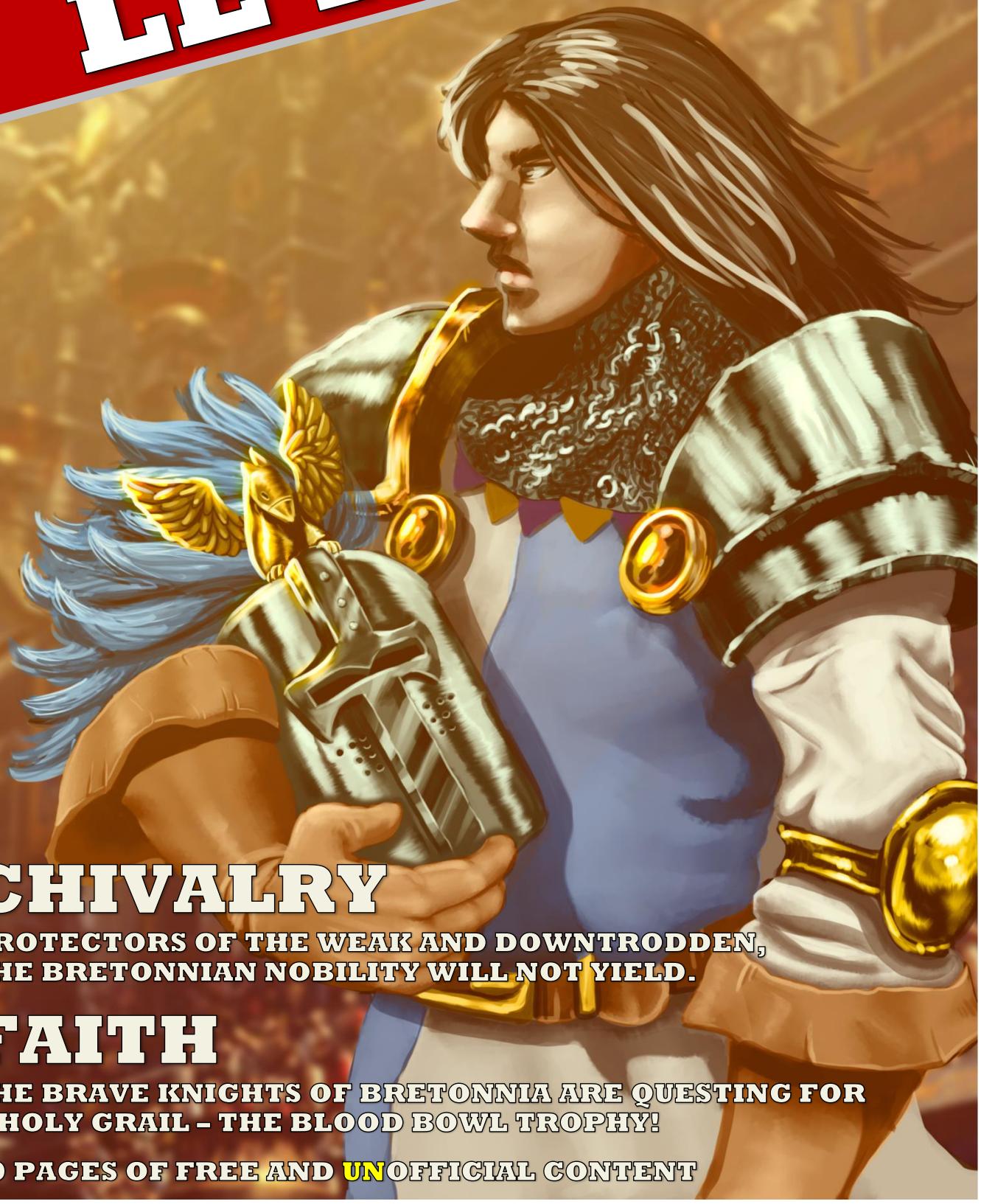


LE PIC!

FOR BB2020



CHIVALRY

PROTECTORS OF THE WEAK AND DOWNTRODDEN,
THE BRETONNIAN NOBILITY WILL NOT YIELD.

FAITH

THE BRAVE KNIGHTS OF BRETONNIA ARE QUESTING FOR
A HOLY GRAIL - THE BLOOD BOWL TROPHY!

30 PAGES OF FREE AND UNOFFICIAL CONTENT

Artwork by Andres Romero (RomCova Illustration)

BROTHERHOOD OF THE NAIL



Custom built Bretonnian Nobility team by Brenden Smith

FORCE MAJEURE



Bretonnian Nobility team (**Florence Knights**) produced by Greebo Games
Commission painted by paintedfigs.com

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GREETINGS, SPORTS FANS!

Welcome to this controversial and highly heretical issue of Le Pic! Magazine, dedicated to the arrogant aristocrats of Bretonnia. While some pundits claim that the Bretonnian playstyle is indistinguishable from that of other human nations, in this issue we uncover just how seriously they take their Blood Bowl west of the Grey Mountains.

Like the mildly psychotic tribes of Norsca, the feral women of the Lustrian Jungle and the astounding acrobats of the windswept plains of Kislev, the chivalrous nobility of feudal Bretonnia are wildly passionate about Blood Bowl. Unlike the crass Imperial Nobility, the passion of the Bretonnian Nobility stems from the burning conviction that Blood Bowl is their sacred duty, bestowed on them by their deity – the disturbingly beautiful Lady of the Lake. In this issue we'll delve deeper into this fascinating and conservative nation, its aristocracy and the roots of their crusade for the Bloodweiser Trophy. You'll learn how to play Blood Bowl like a privileged toffeenosed aristocrat – squeezing every last drop of usefulness from your hopeless commoners, while making sure that the ultimate glory goes, deservedly mind you, to the most valiant servants of Our Lady.

This version of Le Pic! for the Bretonnian Nobility team focuses on league play, and contains everything needed for adding them to your Blood Bowl Second Season league, such statlines and general tactics.

We'll also take a completely unofficial look at some of the Star Players and inducements that can be made available to the Bretonnian coach, if the league commissioner is so inclined: Legendary players such as the Grail Knight Jules de Bergerac or the equally formidable Leo Ignis – the Flaming Lion of Athel Loren, or perhaps the trusty Squire Willem Tollet, the remarkably resilient Joseph Cottier or the ever vigilant Jacqueline de Rochelle. And what better way to prepare for a crucial match than to seek out the blessing of the Lady of the Lake? Surely, if the Lady herself is on your side, then victory is assured.

In other words: Unclasp your iron glove, let your squire pour you a glass of Bordelaux' finest, and call for your favourite serf to act as a footstool while you peruse this issue of Le Pic! dedicated to the Bretonnian Nobility.



**Martin the lowborn scribe,
Guest Editor, Le Pic!**
*Artwork by Simon Thomas Cope
(copemon_zephamon@hotmail.com)*

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Modified on 28-06-22 to accommodate align with the Blood Bowl Second Season rules

NOBLESSE OBLIGE!

Greetings sire. Le Pic! presents here an exposé on the land of Bretonnia, its history, traditions, religion – and most importantly: How it all led to the Bretonnian highborn questing for the Blood Bowl trophy.



Artwork by Cyowari – www.deviantart.com/Cyowari

QUESTING FOR THE GRAIL

Today Blood Bowl is a very well respected sport in Bretonnia. It is seen as a great test of martial skill, and is considered equal to jousting in preparing young nobles for the rigours of war. Every baron wants his own team, every duke a trophy and it is a great honour indeed to compete in the Royal Court League itself. Even the fair damsels who set the errands for budding knights, have started to request "the scoring of many touchdowns".

But this is not, how it has always been. In the early days of Blood Bowl, the Bretonnian aristocracy disdained it as a sport for the filthy peasantry and crude foreign nations. This misconception was only changed by a mistake on the part of Jean Baptiste Perdu - a brave, but rather unlucky, Questing Knight. Roaming the Grey Mountains, he heard of a magnificent cup adorned with skulls, held in the imperial city of Altdorf. This was surely the grail, he thought.

Jean Baptiste travelled to Altdorf, and learned of the terrible ordeal he had to endure in order to lay hands on the grail, a trial worthy of the bravest knight - and so he joined the Reikland Reavers. For many years he persevered, until finally in the summer of 2471, he lead (well, sort of) his team to victory at Blood Bowl XI.

Imagine Jean Baptiste's disappointment when he finally held the grail, for there

was no liquid in it from which to sip, and no Lady of the Lake to present it to him. Shattered and disgraced he quit the team to return to his native Parravon.

However, on the first night of his journey home, he had a true visitation from the Lady of the Lake. She granted him her favour for his unparalleled bravery and tenacity, and for succeeding in his arduous quest where no knight had succeeded before him. Back in Bretonnia he was greeted a hero, and since that day any Blood Bowl trophy big or small has been considered acceptable alternatives to the grail itself, though naturally none can measure up to the four majors - the finest of them all being the Bloodweiser Trophy itself.

And so it came to pass that Errant Knights out to earn a name for themselves will often join a team of likeminded nobles and their most trusted Squires - as well as some useless peasant riff-raff to take care of the less glorious aspects of the game. Many a Knight Errant has proven his mettle in the Bretonnian leagues, until he is finally ready to travel abroad and quest for one of the coveted Blood Bowl grails.

BRETONNIA

The ancient nation of Bretonnia was founded when Gilles le Breton was crowned the sole king of the Bretonni tribes. Ever since Gilles le Breton refused to join forces with Sigmar Heldenhammer, Bretonnia has remained distinct from the neighbouring Empire.

Bretonnia is a strict feudal society, with highborn nobles at the top and loyal commoners at the bottom. To the uninformed foreigner the peasantry may well look both malnourished and downtrodden, but in reality they are grateful for the protection offered by their honourable and just lieges.

Bretonnia is a nation steeped in religion and tradition. While other nations are experimenting with steam powered contraptions and gunpowder weapons, the Bretonnian Nobility want nothing to do with these passing fads. Instead, they put their trust in the chivalric code and in their deity - the mysterious Lady of the Lake. Our Lady works tirelessly securing the relations to the Elves of Athel Loren or handing out ancient swords, but now and again she apparently loves to kick back and enjoy a brutal good old-fashioned game of Blood Bowl.

Couronne is the site of the royal court - and The Royal Court League of Bretonnia. The remaining thirteen dukedoms each have their own way to put forth a team for the Court League, as well as their own rules concerning who is even allowed to play. Naturally, glorious as it is to play in the Court League, some Bretonnian Nobility teams forego this structured approach and choose instead to quest for the cup against all kinds of opponents, travelling the roads of the Old World and beyond.

BRETONNIAN BLITZERS

The four Bretonnian Blitzers are the heart and soul of the Bretonnian team. A Bretonnian Blitzer is the son of one of the many aristocratic families of Bretonnia, who has chosen Blood Bowl over a more comfortable life of traditional warfare. He begins his career as a mere Errant Blitzer, out to prove his worth and valour by performing remarkable feats of athleticism or brute strength. In time, if his team is successful, he may become a Questing Blitzer – or indeed a Grail Blitzer if the team manages to take home a significant Blood Bowl trophy.

