

Knights Panther

The Knights Panther is one of the oldest and most respected of the Knightly Orders, tracing its origins back to the times of the Crusades against Araby. The Knights Panther are distinctive for their practice of wearing the pelts of spotted cats over their armour, and their emblem is that of the spotted, golden-furred “panther”, while their horses are barded in bold blue colours.

History

The Knights Panther possess a long and illustrious history, tracing their founding back to 1500 I.C. when they formed (as the Knights Rampant) to fight in the crusades against Araby. They renamed their Order after the beasts they found in the Sultan of Araby’s palace in Istranbul. They gained fame again under the banner of Magnus the Pious to fight the Incursions of Chaos. They served in Nuln until Magnus brother Gunthar withdrew to Middenheim after being refused the title of Emperor. The Order saw the appointment of Count Leopold of Stirland as a grave mistake and withdrew with Gunthar to Middenheim.

They hone their skills by making regular mutant hunting forays into the nearby DrakWald Forest. On these hunts they are often accompanied by Templars of the White Wolf, and as a result the relations between the two Orders are friendly (but still competitive).

Unlike many Orders they have no disdain of fighting on foot, where they use the halberd to deadly effect.

Troop strength

The majority (150) of the Knights Panther are garrisoned in a fortress outside of Carroburg. An additional squadron (80) is based in Talabheim with the express permission of Grand Duke von Krieglitz. Finally, a small contingent (40) is stationed in Middenheim. In recent years a couple of lances (8-10) of these Knights Panther have been loaned to the Tsar of Kislev, in return for a much larger contingent (45) of Kislevite cavalry each summer.

Requirements

All Knights Panther must swear the following Oath:

I swear before Sigmar and Ulric, and in the witness of this company here gathered, to serve the ancient and noble Order of the Knights Panther truly and faithfully unto death, observing the laws of the Order:

- *To serve and protect Graf (name) Todbringer, his family, his legitimate successors and his appointed officers with my life;*
- *To render full and unquestioning service to my superiors in the Order and to those they appoint over me;*
- *Never to suffer any person or thing bearing the mark of Chaos to live while there is breath in my body.*

The Order has my oath which only death may break. Let all here bear witness.

Symbols, Colours and Dress

Each knight is presented with a gold medallion upon initiation. This medallion bears a rearing panther, with the background and spots filled in with black enamel.

- Their helms bear unusual crests consisting of a scaly neck topped with an individualised demonic head, from which is hung a long black mane.
- Their colours are black on yellow, and their tabards feature a central black flower.
- Their shields bear their symbol.
- A Knights Panther is depicted on WFRP pg 214.

Notable members

Grand Master Baron Heirinch Von Torlichhelm, Master of the Middenland Order and Grand Commander of the Knights Panther.

Commander Werner von Kriegstadt, Master of the Talabheim Order.

Commander ???, Master of the Middenheim Order.

Captain Heinrich Kessler, the reluctant knight who swore them in almost 1½ years ago.

Knight Panther - Sergeant

Social level:

+1

Career entries:

Mercenary Sergeant

Squire

Cleric

Career exits:

Mercenary Captain

Knights Panther – Captain

Cleric

Advance scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20	-	+2	+1	+4	+20	+1	-	+20	+10	+20	+10	-

Skills:

Disarm

Dodge Blow

Heraldry

Ride – Horse

Secret Language - Battle Tongue

Specialist Weapon: Flail

Specialist Weapon: Pole arm

Specialist Weapon: 2-handed

Strike Mighty Blow

Strike to Stun

Strike to Injure

Trappings:

Sleeved mail coat

Breastplate

Mail coif

Crested helmet

Shield

Tabard

Panther medallion (value 15 GC)

Horse with saddle & harness

Horseman's axe or Morning star

D6 GC

Squire

Knight Panther - Captain

Social level:

+2

Career entries:

Noble

Knights Panther - Sergeant

Career exits:

Templar

Witch hunter

Cleric

Advance scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+30	-	+3	+2	+6	+30	+2	-	+30	+20	+30	+20	-

Skills:

Disarm

Dodge Blow

Etiquette

Heraldry

Ride – Horse

Secret Language - Battle Tongue

Specialist Weapon: Lance

Specialist Weapon: Flail

Specialist Weapon: Pole arm

Specialist Weapon: 2 handed

Strike Mighty Blow

Strike to Stun

Strike to Injure

Trappings:

Sleeved mail coat

Full plate armour

Mail coif

Crested helmet

Tabard

Shield

Horseman's axe or Morning star

Panther medallion (value 15 GC)

Horse with saddle & harness

Lance

3D6 GC

Gleiven of 5 retainers (usually 2 sergeants & 3 squires)