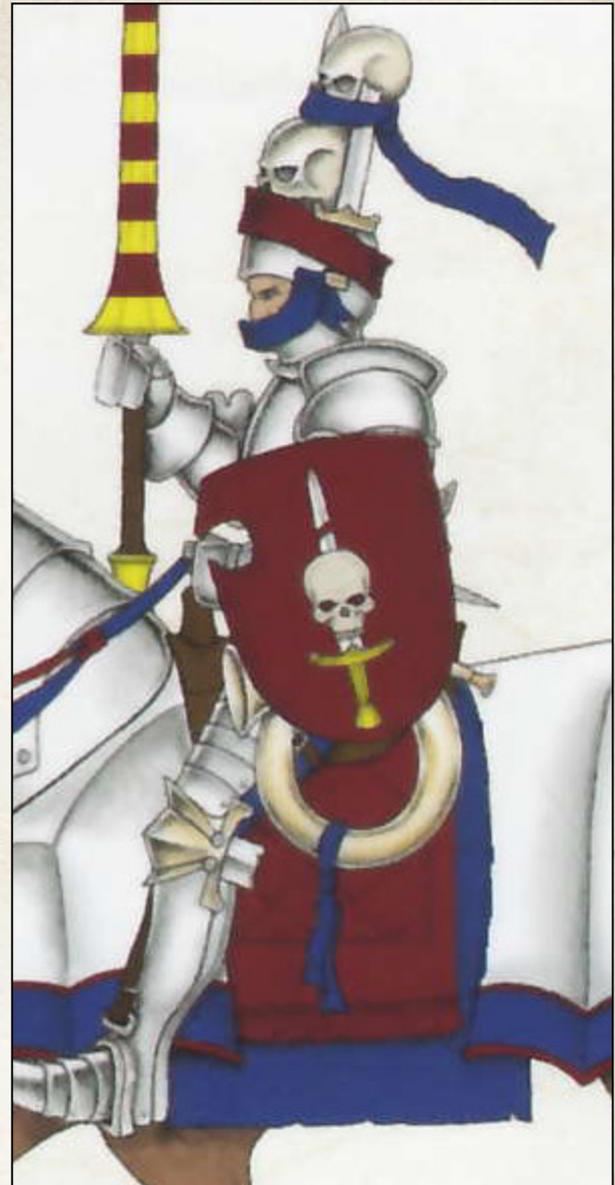
	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Broken Sword	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 22 points per Knight. The Grand Master of the Knights of the Broken Sword cost 165 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, lance, shield, full plate armour and barding.

TROOP TYPE: Cavalry.



SPECIAL RULES: **Hatred** (Forces of Destruction).

Reckless: Patience has been said to be the key ability of many a warrior, but it is a skill that has ever eluded those who are hungry for honour and glory. Knights of the Broken Sword must pass a Leadership test at the start of each Empire turn or move at full rate towards the nearest enemy, charging it if possible.

KNIGHTS OF THE SACRED SCYTHE



	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Sacred Scythe	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 21 points per Knight. The Grand Master of the Hunters of Sigmar cost 150 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, scythe (counts as morning star), shield, full plate armour and barding.

TROOP TYPE: Cavalry.

SPECIAL RULES: **Hate Undead, Killing Blow** (Vampires only).

Pariahs: The Knights of the Sacred Scythe are no longer welcome in the circle of its peers. Their names are reviled and their heritage abhorred. They may never use the Leadership of a character, nor may their Grand Master pass his Leadership onto non-Knightly units, even if he is the General of the army.

The Order of the Sacred Scythe have made it their duty to patrol the shadowy roads and paths of Eastern Stirland. Long and mysterious is their history, with most of the Chapterhouse records kept under lock and key. Rumours abound that the Order has tainted bloodlines of ill-repute — but no one knows for sure. What is known about the Scythes is that they are well-versed hunters of the Vampire. They tirelessly root out possible Vampiric threats, cults, and any who would serve such a dark master.

