

DE CROY'S

EXEMPLE SUMUS



QUEST



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.

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 a noose hanging from the closest tree.

Fanaticism: if we are to choose between the eternal principles governing the world and the temporary wellbeing of an 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





This faction...

... is for you, if:

- ✦ values mentioned in chapter 2 match with your character's concept;
- ✦ you want to play in a unit that (more often than not) views morality, honor and religious zeal as more important values than money;
- ✦ you want to join a glorious Quest motivated by noble ideals;
- ✦ you are enticed by a romantic image of war, with honourable duels and heroic deeds;
- ✦ you want to play as a knight or someone that fits a medieval, chivalrous theme.

... is not for you, if:

- ✦ you identify with such values as development, pragmatism, independence, professionalism and boldness;
- ✦ you want to play a character with a shady past and don't want to hide it all the time;
- ✦ you don't want to roleplay the differences between the estates (for example, you don't want to play a peasant who has to treat a knight with reverence);
- ✦ you won't stand the company of any kind of fanatics (especially religious ones);
- ✦ you only care about your own personal goals (like getting wealthy) and there's nothing you won't do to achieve them.

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 and penal mercenary companies stemming from the turn of the Middle Ages and the Renaissance, fighting for a higher cause.

The story of the de Croy family described below is to a large extent inspired by the [Affair of the False Grail](#), an event known to Warhammer fans. Still, you don't have to know it in order to play Battle Quest.

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.

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 de Croy's family current head, lord Louis, had never got a male heir. His beloved wife gave birth to one daughter - Julie. Since early childhood, the girl, being the apple of her parent's eyes, was schooled in all kinds of courtly skills that every real lady should know. Still, she preferred swordplay, horse-riding, archery and other things that were more appropriate for a knight than a delicate young woman. The parent's didn't see anything wrong about their heiress interests - after all, her happiness was more important than conventions. No expense was spared when it came to her education, too. Julie had access to best books and the most skilled teachers available. She was quite aware of the pressure put on her. What she didn't expect, however, was the terrible trial awaiting her.





Dark clouds gathered above the de Croy's when the so-called Affair of the False Grail had started. The king of Bretonnia died without an heir, and Maldred, the duke of Mousillon, announced that the Lady of the Lake (the goddess-patron of the kingdom) had become his wife. To prove it, he presented a cup he claimed to be the Grail - a holy chalice that the Lady used to quench the thirst of her most valiant knights. The de Croy's, as the duke's vassals, believed him and stood by his side. Not long after, a Questing Knight by the name of Gaston de Beau Geste exposed the duke's treachery and became the new king. The dukedom of Mousillon was ravaged by war, which ended with the wretched Maldred's death. The De Croy family fell out of grace. Julie's father had no choice: he relinquished his title and wealth and passed them to his daughter (with an implication that they would belong to her until she found a husband) and became a Questing Knight who devoted his whole life to the Lady of the Lake. He did it all to remove the shame from his family's name.

Young Julie suddenly had to fulfill many duties she wasn't fully prepared for. Moreover, her family was treated with a great deal of resentment. Not only did everyone expect her to quickly get married, but it was also clear that only a great deed could fully restore the de Croy's honour.

Years passed and Julie still remained a maiden. However, she grew into the role of the family's head and proved with her wise decisions that she didn't need a man to pull her ancestral lands out of the post-war crisis. By then, grave news from far Kislev reached Julie's ears: her father, Louis, valiantly fought at the side of Tzar Alexis and Magnus, the future Emperor of the Empire. The alliance fought off the Cha-

os Invasion, but Louis died while fighting monsters in the lands north of Erengrad. He didn't manage to fulfill his quest. Julie, not knowing what to do, went on a walking pilgrimage to the Grail Chapel in Bordeleaux, where she experienced a revelation sent upon her by the Lady of the Lake. When de Croy returned home, she announced that continuing her father's quest is the only way to reclaim her family's glory.

