

Equitanian Crusaders

Equitanian Crusaders roam the world hunting down evil. They only accept gold for their services because they need it to survive and pay for their crusade.

Special Rules

Before each skirmish, the party leader may take a Ld test. If passed, any model in the enemy party must roll a 4+ every time they wish to use any Blackpowder weapon.

This rule applies to other missile weapons only if the target is a Knight of the Quest or Knight Aspirant.

Special Skills

The following Special Skills can only ever be taken by a Knight of the Quest.

Virtue of Purity

Any Ritual cast on the warrior is dispelled on a 4+.

Virtue of Valour

The warrior may re-roll to hits in close combat.

Virtue of Discipline

If this warrior is not Knocked Down or Stunned, you may re-roll your first failed Rout test.

Virtue of Noble Disdain

The warrior has Hatred when fighting any model that carries a missile weapon.

Virtue of Impetuosity

The warrior can add +D3" to their charge range. Roll the dice before measuring the charge distance.

Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

Starting Gold	Model Count
500pg	3-12

Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none">• Bard• Beast Hunter• Deathseeker• Elven Mage• Elven Ranger• Gladiator• Halfling Ranger• Prospector• Roadwarden• Scout• Winter Ranger	<ul style="list-style-type: none">• Demicus, the Great Wizard• Emyur, the Dawnblade• Mad Michael

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Knight of the Quest	1	20	80pg
Knight Aspirant	1-2	8	50pg
Squire	1-3	0	15pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Man-at-Arms	1-8	25pg
Archer	-	20pg

Equipment

Knight	Cost to Equip
Dagger	1 st free / 2pg
Mace	3pg
Sword / Shield	5pg
Helmet	10pg
Double-handed weapon / Morning Star	15pg
Light Armour	20pg
Heavy Armour	50pg

Squire	Cost to Equip
Dagger	1 st free / 2pg
Hammer	3pg
Sword / Axe / Shield / Buckler	5pg
Spear / Bow / Helmet	10pg
Long Bow	15pg
Light Armour	20pg

Man-at-Arms	Cost to Equip
Dagger	1 st free / 2pg
Hammer	3pg
Sword / Axe / Shield	5pg
Spear / Halberd / Helmet	10pg
Double-handed weapon	15pg
Light Armour	20pg

Archer	Cost to Equip
Dagger	1 st free / 2pg
Sword / Axe	5pg
Bow / Helmet	10pg
Long Bow	15pg
Light Armour	20pg

Warrior Profiles

Knight of the Quest

A Knight of the Quest is a noble who has decided to prove his valour by hunting down evil.

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

Equipment – any from Knight list.

Skills – Combat, Strength, Speed, Special

Special Rules

Leader

Immune to Psychology

Knight Aspirant

Knights Aspirant are the sons of nobles. They follow the Knight of the Quest in the hope that they will prove themselves.

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

Equipment – any from Knight list.

Skills – Combat, Speed

Special Rules

Immune to Psychology

Squire

Squires are the most trusted servants to the knights. They naively believe that if they perform honourably, they have a chance of being promoted to knighthood.

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

Equipment – any from Squire list.

Skills – Combat, Strength

Man-at-Arms

Men-at-Arms make up the retinue of the Knight of the Quest. They are adequate warriors, but only serve because it beats being a lowly peasant.

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

Equipment – any from Man-at-Arms list.

Archer

Archers are Men-at-Arms who have shown an aptitude for archery.

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

Equipment – any from Archer list.