

A Knight's Tale

Knight ranks

- Page (aged 7-13)
- Squire (aged 14-20)
- Knight (aged 21)

Knighthoods

- Knight Bachelor – a knight who is not landed and therefore cannot to take the field under their own banner (only pennon charged with personal ensign)
- Knight Banneret – a knight with the right to govern a fief, he is expected to provide and lead his men (up to 10 lances) under his own banner (square)
- Knight Commander – commander of up to 10+ lances and probably leads his men under the banner of a chivalric order or possibly his liege's standard

NB: normally these honours were not non-hereditary (as was the custom in Britain) as this is probably the biggest distinction between the gentry and the nobility. Nonetheless don't hesitate to make knighthood hereditary (as was the case in several parts of continental Europe) if you feel it better suits your game.

Chivalric units

1 [lance](#) = 3-5 riders, usually led and raised by a knight in the service of his liege
30 lances = 1 squadron (90-150 cavaliers)

Chivalric oath

- *Be loyal of hand and of mouth, seeking by God's grace to serve every man as best ye may.*
- *Seek the fellowship of godly men, harken unto their words and remember them.*
- *Be humble and courtesy wherever thou goest, not talking much but neither being dumb altogether.*
- *Ye must protect the lives of women and children though it cost thee thine own life.*
- *If ye fall into the company of lads or men who speak in disrespectful ways of any woman or maiden, thou art to tell them in gracious words that this displeases thy Lord and depart their company forthwith.*
- *Thou art to promote faith in Sigmar as Lord, Emperor and Saviour of the Empire and protect those who seek to worship in His name any where upon the face of this earth that He has made.*

Prayer for the blade

Hearken we beseech Thee, O Lord, to our prayers, and deign to bless with the right hand of Thy Majesty this sword with which Thy servant desires to be girded, that it may be a defence of churches, widows, orphans and all Thy servants against the scourge of pagans, that it may be the terror and dread of all evil-doers, and that it may be just in both attack and defence.

Chivalric duties

- A knight must know how to:
 - Fight with a sword, shield and lance (*Specialist weapon*)
 - Protect the weak and fight for justice (recite principles)
 - Be without fear in the face of your enemies
 - Be brave and upright
 - Speak the truth
 - Safeguard the helpless
 - Remain courageous and courteous in every situation (*Etiquette*)
 - Recognise and respect his enemies (*Heraldry*)
 - Ride a horse (*Ride*)

- Provide his liege with 40 days of service in the field per year
- Furnish himself with specified trappings:
 - Mount - at least 1, probably more:
 - Destrier for knight in battle
 - Palfrey for knight travelling
 - Rouncy for squire
 - Rouncy for serjeant-at-arms
 - Sumpter as a packhorse
 - Weapons - sword and lance, possibly mace and/or flail
 - Armour - coat of mail (hauberk), possibly plate
- Govern a land area, known as his manor (if landed)
- In return a knight can:
 - Can freely bear a sword and coat of arms in his lord's lands
 - Ride a horse
 - Expect mercy from his enemies
 - Expect support from his liege (either a stipend and/or land)

Chivalric ensemble

- A lance consists of 1 knight leading, 1 squire, a serjeant-at-arms and a yeoman with spare horses
- Squire helps him wash, dress, cleans his weapons & armour, announces his arrival, accompanies him on the battlefield and collect trophies
- Serjeant-at-arms is an accomplished horseman and a good shot with a crossbow who often acts as their scout
- Yeoman or valet is a experienced spearman who can also ride