As the Scythes deal mainly with creatures of the night and dark magics, their methods are widely considered unorthodox and often downright improper. Most of the neighboring provinces openly despise the Sacred Scythes and do not welcome them in their taverns or towns. This distrust is not entirely unfounded. Such is their fervour to destroy the living dead, that more than one town has been left burnt to the ground and smouldering in the wake of a Sacred Scythe "Tribunal."

Encased in pitch-black armour and armed with a gleaming scythe, the Sacred Scythes are frightening to encounter on a lonely road after dusk. However, unbeknownst to the common people of the land, the Scythes perform a very real and useful service to the Empire. Their secret doings help keep Stirland from toppling into a land of blight and terror.



KNIGHTS OF SIGMAR'S BLOOD



The Knights of Sigmar's Blood have a long and proud history. Led by their Grand Master Hans Leitdorf, brother of the Elector Count of Averland, their ranks are filled with the men of noble houses across the Empire. Their selection process is considered extreme even among the other Orders, as each Knight in training must spend a year in study within the church where he is judged by the priests as to his worthiness.

	M	WS	BS	S	T	W	I	A	Ld
Hans Leitdorf	4	6	6	4	4	3	6	4	9
Knight	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 23 points per Knight. Hans Leitdorf cost 165 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, lance, shield, full plate armour and barding.

TROOP TYPE: Cavalry.

SPECIAL RULES:

Exemplars of Sigmar: The Knights of Sigmar's Blood have come to represent the purity of the warrior-god, Sigmar. Such icons are held in awe by the common people and can spell the difference between victory and defeat in battle. Any friendly units within 6" of a unit of Knights of Sigmar's Blood may re-roll any failed *fear*, *terror* or *panic* tests.



KNIGHTS OF THE GOLD LION

A secular Order, the Knights of the Gold Lion are unusual in that they were founded in Araby during the Crusades. A group of disenchanted Knights had fled to a backwater Arabian village after their army had suffered a crushing defeat. There, these Knights began to despair of ever returning home. One Knight, Erich von Strommer, took it upon himself to restore their resolve. To prove the truth of their cause, he set out into the savanna to take the head of a man-eating lion. He claimed that should he succeed in this impossible task, it would be a sure sign of Sigmar's favor. Days passed, but return he did, near delirious, bearing the head of a massive lion. The Knights were filled with courage, renamed themselves in honour of the feat, forged out into the desert, and eventually met up with allies. Since then, the Order of the Gold Lion has served the Empire as one of its most loyal Knightly Orders.



	M	WS	BS	S	T	W	I	A	Ld
Gold Lion	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 22 points per Gold Lion.

UNIT SIZE: 5+

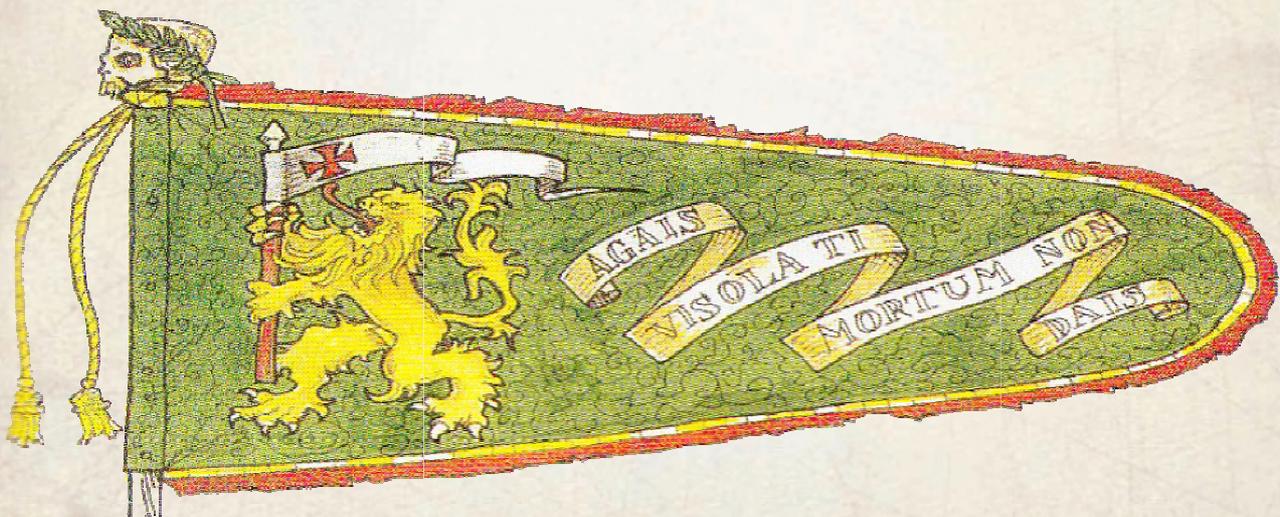
EQUIPMENT: Hand weapon, lance, shield, full plate armour and barding.

TROOP TYPE: Cavalry.

SPECIAL RULES:

Resolute: Even amongst their bold peers, the Knights of the Gold Lion are proud of heart and firm of purpose. They are Stubborn in the first round of every combat.

Humility: The Knights of the Gold Lion do not seek to set themselves above their fellow men, instead seeking the insight and purity that a humble life can teach. They do not hoard wealth, nor do they have the same labyrinthine structure of rank as their Knightly compatriots. The Knights of the Gold Lion may not field Inner Circle Knights or Grand Masters.



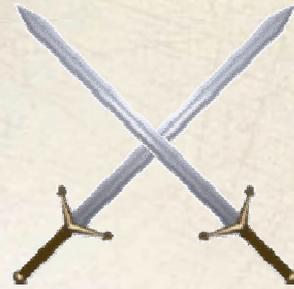
KNIGHTS ENCARMINE

Founded by the rich dilettante Frederici Tolscano in 2310, the The Knights Encarmine are a flamboyant, foppish band of warriors. This may have something to do with the fact that the Order is comprised entirely of the rich and privileged. Still, wealth alone isn't a guarantee of entry, as there are very strict and rigid guidelines concerning who may actually join the knightly order. Being a collection of rich and generally powerful individuals, the Knights Encarmine hold much political clout. As such, they have the option to choose which campaigns they will take part in — often the ones which require little actual dirty work to attain the most glory.

Each member of the order maintains a brilliant suit of red armour topped by tricolour plumage of green, white, and red. As the paint coating the armour chips away easily, the suit must be constantly repainted in order to maintain appearances. Members of the Knights Encarmine eschew the lowly shield as it is a "commoners defence" to hide behind a metallic barrier in battle. Instead, the Knights Encarmine practice a secretive two sword combat technique. One sword acts as a deflection tool, while the other strikes the deathblow.

Despite their often intolerable nature, the Knights Encarmine are very welcome when battle is finally joined. As the members of the Order incessantly hone their two-sword technique, they are masters of the blade. Foes fall in droves as the red-armoured Knights plow through ranks of foot troops and mounted warriors alike. As long as a general can stomach the tales of highly exaggerated bravery afterward, the Knights Encarmine are a valuable asset to any army of the Empire.

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Knight Encarmine	4	4	3	3	3	1	4	1	8
Preceptor	4	4	3	3	3	1	4	2	8
Warhorse	8	3	0	3	3	1	3	1	5



POINTS: 21 points per Knight Encarmine. The Grand Master of the Knights Encarmine cost 165 points.

UNIT SIZE: 5+

EQUIPMENT: Two hand weapons, full plate armour and barding.

TROOP TYPE: Cavalry.

