

LE PIC!

ISSUE 1.1

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 **UN**OFFICIAL CONTENT

Artwork by Andres Romero (RomCova Illustration)

BROTHERHOOD OF THE NAIL



Custom built Bretonnian team by Brenden Smith

FORCE MAJEURE



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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. Their passion 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 toffee-nosed 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.

We'll also take a closer look at the different formats that a Bretonnian coach can sign his team up for – NAF resurrection tournaments, an established league or the perpetual open play of

travelling the Known World looking for opponents; and we'll 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 Bretonnia.



**Martin the lowborn scribe,
Guest Editor, Le Pic!**

Artwork by Simon Thomas Cope
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Updated 11-11-19 to
accommodate the NAF
rules review

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 Bretonnians 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 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 Blitzzer 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 Blitzzer, 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 Blitzzer – or indeed a Grail Blitzzer 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 Blitzzer 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 masters behest. And if he isn't, he'll be summarily punished.



Artwork by Knut Rockie

FAMOUS BRETONNIAN TEAMS

GISOREUX LIONHEARTS

The Gisoreux Lionhearts is quite possibly the most domestically successful Bretonnian 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 dukedoms 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 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 Jacques 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 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 nobility, 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 common ingredients used in the traditional Bretonnian cuisine, so they prefer to dine at home.



Artwork ©Greebo Games

TEAM ROSTER

QTY	POSITION	COST	MA	ST	AG	AV	SKILLS	N	D
0-16	Linemen	40.000	6	3	2	7	Fend	G	ASP
0-4	Squires	70.000	6	3	3	8	Wrestle	GS	AP
0-4	Blitzers	110.000	7	3	3	8	Block, Catch, Dauntless	GAP	S

0-8 Re-Roll counters: 70.000 gold pieces each

STAR PLAYER REFERENCE

There are differing lists of available Star Players depending on the format. Cyanide's BB2 has six stars. In NAF legal tournaments, the team has access to Bo Gallanté and Karla von Kill, while Zara the Slayer and Dolfar Longstride have been relegated to Legacy Star Player status. Finally, in league play your commissioner's word is final, but in this issue of Le Pic! we look at five unofficial new Star Players, who can take the number of available stars to 10 – or 11 if you also include Bo Gallanté.

NAME	PLAYS FOR	SKILLS	COST	MA	ST	AG	AV	BB2	NAF	L
Jacqueline de Rochelle	Bretonnia	Block, Catch, Dauntless, Dodge, Dump-Off, Loner, Pass, Pass Block	280K	7	3	4	8	-	-	?
Joseph Cottier "The Meatshield"	Bretonnia	Fend, Foul Appearance, Loner, Regeneration, Thick Skull	110K	4	3	2	8	-	-	?
Jules de Bergerac	Bretonnia	Block, Catch, Dauntless, Juggernaut, Mighty Blow, Multiple Block, Loner	320K	6	4	3	9	-	-	?
Leo Ignis	Bretonnia	Block, Catch, Dauntless, Claw, Frenzy, Loner, Shadowing, Tackle, Wild Animal	290K	8	4	3	8	-	-	?
Willem Tollet	Bretonnia	Kick-Off Return, Loner, Pass, Strong Arm, Sure Hands, Wrestle	160K	6	3	3	8	-	-	?
Bo Gallanté		See Deathzone 2						-	Y	-
Dolfar Longstride		See the NAF tournament document						Y	Y	?
Griff Oberwald		See the official rules for Blood Bowl						Y	Y	Y
Karla von Kill		See Deathzone 2						-	Y	Y
Mighty Zug		See the official rules for Blood Bowl						Y	Y	Y
Morg 'n' Thorg		See the official rules for Blood Bowl						Y	Y	Y
Willow Rosebark		See Deathzone 2						Y	Y	Y
Zara the Slayer		See the NAF tournament document						Y	Y	?

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 poncery.