Bretonnian Blitzers are usually blessed with an astounding physique. In this regard, they compare to a commoner much like a thoroughbred compares to a mundane workhorse. And they know it too. While the chivalric ideal is an austere life of servitude to others, there are many who fall short by a considerable margin. For every knight beyond reproach, you'll find a few self-serving, privileged glory hogs, basking in the adoration of peers and commoners alike.

Be it for personal glory or the greater good, the playstyle of the Bretonnian Blitzer focuses on making that crowd-pleasing play: They're equally capable of catching or throwing the game winning pass – ever eager to impress the ladies with their capable hands. Not that they're above breaking some heads if they have to!



Artwork by Knut Rockie

SQUIRES

Serfs, yeomen, Blockers – the personal Squires to the knights have many names and many duties: Scrubbing floors, polishing armour, plying their liege's latest conquest with wine – or acting as human shields against enemy arrows. On the Blood Bowl field they perform a multitude of inglorious tasks such as fetching the ball for their master, distracting defenders, clearing running lanes with a solid tackle, dislodging the ball so their master can gloriously recover it... or indeed still acting as human shields. Tradition dictates that a Squire who serves loyally and flawlessly may eventually be elevated to the rank of knight, but there are few if any examples of this ever actually coming to pass. Au contraire: Some knights will stoop to any depth to keep even their most trusted Squire in his place, such as deducting the price of meals or broken equipment from his salary – or even demanding a substitute serf from the Squire's family for no good reason at all.

PEASANT LINEMEN

The remainder of the team consists of Lineman levy from Bretonnia's many remarkably untalented all-peasant clubs.

The commoners have shoddy equipment, limited talent and are not allowed to train with the higher-ups – nor with the ball! They are expected to execute any dirty play considered beneath the chivalrous nobles, as well as act as decoys, getting blocked by the most dangerous opponents while the knights carry the day. In this, they're helped by a pronounced knack for limping away from a beating, having been on the receiving end of the wrath of their feudal overlords on countless occasions.

Still, the Bretonnian peasant is only happy to serve at his master's behest. And if he isn't, he'll be summarily punished.



Artwork by Knut Rockie

FAMOUS BRETONNIAN NOBILITY TEAMS

GISOREUX LIONHEARTS

The Gisoreux Lionhearts is quite possibly the most domestically successful Bretonnian Nobility team of all time, having won The Royal Court League three years running from 2494 to 2496. Named after King Louen Leonceur himself, the team is headed by four unusually pious and just Bretonnian lords and as a result their commoners are both loyal and disciplined. Emboldened by their success their head coach, Vicomte Adhamar III, boldly declared at the end of the 2495-2496 season that the Lionhearts will be travelling north into the Chaos Wastes in search of worthy opponents as well as the legendary Chaos Cup.

The Lionhearts started their journey in the fall of 2496, and have not been heard from since.

GRASGAR TRUEBLOODS

Following a deluge of strapping young men all claiming to be the illegitimate children of a local Baron, the Lord of L'Anguille decrees that only firstborn are allowed to compete in the dukedom's official cup.

This rule is almost immediately challenged when Sir Robespierre de Grasgar, an avid Blood Bowl fan, goes to the great length of marrying four times (getting each

marriage annulled before remarrying), just so he can have four "firstborn" sons and thus his very own Blood Bowl team. While his four sons have inherited the right to play, it seems they did not inherit much talent. As fate would have it, The Grasgar Truebloods are inherently – for lack of a better word – bad at Blood Bowl.

PARRAVON PENETRATORS

The Penetrators are probably the first Bretonnian Nobility team to become a household name outside of Bretonnia itself. The Penetrators were known for their uncharacteristically brutal style of play (for a Bretonnian side), and had a good run – notching up big wins against solid sides such as The Sartosa Spleenrippers and The Nightmare Nufflers.

However, their heyday was quite literally cut short, when a rematch against The Nufflers took a tragic turn: Team Captain Jacque Grier was decapitated in a particularly nasty tackle mere seconds after the first whistle. To add insult to injury Nuffler star Lineman Marrowbone managed to take the head all the way to the End Zone for an extremely controversial touchdown.

THE BRIGHT CRUSADERS

It remains unclear whether the Bright Crusaders are actually a Bretonnian Nobility team or not. Founded well before Blood Bowl came to Bretonnia in 2471, the players would have to be daringly heretical Nuffle worshippers. Not only that, but the Crusaders have never worn

the traditional capes of Bretonnian nobles, so it is no surprise that pundits and fans alike are more than a little confused.

However, rumour has it that the team used to be called The Caped Crusaders until star Blitzer Francois Le Formidable was crippled in a spine snapping cape-grab at the one-yard line. The remaining nobles made the bright decision to abandon the capes and to change their name accordingly – or so the story goes. One thing is certain: If the Crusaders' stubborn refusal to cheat isn't down to the chivalric code, then they are just inexcusably clueless about some of the finest tactics in Blood Bowl.

MOUSILLON OVERLORDS

There is something eerie about the Mousillon Overlords. Their nobles are downright brutal to the peasant levy, and the team almost exclusively plays in the creepy dungeons of their home stadium Le Chateau du Sang. That said – the Overlords can play! In fact, many a well-drilled defence has fallen to pieces under the stern gaze of the Bretonnian frontline.

Le Pic! has sent several reporters to interview the Overlords' charming head coach, and they've all returned with the same (monotonously delivered) explanation for the Overlords' refusal to travel beyond the borders of Mousillon: The Overlords are simply allergic to certain ingredients in traditional Bretonnian cuisine, so they prefer to dine at home.

BRETONNIAN NOBILITY TEAMS

NOTABLE EXAMPLES: PARRAVON PENETRATORS, FORCE MAJEURE

In the fair land of Bretonnia, strapping young nobles of impressive athletic ability take to the field to impress The Lady of the Lake – or indeed any ladies in attendance. The nobles are supported in their endeavour by loyal and capable squires and less than capable peasant levy. Driven by religious fervour the Bretonnian Blitzer excels at both moving the ball and hand to hand combat, requiring only from the commoners that they get in the way of the most dangerous opposing players.

BRETONNIAN NOBILITY TEAMS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS	P	S
0-16	Peasant Linemen	40,000	6	3	4+	6+	8+	Fend	G	AS
0-4	Squires	70,000	6	3	3+	5+	9+	Wrestle	GS	A
0-4	Blitzers	110,000	7	3	3+	3+	9+	Block, Catch, Dauntless	GAP	S

0-8 team rerolls: 70,000 gold pieces each
Special Rules: Old World Classic

Tier: 2
Apothecary: Yes

STAR PLAYERS

NAME	MA	ST	AG	PA	AV	SKILLS & TRAITS	GP
Jacqueline de Rochelle	7	3	2+	2+	9+	Block, Catch, Dauntless, Dodge, Dump-Off, Loner (4+), Pass	250,000
Plays for:	Bretonnian Nobility						
Special Rules:	Shovel Pass: Once per game, Jacqueline may attempt a short pass when using the Dump Off skill.						
NAME	MA	ST	AG	PA	AV	SKILLS & TRAITS	GP
Joseph Cottier	4	3	4+	-	9+	Fend, Foul Appearance, Loner (4+), Regeneration, Thick Skull	90,000
Plays for:	Bretonnian Nobility						
Special Rules:	Resilient: Once per game, Joseph may be placed Stunned in his square instead of rolling for his Regeneration trait.						
NAME	MA	ST	AG	PA	AV	SKILLS & TRAITS	GP
Jules de Bergerac	6	4	3+	4+	10+	Block, Catch, Dauntless, Juggernaut, Loner (4+), Mighty Blow (+1), Multiple Block	270,000
Plays for:	Bretonnian Nobility						
Special Rules:	Crushing Blow: Once per game, when an opposition player is Knocked Down as the result of a Block action performed by Jules, you may apply an additional +1 modifier to the Armour roll. This modifier may be applied after the roll has been made.						
NAME	MA	ST	AG	PA	AV	SKILLS & TRAITS	GP
Leo Ignis	8	4	3+	6+	9+	Block, Catch, Dauntless, Claw, Frenzy, Loner (4+), Shadowing, Tackle, Unchanneled Fury	250,000
Plays for:	Bretonnian Nobility						
Special Rules:	Indomitable: Once per game, when Leo successfully rolls to use his Dauntless skill, he may increase his Strength characteristic to double that of the nominated target of his Block action.						
NAME	MA	ST	AG	PA	AV	SKILLS & TRAITS	GP
Willem Tollet	6	3	3+	3+	9+	Cannoneer, Loner (4+), On the Ball, Pass, Sure Hands, Wrestle	160,000
Plays for:	Bretonnian Nobility						
Special Rules:	Ready Sir?: Once per game, when Willem declares a Hand-Off action or Pass action, the intended target may add +1 to the Catch roll after seeing the roll.						

THE NEW QUENELLES SAINTS

2496-2497 SQUAD

THE STORY of the New Quenelles Saints is to many Bretonnian lowborn a story of humility and redemption. Founded as the Furious Feudalists, the team was originally spearheaded by four exceptionally arrogant and haughty Blitzers. Each had grown tired of the incompetence of former team-mates, and chose to leave to pursue personal glory on this embarrassingly inauthentic super team. However, things did not go according to plan for the glory hungry aristocrats...

CAREER HIGHLIGHTS

2490 The founding of the super team the Furious Feudalists coincides with the collapse of the NAF, and the life of travelling the world looking for opponents fits rather well with the ancient Bretonnian tradition of "questing". Four Blitzers each convinced of their own superiority see an opportunity to finally get the recognition they so obviously deserve, so each cuts ties with his former team and embarks on a quest for personal glory.

2492 Two years in, the Furious Feudalists have met with only moderate success. Tension is building between the four knights, and getting anywhere near a grail seems very far off indeed. Weary of questing the team returns to Bretonnia, only to happen upon the Doom Lords in Lyonesse – and the Feudalists

get stomped. At half time the Feudalists are licking their wounds, when a wild eyed young woman bursts into the locker room, recounting a visitation from the Lady of the Lake.

Their superstitious head coach elevates the girl to the rank of honorary Squire and she takes the field with the rest of the team. Miraculously, The Feudalists appear transformed, and they manage to turn the game around.

2493 At the behest of the girl, who claims to be channelling the will of the Lady of the Lake, the team travels to Quenelles, to inspect the ruins of Quenelles Stadium, where a visiting Orc team has obliterated the entire Quenelles Saints team – and a considerable chunk of the fan base.

Under divine inspiration the Feudalists change their name to the New Quenelles Saints, renew their chivalric vows and swear to follow Our Lady's guidance. In turn, they are purified and receive her blessing.

2493-2498 The Lady of the Lake sends the Saints on a five year tour of first Athel Loren and then Ulthuan, where they study valuable new strategies – along with a fair bit of refined poncency.

PRESENT

Back on the mainland The New Quenelles Saints remain paragons of purity, seeking out evil teams and beating them on the field of glory. Their win record is presently quite phenomenal, to the point where opposing teams have started to avoid the Saints.

DID YOU KNOW

High Elven aristocrat and Star Player Prince Moranion – a player not exclusively known for his rough tackles, but also for his excessive list of locker room demands – has played a single exhibition match for the New Quenelles Saints. Moranion refuses to play for them ever again, calling them "Arrogant Aristocrats", "Pompous Princelings" and "Poncey Ponces" – coincidentally naming three up-and-coming Bretonnian Nobility teams that are definitely not the New Quenelles Saints!

