



The sons of the Empire's nobility often choose to join one of the select brotherhoods of Knightly orders. There are many such brotherhoods throughout the Empire. Some of the smaller Orders recruit from the local nobility, such as the Knights of the Blazing Sun, the Knights of the Black Rose, the Knights of the Broken Sword, etc. Some restrict their membership to worshippers of a particular god and are referred to as Templars, such as the Black Guard of Morr or the Knights of the Everlasting Light. A Knight displays the emblems of his order on his armour and shield, and the style of his armour and dress follows a traditional design. Knights owe their allegiance directly to their lord: the Grand Master of their order. Each Order has a very complex hierarchic structure, but almost all of them are governed by an Inner Circle of Knights. These heroic warriors have accomplished a mighty feat of arms, distinguishing themselves and earning the right to ascend to this important position. The Knights of the Inner Circle are the elite of the Elite, certainly the best fighting men of all the Empire.



Elector Counts often call upon the Knights of an Order to come to arms and fight as part of their army. To add this crack heavy cavalry to their own army is vital for the Counts. This makes the Grand Masters very powerful individuals, because theirs is the final decision whether the Order will join the Count's army or not. Often the conditions for this help is that the Grand Master himself assumes command of the army. Many Elector Counts are only too happy to accept

this condition, since it is well known that Grand Masters make formidable leaders.

REIKSGUARD KNIGHTS

The Reiksguard Knights form the bodyguard of the Emperor. The Order was founded during the reign of Wilhelm, the first Emperor of the lineage of the Princes of Altdorf. Devout Templars of Sigmar, Reiksguard Knights swear to give their lives to protect the Emperor, who is the living incarnation of Sigmar. Their Grand Master is the Reiksmarshal of the Empire, commander of all the Empire's forces, second only to the Emperor himself.



Reiksguard Knights

KNIGHTS OF THE WHITE WOLF

The Knights of the White Wolf are based in the city of Middenheim, where they were founded following a great victory against Chaos outside the city walls. The Knights are all followers of the God Ulric who is worshipped throughout the Empire, but most notably in the northern provinces, especially Middenland. The Knights wear mantles of wolf skins over their armour, carry neither shield nor helm and ride to battle bare-headed to show off their long hair and beards. Their weapon is a mighty



Knightly Orders of the Empire

warhammer which they swing round their heads, knocking enemy horsemen from their saddles and pounding the skulls of foes on foot.

KNIGHTS PANTHER

The Knights Panther trace their origins to the wars against Araby, when returning crusaders brought back outlandish animals from the east. Some of these Knights adopted the panther as their emblem, creating the Order of the Knights Panther.



Knights of the White Wolf

KNIGHTS OF THE BLAZING SUN

The Knights of this order are located deep in the South of Middenland. They are a small but much respected order with a distinguished history. They were the first of the Knighthly Orders from the west to travel to Nuln and join with Magnus the Pious. The Knights take great pride in their weapons and abilities. They can often be seen charging on the battlefield in their highly polished and resplendent armour of black and gold.

The Order has developed a technique using their polished mirrored shields to focus sunlight onto the enemy's face as they charge. This disorients and dazzles the poor fools just before they are charged down.



Knights Panther



Knights of the Blazing Sun