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 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	AV	POSITION	SKILLS
Sir Louis Joseph The Stag	8	3	3	8	Blitzer	Block, Catch, Dauntless Dodge, Nerves of Steel, Sure Feet
Squire to Louis Joseph	6	3	3	8	Squire	Wrestle, Strong Arm, Sure Hands
Sir Marcel Philippe The Bear	7	4	3	8	Blitzer	Block, Catch, Dauntless Dodge, Frenzy, Side Step
Squire to Marcel Philippe	6	3	3	8	Squire	Wrestle, Grab, Guard
Sir Jean Baptiste The Falcon	7	3	3	8	Blitzer	Block, Catch, Dauntless Dodge, Jump Up, Side Step
Squire to Jean Baptiste	6	3	3	8	Squire	Wrestle, Guard
Sir André Francois The Fox	8	3	3	8	Blitzer	Block, Catch, Dauntless Diving Tackle, Dodge, Shadowing
Isabelle de Lyonesse	6	3	3	8	Squire	Wrestle, Tackle, Mighty Blow
Cristophe	5	3	2	7	Lineman	Fend, Block
Armand	6	3	2	7	Lineman	Fend
Jules	6	3	2	6	Lineman	Fend, Dirty Player, Stab
Gabriel	6	3	1	7	Lineman	Fend, Wrestle
Arthur	6	2	2	7	Lineman	Fend
Hugo	6	3	2	7	Lineman	Fend, Wrestle
"le autre" Gabriel	6	3	2	7	Lineman	Fend
The New Quenelles Saints	3 Assistant Coaches					2 Re-rolls
Bretonnian Team	0 Cheerleaders					5 Fan Factor
Head Coach Alphonse the pure	1 Apothecary					Total Cost of Team: 1.910.000 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 MAY NOT BE 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

320.000 GOLD PIECES



MA	ST	AG	AV
6	4	3	9

SKILLS:

BLOCK, CATCH, DAUNTLESS, JUGGERNAUT, LONER, MIGHTY BLOW, MULTIPLE BLOCK

TEAMS:

BRETONNIA

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

OPPOSING 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.

357

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

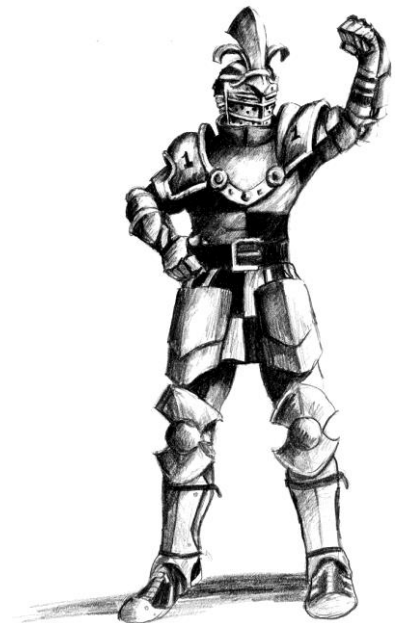
to become a pretty good Blood Bowl team. As they travel east the maidens grow scarcer and the opposition fiercer. The Kings grit their teeth and soldier on, and in the spring of 2488 they win the notoriously brutal Zhufbar Free for All. For Jules though, the victory is a let-down, as the Lady does not 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 Nehekhara. 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 Blitzzer 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 Blitzzer 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, but by the end of the season 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 290.000 GOLD PIECES				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			
MA 8	ST 4	AG 3	AV 8			CAREER TOTALS: 17 FATALITIES. 52 TOUCHDOWNS. 27 ABANDONED INTERVIEWS. 122 SACKS - FOLLOWED BY ROUGHLY 60 CASES OF IGNORING A CERTAIN TOUCHDOWN.			
SKILLS: BLOCK, CATCH, DAUNTLESS, LONER, CLAW, FRENZY, SHADOWING, TACKLE WILD ANIMAL						AWARDS: 2477, 2479, 2482 WWA'S MOST WANTED. 2478 MOST POPULAR PENETRATOR. 2480 SCRYE MAGAZINE'S MOST UNEXPECTED ARRIVAL.			
TEAMS: BRETONNIA						331			

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 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.

Non-dash running teams usually try to gain a numbers advantage by bashing opponents off the pitch, but this is not the Bretonnian team's strong suit: They don't hit that hard, and their Linemen are quite fragile, which 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 aren't really 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 just prefer an Elf Blitzter. 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 Blitzter 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 Blitzter 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 random interceptions, extra catch rolls when a loose ball bounces in the scrum, as well as on High Kick and the occasional Blitz! kick-off result - and finally, don't underestimate what Catch does for your ability to throw vanity passes for cheap SPPs!

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 don't let Cyanide's "Blocker" name fool you. They too can blitz. Going after a ball carrier with your Squires often gives you better odds of scoring a hit. Plus it frees up a Blitzler 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 being too cavalier about using them as such will prove disastrous. Just *having* Fend can randomly generate an 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; 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; And 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.

If you need to win straight out of the gate, then I'd take all four Blitzers. After all, who else is going to win you the game?

The most common starting team is:
4 Blitzers (440K), 4 Squires (280K), 3
Linemen (120K), 2 Re-Rolls (140K) – leaving
20K in the treasury towards an apothecary
after your first game.

This roster puts all of your power on the
pitch, and you're already half way to an
apothecary. 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, and that can be a deadly cycle.

