WARHAMMER

BRETONNIA

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Inspired by a vision of the Lady, Baron Theudulf joins a band of Knights on their quest for the Grail.

Bretonnia

A Warhammer Armies Supplement

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Written by Anthony Reynolds

Additional Material
Phil Kelly, Graham McNeill
& Matthew Ward

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Dedicated to the
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Cover Illustration
Alex Boyd

Illustrators
Alex Boyd, Paul Dainton,
David Gallagher, Karl Kopinski
& John Blanche

Graphics
Nuala Kennedy, Neil Hodgson
& Stefan Kopinski

Production
Dylan Owen, Nathan Winter
& Michelle Barson

Citadel Designers
Mike Perry, Alan Perry,
Brian Nelson, Gary Morley,
Colin Grayson, Adam Clarke,
Martin Footitt, Dave Andrews,
Trish Morrison & Dave Thomas

Model Makers
Dave Andrews & Mark Jones

Miniatures Painters
Kev Asprey, Neil Green,
Neil Langdown, Darren Latham,
Keith Robertson, Seb Perbet
& Kirsten Williams

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Australia
Games Workshop,
23 Liverpool Street,
Ingleburn
NSW 2565

Canada
2679 Bristol Circle,
Unit 3,
Oakville,
Ontario, L6H 6Z8

Japan
Games Workshop,
Willow Rd, Lenton,
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The Bretonnian Army

The knights of Bretonnia are feared and respected throughout the world. Men of valour and honour, they are exceptional warriors and guardians of their land that was founded upon the most heroic of ideals. In the name of the Lady of the Lake and for the glory of duke and king they sweep aside evil on the field of battle, for none can stand against their glorious charge.

The Bretonnians are a powerful army formed around a core of brave knights supported by scores of low-born peasants. They are a warlike and valiant people who willingly seek out battle as a way of securing personal honour and pride. Any who invade their domain face the fury of their powerful knights, and few foes can match them on open ground. The knights range from the youngest Knights Errant, eager to prove their worth, through to the Knights of the Realm, defenders of the land. Rarer still are the Questing Knights, wandering warriors engaged in the quest for the Grail, and the legendary Grail Knights themselves, who have succeeded in their quest and sipped from their goddess' Grail, becoming imbued with fey power and longevity. Some knights ride to battle borne upon the backs of noble pegasus, flying high above the army to descend on their foes. When the knights of Bretonnia march to war, their men-at-arms march beside them, as do a levy of peasant bowmen drafted into service.

The aim of a Bretonnian army is to ride down the foe, using their knights to crush all who would dare stand before them. The peasants' role is to support the knights by peppering the foe with arrows and to crew the mighty trebuchets. Regiments of men-at-arms march into battle to protect the flanks of their knightly lords, and to lend their weight of numbers to the fight if the knights' charge does not rout the enemy. All the while, the Blessing of the Lady of the Lake protects the knights from harm, surrounding them with a protective, mystical shield that wards off blows and deflects arrows and cannon balls alike. A well constructed and orchestrated Bretonnian offensive will often smash straight through the foe, allowing the knights to wheel back around for a second, devastating charge.

A Bretonnian army contains ranks of resplendent knights, mounted on their mighty chargers, and hordes of dirty peasants. Preparing such an army for battle can be surprisingly quick – a few simple techniques and the application of transfers means that you can have a battle-ready force in very little time.

WHAT'S IN THIS BOOK?

This book breaks down into the following sections:

History of Bretonnia
This describes the origins of the Bretonnians, and delves into their proud and heroic history.

Collecting a Bretonnian Army
This section shows you how to begin collecting and painting your own army. It features the heraldry and colour schemes of the knights of Bretonnia to aid you when deciding how to paint your own army. You will also find a host of superbly painted Bretonnian models from the 'Eavy Metal team to inspire your own modelling creations.

The Land of Chivalry
Here you can read about the history of Bretonnia after the time of Gilles the Uniter, examine the detailed timeline of this noble realm, and learn about the rules that tie the army together: the Lance formation, the Vows of Bretonnia and the Blessing of the Lady.

The Muster of Bretonnia
This section contains information on the Bretonnians themselves, providing full details about them and their rules.

Marshalling the Host
Here is all you need to take your Bretonnian army onto the battlefield. In this section, you will find the rules for the Virtues of the knights, a listing of potent magic items plus the full army list.

At the end of the volume are details on some of the mighty special characters of the Bretonnians: King Louen Leoncoeur, the Fay Enchantress and the Green Knight.