SPECIAL RULES:

Two-sword technique: The Knights Encarmine may choose to use their additional hand weapon in two ways, chosen at the start of each close combat. They can either use it to gain an additional attack, or they can use it to gain the Parry special rule.

In addition, such is their skill with the blade that they may re-roll 1's when rolling to Hit in close combat.

Disorderly: When a regiment of Knights charges home it is as much their solid mass as their skill-at-arms that causes dismay to their enemies. As such, most Orders spend many hours practising manoeuvring in formation and fighting as a unit. Alas, these skills are not familiar to all and the Knights Encarmine has probably spent more time honing their bragging skills than their teamwork. The Knights Encarmine never receive rank bonuses, nor do they negate the rank bonus of an enemy.



KNIGHTS OF THE HAMMERS OF SIGMAR

The Order of the Hammer of Sigmar was founded in Altdorf shortly after the news of the destruction of Mordheim reached the city. Zealous Lectors of Sigmar encouraged the devout sons of local nobles to join the fledgling Order. Once assembled, the Lectors sent the Order into the ruins of Mordheim to restore order and keep the faith (and the faithful) alive throughout the turmoil.

The Templars of this Order can often be found bringing faith to the wavering masses and crushing the skulls of vile heretics. They ride into battle wielding great warhammers of all description, another sign of their devotion to Sigmar.

The Knights of the Hammers of Sigmar have fought the enemies of the Sigmarite Church for more than 200 years, their Chapter House and charter being granted to them by the Emperor Magnus the Pious himself. Armoured in burnished steel, and wielding lethal hammers in honour of Sigmar, they have maintained an untarnished record against any threat to the Empire from Ores to Chaos worshipping invaders. The piety of the Knights of the Hammer is beyond question and cultists and demagogues have learned to fear the shaven-headed warriors with their shining armour and terrifying martial prowess.

Currently the order is struggling to recover from the horrendous casualties it suffered fighting alongside the army of Valten and Luthor Huss in the Storm of Chaos. Of the 100 Knights that rode to Middenheim, only 20 returned, losses Knights of the Hammer may take years to recover from.



	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Hammer of Sigmar	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 23 points per Hammer of Sigmar. The Grand Master of the Knights of the Hammers of Sigmar cost 160 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, great weapon, full plate armour and barding.

TROOP TYPE: Cavalry.

SPECIAL RULES:

Exemplars of Sigmar: The Knights of the Hammers of Sigmar have come to represent the purity of the warrior god, Sigmar. Such icons are held in awe by the common people and can spell the difference between victory and defeat in battle. Any friendly units within 6" of a Knight of the Hammers of Sigmar may re-roll any failed *fear*, *terror* or *panic* tests.

TEMPLARS OF SIGMAR

The Order of the Templars of Sigmar, universally known as the Witch Hunters, is an organization dedicated to the eradication of heretics, be they warlocks, witches, sorcerers, fortune-tellers, necromancers, worshippers of the dark gods, deviants, mutants, blasphemers, sinners, utterers of profanities, servants of Daemons, or composers of corrupting music. Indeed, there are few who altogether escape the suspicions of the Witch Hunters with the possible exception of other Witch Hunters.

Although a Knightly Order, the mysterious group known simply as the Templars of Sigmar are a world away from the warriors in shining armour of popular image, so much so that they rarely refer to themselves as knights. Instead they battle the foes of Sigmar from the shadows, dealing with subtle and insidious threats such as Chaos cults and reclusive necromancers. In particular they excel at battling users of sorcery, as magic and trickery are tools often used by the servants of darkness. All that most common folk see of the Templars of Sigmar are the elaborate trials and fiery executions used to cleanse the souls of the wicked, and because of this they are most often known simply as Witch Hunters”.

They often wear black clothes, large rimmed hats and black or brown capes. They favour the use of the pistol and sword but carry many types of weapons. The symbol of the order is a silver hammer of Sigmar, often worn as a necklace.