For that reason I personally prefer a roster,
with a deeper bench. It replaces 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), 7
Linemen (280K), 2 Re-Rolls (140K) = 1000K

That said, if you don't want to risk going in
without an apothecary, I'd run the first roster,
and replace a Squire with a Lineman, giving
you 11 solid players and an apothecary.

Finally, if you can afford to ignore short term
results, then getting fewer Blitzers 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 once
you hit mid to high Team Value. In that case,
try: 3 Blitzers (330K), 4 Squires (280K), 4
Linemen (160K), 3 Re-Rolls (210K) = 980K

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. But in early
development 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 two to
three on each Blitzer.

The Blitzers need Dodge, and Dodge will
transform them into a much more mobile and
durable player. I reckon Dodge is such a big
deal that it trumps MA+, AV+ and perhaps
even a doubles skill – unless you can afford to

think about the long term. After that, I think
that the best singles 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. If you are
fortunate enough to roll a doubles, then
Mighty Blow and Guard are the prime
candidates. I know coaches who swear by a
Blitzer with Mighty Blow, but personally I'm
inclined to leave that to the Squires, while
Guard combos so very well with Blodge and
Side Step. Naturally, ST+ and AG+ are
absolutely fantastic.

You do have two more skills to consider
though: 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.

For your Squires, the first skill ought to be
Guard. If Blodge is the king of early play, then
Guard is its number one challenger. 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. ST+
and AG+ are always good, and on a doubles
roll you might want to consider Dodge for
simple survivability – or Jump Up if you want
to be cheeky. If you do get an AG+ Squire,
then you have the option to turn him into a
Thrower. No-no, I'm not insane! And I would
never turn a strength skill player into a
Thrower on any other team. But on the
Bretonnian team, a Squire Thrower frees up
one of your superb Blitzers for other duties
than hiding with the ball. I've had such an
AG+, Strong Arm, Sure Hands Squire – and
with four viable targets he did wonders for my
offence.

Your Linemen should probably never go
beyond their first skill. I know there are
people who recommend keeping TV low by

not skilling the Linemen at all, but to my mind, Linemen have two jobs: Surviving and trading up. I'd definitely take one (or two) Dirty Players for trading a crummy Lineman for any juicy target – in fact as soon as you have a few reserve players, a Dirty Player becomes a high priority! – but for the rest of the Linemen I do believe that both Block and Wrestle have merit. 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. Choosing between a Block-heavy and a Wrestle-heavy team is not easy.

EARLY PLAY

Like the basic human team you could call the Bretonnians jack of all trades, master of none. You might in fact say that of 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.

But I do have some rules of thumb: 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. Remember to protect your Linemen at first, as these present obvious low-AV targets, but later in the half they will have to suffer some blocks. And 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 if you can do a big foul without compromising your position. As you near the middle of the half, you need to decide

whether you want to just stand back and run a column defence (where 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.

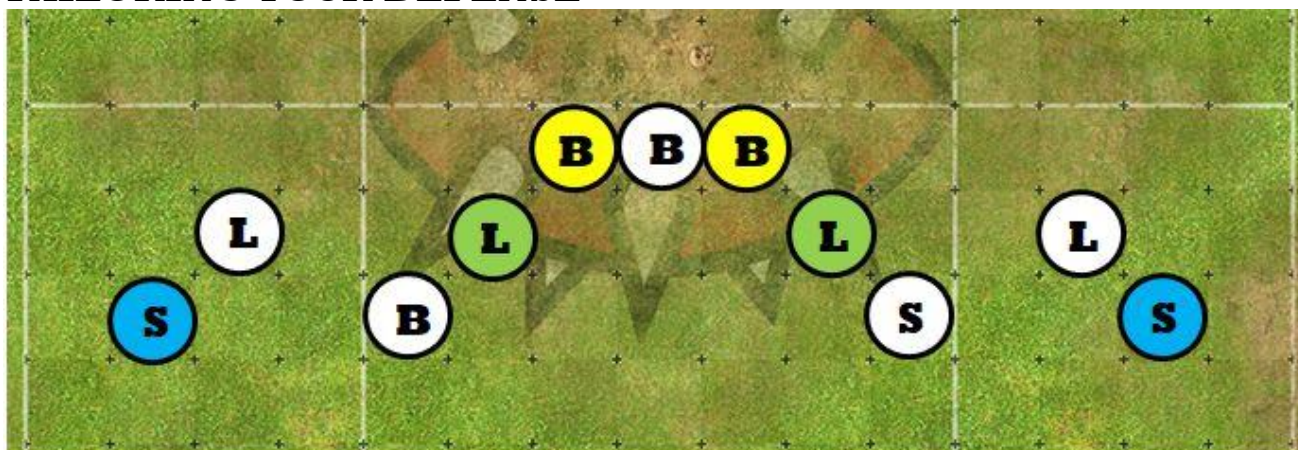
No matter how your opponent plays, two things are very important to keep in mind:

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 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.

TAILORING YOUR DEFENSE



Pitch design by Casper Hansen

The "Ziggurat" defence is a Blood Bowl staple. It is well suited for Bretonnian teams who want to set up aggressively – for example in tournament play, or in league play against a not-too-deadly opposing team. 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.

NAF TOURNAMENT PLAY

NAF sanctioned tournament play is essentially Blood Bowl around TV 1250 with no permanent injuries or skill progression, and Bretonnians thrive there. It's still early days for the Bretonnian team, but after 2500 games they are at a win percentage of 54% giving them the fifth highest average. Those stats are a bit deceptive though, as Bretonnians do struggle against the top teams. But so does everyone else – that's why they're the top teams.

In tournament play the strength of the Bretonnian team comes from their non-doubles access to the power couple: Guard and Blodge. If the rules pack grants them 6 or more skills, then the Bretonnians are at their strongest. A very experienced coach could go for a mixed bag of skills on the Blitzers (say, Sure Hands, Tackle, Frenzy, Dodge), but for most people I think the safest bet is just to maximize general usefulness: I.e. Lots of Blodge Blitzers and Guard Squires.



My preferred 1.1K roster has 4 Blitzers, 3 Squires, 6 Linemen, 2 Re-Rolls and an apothecary. That leaves 20K for your choice of Fan Factor, Cheerleaders and Assistant Coaches. I'd only bother with the fourth Squire if I could put Guard on him, since you need to make serious compromises to afford him. For this line-up I recommend 3 Dodge Blitzers, one with Leader and as many Guard Squires as you can get. Honourable mention for a Lineman with Dirty Player.

In this augmented state tournament titan Massimo Rolli (Rolex) has likened them to a Swiss Army knife: They have the capacity to deal with everything, though admittedly not in

the optimum way. 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 both Guard and Dauntless 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.

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.

One notable difference between NAF play and early league play: It may be controversial, but I often put my three Blodging Blitzers on the defensive Line of Scrimmage. They are quite sturdy, most opposing teams don't hit very hard, and you have the apothecary to put a KO'd Blitzer back in the game with no long term consequences. That said, don't be a fool. If the tournament rules pack grants your opponent serious damage dealing capability, then the Linemen will just have to suck it up, while the nobility stays out of harm's way.

Another interesting difference is that more and more NAF tournaments allow teams to take Star Players, and the Bretonnian team has some valid options: Griff Oberwald is an outstanding player able to carry the game singlehandedly – and he's going to have to, since you won't be able to afford much else. But two other Star Players deserve special mention, namely Mighty Zug and the recent NAF addition Bo Gallanté.

Zug adds a reliable high-strength player with Mighty Blow – traits that a Bretonnian team sorely needs. For example:

3 Blitzers (Leader, Dodge, Dodge)
4 Squires (Guard, Guard, Guard, Guard?)
4 Linemen
Mighty Zug
1 Re-Roll

Bo Gallanté for his part is the addition of a very fast AG4 player to an otherwise AG3 team – much like Roxanna Darknail on the Amazon team. Bo costs a mere 160K and he almost pays for himself since his AG4 will

make your pick-ups considerably less risky, allowing you to cut a Re-Roll. Bo's speed will give a substantial boost to your offence, including a legitimate one-turn-scoring option.

4 Blitzers (Leader, Dodge, Dodge, Dodge)
3 Squires (Guard, Guard, Guard?)
5 Linemen
Bo Gallanté
1 Re-Roll + 2FF

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. And that 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, Nerves of Steel on your Dump-Off player is solid.

But the best development path is probably pitch control. And 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 and either Block or Wrestle, and are unlikely to develop beyond that. If they do, Tackle is a strong choice. Squires should have Guard by now and Guard

combines so very well with Stand Firm, even on a Wrestler. A smattering of Mighty Blow is also a good idea, as 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 to make one turn scoring attempts easier to execute.

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. I've tried different things, and I don't think there is a clear cut best development path for them. In an environment with the old Piling On skill (such as BB2), I'd be inclined to go with Fend. Not

only is it a pitch control skill, and one that gets better when you have lots of it, but your team is also so very reliant on the Blitzers, that you can't afford to have them piled on. On top of that, they aren't Elves, so Fending off opposing players makes them a lot more mobile. Other than that, Diving Tackle obviously combos extremely well with Blodgestep, though more than a few is probably overkill. Jump Up is also nice. And Tackle is great on any Blitz type, including yours.

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.

A Bretonnian team can become quite capable with just standard skills, but since roughly one in four skills is either a stat or a doubles roll, it is reasonable to expect your Blitzers to get something special. AG+ obviously makes a huge difference to any AG3 team, and even more so on a Blodging ball carrier. This will also make him great for both throwing and receiving vanity passes.

ST+ is also huge. If you get such a Blitz, I'd seriously consider Frenzy. Your team is already fairly strong on the sidelines, and you do need a source of attrition, meaning that surfing opponents is just what the team needs. So much so, that you could consider Frenzy even without the ST+. But Frenzy is a

a double edged sword, and you'll need generous helpings of Guard to make it a safe pick on an ST3 player.

MA+ is also very nice. Not oodles of it. But one player with MA8 (or 9) can seriously force the opposing team to play cautiously, to the point where it really stunts their options. On top of that, just a little bit of MA makes your one turn offense a lot more reliable.

As for doubles, as stated earlier, Mighty Blow and Guard are the clear favourites. For obvious reasons.

THE DEVELOPED TEAM

As your Team Value climbs, your offence should become more competent, while your defence should be getting positively stifling. Against finesse and hybrid teams, you should still be able to keep up, even though high TV Elves are fairly hard for everyone to handle. However, against the high strength bash teams, who you have a tricky time handling even at low Team Value, your four 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 at high Team Value, which is why you should consider keeping your Team Value trimmed – especially in a TV matched online environment. If you play TV-matched, or if you play fixed schedule, then having a low Team Value will let you enjoy the power of Griff Oberwald or Karla von Kill, (though admittedly the BB2 wizard is also very handy). If you're hanging on to dear life in a high Team Value environment, then I'd recommend 13 or even 14 players, depending on the expected opposition – or even hiring and firing between 13 and 14, if you have a fixed schedule of known opponents.

Whatever you do, 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, and therefore only up for consideration for league commissioners – not for NAF tournaments.

JAQUELINE DE ROCHELLE QUESTING BLITZER 280.000 GOLD PIECES				JAQUELINE DE ROCHELLE
				
MA	ST	AG	AV	
7	3	4	8	
SKILLS: BLOCK, CATCH, DAUNTLESS, LONER, DODGE, DUMP-OFF, PASS, PASS BLOCK				LE PIC! STAR PLAYER PROFILE AGE: 27. HEIGHT: 6 ft 1 inch WEIGHT: 209 lbs in full plate armor. ORIGINATING TEAM: Montfort Ironclads. POSITION: Blitzzer. CAREER TOTALS: 3 fatalities, countless groin injuries, 153 completions. AWARDS: 32 Post game most valuable defensive player awards. LE PIC! STAR PLAYER RATING: 327.
TEAMS: BRETONNIA				

Artwork by Simon Liddle (simonliddle@icloud.com)

WILLEM TOLLET

SQUIRE

160.000 GOLD PIECES



MA ST AG AV

6 3 3 8

SKILLS:

KICK-OFF RETURN, LONER, PASS, STRONG ARM, SURE HANDS, WRESTLE

TEAMS:

BRETONNIA

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-fetcher, 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

110.000 GOLD PIECES



MA ST AG AV

4 3 2 8

SKILLS:

FEND, FOUL APPEARANCE, LONER, REGENERATION, THICK SKULL

TEAMS:

BRETONNIA

JOSEPH COTTIER is a lowly peasant, but he has earned a reputation (and a nickname) for his considerable 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)

ASSISTANCE

SIDELINE INITIATIVES

AS the Bretonnian team is not official, you won't find an official list of inducements. First off, as described on page 6, the different formats allow for different Star Players. Secondly, the inducement list in BB2 predates the release of several new GW inducements. These new ones are available to Bretonnians at NAF tournaments, as long as their rules allow them to be used by any team. Naturally, you should always check out the tournament rules for any restrictions on inducements.

Finally, for league play only, Le Pic! recommends that you use all generally available inducements; that you add Galandriel Silverwater, the 5 unofficial Star Players detailed in Le Pic! and the Enchantress described on page 24; and that you remove the legacy Star Players Zara the Slayer and Dolfar Longstride, taking the number of available Star Players to 10.

INDUCEMENTS FOR BRETONNIA						
QTY	COST	INDUCEMENT	BB2	NAF	L	?
Any	20K	Specialist Assistant Coach	-	Y	Y	Sp2
Any	20K	Temp Agency Cheerleader	-	Y	Y	Sp2
0-1	30K	Weather Mage	-	Y	Y	Sp2
0-2	50K	Bloodweiser Keg	Y	Y	Y	DZ1
0-1	50K	Galandriel Silverwater	-	-	?	DZ2
0-5	50-200K	Special Play Card	-	Y	Y	DZ1
*	70K	Mercenary Lineman	Y	Y	Y	DZ1
0-1	80K	Horatio X, Master Wizard	-	Y	Y	DZ2
0-3	100K	Bribe	Y	Y	Y	DZ1
0-4	100K	Extra Team Training	Y	Y	Y	DZ1
*	100K	Mercenary Squire	Y	Y	Y	DZ1
0-2	100K	Wandering Apothecary	Y	Y	Y	DZ1
0-1	110K	Joseph "Meatshield" Cottier	-	-	?	LP
*	120K	Skilled Mercenary Lineman	Y	Y	Y	DZ1
0-1	150K	Dolfar Longstride	Y	?	-	NAF
0-1	150K	Enchantress	-	-	?	LP
0-1	150K	Hireling Sports Wizard	Y	Y	Y	Sp1
*	150K	Mercenary Blitzzer	Y	Y	Y	DZ1
*	150K	Skilled Mercenary Squire	Y	Y	Y	DZ1
0-1	150K	Willow Rosebark	Y	Y	Y	DZ2
0-1	160K	Bo Gallanté	-	Y	-	DZ2
0-1	160K	Willem Tollet	-	-	?	LP
*	190K	Skilled Mercenary Blitzzer	Y	Y	Y	DZ1
0-1	220K	Karla von Kill	-	Y	Y	DZ2
0-1	260K	Mighty Zug	Y	Y	Y	BB
0-1	270K	Zara the Slayer	Y	?	-	NAF
0-1	280K	Jaqueline de Rochelle	-	-	?	LP
0-1	290K	The Leo Ignis of Athel Loren	-	-	?	LP
0-1	300K	Halfling Master Chef	Y	Y	Y	Sp5
0-1	320K	Griff Oberwald	Y	Y	Y	BB
0-1	320K	Jules de Bergerac	-	-	?	LP
0-1	430K	Morg 'n' Thorg	Y	Y	Y	BB

NEW INDUCEMENT



ENCHANTRESS

(150.000 GOLD PIECES)

AVAILABLE TO BRETONNIAN 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 Spike! issue number 1 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.

Artwork by Simon Thomas Cope (copemon_zephamon@hotmail.com)

ROUND TABLE ROUNDTABLE

LE PIC! has asked five accomplished Bretonnian coaches to give their thoughts and advice on how to get the most from your Bretonnian team. Read on.

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 ANDY DAVO – *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 ClawPoMB player or a Blodge-heavy team. This meant that the pitch control skills that the team had acquired, started to become less effective as ClawPoMB would simply remove players. To counter this, I developed a Mighty Blow Piling On 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.