The History of Bretonnia

Being an Account of the Rise of the Bretonni and our Lord, Gilles le Breton

As scribed by myself, Adelrond of Couronne

The Battles of Gilles the Uniter and the Companions

Loyal subject of the King, be it known to you that in the bygone age afore the Lady was found, the green-skinn'd beast did wreake havoc and rampage across Bretonnia. In that time of dole and sorrow, many proud tribes of this fair sacred land were hewn and slaughtered as cattle. Score upon score of green-skin armies did ravage and rage like the thunderstorm deep into the verdant heart of the land. In the north, virtue fared little better: barbarians once more beset great river and coast for to burn, rapine and pillage. The hated, twisted beasts of dark forests harried forth from their darkened groves, and great pyres of Bretonni flesh turned day to night with black char-smoke. Death too did ride unfetter'd throughout once-fair lands, those that would do his foul works unchecked and possess'd of great rage.

All did seem lost for the Bretonni, and the land itself did weep and wail in heart-grief as all life was choked away. Greatly sought upon was the safety of the castle strongholds, and the swordswains of our fair nation did stand aghast as their lands were consumed.

But lo! In fair Bastonne, the young lord Gilles did refuse to concede his land to the dark. Upon a mighty charger he rode out against the foe, those faithful to his sword and to the lands upon his heel. Many of his proud knights did fall and join the land, but afore the tip of Gilles' lance the canker devouring Bastonne was cleansed.

Visions spake unto Gilles of the multitude of enemies that stood poised to destroy the lands of his peers, and three days hence Gilles did avow to ride forth with his surviving knights. For should the mighty warhosts of the green-skinn'd beast flow into one great tide, the lands of the Bretonni would come unto their doom.

And be it known that fate did smile upon Gilles, for at his side rode long-time friend and bloodbrother Thierulf of Lyonesse, and famed Landuin, Lord of Mousillon and finest knight that ever was. The twilight sky bore witness to them as they made their peace in the shade of the Forest of Châlons, prepared to give their lives as one in the next day's battle. But lo! On the morn, a ghostly vision came unto them, a maiden of surpassing beauty and fey power arising from the mirror-sheen'd lake beside which they were camped. The knights knew full well that the sublime apparition was no mortal creature, for nery a ripple disturbed the waters. She gifted her bounty and her blessing unto Gilles, enchanting his banner with her likeness. The bodies of the Companions became suffused with unearthly strength and light. Their eyes did glow with lambent flame from within, and their weapons and armour shone with new power. Thus did Gilles, Landuin and Thierulf transcend the mortal clay and earn sanctity to become the first of the Grail Knights, the famed Companions of the Grail.

On the morn the enemy, array'd upon the field, were like unto a living sea, of such number that all hope seemed forlorn. Yet Gilles and his Companions rode forth as vengeful gods of war, and parted the tide. Victory after victory was won; a hundred score fell before their terrible wrath. The verdant fields ran crimson and black, and the green-skins, trapped 'twixt sword and sea, fled howling into the tide to be claimed by the cold claw of Manann. Few escaped the fury of the blessed knights, and the lands were saved,. Gilles unfurl'd the standard of the Lady upon a great mound of the dead and the people did rejoice.

In this deed, Gilles had won the first of his famed Twelve Great Battles, and with it the allegiance of Lord Marcus of Bordeleaux and Lord Fredemund of Aquitaine. That day, the first-forged bonds of brotherhood that were to unite the Bretonni were the true prize.

And Gilles' victory was a beacon of hope in the bleak and dire night, and his Companions were an inspiration to soldier and seneschal alike. But whither should they wend, asked Landuin, and Gilles did reply south. The knights took the coast, the seas calming at their passage as they rode through the surf towards embattled Brionne. They came upon the rearguard of a great war-horde of green-skins, their lords borne aloft on long-necked wyvern. Upon their sight Fredemund did sound his clarion-horn and summon'd to him a mighty flock of falcons that struck terror into the black hearts of the enemy and tore at the wings of the Orc-beasts, driving them to the ground. The knights fought deep into the heart of the green-skin horde, where Landuin struck down the bloated Orc warlord, and Fredemund slew his monstrous mount. Thus was the Second Great Battle won.

And so from that day, riding hard, Companions five did travel onward to the besieged Castle Brionne. Just as they struck, the foe garner'd about the great moat, Lord Balduin of Brionne sallied forth across his oaken drawbridge with the last of his knights. Balduin himself took the brutal axe that day, stuck fast in his shield and emblazoned there for evermore. Though their number was outmatched fifteen-score to one, the Bretonni tore through the green-skins like a scythe through wheat in harvest, and Gilles and Balduin did hail well met in the midst of the battle. They clasped forearms as brothers, and Balduin was joined into the number of the Companions. Thus was the Third Great Battle won.