TEAM PROFILE: THE NEW QUENELLES SAINTS

TEAM COLOURS: Black and gold with a dash of green.

OWNER: The Lady of the Lake (by verbal contract)

HEAD COACH: Alphonse the pure

PLAYERS: Nobles, Squires and peasants

TEAM HONOURS: 2494 Athel Loren Solstice Cup 3rd place, 2495 Athel Loren Equinox Cup runners up, 2496 Ulthuan Invitational best newcomers, 2497 Ulthuan Invitational Champions.

HALL OF FAME: Marcel Philippe The Bear, Isabelle of Lyonesse

LE PIC! TEAM RATING: 283

NAME	MA	ST	AG	PA	AV	POSITION	SKILLS
Sir Louis Joseph The Stag	8	3	3+	3+	9+	Blitzer	Block, Catch, Dauntless Dodge, Nerves of Steel, Sure Feet
Squire to Louis Joseph	6	3	3+	4+	9+	Squire	Wrestle, Sure Feet, Sure Hands
Sir Marcel Philippe The Bear	7	4	3+	3+	9+	Blitzer	Block, Catch, Dauntless Dodge, Frenzy, Side Step
Squire to Marcel Philippe	6	3	3+	5+	9+	Squire	Wrestle, Grab, Guard
Sir Jean Baptiste The Falcon	7	3	3+	3+	9+	Blitzer	Block, Catch, Dauntless Dodge, Jump Up, Side Step
Squire to Jean Baptiste	6	3	3+	5+	9+	Squire	Wrestle, Guard
Sir André Francois The Fox	8	3	3+	3+	9+	Blitzer	Block, Catch, Dauntless Diving Tackle, Dodge, Shadowing
Isabelle de Lyonesse	6	3	3+	5+	9+	Squire	Wrestle, Tackle, Mighty Blow
Cristophe	5	3	4+	6+	8+	Lineman	Fend, Block
Armand	6	3	4+	6+	8+	Lineman	Fend
Jules	6	3	4+	6+	7+	Lineman	Fend, Dirty Player, Stab
Gabriel	6	3	5+	6+	8+	Lineman	Fend, Wrestle
Arthur	6	2	4+	6+	8+	Lineman	Fend
Hugo	6	3	4+	6+	8+	Lineman	Fend, Wrestle
"le autre" Gabriel	6	3	4+	6+	8+	Lineman	Fend
The New Quenelles Saints	3 Assistant Coaches		2 Re-rolls				
Bretonnian Nobility Team	0 Cheerleaders		5 Fan Factor				
Head Coach Alphonse t. pure	1 Apothecary		Total Cost of Team:		1.950.000 gold pieces		

CHIVALRIC OATH

Blitzers and Squires may not declare a Foul action.

Furthermore a Blitzer or Squire may not assist a team-mate's Foul action, nor can they cancel opposing assists during a team-mate's Foul action.

However, Blood Bowl referees are keenly aware of the Saints penchant for fair play. Whenever an opposing player fouls one of the Saints' Blitzers, the opponent is sent off on a non-doubles (but not a doubles) roll on the injury roll.



Artwork by Jonathan Frylén

JULES DE BERGERAC



Artwork by Luis Zamudio - www.artstation.com/u-washak

LE PIC! EXCLUSIVE

**HE WILL NEVER INHERIT HIS GRANDFATHER'S TITLE, BUT ON THE PITCH
HE IS A PRINCE AMONG MEN. JULES IS NOT THE LADY'S MOST PIOUS
SERVANT, BUT HE CERTAINLY IS ONE OF THE MOST FORMIDABLE**

STAR PLAYER SPOTLIGHT

IN FAIR BRETONNIA privilege, like everything else, is inherited. Sure, noblemen coming of age have to go through their errantry before ascending to the rank of Knight of the Realm, but in reality most proud fathers are quite eager to bequeath this title unto their sons – worthy or not. And with so many Knights Errant roaming the country looking for trouble, too often of their own making, few commoners are unhappy that errantry is often mercifully short.

However, there are only so many titles to grant and fiefs to protect, and the greatest glory inevitably goes to the firstborn son. Jules grew up in the domain of Bergerac in the heart of Quenelles. The third son of a third son, the traditional avenues to wealth and respect were closed to him. This made him resentful of everything and everyone – faith, tradition, fate. Painfully aware that there would be neither title nor luxury in his immediate future, Jules turned to Blood Bowl!

Jules left for the Border Princes to carve out a reputation and a realm for himself and eventually he began his Blood Bowl career with the Black Mountain Kings. He became known for his reckless ferocity and martial prowess, but in time his anger cooled, and when he learned that the Quenelles Cup, entrusted to his grandfather, had been won by a visiting Khemri side, Jules convinced his team to quest for the family heirloom.

Travelling to far off Araby, Jules and his fellows eventually penetrated the heart of the ancient necropolis of Bel-Aliad. Here they won back the trophy, and then proceeded to fend off all challengers for several years. This earned him the blessing of the Lady and the prestigious title of Grail Blitzer – defender of the Bergerac family cup.

JULES DE BERGERAC

GRAIL BLITZER

270,000 GOLD PIECES



MA	ST	AG	PA	AV
6	4	3+	4+	10+

SKILLS: BLOCK, CATCH, DAUNTLESS, JUGGERNAUT, LONER (4+), MIGHTY BLOW (+1), MULTIPLE BLOCK
TEAMS: BRETONNIAN NOBILITY
SPECIAL RULES: CRUSHING BLOW: +1 TO 1 ARMOR ROLL PER GAME.

JULES DE BERGERAC

LE PIC!

AGE: 35

HEIGHT: 6 FT 8 INCHES

WEIGHT: 269 LBS

ORIGINATING TEAM: BLACK MOUNTAIN KINGS

POSITION: BLITZER

CAREER TOTALS: 17 PLAYER FATALITIES – 14 OF THESE BEING OPPONING PLAYERS. 33 TOUCHDOWNS SCORED. 18 COMPLETIONS. 2 INTERCEPTIONS.

AWARDS: 2486 BORDER PRINCES “MOST LIKELY TO BE YOUR DAD” AWARD. 2488 ZHUFBAR FREE FOR ALL WINNER. 2488 MOST BRUTAL BLOCK, RUNNER UP. 2493 SHEIKH MUFKATAR TRIBUTE TOURNAMENT WINNER & MVP. 2494-2497 BERGERAC CHALLENGERS CUP CHAMPION.

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Artwork by Luis Zamudio - www.artstation.com/u-washak

CAREER HIGHLIGHTS

2479 Following the return of Jean Baptiste Perdu in 2471 Blood Bowl frenzy sweeps Bretonnia, and it seems like every lord wants his own team. At a young age Jules watches his beloved grandfather pour his heart and soul into coaching the Bergerac Paladins, and Jules sees his own father and uncles celebrated and adored. In 2479, however, young Jules learns that there will be no place for him on the team.

2482 Growing increasingly bitter, the ambitious and temperamental 19 year old Jules leaves his family home in a fit of rage. He gathers up a small retinue and heads off for the Border Princes, swearing to create a team of his own and vowing to return only when his fame has eclipsed that of his father and grandfather.

2484 In the harsh region known as the Border Princes, Jules soon makes new friends – of the bragging, drunken and revelling kind. He and a handful of these glorified drinking buddies establish the aptly (yet pompously) named Black Mountain Kings, and set out on an ill-advised campaign to put their names on as many trophies and panties as they can get their hands on. They are noticeably more successful in the latter category than the former.

2488 For all their debauchery, The Black Mountain Kings still manage

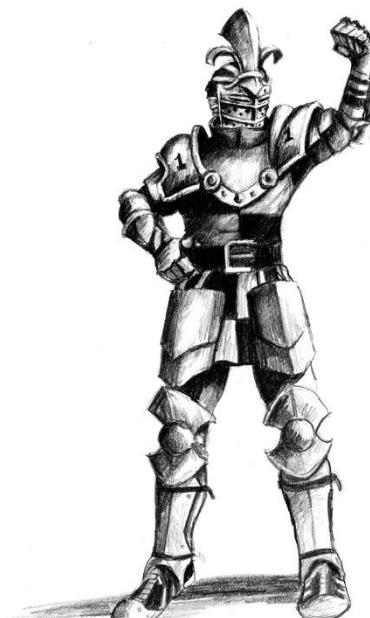
to become a pretty good Blood Bowl team. As they travel east the maidens grow scarcer and the opposition fiercer. The Kings grit their teeth and soldier on, and in the spring of 2488 they win the notoriously brutal Zhufbar Free for All. For Jules though, the victory is a let-down, as the Lady does not appear to him, when he lifts the trophy above his head.

2490 Blessed or not Jules still feels the urge to take his team back to his native Bergerac to show his family what he has achieved. Maybe even gloat a little. But when he arrives, he discovers that his grandfather's family trophy has been won by a visiting team of shambling skeletons and crusty mummies – and they have taken it with them all the way to ancient Nehekara. Jules convinces the Kings to go after the trophy with him.

2493 Under the gaze of Mufkatar the Cooked deep within the largest necropolis, the Kings win back the Bergerac Cup, and this time, Our Lady lets her light shine on the Kings - and on Jules in particular. He returns the cup to his grandfather's chateau, and is welcomed with open arms. Jules has successfully defended the cup against all comers since then as a true Grail Blitzer of The Lady of The Lake.

PRESENT

Back in Bretonnia however, his team-mates slowly grow fat and complacent, and when one of the original four Kings retires due to a particularly nasty groin itch, Jules finally bids the Black Mountain Kings farewell, and takes to the road as a Blood Bowl legend.



Artwork by Knut Rockie

STAR PLAYER SPOTLIGHT

THE LEO IGNIS THE FLAMING LION OF ATHEL LOREN

THERE is a certain *je ne sais quoi* about the Star Player known simply as the Leo Ignis. The smouldering eyes, the animal-like grace and his stern wordless presence makes the ladies swoon - and quite frequently his opponents too!

Little is known for certain about the Leo Ignis, and his vow of silence doesn't really help. Who can forget the embarrassingly hyperbolic "interview" article in Spike! Magazine back in 2481? Tales of his on-pitch excellence have been told for decades – or maybe they're tales of a different person wearing the same kit! Who Knows!? We do know, however, that he has come to the aid of Bretonnian teams in the past, and when he does, his only post-game comment is a blood curdling roar. His other trade mark is his tattered armour, which just goes to show that he must also have taken a vow of frugality.

Pundits struggle to recall his first appearance in prime time Cabalvision Blood Bowl, but one of the earlier and more notable ones was a game against the Ulthuan Renegades, in which he was so spectacularly on fire, that the Renegades refused to come back for the second half. That match prompted Spike! Magazine to put him on his first cover - with the caption "he plays like a man possessed". That may well have been a figure of speech, but members of the Wurtbad Witchhunters Association have never the less attended an unusually high number of his games. It remains to be seen whether the WWA's interest in him goes beyond simply hunting his autograph.

As for retirement plans, your guess is as good as ours. Leo Ignis obviously hasn't commented himself, but several anonymous Bretonnian coaches have informed us that they'd sign him in a second. Why, the merchandise alone would be a roaring success. Or so we're told.