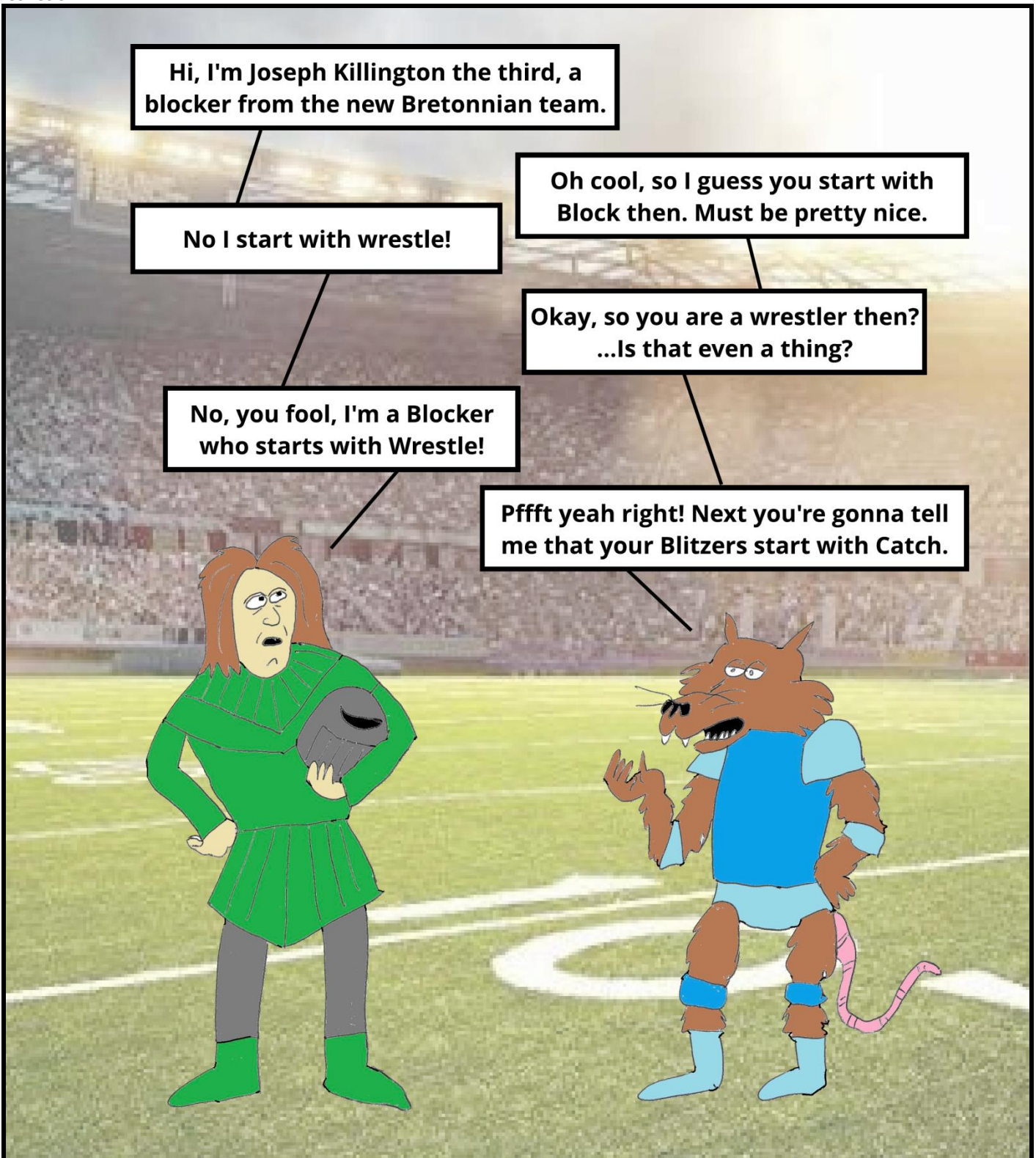
SIR ARTEMIS BLACK – *Who has managed to become top Bretonnian player in season 25 of Cyanide's Champions Ladder. Despite playing them at very high TV. And usually drunk!*

You can say what you want about Linemen, Fend and fouling, but the Blitzers make the team – and make it fun. What I don't like is that you need to roll stats or doubles with said Blitzers to upgrade the team from 'average at best' to 'pretty good'. 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 and Fend is decent against ClawPoMB. 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

THE TEAM

It's been 22 years since I had my first version of the Bretonnian team accepted by the small Danish gaming magazine Fønix, and while the team looks very different today, the core concept was the same: A feudal team featuring competent ball-handling knights, their humble supporting Squires and some truly horrible peasant levy (with a knack for surviving a beating).

That concept is still somewhat controversial, because some would rather have the knights be great fighters with access to S-skills – and that would have made sense too. But to me, Bretonnia is not just the Bretonnian army, and the Bretonnian nobility is more than just soldiers. As fate would have it, I was offered some lovely illustrations for my website years ago, and these illustrations have a more “military” feel than how I imagined a Bretonnian sports club. I'm sure that these illustrations inspired the graphics designers at Cyanide, and seeing the Blitzers clanking around in full plate armour, I get why some people think they ought to be AV9. But the stats and the concept came first. In the same vein, the Squires were never intended to be “Blockers” or killers. They have a supporting role and Wrestle is perfect for that. They selflessly drag opponents to the ground, leaving the limelight for their lieges. Besides, Block would have made them fine ball-carriers, and nothing would have been less Bretonnian than leaving the ball to the commoners!

LE PIC!

The idea for a magazine dedicated to Bretonnians in Blood Bowl obviously came from Games Workshop's Spike! journal format. I wanted to expand on the fluff for the team, and more than anything I wanted to write a playbook for Bretonnians, as I found some of the existing online advice to be perplexing. With the format also came the need for a wizard and a list of 10 Star Players. I've kept these “house rule” elements to a minimum, as I figure that lots of people won't be using any unofficial material. So in a way, they're partly an excuse to write more fluff.

That said, I did my best with the design. I made the Enchantress weak, just like all of the racial wizards – but with a focus on handling strong and bashy opponents, which Bretonnian teams have a hard time against. As for the Star Players, I made the cheap ones rather unspectacular, as low TV play is where Bretonnia is strongest. And then I gave them some solid Star choices for being a big underdog, since the Bretonnian team is not a team that can afford to go to very high Team Value.