Afterward, urged ever on by night-blessings and visions from the Lady of the Lake, the Companions did venture to cross the mighty River Brienne, and spurred their chargers a hundred-league through the shattered lowlands of Carcassonne towards the land of Quenelles. Grim lord Lambard of Carcassonne did spy the banner of the Lady and come unto their side, and as they raced through day and night the Companions clashed swords with green-skin borne upon great wolf that did snap hungrily at their steeds. The Companions held true, and after several weary nights the shadow of great Quenelles did fall upon them, but rejoice was denied: they were greatly vexed to sight the borders of fair Loren aflame.

Though each were bone-weary and in sore need of succour, the divine power of the Lady flowed strong, and the Companions made haste unto the green-skins that did hew and put to flame the ancient forests. A night of blood and fire came upon them, and the Companions fought tirelessly with skill unmatched and awesome majesty. The dark was lit by shining sword and eye ablaze, and the wrath of the goddess was such that her champions could not fall. Bough joined blade as the ancient forest came to the Companions' aid, to choke and bind, to smite flesh and break bone. The fae-spirits of that haunted forest did flit and glimmer beyond sight amongst the branches, striking down those that dared do harm to their realm. Thus did Gilles become friend to the fae, and did win his Fourth Great Battle.

Granted restful sleep by the Lady, the Companions greeted the new sun to find themselves refreshed, and their wounded bodies whole and sound once more. Suffused with the vigour of a spring dawn, the Companions did ride northward to lend their swords to beleaguered Parravon, now amongst their number Rademund the Pure, Lord of Quenelles.

And so it came that the eight Companions did ride upon once-handsome Parravon, carved from stark mountainside by the River Grismerie, only to find after seven nights of long travel that it stood in wrack and in ruin. Fell giants aloft in the peaks above did heft and rain boulders down upon the city below. Borne aloft on his faithful pegasus Glorfinial, Lord Agilgar of Parravon wheeled through the air above the city the better to take the battle to lofty crag and distant aerie, and did smite the foe.

The goblyn of the Severed Hand did defile the streets and citizens below, setting a great flame and taking fair maidens into slavehood. Through cobbled streets charged the Companions, cleansing alley and courtyard, riding down enemy without number beneath iron-shod hoof and casting twisted, lumpen bodies into the flames. Thus was the Fifth Great Battle won.

And that day, Agilgar did gladly troth his lance to Gilles, and the blossoming coterie of Companions galloped on until as the sun set they came upon the land of Montfort. There they saw the towering Lord Martrud and his kin give their all to fend clear a dozen tribes of fierce night-goblyns, who gushed forth from the mountainside in a number like unto a black and unstoppable flood. Axe Bite Pass, that dark vale upon which Castle Montfort broods, was carpeted in a carrion feast of a thousand dead.

The Companions rode out into the tide of black clad fiends and did lay about themselves mightily, until... Alas and woe! How great the pity! Gilles was transfix'd upon a mighty bolt sent heartward by an infernal device of the cowardly goblyn. Weeping, the Companions bore their lord in fever-dream aloft into the castle. A night of dark grief and desperation came, the Companions as unquiet ghosts around Gilles' death-pallet as leaches and surgeons were heard to dolefully proclaim that dark night to be his last.

It is unmeet that I should write of the depths of the Companions' woe. But the Lady was within Gilles, and as dawn broke the fallen hero did grasp the shaft of the bolt with a great roar and pull it bodily from his chest where light streamed out. Grim and wrathful, Gilles was like unto a divine sky-warrior as he rode forth once more, smiting a three-flock of wyverns that descended upon him from the black-bellied skies, one felled by the very bolt that had struck him.

A full week was embattled Montfort besieged before the Companions turned the tide. The night-goblyns fell away into their dank caverns and dark chasms to lick at their wounds as dogs in their misery. Thus was the Sixth Great Battle won.

But be it known that Gilles would not let the enemy from under his sight, and did lead his Companions after the retreating foe, plunging into the everlasting night of the caves. On and down and on and down they galloped, ever deeper through the labyrinth, their only radiance the flame that licked from blade and blazed in eye. They slew all the trolls and the dark creatures of the depths that came upon them for to bar their way, delving ever downward into the dark heart of the mountain where man was not meant to tread. And they knew no fear. