

Robert von Bergen

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Sir Robert von Bergen is 220 points.

Sir Robert is rules a small fief near the Grey Mountains. His lands are often threatened by orcs, so he spends his summers leading a small army against them in the mountains. One summer, Robert was walking to a stream and encountered a bear. He managed to lure it back to his camp with some food, capture it, and "tame" it. It has now become his constant companion in peace and in war.

Sir Robert von Bergen:

M W S B S T W I A L D

4 5 3 4 4 2 5 3 9

Barded Warhorse:

M W S B S T W I A L D

8 3 0 3 3 - 3 1 5

"Karl" The Bear:

M WS BS S T W I A LD

6 3 1 5 4 3 3 4 6

Items:

Heavy Armor, Hand weapon, Shield, Barded Bretonnian Warhorse

"Orcslayer Sword"- Sir Robert's sword has been passed down between crusading knights in his region. Over the years, it has gained a reputation as a fearsome orc-killing sword.

The Orcslayer Sword adds +1 Strength and +1 Attack to Sir Robert's profile.

Special Rules:

Sir Robert and Karl are each on a regular cavalry base, but must move together. They may join a unit, but it may only move as far as the bear is able (tho they may still march.)

Karl causes fear.

If Robert is ever slain, Karl must roll on the monster reaction table. If he is in a unit, he will be moved out of the unit as close as possible and may no longer join units.

