

KNIGHTS

VERSION 2.1

UPDATED 25/05/19

INCLUDING CORRECTIONS, REVISIONS AND ADDITIONAL NOTES

Here we have a list of chivalry and high romance, of brave knights and sturdy yeoman, faithful retainers, the devout and the good. Like the majority of our lists it is broadly drawn and takes its inspiration both from medieval history, historical fiction, and fantasy fiction that draws upon these themes. It will therefore serve to give us the Knights of the Round Table - though whether Mallory or Monty Python we leave up to you.

The warband described by this list comprises human warriors divided into two not-necessarily-equal camps: the 'haves' representing our nobles, the knights and their masters; and the 'have nots' in the form of retainers, yeoman and peasants.

The knights are powerful warriors whether fighting on foot or mounted on fearsome warhorses, clad in heavy armour and wielding lances, huge swords and warhammers. The warband's leader is a warrior of the same cut and more so, second only to the knightly champion: a true exponent of the chivalric ideal - i.e. confidently brutal. The champion can have the challenge rule too, which makes this blue-blooded individual your top choice when it comes to dispatching troublesome monsters.

Although you are welcome to fill your warband's ranks with the aristocracy, such a warband would be embarrassingly small, and who would do all the fetching and carrying? Better to give your nobility some essential support. Retainers are professional troops in the employ of their betters. They can be mounted or on foot and commonly armed with spears or other pole-arms.

Archers and crossbowmen provide long range support, whilst when it comes to numbers the peasantry give excellent value for your points. In addition, we have included religious fanatics in the form of flagellants, who get the entertaining option of bringing a flaming wheel to battle with them.

Sorcery and spiritual devotion do not necessarily sit comfortably in a knightly warband, but we make provision for a court wizard in the tradition of Merlin: apprentices and familiars provide some protection against sword blades and arrows! Players might prefer to field a priest, saint, or some such holy type in the guise of a wizard, and they are welcome to do so.

Finally let us not forget those engines of siegecraft, the bolt throwing ballistas and stone throwing mangonels, available in small and large sizes and ideal for dislodging your enemies from their towers and keeps.

ADDITIONAL NOTES

This updated version of the Knights Warband list includes corrections and revisions of the original published version. This list forms part of the online resource base for the Erewhon game. If you spot any errors, typos or grammatical infidelities please drop me a line via the This Gaming Life pages.

I put this list together to represent broadly medieval forces similar in appearance to mail-clad knights of the 12th century onwards to full-armoured men-at-arms from the 15th century. A few players have asked about handguns. I deliberately avoided including them because I feel it extends the concept into the more flamboyant troops typical of the 16th century and onwards. However, should you wish to do so, the Arbalastiers could be rearmed with handguns at the same points cost removing the Heavily Laden rule. Such an arrangement should be undertaken with the consent of your opponent of course. Give the pavisse option a miss in this case. By the same token you can introduce cannons by using the Dwarf army list entries, adjusting the points for the difference in crew values.

As with all these lists the intention is that players build their forces around whatever source inspires them, and for the reason the lists are not overly restrictive. Such essential restrictions as exist can be overturned by mutual consent - or new ones imposed - in the interests of creating an enjoyable wargame.

LORD KNIGHT

Warlord Warrior Unit

Points Value: 106

Special: You must include one Lord Knight **or** Mounted Lord Knight in your warband and one only.

Unit: Lord Knight	Ag	Acc	Str	Res	Init	Co	Special
1 x Lord Knight with mace or sword, heavy armour	4	5	5	5(8)	8	8	Tough, Command, Follow, Heavily Laden, 3x HtH, Wound
2 x Knights with mace or sword, heavy armour	4	5	5	5(8)	7	7	Heavily Laden

Options

- Give unit chain mace or morning star @Free per model
- Give unit massive mace or warhammers @Free per model
- Give unit Zealous rule @5pts per model
- Upgrade Lord Knight to Tough 2 @10pts
- Upgrade Lord Knight to Wounds 2 @16pts
- Add up to 2 Knights @14pts per model

MOUNTED LORD KNIGHT

Warlord Mounted Unit

Points Value: 128

Special: You must include one Lord Knight **or** Mounted Lord Knight in your warband and one only.

