



Croy's quest – player's guide

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1. Introduction

The guide you're about to read is a handbook for the players who would like to join De Croy's Quest during Battle Quest 2019. It's meant for all game participants and delivers not only some basic information about the game, but is also meant as a source of inspiration for creating one's character and finding one's place in the plot.

We'd like to stress that this guide contains our own vision of the Warhammer universe and - even though we try to keep true to the source - might not be identical to the original. We based our story on the history of the Old World, but allowed for some simplification and changes which in our opinion not only work better for our game, but also make it more accessible for people not

familiar with Warhammer. Following this logic – no other sources are necessary to join the game, but reading more might help you better immerse yourself in this world.

Battle Quest is a game with immense potential, and it's you who makes the decision about what you want to play. We hope that this manual will assist you in bringing to life some unforgettable heroes.

The following chapters touch on:

Chapter 2 – introducing the faction's values – this will help you quickly align your idea with the faction.

Chapter 3 – the faction's premises - which will let you decide if this particular faction is what you're looking for;

Chapter 4 – inspirations for costumes but also for designing your characters;

Chapter 5 – in-game description of the leader and the faction

Chapter 6 – the colours and banners of the faction;

Chapter 7 – sample ideas for the divisions which make up the faction – you won't be able to see them on Battle Quest, but these descriptions might help to fuel your own idea;

Chapter 8 – concepts for individual characters – again, these are just examples which will allow you to come up with unique heroes for this side of the conflict;

Chapter 9 – description of the weapons and typical garb for a common Quest soldier along with a dedicated Pinterest board.

2. Values

The most important values for the divisions fighting for De Croy's Quest are ones listed below. They can be used as a core idea for your division/a character that would like to join this side.

Loyalty: only by sticking together and keeping our vows and promises we can truly win. The certainty that everyone will have your back even when facing prevalent enemy forces is worth everything in the heat of the battle.

Honor: we're just as good as untainted our honor is. The battlefield is not a place for two-faced cowards or liars. It doesn't matter who you are – if you don't possess honor, then the Quest is not for you.

Justice: the only thing that separates us from animals are the rules. And they must be enforced even at the cost of being ruthless. The members of the Quest must never attempt to dispense justice on their own – after all, no one's above the law.

Tradition: we must not forget our roots. Reverence for the ancestors, being proud of one's heritage and cultivating history are all traits that are welcome on de Croy's side. Unless of course your tradition is worshipping the Dark Cults or other nefarious deeds – the only place for such despicable creatures is hanging from the closest tree

Fanaticism: if we are to choose between the eternal principles governing the world and the temporary wellbeing of the individual, we always choose the former. This simply is the way the world works. Some may call us fanatics, but we wear that badge proudly - after all, we are not ashamed of our rules or beliefs

3. This faction...

This faction...

... is for you, if:

- you are interested in the themes of swashbuckling adventures and seeking fame;
- values mentioned in chapter 2 match with your character's concept;
- you want to play in a mercenary posse that wants to make money;
- you want to play a character or in a group that declines social norms and is driven by individualism;
- you are interested in loose relations between leadership and soldiers

... is not for you, if:

- you want to participate in a structurized military units, where discipline and obedience matter;
- you want to play a character or be in a group that are driven by religious motives, tradition, or social order;
- you want to play a character or be in a group that fights for a higher purpose;
- you are not interested in playing themes like: nobles scheming, political manipulations, etc.

4. Inspirations

Battle Quest is a game taking place in the Warhammer Fantasy universe – you can find sample sources of inspiration in the official sources.

If you want to play as a member of the De Croy's Quest, you can model your character using various tropes, such as:

- Arthurian Legends,
- knights as known from both historical and fantasy depictions ,
- classic stories about the fight between good and evil, in which the hero fulfills a holy mission,
- organized, penal and mercenary companies stemming from the turn of the Middle Ages and the Renaissance.

The above list are of course only general ideas, meant to give you a taste of this side of the conflict. You'll find more details and examples in the following chapters of this manual.

5. Leader – the story

The de Croys are an old-fashioned noble family from Bretonnia - a feudal kingdom located many miles southwest of where Battle Quest takes place. For generations, they have managed to become the rulers of not only a large portion of the land and come into many estates, but have also - above all – gained the respect of their subjects and an eternal place in the local history. The De Croys rule with a tough but fair hand and always answer call of their sovereigns. Their motto is "be a model for others", which means that every family member is responsible for upholding the rules not only in front of his subordinates but also his whole family. Such pressure can be hard to bear, especially in Bretonnia, where the tradition of inheritance – of land, estates and titles - has been held up for centuries.

The heir of the de Croy family is Antoine. He's a young man, the apple of the eye of his parents, since he is a single child. He has been trained in fencing, horse riding, archery and other things that a real knight simply must know from a very young age. His parents never skimped money on his education - Antoine has always had the best books and the most talented teachers in the area at his disposal. Being aware of the weight he carried on his shoulders he has spent most of his time trying to impress his father and the rest of the family. Not with the best results. Most of his ancestors proved themselves by suppressing local peasant uprisings or leading troops during foreign war campaigns. The modern world seemed to be too calm to give Antoine a chance - at least in his late adulthood - to challenge these expectations. Thus the heir of the de Croy family decided to take matters into his own hands.

