

ERRANTRY WAR

The following troops count as characters, Core, Special or Rare units in the Errantry War army list:

LORDS	Bretonnian Lord
HEROES	Damsels Paladins
CORE UNITS	1+ Knights Errant Knights of the Realm Men-at-arms Peasant Bowmen
SPECIAL UNITS	Questing Knights Mounted Yeomen 0-1 Pegasus Knights
RARE UNITS	0-1 Trebuchet Battle Pilgrims

SPECIAL RULES

Errantry War

Unsurprisingly, an Errantry War army consists mainly of young Knights Errant. Knights Errant are the only unit that counts for the minimum number of Core units in the army – ie, in a 2,000 points army, the army must include a minimum of three units of Knights Errant.

Grail Knights will often join the ranks of the young Knights Errant to give them some inspirational leadership – an ideal for them to aim for. Instead of taking a normal unit Champion, Knights Errant may take a Grail Knight as their Champion for +22 points.

Errantry Fervour

All Knights Errant units must take a Standard Bearer. All these Standard Bearers count as having the Errantry Banner (and so may not choose a different magic banner).

Glory or Death!

Knights Errant are rather enthusiastic at the best of times, but during an Errantry War they take their rashness to a whole new level in their attempt to earn themselves honour and distinction.

Knights Errant suffer the following modifiers to any Impetuous test they take (this is cumulative with the -2 modifier due to the Errantry Banner itself).

-1 if there is one or more *fear*-causing enemies within charge range.

-1 if there is one or more *terror*-causing enemies within charge range.

-1 if there is one or more dragons within charge range (including undead Zombie Dragons).

-1 if there is one or more Damsels within 6" (they like to show off in front of the ladies).

-1 if there is one or more enemy unit within charge range that has a higher Unit Strength than the Knights Errant unit.

In addition, Knights Errant must always pursue. They roll an extra D6 in pursuit, and choose the highest three dice.