Unit: Lord Knight	Ag	Acc	Str	Res	Init	Co	Special
1 x Lord Knight with mace or sword, heavy armour riding horses	4	5	5	6(9)	8	8	Tough, Command, Follow, Heavily Laden, Fast 8, 3x HtH, Wound
2 x Knights with mace or sword, heavy armour riding horses	4	5	5	6(9)	7	7	Heavily Laden, Fast 8
0 x Warhorses	-	-	5	-	-	-	1xHtH SV1

Options

- Give unit lances @1pts per model
- Give unit Zealous rule @5pts per model
- Upgrade Lord Knight to Tough 2 @10pts
- Upgrade Lord Knight to Wound 2 @18pts
- Mount unit on Warhorses @7pts per model cancelling out Heavily Laden 'no spirit' rule.
- Add up to 2 Knights @20pts per model

COURT WIZARD

Warrior Unit

Points Value: 56

Special: You can include a maximum of one Court Wizard in your warband.

Unit: Court Wizard	Ag	Acc	Str	Res	Init	Co	Special
1 x Court Wizard with stave	5	5	5	5	7	8	Tough, Wound, Magic Level 1
0 x Wizard's Apprentices with staves	5	5	5	5	7	7	-
0 x Wizard's Familiars	5	5	5	5	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV 1

Options

- Add up to 4 Wizard's Apprentices @9pts per model **OR**
Add up to 4 Wizard's Familiars @18pts per model
- Upgrade Court Wizard to Tough 2 @10pts
- Upgrade Court Wizard to Magic Level 2 @25pts
- Upgrade Court Wizard to Magic Level 3 @50pts
- Give unit swords instead of staves @2pts per model

KNIGHTLY CHAMPION

Mounted Unit

Points Value: 96

Special: You can only include a maximum of one Knightly Champion in your warband.

Unit: Knightly Champion	Ag	Acc	Str	Res	Init	Co	Special
1 x Knightly Champion with lance, heavy armour, riding warhorse	5	5	6	6(9)	9	9	Tough 2, Hero, 3x HtH, Wound, Fast 8 Warhorse 1x HtH SV1

Options

- Give Champion Challenge rule @10pts
- Give Champion Zealous rule @5pts
- Upgrade Champion to Tough 3 @10pts
- Upgrade Champion to Wound 2 @18pts
- Upgrade Champion to Wound 3 @36pts

PRIEST

Warrior Command Unit

Points Value: 64

Special: You can include a maximum of one Priest in your warband.

Unit: Priest	Ag	Acc	Str	Res	Init	Co	Special
1 x Priest with mace	5	5	5	5	7	9	Tough, Command, Divine Intervention, Wound 2
0 x Supplicants with maces	5	5	5	5	7	7	-

Options

- Add up to 2 Supplicants to unit @ 10pts each
- Give unit Hair Shirt @10pts +2pts per Supplicant model increasing Res to (5)6
- Make Priest Insufferably Sanctimonious @10pts increasing Tough to Tough 2

KNIGHTS ON WARHORSES

Mounted Unit

Points Value: 96

Unit: Knights on Warhorses	Ag	Acc	Str	Res	Init	Co	Special
1 x Knight Leader with mace or sword, heavy armour, riding Warhorse	4	5	5	6(9)	6	8	Tough, Fast 8, Warhorse: 1xHtH SV1
2 x Knight with mace or sword, heavy armour, riding Warhorse	4	5	5	6(9)	6	7	Fast 8, Warhorse: 1xHtH SV1

Options

- Give unit massive mace or warhammer @Free per model
- Give unit Zealous rule @5pts per model
- Give unit lances @1pt per model
- Add up to 2 Knights @28pts each

MOUNTED RETAINERS

Mounted Unit

Points Value: 72

Unit: Knights on Warhorses	Ag	Acc	Str	Res	Init	Co	Special
1 x Retainer Leader with sword, light armour, riding horse	5	5	5	6(7)	7	8	Tough, Fast 8
2 x Retainer with sword, light armour, riding horse	5	5	5	6(7)	7	7	Fast 8