Artwork by Peter Knifton, ©Greebo Games



CAREER HIGHLIGHTS

2472 During a tournament at Carcassonne (The Summerfall Open), veteran Blitzer Marcel IV de Guignac is mortally wounded, when an opposing Chaos Spawn regurgitates corrosive bile, spraying most of Marcel's armour and half of his face. Marcel is dragged to the team apothecary, who quickly concludes that his life cannot be saved, (as they so often do). This would no doubt have been the end of Marcel IV de Guignac, but an elven spectator appears and offers to take him back to nearby Athel Loren, for the elves to treat his grievous wounds.

2476 Several years later, Marcel is miraculously returned to his family by the elves, seemingly unscathed. But Marcel is a changed man. His elven companion explains that Marcel has seen the Lady of the Lake in his fever dreams. Marcel has taken a vow of silence and has adopted an extremely ascetic lifestyle – swearing off all luxuries associated with knighthood in Bretonnia. In fact, he never even removes his helmet! All that said, Blood Bowl remains his passion.

2477 Marcel, who now only responds to the name that the elves have given him - Leo Ignis - briefly joins the Penetrators on their wildly successful 2477-2478 season, winning several minor trophies over the course of the year. By the end of the season, however, it is clear that the Leo Ignis' personality (and table manners) force the Penetrators to part ways with him. And with that, Leo Ignis disappears.

2480 - PRESENT

For three years Leo Ignis is nowhere to be found. In fact, notorious Witch Hunter Karl von Schneemann claims to have put him to the sword somewhere in the Great Forest of the Empire. But in 2480 the Leo Ignis suddenly and spectacularly returns to Blood Bowl. In a game played in the forest of Arden, the Gisoreux Lionhearts are mere moments from defeat, as Chaos Lord Sigmund von Stahlhertz lumbers towards their End Zone – ball firmly in his grasp. Looking over his shoulder for defenders, Stahlhertz never sees Leo Ignis burst from foliage, but he surely feels the tendon-severing block, which frees the ball and announces Leo Ignis' return to Blood Bowl.

THE 'LEO IGNIS' GRAIL BLITZER 250,000 GOLD PIECES



MA	ST	AG	PA	AV
8	4	3+	6+	9+

SKILLS: BLOCK, CATCH, DAUNTLESS, LONER (4+), CLAW, FRENZY, SHADOWING, TACKLE, UNCHANELLED FURY
TEAMS: BRETONNIAN NOBILITY
SPECIAL RULES: INDOMITABLE: ONCE PER GAME DAUNTLESS GRANTS ST DOUBLE THAT OF TARGET ST

LEO IGNIS
FLAMING LION OF ATHEL LOREN

LE PIC!

AGE: OVER 60...?
HEIGHT: 6 FT 4 INCHES
WEIGHT: HARD TO TELL
ORIGINATING TEAM:
COURONNE CAVALIERS
POSITION: BLITZER

CAREER TOTALS: 17 FATALITIES. 52 TOUCHDOWNS. 27 ABANDONED INTERVIEWS. 122 SACKS – FOLLOWED BY ROUGHLY 60 CASES OF IGNORING A CERTAIN TOUCHDOWN.

AWARDS: 2477, 2479, 2482 WWA'S MOST WANTED. 2478 MOST POPULAR PENETRATOR. 2480 SCRYE MAGAZINE'S MOST UNEXPECTED ARRIVAL.

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Artwork by Peter Knifton, ©Greebo Games

QUESTING FOR THE GRAIL

SO – the errand has been set, and you’re off to seek the grail. Be ye warned, brave sir knight, and heed my advice, for your quest will be fraught with danger.

THE QUEST

The Bretonnian Nobility team is what is often called a hybrid team – not fast or agile enough to be a dash team, and not strong or deadly enough to be a bash team. They’re best suited for the running game, but their skill access allows them to improve at both running, passing and bashing.

Running teams are usually either very mobile (like Elves), or they create space for themselves by bashing opponents off the pitch. Neither of these are the Bretonnian Nobility’s strong suit: Being AG3+ (and even 4+) is not great for mobility, and as for bash, they don’t hit that hard, and their Linemen are quite fragile. This means that Bretonnians are often forced to score before the turn 8 whistle. Fortunately, the Bretonnian defence is capable of stopping short offensive drives, as they have both the starting skills and the skill access to make it hard for opponents to advance quickly.

Coaching a Bretonnian team takes a fair bit of experience. Not just enough experience to know what you’re doing, but also enough to be able to unlearn some of what you thought, you knew. First off, your starting skills are not the traditional ones, secondly you will have to be less risk averse than you’re used to, and finally you just may have to improvise when things don’t go according to plan. If you know what you’re doing, then the Bretonnians are a decent starting team and a competent mid-range team, but they need careful planning in order to retain their strength at high TV. And before you get to those heady heights, you have to learn to get the most from their starting skills.

BLITZER SKILLS

The Blitzers are your flashy stars, who need to carry your team. They have

somewhat humble stats for that Herculean task, but they can grow into very competent players. Much has been made of their exotic trio of starting skills – and sure, at that price you’d probably rather have an Elf Blitzer. Never the less, your job as head coach is to make the most of what you’ve got.

Block is as straightforward a skill as they come – and it’s one of the best skills in the game. But what about Dauntless? My best advice is to not ignore it, but to use it with caution. It is remarkably reliable against ST4 (and even 5) players without Block, and decent against those who do have Block. Rule of thumb: *Don’t reroll the Dauntless roll!* Unless you *really* need a knockdown on a stronger player, then your best option is to hang on to your Team Re-Roll. Consider this: If your Blitzer is soloing an ST4 player, and you’ve just rolled a 1 for Dauntless, rerolling Dauntless will make you turn over on the block 19% of the time, while keeping the reroll for the actual block will cut that in half, with a real chance of keeping your Re-Roll. If you’ve got a single assist, then rerolling Dauntless will turn over at 5%, while keeping the Re-Roll will again cut the risk in half.

As for getting an actual knockdown: Your Blitzer and an assist against a Blockless ST4 player? 71%. Just 4% less than if you had been ST4! Bottom line – it’s pretty good, especially against Blockless opponents.

Then how about Catch? Blood Bowl is risk management and some of the best coaches call the range ruler the lose-o-meter. It *is* true that taking unnecessary risks with the ball will eventually lead to defeat, but on the other hand you have to use every advantage that you have. Or just play another team. One advantage that you do have is that while most players with Catch have stats that make them a liability, you have every reason to have your 4 Catch players on the pitch at all times, and that gives you offensive options. Catch works on hand-offs, and also makes quick passing more reliable. Consider the simple move of making a hand off to a player who can get the ball to safety with a catch and 2 GFIs.

Without a Team Re-Roll, Catch takes you from 46% to 62%, and with a team reroll it's 77% to 82%. Not huge numbers, but for any play with the ball, the odds are crucial. On top of that, don't forget that Catch will give you extra catch rolls when a loose ball bounces in the scrum, as well as on High Kick and the occasional Blitz! kick-off result – it may even convert a deflection into an interception. Finally, don't underestimate what Catch does for your Blitzers' ability to earn SPPs from the occasional vanity pass.

THE SQUIRES

The Squires are your very moderate support players, playing second fiddle to your Blitzers. Internet experts often focus on the fact that a bashy player would rather have Block than Wrestle, and that Wrestle doesn't combo well with Guard skill – which is probably their best pick. But while Block would no doubt be better, Wrestle is still good! It will allow you to throw more blocks, simply because you are better protected from turnover. And while Guards *do* generally want to stay on their feet, don't underestimate the problems you can cause by taking down an opposing player on his own turn. First and foremost, Wrestle is great to have on a team that also has Block. Just concentrate on using your Wrestlers against the opposing Block players – and your Block players against the Blockless targets.

Oh, and remember that even though they aren't the "Blitzers", they can still blitz. Going after a ball carrier with your Squires often gives you better odds of scoring a hit. Plus it frees up a Blitzer to dazzle the maidens. Also, be aware that 2 dice uphill is a viable option for Wrestle players: It's a 70% chance of getting your target out of your face – either pushed back or prone. That's slightly *more* reliable than a straight 3+ dodge, so it's better to block 2 dice up than to dodge away!

THE PEASANTS

Yes, their stats are horrible. The peasant Linemen are your cheap and unreliable meat-shields. But don't be cavalier with them, or your Blitzers will quickly find themselves outnumbered. Fend is a decent skill which will generate the occasional advantage – but if you start really *using* Fend instead of just having it, you will be impressed. At the basic level Fend means that you may well be able to move freely after being blocked.

This in turn means that a peasant caught far from the action with a slow opposing player, can be a very unappealing block target, for fear that the peasant will re-join the action before the attacker.

But Fend has many other uses: It prevents opponents from following up to give an assist in the next block, effectively breaking a chain of 2 dice blocks, it makes it hard for slow teams to move their cage forward and it can be used to pin an opponent on the sideline. Great Fend connoisseurs can even use it to force opposing players to be part of *your* defensive formation – because they can't leave their square. Against teams with Frenzy, Fend allows you to still work the sidelines with less risk of getting surfed. Finally, being less likely to be stuck in a Tackle Zone makes Linemen even better foulers – a job they are already perfectly suited for.



Team crest for "the Brotherhood of the Immaculate Reception". Among fans the crest is also known as the "Fleur de Leap".

Artwork by Martin Lærkes

STARTING TEAM

For league play, you first have to decide whether you want to start with an apothecary. If you are allowed to restart your team on a bad start, or if you know that your first opponent is not hard hitting, then take the chance and start without an apothecary. The 50K is probably better spent on Dedicated Fans, and if you take both the apothecary and Dedicated Fans, then you'll be able to afford very few good players. It is usually better to buy the apothecary after the first game.

In a very short league where you need to win straight out of the gate, I'd take all four Blitzers. After all, who else is going to win you the game:

4 Blitzers (440K), 4 Squires (280K), 3 Linemen (120K), 2 Re-Rolls (140K), 2 Fans (20K). Hopefully that should be enough to get you an apothecary after the first game, and then a peasant after each of the next few games.

This roster puts all of your power on the pitch. 2 Re-Rolls should be fine, with all that Block, Wrestle and Catch. Only the lack of Sure Hands needs to be taken into account. The main weakness is that you have no bench, and could be playing men down much of the game – perhaps even for several games. Coupled with low Fans that can be a deadly cycle. You might consider swapping a Squire for a Lineman to push your Fans to 5 for a slightly more balanced approach.

Personally, I prefer starting with a deeper bench, even though it means replacing quality Squires with more Linemen, which of course means that you have less Wrestle and AV on the pitch at first Kick-Off:

4 Blitzers (440K), 2 Squires (140K), 6 Linemen (240K), 2 Re-Rolls (140K), 4 Dedicated Fans (40K) = 1000K

If you're already experienced with Bretonnian Nobility, you might even try:

3 Blitzers (330K), 3 Squires (210K), 7 Linemen (280K), 2 Re-Rolls (140K), 4 Dedicated Fans (40K) = 1000K

If you go with a deep bench like that, don't let your Linemen languish in the dug-out against non-bashy opponents. Foul!