	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Templar of Sigmar	4	4	4	3	3	1	4	1	8
Preceptor	4	4	4	3	3	1	4	2	8

POINTS: 13 points per Templar of Sigmar. The Grand Master of the Templars of Sigmar cost 160 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, brace of pistols and light armour.

TROOP TYPE: Infantry.

SPECIAL RULES: **Hatred** (Warriors of Chaos, Daemons of Chaos), **Skirmish**.

Blessed: Many Knightly Orders have a patron deity to whom they hold allegiance and in whose name they fight. The Templars of Sigmar, however, are more holy than others, the most devout of all being those through whom their deity's blessing pours most strongly. Attacks made by members of the Templars of Sigmar count as magical, and they gain Magic Resistance (1) as Sigmar protects them from hostile magic.



KNIGHTS OF THE FIERY HEART

The Knights of the Fiery Heart is one of a number of martial orders in the service of the temple of Sigmar. They are an elite cavalry unit of Sigmar Templars, dedicated to the destruction of all goblinoids. Together with the Order of the Fist (a secret sister order) they make up the Order of the Holy Knights of Sigmar. They are the personal guard of the Grand Theogonist. Aldred "Fellblade" Keppler, a member of this order was a one time companion of Felix and Gotrek.

The Fiery Hearts have a long and glorious history, dating from the civil wars when the cult of Sigmar was outlawed in Talabecland. They wear white surcoats and barding and carry white shields. They use red hearts as insignia on their shields with black maltese crosses mixed in.

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Fiery Heart	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

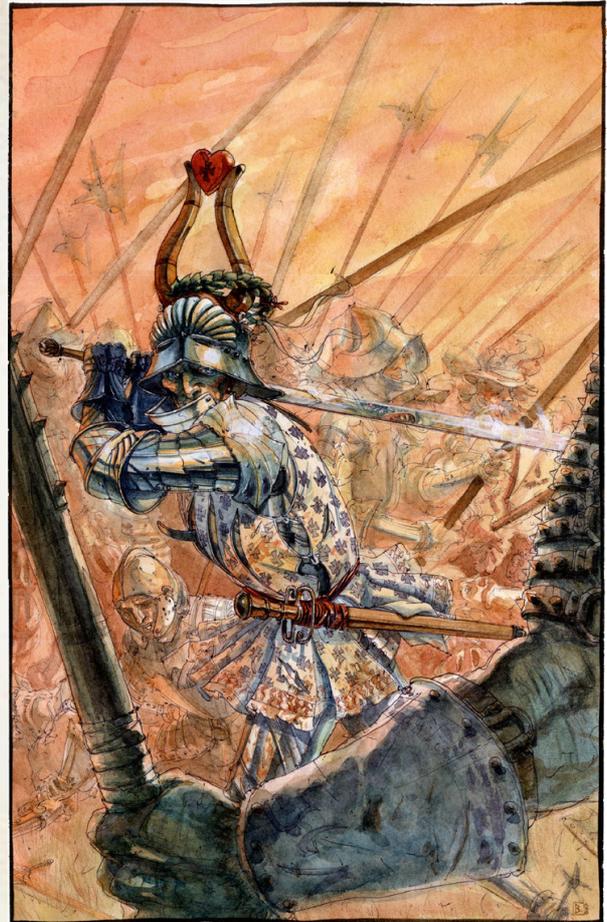
POINTS: 22 points per fiery Heart. The Grand Master of the Knights of the Fiery Heart cost 165 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, lance, shield, full plate armour and barding. They may replace their lance and field for great weapons for free.

TROOP TYPE: Cavalry.

SPECIAL RULES: Hate Goblins.



KNIGHTS OF THE BLACK ROSE



Originally founded during the time of the Three Emperors as the bodyguard of the would-be Emperor, the Elector Count of Stirland, the Knights of the Black Rose have a long and chequered history, famously changing allegiance no less than three times in the fragmented wars in which they were founded. Though they still carry the emblem of their progenitor, their loyalties are as shifting as the sand, for their Grand Masters have ever sought to cultivate political power from the military might at their command.