Options

- Give unit bows @2pts
- Give unit crossbows @3pts
- Give unit spears @Free
- Give unit lances @1pt per model
- Give unit medium armour @2pts per model increasing Res to 6(8)
- Add up to 2 Retainers @20pts each

FOOT KNIGHTS

Warrior Unit

Points Value: 77

Unit: Foot Knights	Ag	Acc	Str	Res	Init	Co	Special
1 x Knight Leader with mace or sword, heavy armour	4	5	5	5(8)	6	8	Tough, Heavily Laden
4 x Knight with mace or sword, heavy armour	4	5	5	5(8)	6	7	Heavily Laden

Options

- Give unit massive mace or warhammers @Free per model
- Add up to 5 Knights @13pts each
- Give unit Zealous rule @5pts per model

FOOT RETAINERS

Warrior Unit

Points Value: 72

Unit: Foot Retainers	Ag	Acc	Str	Res	Init	Co	Special
1 x Sergeant with sword, light armour	5	5	5	5(6)	7	8	Tough
4 x Retainer with sword, light armour	5	5	5	5(6)	7	7	-

Options

- Give unit spears @Free per model
- Give unit medium armour @2pts per model increasing Res to 5(7)
- Give unit long spears @Free per model
- Add up to 5 Retainers @12pts each
- Give unit halberds @1pt per model.

ARCHERS

Warrior Unit

Points Value: 67

Unit: Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Sergeant with dagger and bow	5	5	5	5	7	8	Tough
4 x Archer with dagger and bow	5	5	5	5	7	7	-

Options

- Give unit long bows @2pts per model
- Give unit Dead Eye Shot rule @10pts
- Give unit swords @1pt per model
- Add up to 5 Archers @ 11pts per model
- Give unit light armour @2pts per model increasing Res to 5(6)

CROSSBOWMEN

Warrior Unit

Points Value: 72

Unit: Crossbowmen	Ag	Acc	Str	Res	Init	Co	Special
1 x Sergeant with dagger and cross-bow	5	5	5	5	7	8	Tough
4 x Crossbowmen with dagger and crossbow	5	5	5	5	7	7	-

Options

- Give unit swords instead of daggers @1pt per model
- Add up to 5 Crossbowmen @12pts per model
- Give unit light armour increasing Res to 5(6) @2pts per model
- Give unit medium armour increasing Res to 5(7) @4pts per model

ARBALESTIERS

Warrior Unit

Points Value: 72

Unit: Arbalisters	Ag	Acc	Str	Res	Init	Co	Special
1 x Sergeant with dagger and heavy crossbow	4	5	5	5	6	8	Tough, Heavily Laden
4 x Arbalisters with dagger and heavy crossbow	4	5	5	5	6	7	Heavily Laden

Options

- Give unit swords instead of daggers @1pt per model
- Give unit light armour increasing Res to 5(6) @2pts per model
- Give unit medium armour increasing Res to 5(7) @4pts per model
- Give unit heavy armour increasing Res to 5(8) @6pts per model
- Give unit pavisse @1pt per model
- Add up to 5 Arbalisters @12pts per model

PEASANTS

Warrior Unit

Points Value: 32

Unit: Peasants	Ag	Acc	Str	Res	Init	Co	Special
1 x Yeoman with cudgel	5	5	5	5	6	7	Tough, Surly
4 x Peasants with cudgels	5	5	5	5	6	6	Surly

Options

- Give unit pitchforks, bills or glaives instead of cudgels @1pt per model **OR**
- Add up to 5 peasants @4pts per model
- Give unit slings in addition to cudgels @3pts per model

FLAGELLANTS

Warrior Unit

Points Value: 92

Special: You can include a maximum of one unit of Flagellants in your warband.