Finally, if you can afford to ignore short term results, then getting fewer Blitzers but more Fans and an extra Re-Roll will allow you to maximize SPPs on the Squires right from the start - and skilled Squires are crucial for the team if you're planning for the long term. In that case, try:

2 Blitzers (220K), 4 Squires (280K), 6 Linemen (240K), 3 Re-Rolls (210K), 5 Dedicated Fans = 1000K

EARLY DEVELOPMENT

Bretonnians are a decent starting team, but no more than that. Your starting skills (and a restrained playing style) means that the 2 Team Re-Rolls ought to suffice – the only real sore spot being the pick-up roll.

However, early on each skill earned will bring marked improvement. Frankly, the team is probably at its strongest in the 1200-1500 TV range, meaning 13-14 players, 2 rerolls, and one skill on everybody – make that 2-3 on each Blitzer. Anything above 1800 TV is not ideal for Bretonnian Nobility. You are better off keeping your TV lean and relying on some of the excellent Star Players of Blood Bowl's Second Season.

Developing your team the Blitzers need Dodge, and Dodge will transform them into a much more mobile and durable player. After that, the best choice is Side Step, which combos so well with Blodge by making the player a much less desirable target – and a general pain in the neck. I'd never bother with random skills on a Blitzer, except in those special situations that apply to all teams: Close to redrafting or on the cusp of the last game of their career. Other than that Blitzers are simply too expensive to replace and there are too many bad results.

You do have two more skills to consider though for early development: Leader and Sure Hands. Sure Hands will help you preserve Team Re-Rolls, but if you take it early, then the player with the ball is going to be the one without Dodge. As for Leader, getting essentially a 50K discount on a Re-Roll is a big deal for a team that tries to keep the Team Value moderate – but you have to consider that you're essentially wasting a skill slot on one of the just four players, who are supposed to carry your team. Whether to get a Leader or not is your first major decision, but if you do get it, get it early on.

Tackle is a utility skills that most coaches prioritize to get sooner rather than later. For Bretonnians I recommend going light on Tackle, and to not take it earlier than third skill on a Blitzer. Until then you should learn to make do with Wrestle and fouling.

For your Squires, the first skill ought to be Guard. If Blodge is the king of early play, then Guard is the crown prince. There is probably no such thing as too much Guard, but even so you may want to consider letting one Squire differ from the rest, by giving your team a (very busy) Mighty Blow hitter. Mighty Blow also has the advantage of generating SPPs, so he'll get Guard soon enough.

Your Linemen earn very few SPPs, so your best bet is to take a random skill, when they

happen to get an MVP. It may be tempting to keep TV low by not skilling them at all, but there are a fair amount of decent (and cheap) general skills and if you get one of the less useful ones, then Lineman are cheap to replace.

The best skills for them are the ones that help them either survive or trade up. Dirty Player is great for trading a crummy Lineman for any juicy target – it might even be worth paying for a chosen skill to get one. Block and Wrestle are also great. Wrestle because it makes them even more likely to limp away first from an opposing block, or to get a good result on a bad block – and Block to let them take over LOS blocking duty, because your Squires have Wrestle, and your Blitzers probably shouldn't get bogged down on the LOS. Kick, Pro and Tackle are also decent.

GENERAL STRATEGY

Like the basic human team you could call Bretonnian Nobility jack-of-all-trades, master of none. You might in fact say that about all the hybrid teams – they have to bash the dashers and avoid the bashers – but with Bretonnians it goes beyond this. The main chink in their armour is that their own plan A, their running game, isn't really that impressive, which means that rather than playing to their own strengths, they have to play to the weaknesses of the opposing team. Being more reactive than proactive doesn't mean that you play without a plan. Au contraire; You need several plans to choose from depending on the opposing team, and then you have to repeatedly amend that plan, depending on what your opponent does. Coincidentally, that doesn't really make for a very precise playbook. Even so:

Defending against undeveloped bashy teams, your Blitzers and Squires may be able to repel an aggressively basing opponent for quite a while if you risk the occasional low-dice block. Don't give away free blocks, but remember to protect your Linemen early on, as these present obvious low-AV targets. Later in the half they will have to endure some blocks if you decide to pressure the opposing team. Remember to pounce if a low-dice Wrestle block can open a path to the opposing ball carrier.

Defending against finesse sides, they'll be in no hurry to score, so make your hits count and make use of your deep bench for fouling.

Don't foul indiscriminately, but foul high value targets, especially if you can do a big foul without compromising your position. As you near the middle of the half, you need to decide whether a conservative column defence will suffice, (here Fend is a nice bonus), or if you want to try to overwhelm the opposing cage. Against a weaker opponent, this can be an almost Orc-style defence, where you try to swamp the opposing cage, by overmatching everything: Pit your Wrestle against Block players, your Block against Blockless players, and position your Fend players to make sure that follow-ups don't snowball into many 2-dice blocks.

On offence, you should try to score on turn 8 like everyone else. Some opponents will even play a sloppy defence early on, just to see if they can make you score early, so they can set you up for a 2-1 grind. Don't score needlessly early, but on the other hand it isn't easy for you to stall for eight turns anyway, so you may have to take such a gift TD (as late as possible) – and then rely on your defence to slow your opponent down for just long enough for the half to end. If your opponent goes for a more serious defence, or if you are playing a short offence, then sending out Blitzers as "decoy" receivers can force an opponent to split his defence. Mind you, don't leave him any easy big hits on your Blitzers – bring support if you have to.

No matter how your opponent plays, two things are very important to keep in mind:

First: Don't run a tight cage – use looser screens instead. This prevents all of your players from getting based at the same time, keeping you mobile and allowing you respond to your opponent's positioning with assists. Guard players are excellent for the role of delayed assist. When screening, don't be afraid to leave your opponent a farfetched one-dice shot at your Blodge ball carrier – overdefending every path to the ball will just leave you vulnerable elsewhere.

Secondly: Rely on a focused application of force. Use your mobility to overwhelm your opponent in one part of the pitch, while throwing commoners at any player who could bridge the gap, buying some time for your Blitzers to win the fight that matters.

A last piece of advice concerning the Line of Scrimmage: On offence, make sure that your Blitzers aren't bogged down in a scrum as time ticks away. And on defence, consider putting Squires on the line rather than



Artwork ©Greebo Games

Linemen. Yes, Linemen are cheap and expendable, but they also break easily, and if your Blitzers are outnumbered from turn one, they will get surrounded and mauled. If your opponent isn't super lethal and you've developed some Blitzers into Blodgers, you might even risk them on the LOS. That said, don't be a fool. If your opponent has serious damage dealing capability, then the Linemen will just have to suck it up, while the nobility stays out of harm's way.

In conclusion, think of your Bretonnian Nobility team as a Swiss Army knife: They have the capacity to deal with everything, though admittedly not perfectly. They may not have Tackle, but they have Wrestle to take down Blodgers, and cheap Linemen to foul them. They may not have high ST, but they have Dauntless (and soon enough Guard) to repel high strength attackers looking to base them. And they may not be Elves, but they can be pretty mobile, both on defence and with the ball.

DEVELOPMENT OPTIONS

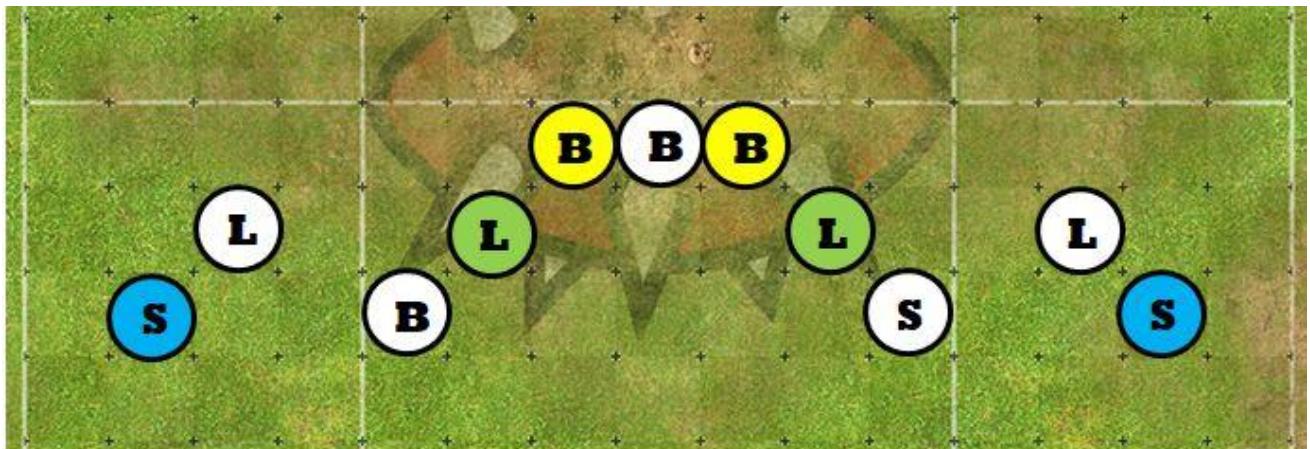
As your team develops above 1500 Team Value, the most obvious direction to take it is probably pitch control. Before I elaborate on that, I want to mention a more whacky option: You already have some Wrestle, so put Wrestle on all your Linemen. This can be quite annoying for opponents to deal with, but will occasionally leave your ball carrier exposed - which fits perfectly with another enticing strategy: Dump-Off. Lots of Catch and a solid Dump-Off Blitzer means you won't be vulnerable even if your Wrestle players get a bit too enthusiastic. If you do this, Accurate and/or Pass will probably serve you better

than Nerves of Steel.

All that said, the best development path for Bretonnian Nobility is probably pitch control. Pitch control has the advantage of working both on defence, and when fighting for turf or screening off sections of the pitch on offence. Your Linemen will have Fend – some with either Block or Wrestle. All your Squires should have Guard by now, and while two of them take Stand Firm and then save up for Dodge, the other two could go for Tackle and Mighty Blow, both to bash elves and because pitch control tends to slip away if you start to get outnumbered. Also, a single Grab player can be very handy for blitzing opposing Side Steppers – and makes one turn scoring attempts easier to execute as well.

As for your Blitzers, they'll be hogging the majority of your Star Player Points, so they'll be the ones getting all of the extra skills. After Dodge and Side Step, I do think you get diminishing returns from your skill picks. Perhaps this is why Bretonnians have a hard time at high Team Value. Fend is nice, because you already have it in bulk and it helps with mobility, and if it suits your style of play then Accurate could be good for your ball carrier.

First and foremost your best options are probably the ones that combo well with Blodgestep, meaning perhaps one or two Diving Tacklers and certainly Jump Up for most of them. Once you have Jump Up, it might be worth considering a secondary skill. Mighty Blow is always a popular pick, but I tend to leave that to the Squires and lean towards Guard – once again a skill that combos well with Blodgestep.



Pitch design by Casper Hansen

Finally, for your fifth or sixth skill – and yes, Blitzers will get there faster than most players, rolling for a stat is probably where the best value is. If you’re lucky enough to get it, AG+ is fantastic. ST+ is also good, but the price tag of 80K may just be too much for your plan to keep TV lean. A single player with MA+ is a nice threat and also helps with one turn scoring attempts, but I think you’ll get the best value out of AV+. Not only is it dirt cheap, but it will keep your Blodgestepping Jump-Up Blitzers alive, and when the going gets tough, they’re the ones you need on the pitch rather than in the dugout.