The heavy cavalry bodyguard of Otilia of Talabecland are justly famed throughout the land. Recruited from the best warriors of the stare, their ranks are always kept to one hundred men. It is a mark of great honour to be-chosen, and each man is paid and equipped at the states expense.

Their armour is stained black in a reference to their name, except their gauntlets which are red, signifying the spilt blood of their enemies. They carry-heavy lances, maces, swords and kite shaped shields emblazoned with a rose and thorns entwined around a bleeding heart.

What makes the knights unique is their horses' armour. The barding of the knights' steeds suggests the affiliation of the order with the god Morr: skulls, dreaded Morr himself and other motifs are all prevalent. Such a reminder of a man's mortality coupled with the dread nature of the imagery upon the barding is a terrifying sight for any enemy.

Every knight brings his own fighting expertise and knowledge with him to teach his compatriots. In this way, the- fighting prowess of the men is well rounded and unique. It is the knight's sworn duty to stay with the Countess and protect her from harm.

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Black Rose	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 23 points per Knight. The Grand Master of the Knights of the Black Rose cost 165 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, lance, shield, full plate armour and barding.

TROOP TYPE: Cavalry.

SPECIAL RULES: Fear.

Bodyguard: When joined by a General of the Empire (representing the Countess), the Knights of the Black Rose are Stubborn for as long as she remains with the unit.

Disloyal Reputation: Due to their transgressions in the past, Knights of the Black Rose are rarely trusted by their fellow soldiers. Friendly units within 6" of a unit of Knights of the Black Rose suffer -1 to their Leadership.

"I felt the ground quake and our pikes-clattered together as the vibrations got stronger. From over the brow of the hill -came the Order of the Black Rose, heading straight for our pike wall. We- couldn't believe it! Cavalry charging pikes from the front was suicide, but there they were at full tat, with lances lowered. I have never been so afraid. It was like facing metal-clad gods, not an inch of flesh was visible. Well, we dropped our pikes and scattered. Who wouldn't?"

So wrote an unnamed soldier at the Battle of Guildfried Field, where the Order of the Black Rose routed a pike phalanx of Two thousand men.

KNIGHTS OF THE BLACK LYNX



The Black Lynx Knights are an elite knightly order stationed within Black Fire Pass. Members wrap a gold armband with a black lynx paw print around their right arms as the group's emblem.

In 2504, nine out of 400 noble knights survived the Cleansing of Sorrol's Canyon, unlike 3000 orcs. Count Marius Leitdorf of Averland commissioned an order to honour the nine survivors and appointed Sir Otto Guntallan the first grandmaster of the order. They became the Knights Black Lynx, choosing their name from the mysterious jet-furred mountain cat. The order grew fast in status and held nearly 400 nobles at its height.

Averlanders consider the Knights Black Lynx the elite of the elite among the Mountain Guard. Unlike many orders, the Knights Black Lynx rarely battle from horseback (though they can and do ride). They pride themselves on moving silently and swiftly, like their namesake, to take enemies unaware. Officers are either knights of the inner circle or noble-born scouts, hunters, or stealthy folk. Their primary weapons are two-handed, and the majority prefers halberds, though all know a close quarters weapon as well.

	M	WS	BS	S	T	W	I	A	Ld
Grand Master	4	6	6	4	4	3	6	4	9
Black Lynx	4	4	3	3	3	1	3	1	8
Preceptor	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

POINTS: 11 points per Black Lynx (20 points if mounted). The Grand Master of the Knights of the Black Lynx cost 140 points.

UNIT SIZE: 5+

EQUIPMENT: Hand weapon, halberd, and full plate armour. If mounted, they have barding as well.

TROOP TYPE: Infantry (Cavalry if mounted).

SPECIAL RULES: Scouts (on foot only).

