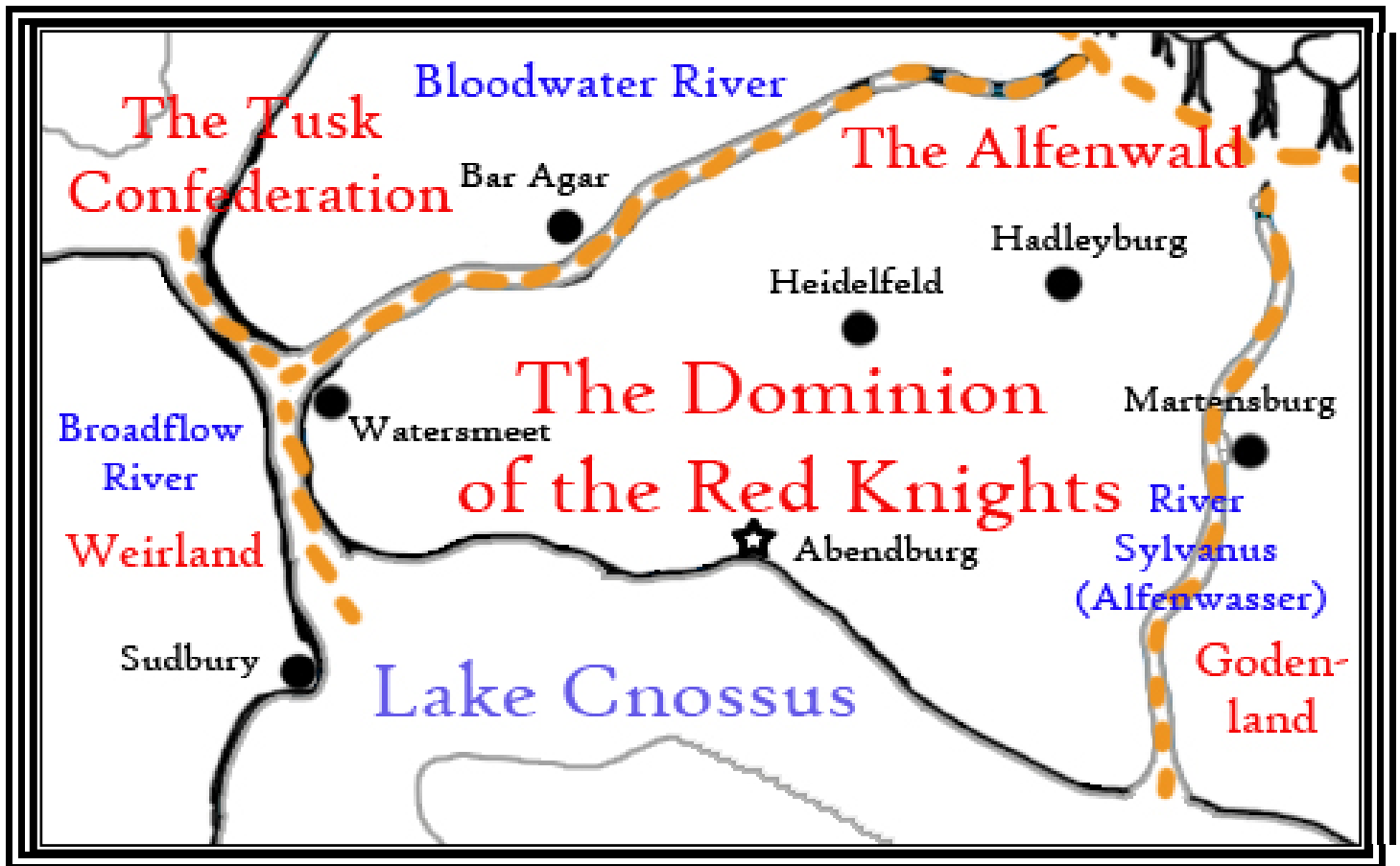


The Dominion of the Red Knights



The Sacred Order Thracios was founded in 1344 during the height of the Borean invasion. The Godenic states of the north were badly divided and the Boreans had made steady gains when the oracles of Thracios called for the formation of military religious order. This order would dedicate its members to his service and pledge unswerving loyalty to the ideals of honor, courage, loyalty, and obedience.

Accordingly on the day of the summer solstice in 1344 at Oldburg, the new Order was consecrated in obedience to the divine instruction.

There are three ranks within the Order. Knights of Honor take the three vows of chastity, poverty and obedience, but only for a term of ten years. At the conclusion of this time, they may leave the Order and are often granted a fief of land to support them after their service. The other two ranks, Knights of Devotion and (the most exclusive rank), Knights of Faith, require lifelong commitments.

The symbol of the Order is a white gauntleted fist on a crimson field, and all of the banners and trappings are of bright red, unadorned.