TAILORING YOUR DEFENSE

The chevrons defence (see above) is a Blood Bowl staple. It is well suited for Bretonnian teams who want to set up aggressively. The middle is hard to break through, and the Blitzers are pushed forward pretty far, in order to make them a genuine threat. If your Blitzers have Blodge then they can take the LOS – if not, this job is best left to the Squires – and both Blitzers and Squires are substantially more likely to survive the first turn than a defenceless Lineman.

If you don’t want to risk your better players, then the yellow position can be manned by Linemen. Their Fend skill prevents free follow-up assists against the second row (the green position). If your opponent is in a hurry, then the entire second row becomes safer for your Blitzers and Squires, because blitzing these will make it very hard to penetrate your rear line. Finally, the blue position in the Wide Zones depends on both your players and the opposing team. If you have Blodgestepping Blitzers here, then they can be very hard to get past. Against teams who can only manage

one die against that position, the Wrestle on the Squires can be really annoying, and if the opposing team is slow, then Linemen with Fend can make it hard for a blitzing opponent to get out of the way for his team-mates.

THE DEVELOPED TEAM

As your Team Value climbs, your offence should become more competent, while your defence should be getting positively stifling. Your use of these pitch control skills does not have to be passive. A developed Bretonnian team can easily opt for a harassment playstyle, aggressively basing the opposing cage with Wrestle Stand Firm players and Blodgesteppers for amplified pressure.

Your overall game plan is basically the same as with an undeveloped Bretonnian team. You’re just way better at it. Your Blodgers can be a (k)nightmare – the threat of what they could potentially do is often as important as them actually trying. Same with your Squires – if your opponent learns to fear their low-dice blocks, then he just might leave the Squires free to roam. If your opponent is not too keen on basing, then it is entirely in your own hands whether to run a more passive defence or to try to crush the cage under the weight of your defensive skills.

Playing your developed Bretonnian Nobility team against equally (or more) developed opposing teams, odds are you’ll be dealing with a constant flow of permanent injuries, and you need to manage them well. As a rule of thumb, if money are tight, don’t fire your commoners for minor permanent injuries. The Bretonnian Nobility team needs a fairly deep bench, so you should not rely on journeymen. Don’t worry if your Line of Scrimmage is manned by a Peasant with a three fingers or a

Squire with a severe limp. Those commoners are only happy to serve, and every time one suffers an injury beyond the first, that's money saved!

Peasants can play on with most injuries. Sure, a Strength decrease is a career ender and lost Armor Value isn't ideal, but other than that it doesn't require much finesse to stand upright and take some hits. The same goes for Squires basically, except lost Armor Value is probably too much, and if more than one loses Agility, then it will hurt your ability to improvise in a tight spot. For your Blitzers it's a different matter entirely. I've run Bretonnian Nobility teams with fairly minor injuries on the Blitzers and have regretted it more often than not. The players that have to do everything simple cannot afford to be injured.

High-TV play against finesse and hybrid teams, is harsh but not impossible, though developed Elf teams are admittedly hard for anyone to handle. However, against the high strength bash teams, who you have a tricky time handling even at low Team Value, your comparatively few Guards will struggle to keep up with most likely more Guards, lots of damage inflicting skills, and enough Tackle to keep your Blitzers under control. This may well be too much to handle, which is exactly why you should always keep your Team Value lean. With a little luck, Inducements just might be able to bail you out.

INDUCEMENTS

If you have a little petty cash for your upcoming game, a Bloodweiser Keg or two or perhaps even a Wandering Apothecary are your best options. A Hireling Sports-Wizard might look tempting, but the Bretonnian Nobility team isn't agile or durable enough to reliably capitalize on this one-trick-pony. That was true even with the magnificent BB2 wizard, and certainly even more so with the moderate BB2020 wizard.

As soon as you have the Team Value difference for it, you should be looking at Star Players though. Star Players – some more than others – were given a substantial leg up in the 2020 edition, which will allow Bretonnian Nobility to better compete against high Team Value opponents than in the previous edition. Not only were they made cheaper across the board, but their special abilities are often useful and basically free.

The Old World Classic list has some interesting specialists: Rumbelow will add some extra Tackle against a Dodge-heavy opponent, while Thorson and Ivar (the latter at a substantially higher price) will allow you to harass the opposing cage with their special abilities. Grombrindals ability to add Mighty Blow or Break Tackle to your actions is also very useful.

If your league allows you to use the Star Players from this magazine, then Joseph Cottier can potentially absorb a lot of hits from a bashy opponent, while both Willem Tollet and Jacqueline de Rochelle will significantly improve your passing game – with Jacqueline adding a lot of mobility on top of that. Jules de Bergerac and Leo Ignis offer some brute force, but they're expensive.

If you're looking for outstanding value, then Karla, Zug and Griff Oberwald are your best options – none more so than Griff Oberwald. The fact that he (or indeed any of the Stars) will be displacing a useless Peasant rather than a capable player is just icing.

Whatever you do when coaching Bretonnian Nobility, remember that fortune favours the bold. Oh, and prepare to run some broken plays. Things may not go according to plan, but you do have some great tools for improvising.

May the Lady's blessing be upon you.

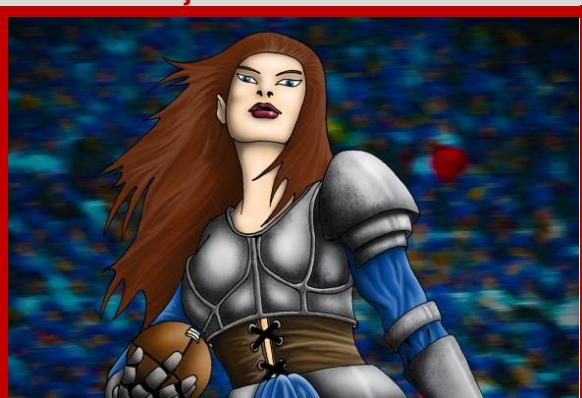
LESSER KNOWN

BRETONNIAN STAR PLAYERS

BRETONNIAN nobility have never made much of an impact as Star Players outside of Bretonnia herself. Not only can their natural arrogance rub team-mates the wrong way, but their general disdain for underhanded tactics make them downright problematic employees. To make matters worse, the religious zeal of the Bretonnian aristocracy is often frowned upon by the other nations of men. Case in point, Sir Robert "Gryphon" the third, who insists on beginning all matches kneeling and praying to the Lady of the Lake. He was consequently unable to land a contract outside of Bretonnia, despite his obvious talent!

Detailed below are a few players making a name for themselves in the Royal Court League of Bretonnia. They are yet unknown to the rest of the Blood Bowl loving world, but all three are on the verge of their big breakthrough. They are also, as mentioned on page 6, completely unofficial.

JAQUELINE DE ROCHELLE QUESTING BLITZER 250,000 GOLD PIECES



MA	ST	AG	PA	AV
7	3	2+	2+	9+

SKILLS: BLOCK, CATCH, DAUNTLESS, LONER (4+), DODGE, DUMP-OFF, PASS
TEAMS: BRETONNIAN NOBILITY
SPECIAL RULES: SHOVEL PASS: ONCE PER GAME MAY DUMP-OFF AT SHORT RANGE.

BY tradition, knighthood is for men only in patriarchal Bretonnia. However, when the Duke de Montfort found himself without male heirs (despite his flagrant infidelities), he decreed a "don't ask, don't tell" policy in his dukedom.

This has allowed his many daughters to pursue knighthood, albeit helmeted, and has allowed his second daughter Jaqueline de Rochelle to quest for the grail on the sacred fields of Nuffle. And by the Lady, Jaqueline plays like a woman who has been called a fair maiden one too many times!

LE PIC! STAR PLAYER PROFILE

AGE: 27. **HEIGHT:** 6 ft 1 inch
WEIGHT: 209 lbs in full plate armor.
ORIGINATING TEAM: Montfort Ironclads.
POSITION: Blitzer. **CAREER TOTALS:** 3 fatalities, countless groin injuries, 153 completions. **AWARDS:** 32 Post game most valuable defensive player awards.

LE PIC! STAR PLAYER RATING: 327.

Artwork by Simon Liddle (simonliddle@icloud.com)

JAQUELINE DE ROCHELLE

WILLEM TOLLET

WILLEM TOLLET

SQUIRE

160,000 GOLD PIECES



MA	ST	AG	PA	AV
6	3	3+	3+	9+

SKILLS: CANNONEER, LONER (4+), ON THE BALL, PASS, SURE HANDS, WRESTLE
TEAMS: BRETONNIAN NOBILITY
SPECIAL RULES: READY SIR? ONCE PER GAME GRANTS +1 TO CATCH ROLL

THEY say that a knight is only as good as his Squire – and by “they”, we mean the commoners. What highborns say about Squires is frankly better left unsaid. Willem Tollet has served his liege faithfully – mainly as an excellent ball-fletcher, but his talents are many. Who can forget his game-deciding sideline tackle against Vlad Romulus of the Old World Kings last year?

Pundits have expected him to ascend to knighthood for years. The thing is – he is just too valuable as a Squire! Having finally realized this, the disillusioned Willem has turned to freebooting.

LE PIC! STAR PLAYER PROFILE

AGE: 31. **HEIGHT:** 6 ft 4 inches. **WEIGHT:** 196 lbs. **ORIGINATING TEAM:** Force Majeure.

POSITION: Squire. **CAREER TOTALS:** 23 completions. 87 hand-offs. 5 touchdowns. **AWARDS:** 2496 Le Pic!’s most suicidal hand-off. 2493 Most valuable serf (Artois region).

LE PIC! STAR PLAYER RATING: 202.

Artwork by Martin Lærkes

JOSEPH COTTIER

ZOMBIFIED PEASANT

90,000 GOLD PIECES



MA	ST	AG	PA	AV
4	3	4+	-	9+

SKILLS: FEND, FOUL APPEARANCE, LONER (4+), REGENERATION, THICK SKULL
TEAMS: BRETONNIAN NOBILITY
SPECIAL RULES: RESILIENT: TREAT 1 CASUALTY PER GAME AS STUNNED INSTEAD OF ROLLING FOR REGENERATION

JOSEPH COTTIER is a lowly peasant, but he has earned a reputation for his remarkable endurance.

However, in a recent game against the Hel Fen Helions, Joseph took a vicious metal spike to the chest and collapsed. The crowd fell silent, but mere moments later he staggered to his feet. At first Joseph seemed more than a little confused, but a stern gaze and a quick slap across the face from his master brought him to attention. Since then, he has survived several near fatal injuries – although both his personal hygiene and his attention span has declined considerably.

LE PIC! STAR PLAYER PROFILE

AGE: 34. **HEIGHT:** 5 ft 8 inches – but with a pronounced slouch. **WEIGHT:** 185 lbs.

ORIGINATING TEAM: Knight Privilege. **POSITION:** Lineman. **CAREER TOTALS:** 13 near fatal blocks survived. **AWARDS:** 2495 L’Anguille apothecaries guild – most unexpected recovery.

LE PIC! STAR PLAYER RATING: 157.