Despite the gossip, Julie was not mad. She precisely estimated how much of her wealth she would need to fund a small army, without overstraining her family's treasury. The rest she left in the hands of her majordomo and a council of advisors. She sent out letters to her friends and old allies, in which she invited them to join her in a traditionally Bretonnian Knight War against vile creatures that killed her father. She counted for bonds stronger than a disgrace from the past. In those letters, she intentionally mentioned very valuable crystals that had been found in the old dwarven ruins. She was aware that a perspective of becoming wealthy could be as persuasive as old alliances.

Julie has clear goals. She wants to commit a heroic deed, which will bring honour to her disgraced family. She also wants to reclaim her father's body, so it could be buried in his homeland of Bretonnia. Finally, she wants to claim the no-man's land for herself and see if the tales of vast riches hidden there are true, or just a humbug. She knows that she can't go back home if she doesn't fulfill her quest. It would be better to die than admit defeat.

How de Croy views her opponent:

Who is this Alvarez? A merchant and an upstart. He cannot compare himself to Bretonnia's finest knights! He's speaking of civilization, progress - we are well aware what it means. Moral degradation, decline of customs, violation of tradition. Everything that Estalian does has one goal: filling up his coffers.

Reports are clear: Alvarez has started his journey to these lands more or less at the same time as we. He is going to set up a trading post there and even now he claims to be the conqueror and owner of the whole region. And where was he when our fathers and brothers shed their blood during the Chaos Invasion? Only now he decides to travel there, so he can feast on the remains of those who lost their lives.

I have already sent envoys to invite Alvarez to a meeting. I will do most of the talking and my message will be clear: go back to Marienburg, Estalian! Many successful ventures, negotiations and swindles await you there. But this land won't be yours.

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 hippogryph - de Croy's heraldic beast, the other two are a red and white checkerboard.





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 noblewoman - they put honor in the first place just like he does, and their rules make them absolutely loyal.

Compagne Bellerose

Among the Bretonnian 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 Ulric - 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 rage. 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 traditions. 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 Julie is the Order's desire to have the ability to exert pressure when the young noblewoman manages to take the no man's land.

Enrollment from Mousillon

Not all people living on the de Croy's lands view their lords' dealings in the past as something disgraceful. In the eyes of many commoners, lord Louis was a good ruler, who made everyone's lives better. That almost godlike worship has been transferred now to his daughter, and when she announced her Quest, many decided to heed her call. Gathered in an uncoordinated militia, armed only in farming equipment or simple cudgels, they packed all their belongings and travelled far north, in order to pay respect to their master and reclaim his body. Of course, among them are also those who were fed up with a peasant's lot and view the Quest as an opportunity for quick gain. Still, even such people treat their duty as a priority.

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 Quest 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 noblewoman.

Jacques

No one would think that an orphan raised on the streets of Couronne would one day take care of the majestic horses in the king's stables. It's what happened to Jacques, who as a child already showed a remarkable skill with animals. Years passed, and no one would dare to doubt the "simple peasant's" abilities. All greatest knights would come to him for advice. One day, a real rarity came into his care - a pure-blood Bretonnian pegasus. The animal was in a really poor state, obviously beaten and starved by those who looked after it before. Despite much work, Jacques wasn't able to save the majestic beast. He knew that his life was worth less than even one hair from the mount's mane and its owner's anger would be terrible. That's why he left the stable and ran away as far as he could - far to the north. He was sure that his talent wouldn't go to waste in de Croy's Quest.

Ulfur Iron Tooth

Ulfur was a berserker. Raised in the southern edges of Norsca, he was a warrior that would enter a holy trance that enabled him to ignore pain and wreak havoc in the enemy lines. There was one problem, though: he never wanted to be a berserker. He became aware of that during one of the few raids, while he was standing covered in blood among the dismembered bodies of his foes. It was then when he decided to run and start a new life far, far away. He found his new home in Bretonnia. It was there where he found a new, good faith and a woman for whom he would sacrifice everything. He became a mercenary and served different nobles as a bodyguard or a footsoldier. All those years in the south turned him into a different man. But he is still haunted by the memories of his origins. Will the contract in the north, so close to his abandoned home, help him finally discard the past?

Costumes and equipment

Due to the very traditional beliefs of 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. Julie is not a fool though, and she 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 to Pinterest board](#)