Unit: Flagellants	Ag	Acc	Str	Res	Init	Co	Special
1 x Flagellant Leader with scourge	5	5	5	6	7	8	Tough, Zealous
4 x Flagellants with scourges	5	5	5	6	7	7	Zealous

Options

- Give unit Flaming Wheel @25pts
- Add up to 5 Flagellants @16pts per model

BALLISTA

Artillery Unit

Points Value: 69

Unit: Ballista	Ag	Acc	Str	Res	Init	Co	Special
3 x Crew with daggers, bolt throwing engine (ballista)	5	5	5	5	7	7	Large, Slow3

Equipment

1 x Small Bolt Thrower

Options

- Give unit Large Bolt Thrower instead of Small Bolt Thrower @21pts
- Give crew light armour @2pts per model increasing Res to 5(6)
- Give crew swords instead of daggers @1pt per model
- Add up to 2 Crew to unit @9pts each

MANGONEL

Artillery Unit

Points Value: 81

Unit: Mangonel	Ag	Acc	Str	Res	Init	Co	Special
3 x Crew with daggers, stone throwing engine (mangonel)	5	5	5	5	7	7	Large, Slow3

Equipment

1 x Small Stone Thrower

Options

- Give unit Large Stone Thrower instead of Small Stone Thrower @27pts
- Give crew light armour @2pts per model increasing Res to 5(6)
- Give crew swords instead of daggers @1pt per model
- Add up to 2 crew to unit @9pts each

WEAPON AND SPECIAL RULE SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Sling	0-10"	10-20"	-	0	2x Ranged SV0 on Fire order
Bow	0-10"	10-20"	-	0	
Longbow	0-10"	10-30"	-	1	
Crossbow	0-10"	10-30"	-	1	Fire order to shoot
Heavy Crossbow	0-10"	10-30"	-	2	Fire order to shoot, Heavily laden
Small Bolt Thrower	0-20"	20-30"	30-40"	3	Fire order to shoot, 3x Ranged
Large Bolt Thrower	0-20"	20-40"	40-60"	5	Fire order to shoot, Unstoppable
Small Stone Thrower	10-30"	30-40"	40-60"	3	Overhead, Fire order to shoot, D6 hits
Large Stone Thrower	10-30"	30-50"	50-80"	6	Overhead, Fire order to shoot, D6 hits
Flaming Wheel	Moves 10" at a time				Flaming Wheel. D6 SV6 Fire hits struck on units in its path. See Special Rules pxx.
Cudgel	Hand-to-Hand Combat			0	
Pitchforks, Bills or Glaives	Hand-to-Hand Combat			0	Cancels charge bonus
Scourge	Hand-to-Hand Combat			0	Can also be 'cracked' during exchanged of missiles
Stave	Hand-to-Hand Combat			0	+1 Strength
Daggers	Hand-to-Hand Combat			1	
Sword or Mace	Hand-to-Hand Combat			1	+1 Strength
Chain mace or Morning star	Hand-to-Hand Combat			1	Armour +1 maximum bonus
Spear	Hand-to-Hand Combat			1	Can also be thrown during exchange of missiles
Long Spear	Hand-to-Hand Combat			1	Cancels charge bonus
Lance	Hand-to-Hand Combat			1/3	SV3 on Charge
Halberd	Hand-to-Hand Combat			2	+1 Strength
Massive maces or Warhammers	Hand-to-Hand Combat			2	

Challenge. Once per game can issue challenge. Loser is destroyed.

Command. Friendly units within 10" can use the model's Co stat to take Command based tests.

Dead-Eye Shot. Can re-roll one miss.

Divine Intervention. Can steal an order dice from an enemy unit within 20" with successful Command test. If fail take 1 pin instead. Maximum of one attempt in any turn

Follow. Friendly un-pinned units within 5" can follow the unit's order immediately.

Heavily Laden. Cannot Sprint.

Hero. Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

Large. +1 to hit shooting. Can draw LOS to body. Can draw LOS over non-large models (artillery overhead only)

Pavisse. Cannot be give Run order. -3 Agility. Counts as cover with +2 Res bonus.

Slow/Fast. Move at the basic rate indicated.

Spirit. Can be sacrificed for a re-roll. Destroyed if wizard is slain.

Surly. Cannot benefit from Command, Hero or Follow rule.

Tough. Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

Unstoppable. Shot penetrates the unit hit and can strike others beyond so long as the target is hit each time. Roll twice on monstrosity damage table.

Wound. Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.

Zealous. Ignore pins when taking a break test. Re-roll failed order test.