Artwork by Simon Cope (copemon_zephamon@hotmail.com)

JOSEPH “MEATSHIELD” COTTIER

NEW INDUCEMENT



ENCHANTRESS (150.000 GOLD PIECES)

**AVAILABLE TO BRETONNIAN
NOBILITY TEAMS.**

WHEN evil lays siege to Bretonnia, when knights ride out to crush their enemies, or the evening before that all important match, the knights of Bretonnia will turn to the Lady of the Lake for help and guidance. Traditionally one seeks out a grail shrine or sacred place – but when Bretonnia's finest have to make it to the stadium in time for kick-off, they often call on an Enchantress instead, who acts as a conduit for the Lady's divine will, assisting those who are worthy. The Enchantress hides in the stands until the moment is right for her to come to the aid of her noble knights, and then she casts off her dirty robes, to reveal the majestic beauty of a true servant of Our Lady.

The Enchantress follows all of the official rules for special wizards – See Blood Bowl Second Season page 94 for further details. Over the course of the game, the head coach may decide to cast one of her spells, once:

BLESSING OF THE LADY: Cast at the start of any of your turns, before any player performs an action. Roll a d6. On a 1 the knights are found wanting and nothing happens. If the roll is 2 or higher, all your Blitzers (but not Star Players) gain the Pro skill until the current drive ends.

IRREPRESSIBLE SPIRIT: Cast at the start of any of your opponent's turns, before any player performs an action. Roll a d6. On a 1 the knights are found wanting and nothing happens. If the roll is 2 or higher, all your Blitzers (but not Star Players) may ignore any 'Stunned' injury inflicted on them – place the player prone instead of stunned. This effect lasts until the current drive ends.

ASSISTANCE

INDUCEMENT

THE following is a handy list of inducements available to the head coach of a Bretonnian Nobility team. The list includes all of the standard inducements for an Old World Classic team up until the latest GW publication at the time of writing – i.e. the Spike! Magazine for Norse. The list also includes the 5 unofficial Star Players and the Enchantress from this magazine, but no material from the Death Zone book.

INDUCEMENTS FOR BRETONNIA

QTY	COST	TYPE	INDUCEMENT	SOURCE
0-3	20K	-	Part-Time Assistant Coaches	BB
0-4	20K	-	Temp Agency Cheerleaders	BB
0-1	30K	-	Weather Mage	BB
0-2	50K	-	Bloodweiser Kegs	BB
*	70K	Merc	Mercenary Lineman	BB
0-1	80K	Star	Akhorne	WD148
0-1	80K	Star	Barik Farblast	FW
0-1	90K	Star	Joseph "Meatshield" Cottier	Le Pic
0-3	100K	-	Bribes	BB
0-8	100K	-	Extra Team Training	BB
0-1	100K	Staff	Josef Bugman	BB
*	100K	Merc	Mercenary Squire	BB
0-5	100K	-	Special Plays	BB
0-2	100K	-	Wandering Apothecaries	BB
0-1	120K	Referee	Biased Referee	BB
*	120K	Merc	Skilled Mercenary Lineman	BB
0-1	140K	Star	Helmut Wulf	BB
*	140K	Merc	Mercenary Blitzer	BB
0-1	150K	Wizard	Enchantress	Le Pic
0-1	150K	Wizard	Hireling Sports Wizard	BB
*	150K	Merc	Skilled Mercenary Squire	BB
0-1	160K	Star	Willem Tollet	Le Pic
0-1	170K	Star	Rumbelow Sheepskin	BB
0-1	170K	Star	Thorson Stoutmead	Spike 14
*	190K	Merc	Skilled Mercenary Blitzer	BB
0-1	200K	Star	Grim Ironjaw	BB
0-1	210K	Star	Grombrindal	BB
0-1	210K	Star	Karla von Kill	BB
0-1	220K	Star	Mighty Zug	BB
0-1	245K	Star	Ivar Eriksson	Spike 14
0-1	250K	Star	Skrorg Snowpelt	Spike 14
0-1	250K	Star	Frank N' Stein	Spike 11
0-1	250K	Stars	Grak and Crumbleberry	BB
0-1	250K	Star	Jaqueline de Rochelle	Le Pic
0-1	250K	Star	The Leo Ignis of Athel Loren	Le Pic
0-1	270K	Star	Jules de Bergerac	Le Pic
0-1	280K	Star	Deeproot Strongbranch	BB
0-1	280K	Star	Griff Oberwald	BB
0-1	300K	-	Halfling Master Chef	BB
0-1	380K	Star	Morg 'n' Thorg	BB

ROUND TABLE ROUNDTABLE

LE PIC! has asked five accomplished Bretonnian coaches to give their thoughts on how to get the most from your Bretonnian Nobility team. The advice is dated, but hopefully still inspiring.

SIR ROLEX – who won two NAF tournaments almost immediately after the Bretonnians were made NAF legal. One of them had 200 participants. And he was drunk!

I love all four human teams, because they need a lot more work and effort from the coach, than the more polarized bash or agility teams. Bretonnians in particular rely on non-obvious synergies to pile up annoyance upon annoyance, until their opponent's plan crumbles. And then they seize that opportunity. They have a (sub-optimal) answer for every problem, and they require a lot of thinking, but they also reward a coach who can be both cautious (since every 3+ is a real risk) and brave at the right time. To get the most out of Bretonnians you need to be able foresee your opponent's plans.

All this makes them very difficult to use well - which makes it so much the sweeter when everything goes as planned. They can work quite well in NAF tournaments because of their many starting skills and access to Guard and Blodge. Their sweet spot is between five and eight bonus skills. With less, they struggle. But I think part of their excellent win record so far is also due to: 1) Opponents' lack of practice playing against them; 2) The fact that some of their hardest opponents are not currently very popular; 3) When they first came out, some tournament organizers underestimated them, and gave them too much of a tier bonus.

Their playstyle reminds me a lot of AG3 Dark Elves, who exchange the fancy stuff and AG4 for lots of skills and weird synergies.

SIR CYBERKNIGHT – who is top Bretonnian in Cyanide's Champions Ladder almost every season, and there he has a win record of 67,5% over the course of almost 1000 games.

Defence is one of the Bretonnian team's stronger aspects, yet a lot of people do it wrong. Correct positioning is key for Bretonnians, and skills like Fend, Side Step and Stand Firm amplify that advantage even further. Always try to have a 2 layered screen in place, so a blitz can't open a clear path. At low TV just focus on preventing an 8 turn stall by screening off, punching back if your opponent bases your players or doing nothing/dodging depending on the situation. If he overcommits with the ball into your half, it's time to go all in and either get the ball or force the score. At mid/high TV you can play your defence more aggressively. Keep Stand Firm and Side Step in your front row to make blitzing you riskier, or put peasants in the front row if you want to simply slow down the opponent.

Winning defensive drives against bash teams is very hard work for Bretonnians. Position yourself with Dauntless and Guard to knock opposing players down, and to hit them again when they get back up. If they don't have a lot of Tackle (and Mighty Blow) your Blitzers and Squires can really apply pressure. If they do have a lot of damage skills – protect the Blitzers! Most bash teams are slow, meaning that just 6 players (three columns of two players) can be enough to stop them from getting around you – leaving you five players to do other important stuff. If you're low on players, then a Blodger/Wrodger with Stand Firm or Side Step can replace a two player column as a last resort. Also, don't be a fool. If pitch control is slipping, then it is time to minimize damage, win your own drive, and protect the key pieces for your OTS attempt!

You have more Guard than most hybrid teams and all dash teams. Use this to deny blitzes on the edges of your defence. Your goal against dash teams should be to apply the maximum amount of pressure while maintaining a good defence – and if you get a numbers advantage, consider putting threats into their half for more options next turn. Praise the Lady.

SIR ANDYDAVO – Who earned a great record and was best Bretonnian in Cyanide's Champions Ladder season 24, despite having never played the team prior to that.

Bretonnians are one of the harder teams to play successfully, mainly because they have average strength and agility across the team. Their unique flavour is that they favour control skills (such as Stand Firm, Fend, Side Step and Grab) over damage skills.

On my journey playing Bretonnians, I noticed that they went through 3 different stages: At the early stage (1000 - 1200 TV) their weaknesses were readily apparent. Against agility teams they did OK, but when faced with strength teams, it was hard to get the blocking game going, unless you're prepared to throw one dice blocks. The overall plan on offence was to try to create a hole in the defence and rush through and score any way possible. On defence I tried to force my opponent down one side, to try to attack in superior numbers.

At the middle stage (1200 – 1500 TV) the players had picked up Guard and Dodge across the Squires and Blitzers, and the team became more powerful for its Team Value, because of the usefulness of these low cost (non-doubles) skills.

At the end stage (1500 – 1800 TV) when matched on Team Value, I was playing a lot of Chaos, Chaos Dwarfs, Nurgle and Dark Elves, so I often faced a deadly player or a Blodge-heavy team. This meant that the pitch control skills that the team had acquired, started to become less effective as my players would get removed. To counter this, I developed a Mighty Blow player of my own, and this coupled with a bench and a Dirty Player helped balance out the removals.

SIR PIDPAD – Who clawed his way to the top of the 200 team Orca Cola League with Bretonnians, and then won the premier division. Twice. In a row!

Bretonnians are a very fun and versatile team, which excels at beating elves, but does suffer quite badly vs strong, Guard-heavy teams.

I feel it takes quite a while to get your head around the various quirks of the team, like the Guard players having Wrestle and the Blitzers not being able to pick Strength skills on a non-doubles skill roll. However, once you understand how important it is to do things in the correct order, (more so than most other teams I'd say), you'll have a mobile and exciting team. A deep roster is recommended, as you are going to lose Linemen frequently. Starting with Dauntless and Block is very strong and is one of the greatest benefits of the Bretonnian team. Remembering that you have four Dauntless players is very important.

