

Chevaliers du Graal (Bretonnian Knights) (Claude)																		
(*+3 EXP at creation)																		
Rating:	149																	
Treasury:	8 couronnes																	
Number of models:	11 (3 to rout)																	
Maximum number:	12																	
Racial Max 4 6 6 4 4 3 6 4 9																		
Name	ID	Unit Type	##	M	WS	BS	S	T	W	I	A	Ld	Save	Exp	Cost	Equipment	Kills	
Arthur - Gold + Halberd	Roi	Questing Knight (Hero)	1	3"	4	3	4	3	2: OO	3 (4)	1/2	9	2/3+	26	145	Dagger; Sword; Shield Full Plate Armour	1	
Leader: Any model within 6" of the Captain may use his leadership instead of their own.																		
Knights Virtue: Never test for All alone																		
Advance: +1 Wound																		
Sir Lancelot - Silver + Hammer	Dame	Knight Errant (Hero)	1	3"	3	3	4	3	1	3	2/3	8	3/4+	13	90	Dagger; Sword; Shield; Hvy.Armour	0	
Knights Virtue: Never test for All alone																		
Hatred VS. Dark Elves																		
Advance: +1 A																		
Sir Humaine - Cuivre + Vert	Valet	Knight Errant (Hero)	1	3"	3	2	4+1	3	1	3	1/2	8	3/4+	13	90	Dagger; Sword; Shield; Hvy.Armour	0	
Knights Virtue: Never test for All alone																		
Mighty Blow. +1 Strength to weapon attacks in HtH combat																		
Chose II	10	Squire	1	4"	3	2	3	3	1	3	1/2	7	5+6	0	30	Dagger; Axe; Shield; Bow	0	
Advance:																		
Truc	9	Squire	1	4"	2	2	3	4*	1	3	1/2	7	5+6	5	25	Dagger; Sword; Shield	0	
Advance: +1 T																		
Resilient: -1 Strength to all Close combat hits																		
Pip	8	Squire	1	4"	2	3	3	3	1	4	1/2	7	5+6	7	23	Dagger; Hammer; Shield; Long Bow	0	
Advance: +1 BS, +1 Initiative																		
Step Aside (5+ save in HtH combat)																		
	4	Men-at-arms	1	4"	4	3	4	3	1	3	1/2	8	-	5	40	Dagger; Sword		
			1	4"	4	3	4	3	1	3	1/2	8	-	5	40	Dagger; Sword		
Advance: +1 WS, +1 S																		
	3	Peasant Bowmen	1	4"	3	4	3	3	1	3	2	7	-	5	35	Dagger; Long Bow		
			1	4"	3	4	3	3	1	3	2	7	-	5	35	Dagger; Long Bow		
Advance: +1 BS, +1 A																		
	2	Peasant Bowmen	1	4"	3	3	3	3	1	3	1	7	-	0	30	Dagger; Bow		
Advance:																		
Roland	As	Bard (Hired Sword)	0	4"	3	3	3	3	1	4	1	7	6	2	20/10	Dagger; Sword; Light Armour		
Songster: Any friend within 6" may re-roll failed Ld test with +1 Ld, including Rout test																		
Skills: Academic & Speed																		
Advance: +1 Initiative																		
															Total	583		
Axe	-1 armour save.																	
Bow	1 Attack, 24" R, S3.																	
Dagger	+1 armour save, or save of 6+ if the model has none.																	
Full Plate Armour	Basic D6 saving throw of 4+. Human Mercs only, Serious Injury Save of 4+. Move -1, Initiative -1. No speed skills.																	
Hammer	Concussion: Injury rolls of 2-4 cause the victim to be 'Stunned'																	
Heavy Armour	Basic D6 saving throw of 5+. -1 movement if used with a Shield.Serious Injury Save of 5+.																	
Long Bow	1 Attack, 30" R, S3.																	
Shield	+2 AS in HtH combat, +1 AS versus Missile weapon. Models mounted or using pistols only add +1 to their armour saves in HtH combat. -1 movement if used with Heavy Armour																	
Sword	Parry: When your opponent rolls to hit, roll a D6. If you beat his highest 'to hit' score, one attack against you is negated.																	
Notes:	Blessing of the Lady of the Lake (Ld test at start of battle = Blackpowder fail on 4+; Other missile weapons fail on 4+ if trying to shoot a Knight)																	
Riders: All Knights and Squires have Ride skill																		
Knighted: A Squire taking an opposing Leader or Large creature OOA will become a Knight Errand (see band rules)																		
No poison, no blackpowder weapon and no evil Hired Sword																		
Heroes get new advances at 2, 4, 6, 8, 11, 14, 17, 20, 24, 28, 32, 36, 41, 46, 51, 57, 63, 69, 76, 83 and 90 experience.																		
Henchmen and Hired Swords get new advances at 2, 5, 9 and 14 experience.																		