When news of the discovery in the far north reached the court, he didn't think long. He knew that a better chance might not appear anytime soon. During an official dinner, in the presence of all his immediate family, he told his father that he was planning to set out for a war trip to that no man's land everyone was talking about. He had calculated everything - he knew that the modest part of the family estate he was managing would be enough to pay for a small mercenary army. This meant that not only did he not have to use the local army, but also wouldn't strain the family treasury too much. He started planning where to look for allies. One thing he did not understand at the time was how dangerous this mission would be. His father though – judging by the obvious disapproval in his eyes - clearly understood the danger in his son's almost suicidal mission. But he couldn't show any weakness in front of the family, so he immediately

agreed to Antoine's idea, and the toasts were endless. Shortly thereafter, the de Croy's Quest set out on the long journey.

Antoine has clearly set goals. He wants to perform a heroic deed that will make him worthy of his family's name: take over the entire no man's land and see for himself if the rumors of local wealth are true or false. He knows that he cannot return home if he allows anyone else to conquer the land - death is better than admitting defeat.

6. Faction colours

The divisions fighting for the de Croy identify themselves with the family's colors - - blue and maroon. The shield of his coat of arms is divided into four fields - two of them feature a gryphon - the de Croy's heraldic beast, the other two are a red and white checkerboard.

7. Sample divisions

The Silver Spear Clan

Warriors from the far north for whom the battle is the greatest sanctity. They have come to the conclusion that it was unhonourable to fight their own countrymen, they decided to look for battle elsewhere - after all, war was the only thing they knew. They show exceptional respect to their opponents, never allowing the bodies of the ones that went down under their axes be left to the scavengers. They are very superstitious and isolated in their culture, foreign to most. The de Croy's expedition is their first campaign as a mercenary company. They quickly came to an agreement with the young nobleman - they put honor in the first place just like he does, and their rules make them absolutely loyal.

Compagne Bellerose

Among the Breton knights, it's not only the De Croy that have something to prove. Pierre Bellerose may not be so highly born nor have access to such wealth, but he has something his liege can only dream about. A Holy Mission. The Lady of the Lake repeatedly visited him in his dreams, giving clear signs that here, in the north there lurks evil only he can overcome. So he gathered all the other local low-born noblemen he managed to convince to join the expedition (and if the holy mission pretense failed to sway them - then there was always the gold argument, which led to assembling of a rather interesting company), as many servants as he could and headed off to face his destiny.

Ulric's Wolves

Templar warriors fanatically devoted to Ulrich - the imperial god of war and winter. Highly disciplined and rigorous. Trained to fight from a very young age. Some people say that they can lose themselves completely in a fight, falling into an uncontrolled craze. The terrifying wolf howl they carry into battle seems to confirm these rumors. When not in battle, they focus on worshipping their deity and respecting his tradition. They joined the Quest unselfishly, as a gesture of goodwill of the Order of Ulric, who wanted to contribute to the de Croy quest even in this small way. It is said, however, that the only reason the Wolves fight for Antoine is the Order's desire to have the ability to exert pressure when the young nobleman manages to take the no man's land.

8. Sample characters

Ascal Dorgeiros

A High Elf away from home. Ascal is a scholar who has devoted most of his supernaturally long research to theology. It is a branch of science that has never been particularly popular with his fellow kinsmen. Ascal, however, has theories, which now he only needs to confront with reality. When he heard news of the discovery made in the north, he knew it was not a coincidence. His skills in manipulating the wind magic and extraordinary knowledge easily granted him access to one of them mercenary companies participating in this interesting trip. Due to his attachment to tradition and the desire to learn as many details as possible about other cults and religions, he was naturally drawn to the de Croy's side.

Hans Kestrell

A war veteran from the Imperial capital. He fought many battles, smaller and larger. So many, in fact, that it's impossible to name them all. What's important is that he paid the price for them. Having lost health, friends and practically all life perspectives, he's tired of chronic pain in the joints and the nightmares that haunt him every night. And he did not get anything from the army in return either. Discouraged yet still faithful to the ideals that made him a soldier in the first place (honor, justice and a sense of bringing good to the world), he decided to give himself another chance and join the de Croy's Quest as a member of one of the mercenary companies. Maybe at least here he will be able to experience the fulfillment that has been denied to him for so many years ...

Martina von Markoff

Von Markoffs are not your typical inhabitants of the Border Princes. Devoted to preserving the past, they have been collecting various types of artifacts, memorabilia, chronicles or even oral traditions for years. Some of them they sell at a profit (which is the source of their considerable wealth), but most of them are placed on display to be seen by all in open expositions. They believe that tradition is something that one must uphold and that the modern world is rushing

towards annihilation. Martina shares the beliefs of her family - she has decided to join de Croy's Expedition to find as many things as possible to store for the posterity. She realizes, of course, that not all of them can be won without a fight, which is why she comes here properly prepared - as part of one of the mercenary divisions fighting for the Bretonnian nobleman.

9. Costumes and equipment

Due to the very traditional beliefs of the de Croy, the divisions fighting for him will rather use regular war tactics suitable for honorable knights. A fight in the open field, in traditional formations, honoring the opponent. Antoine is not a fool though, and he certainly will not openly deny solutions that could give him an advantage in battle. Unless, of course, they're associated with fraud or foul play.

Therefore, when it comes to equipment, next to traditional heavy-armored formations, more skirmish troops will certainly be present. However, they will be using mostly standard weapons - swords, halberds or bows.

Since a picture will tell you more than a thousand words and for more inspiration, we invite you see the boards on Pinterest, specially prepared for the de Croy's Quest. You will find there our style suggestions that may help you to get into the atmosphere of this faction. Link below:

<https://pl.peresterest.com/battlequest/wyprawa-de-croya-de-croys-quest/>