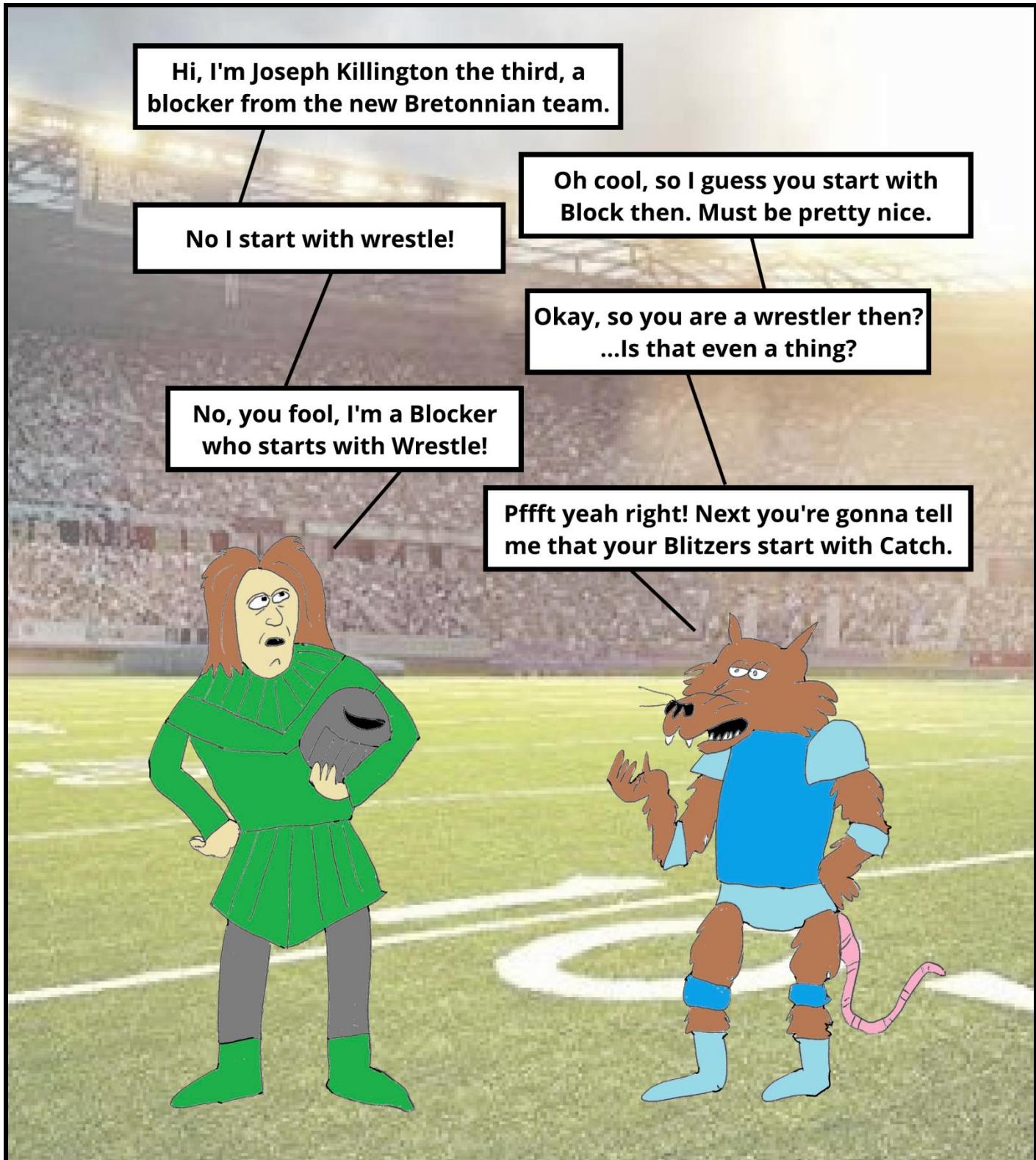
SIR ARTEMIS BLACK – Who has managed to become top Bretonnian player in season 25 of Cyanide's Champions Ladder. Despite playing them at very high TV. And usually drunk!

You can say what you want about Linemen, Fend and fouling, but the Blitzers make the team – and make it fun. When I play Bretonnians, I don't play scared with them. Squires, not Linemen, usually go on the LOS (except against very deadly teams), so I have a better chance of maintaining 11 players for the drive. Blodge Blitzers make plays and get stuck in – they don't hide. At high TV I still play fearlessly. AV7 is fine against Claw. Wrestle too. So is Blodge, and the occasional Wrodger.

The team reminds me a bit of Dark Elves. I play them like that anyway. Harassment with Wrestle, Fend and Blodge and pseudo AG with Blodge and Catch.

PILING ON!

NOT wanting to be outdone by the competition, we at Le Pic! Have allied ourselves with the author of the zany (and often R rated) **Thunderbowl Comic**, who has made this – surprisingly restrained – cartoon.



Artwork by Tyler Reeves (Lord Chaos). For more R rated Blood Bowl cartoons from **Thunderbowl Comics**, sign up for **Thunderbowl Bloodbowl League's** Facebook page.

DESIGNERS NOTES AND THANKS

SO HERE WE ARE. If you've read my notes in the 2019 version of Le Pic! you know they have a celebratory tone to them. 22 years after my original design had been published in a small Danish gaming magazine, the Bretonnians had recently been voted NAF official. On top of that, the NAF decided to let them hire Bo Gallanté, and I expected them to do gloriously at the upcoming EuroBowl. Sadly, Blood Bowl Second Season replaced them with the lacklustre Imperial Nobility team, and then COVID killed their shot at a EuroBowl swan song. Sigh.

LE PIC! The idea for the original magazine dedicated to Bretonnians in Blood Bowl obviously came from Games Workshop's brilliant Spike! format. I very much wanted to expand on the fluff for the team, and I wanted to write a playbook for Bretonnians, as I found existing online advice to be perplexing. However, even with the advent of the Imperial Nobility team and their own official Spike! (with several phrases shamelessly lifted from my Le Pic!), Le Pic! is still good for BB2 – even more so with BB3 being delayed. But why update Le Pic! for Blood Bowl Second Season?

Quite frankly, I thought the Imperial Nobility did a poor job at replacing the Bretonnians. In some ways, I was happy that core concepts from the Bretonnian team had made it into the official GW rules, but the new team obviously wasn't Bretonnian in name, nor in play style. Imperial Nobility take a team already considered to be low tier 1, administer harsh price hikes and replace two crucial players with second-rate throwers. Furthermore it (intentionally) guts out everything that is charmingly feudal about the team. There are fewer Blitzers and they are more mundane, the Bodyguards get buffed, a generic Ogre is added – and all this adds up to the team not really being about the nobility at all.

BRETONNIAN NOBILITY. Just like my original concept the Bretonnian Nobility team is a feudal team featuring highly versatile knights, their humble supporting Squires and some truly horrible peasant levy (with a knack for surviving a beating). I know there are people who would prefer the knights be great fighters with access to S-skills and high AV, and that would have made sense too, but to me Bretonnia is not just the Bretonnian army, and the Bretonnian nobility are more than just soldiers. The Blitzers are flashy princelings, and the commoners are there to make them look good.

I'm sure the latest tweaks are no less controversial. I've stuck with the original price tags, explaining the lower cost of Lineman compared to Retainers with their 6+ PA, and the Blitzers get a very good deal on Dauntless (because Imperial Nobility Blitzers, frankly, get shafted). Squires are no longer viable ball fetchers due to GW changing certain skills, but I've kept the 4 Blitzers at PA 3+. This is unique, for sure, but the team was and is intended to play a light running and short passing game.

ACKNOWLEDGEMENTS. In closing, I'd like to thank the many people who helped me create this issue of Le Pic!; The artists: Cyowari, Luis Zamudio, Knut Rockie, Casper Hansen, the NAF and Greebo Games, who allowed some guy they didn't know, me, to use their existing artwork. And thanks to Simon Liddle, Jonathan Frylén, Tyler Reeves, and especially Andres Romero and Simon Cope who all volunteered to create excellent artwork specifically for this project. Thanks also to Drew Danger Galloway, Juan Willke Lázaro and Brenden Smith who photographed their painted Bretonnian teams.

I'd also like to thank several people who helped with the rules and the text: Tom Picard (Garion) who I discussed the rules for the Enchantress with. He also gave me feedback concerning the Star Players and their prices, as did Nicolai Overgaard, Truls Mosegaard, Øyvind Straume, Tom Anders and Jakob Lærkes. AndyDavo, Cyberknight, Artemis Black, Peter Wigstrand and Massimo Rolli took the time to write down their thoughts on how to play Bretonnians – and Rolex also read my playbook and gave me valuable input. Finally Martyn Bass, Steve Alger, Anton Lunau and Kasper Bøgh Pedersen each proofread parts of it on a tight schedule.

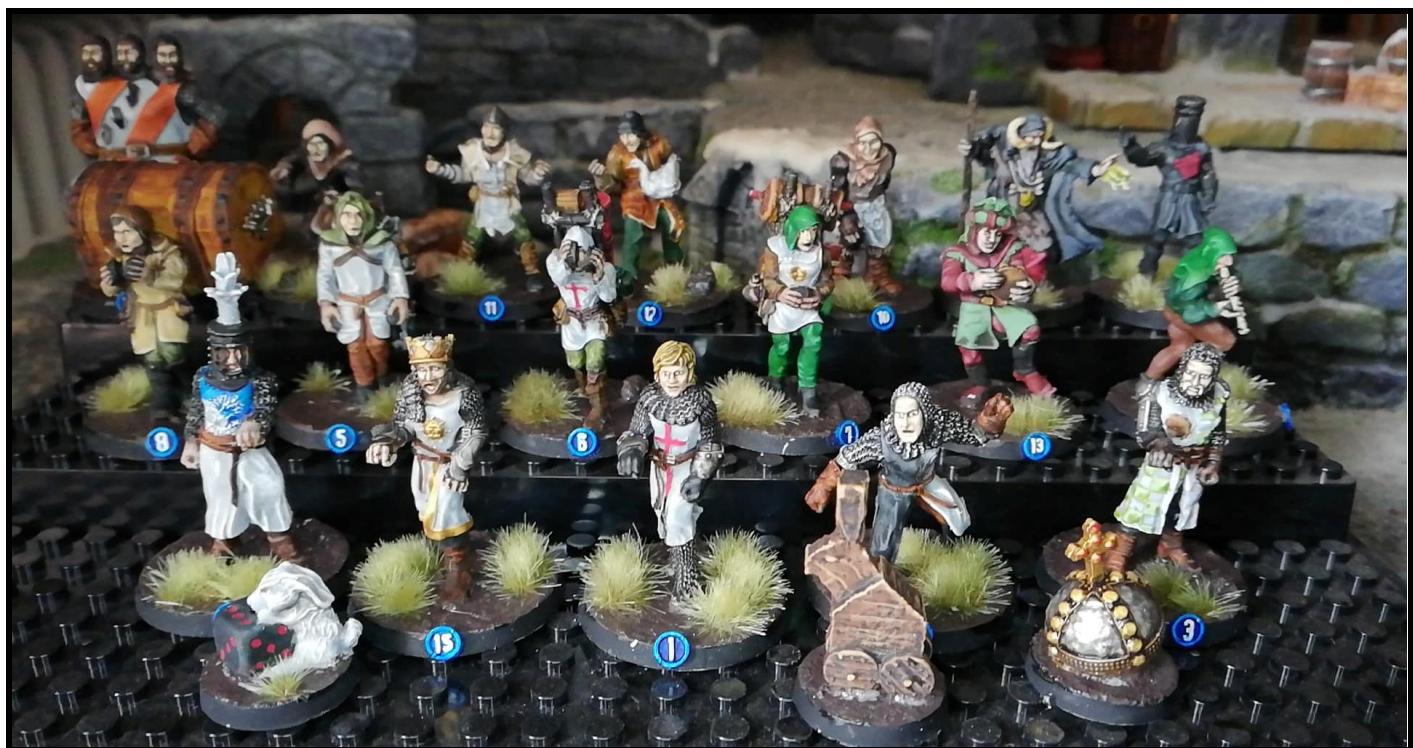
And finally you, dear reader: Thanks for reading. I hope you had fun.

TWICE KNIGHTLY



Bretonnian team (**Bretones**) produced by Norba Miniatures
Painted by Drew Danger Galloway

MONTFORT PYTHONS



Bretonnian team (**BretoNIans – The Quest of the Holy TD**) produced by Hungry Troll
Commission painted for Juan Willke Lázaro

DOWNLOAD AT: WWW.PLASMOIDS.DK/LEPIC2020.PDF



Artwork by Andres Romero (RomCova Illustration)