The Order is ruled by a Grand Master. The Grand Master is elected for life by the assembled Knights Commanders. The capital is Abendburg, built on the ruins of ancient Abydos. From there the Grand Master administers and directs unending war upon the Boreans.

As the years have lengthened, the Order has grown both in numbers and power. Large parts of territory overrun

by the Boreans has been won back and fortified. Yet this success has led to a sense of complacency on the part of the other Thraciot nations. Only Eryxia continues to send any appreciable aid.

To a certain extent this is counterbalanced by the growing self-sufficiency of the Order. It now administers its own lands, and has established considerable settlements throughout its territory. However, the greatest restraining factor is the division growing within the Order.

As the frontier has pushed north, more lands have become open for settlement. Given the few numbers of the Order, it was decided to give Knights of Honor who have completed their term of service tracts of land. These settlers over time have taken on the role of secular vassals, and generations of intermarriage have consolidated many of these holdings into large and prosperous estates.

This has created tension within the Order, as these vassals are increasingly unwilling to risk their homes and treasure for the sake of military expansion. It is the custom of many families to send their second and subsequent sons into the Order as Knights of Devotion and Faith, and these familial ties exacerbate the division, as the leadership finds itself divided between the religious imperative to crusade and the familial impulse to spare their kin from the hazards of war.

In addition, there is the problem of Weirland's jealousy. This region was formerly under the control of Weirland, having been won from Godenland. When the

Boreans invaded, the claim was set aside in favor of other, more pressing concerns (such as the struggle for survival). However, since that time, tension has grown again.

The current Grand Master, Dietrich, is therefore in a very delicate position. Thus far he has avoided an outright schism within the Order, but he fears that favoring one side could result in an outright split. This would be a disaster, not only for the Order, but for the cause of humanity in general. As present he has lent a sympathetic ear to the concerns of both sides, and while he has urged greater preparation in the north, he has postponed any immediate plans of conquest. How long he can maintain this balancing act remains to be seen.

Most of the area controlled by the Red Knights is mixed plain, with occasional woods and gullies. Like other lands bordering Lake Cnossus, the southern coastal region is warmer and more fertile than the northern district.

The Dominion is bounded by Broadflow River to the west and the Alfenwasser to the east. The Alfenwald lies to the northeast and this completes the recognized borders. The Bloodwater, to the north, now forms the frontier between the Dominion and the Tusk Confederation.

Military: The Red Knights are a purely military order. Each warrior has dedicated himself to Thracios and as such must renounce the pleasures of wealth and the flesh in exchange for a life of prayer and battle. There are relatively few actual Knights, at most one for every 100 warriors, but each is a master of weapons and warfare. The Dominion is divided into districts, each with its own commandery and garrison.

As stated above, while the Red Knights are theoretically warrior-monks, a growing number are lay-brethren, who only take some of the vows or take them for a term of years, usually 10. Thus there are increasing numbers of permanent, professional military families who have their own ancestral lands and are essentially regular vassals of the local Knight Commander.

In times of war they fight along side the Order and though they may have been released from their vows, remain formidable warriors and the equal of any chivalry in greater Thracia.

Army Special Rules

Right of Command

Though they often serve as advisors to other Thraciot kingdoms, within their own realm, the Red Knights reign supreme. If a Knight Commander or Honored Brother Knight is included in the army, it must be the Army Commander.

Undaunted

As the elite warriors of the God of Battle, the Red Knights are used to being outnumbered. To reflect this, Knight Commanders and Honored Brother Knights (and units they are in) never suffer the -1 morale penalty for being Outranked. Note that they may still outrank the enemy and that their opponents can benefit from outranking them, but they themselves ignore the negative morale effect.

CHARACTERS

Knight Commander

Knight Commanders are Knights of Faith or Devotion that have proven their worth and soldiers and have been entrusted with command of a field army. They are incredible and inspiring warriors.

Character on foot **130 points**

MS	SS	SV	W	AT	MV	ML
6	3	0	3	3	4	A

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 3 magic items.

Special Rule: **Undaunted, Right of Command**

Honored Brother Knight

Knight Commanders are often assisted by knights of lower rank, such as Knights of Devotion or Knights of Honor. Though less skilled and experienced, they are inspiring leaders and capable warriors.

Character on foot **80 points**

MS	SS	SV	W	AT	MV	ML
5	2	0	2	2	4	A

Equipment: Hand weapon

Options: Any armor and melee weapons from the Armory, up to two magic items.

Special Rule: **Undaunted, Right of Command**

Captain

Captains are career soldiers who have proven themselves in countless battles to be able leaders.

Character on foot **90 points**

MS	SS	SV	W	AT	MV	ML
5	3	0	2	3	4	B

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 2 magic items.

Vassal Baron

Endowed with land in return for service, landed barons have some skill with arms and decent leadership, but often defer to their more experienced peers.