ACKNOWLEDGEMENTS

In closing, I'd like to thank the many people who helped me create this issue of Le Pic! First and foremost the artists, who have made Le Pic! so much more enjoyable to look at: Cyowari, Luis Zamudio, Knut Rockie, Casper Hansen, the NAF and Greebo Games, who allowed some guy they didn't really know, me, to use their existing artwork. And thanks to Simon Liddle, Jonathan Frylén, Tyler Reeves, Andres Romero and especially Simon Cope who all volunteered their time and talent 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 for me to showcase.

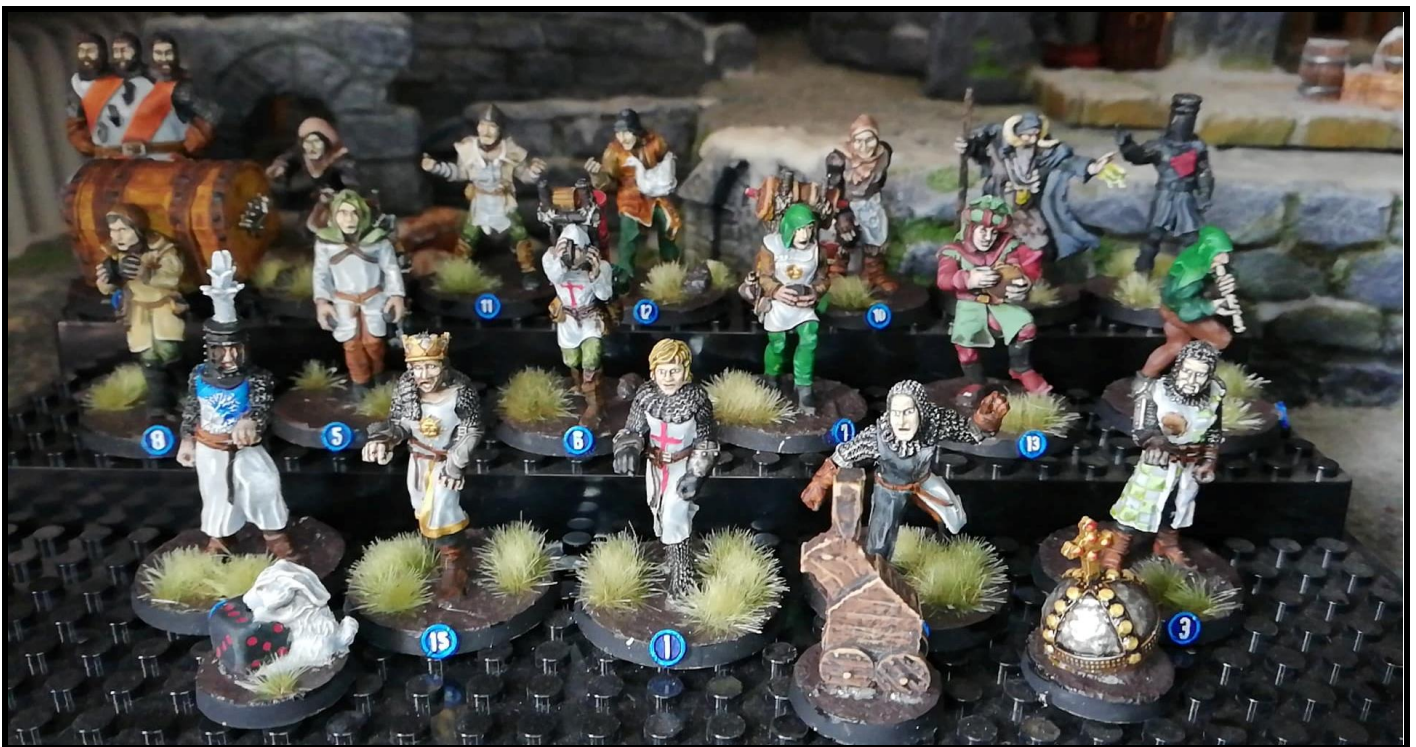
I'd also like to thank several people who helped with the rules and the text: Tom Picard (Garion) who I discussed the rules for the Enchantress with. He also gave me feedback concerning the Star Players and their prices, as did Nicolai Overgaard (Tripleskull), Truls Mosegaard (MissSweden), Øyvind Straume (Loner) and Tom Anders (Galak StarScraper). AndyDavo, Cyberknight, Artemis Black, Peter Wigstrand (Pidpad) and Massimo Rolli (Rolex) 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



Artwork by Andres Romero (RomCova Illustration)