Character on foot **50 points**

MS	SS	SV	W	AT	MV	ML
4	2	0	2	2	4	B

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 2 magic items.

Sergeant at Arms

Sergeants at Arms are the backbone of the feudal levies, lending their experience to the forces of their liege-lords.

Character on foot **35 points**

MS	SS	SV	W	AT	MV	ML
3	2	0	2	2	4	C

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory.

Ordo Numinum Militare Wizard

The wizards of the ONM are famed for their mental toughness and fierce devotion to the Thraciot people. They are the only wizards trusted enough to accompany the Dominion's forces.

Character on foot **75 points**

MS	SS	SV	W	AT	MV	ML
3	2	0	3	2	4	B

Equipment: Hand weapon.

Options: Up to two magic items. May not wear armor and cast spells. May upgrade to Master for 60 points.

ARMORY

Characters may be outfitted from one choice on each of the following lists.

Armor

Item	Cost	Effect
Shield	3	6+ save
Light armor	3	6+ save
Light armor and shield	5	5+ save
Heavy armor	5	5+ save
Heavy armor and shield	8	4+ save
Warhorse	3	6+ save, 8" move
Barded Warhorse	5	5+ save, 7" move
Light armor and warhorse	5	5+ save, 8" move
Light armor and barded warhorse	8	4+ save, 7" move
Light armor, shield and warhorse	8	4+ save, 8" move
Light armor, shield and barded warhorse	10	3+ save, 7" move
Heavy armor and warhorse	8	4+ save, 8" move
Heavy armor, shield and warhorse	10	3+ save, 8" move
Heavy armor, shield and barded warhorse	15	2+ save, 7" move

Melee Weapons

Item	Cost	Effect	Shield?
Mace	5	AP 1	Yes
Great Weapon	5	AP 2	No
Lance	5	AP 2 on charge	Yes
Spear	5	AP 1 if set	Yes
Flail	10	AP 1, negates shield	Yes
Additional hand weapon	15	Adds 1 attack	No
Pike	5	AP 1, AP 2 if set	No

Units

Red Knights

Few can stand against the Thracios' chosen warriors. With excellent equipment, constant training and their unshakable belief in their god, the Red Knights are few in number but powerful adversaries.

5 cavalry models **190 points**

+19 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
5	1	2	1	1	7	A

Equipment: Heavy armor, shield, lance, barded warhorse.

Special Rule: Undaunted

Red Knights on Foot

Occasionally the Red Knights will dismount to lead picked groups of elite infantry on foot. Composed of knights-in-training and their personal esquires, they are arguably the best human infantry in Ryeworld.

20 models **320 points**

+8 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	2	4	1	1	4	A

Equipment: Heavy armor, shield, mace.

Special Rule: Undaunted

Vassal Knights

Vassal knights have vowed to serve in time of war. They are excellent warriors and many of them are retired members of the Order.

5 cavalry models **140 points**

+14 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
4	1	2	1	1	7	B

Equipment: Heavy armor, shield, lance, barded warhorse.

Mounted Scouts

The Order makes extensive use of mounted scouts to sniff out enemy movements and harry their flanks.

5 cavalry models **100 points**

+10 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
3	1	4	1	1	8	C

Equipment: Hand weapon, light armor, shield, warhorse.

Special Rule: Skirmishers.

Esquires with Spears

The Dominion's professional troops are a cut above those of the other Successor States.

20 models **220 points**

+5.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
3	1	5	1	1	4	B

Equipment: Light armor, shield and spear.

Esquires with Great Weapons

The elite of the Dominion's professional troops use great weapons. Known as "double-pay men," they are highly Trained and well-led.

20 models **240 points**
+6 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	1	5	1	1	4	B

Equipment: Light armor, shield, great weapon.

Crossbowmen

The Order does not approve of the use of missile weapons for its knights, but it does permit its professional troops to use them against the hated Boreans.

5 models **50 points**
+10 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
2	3	6	1	1	4	C

Equipment: Light armor, heavy crossbow.

Militia Spearmen

The militia of the Dominion is so well-led that it is often compared to regular soldiers serving in other armies.

20 models **150 points**
+4 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
2	1	5	1	1	4	C

Equipment: Light armor, shield, spear.

Militia Archers

Though lightly equipped, the Dominion's archers are well-disciplined and accurate.

5 models **55 points**
+11 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
1	3	0	1	1	4	C

Equipment: Hand weapon, short bow.

Special Rule: Skirmishers

Bolt Thrower

The Dominion uses powerful siege engines to protect the walls of its fortresses.

3 models **100 points**

MS	SS	SV	W	AT	MV	ML
2	3	0	2	1	2	C

Equipment: Two crew, one engine

Stone Thrower

Stone throwers can demolish walls or smash opposing siege engines.

3 models **120 points**

MS	SS	SV	W	AT	MV	ML
2	3	0	3	1	2	C

Equipment: Three crew, one engine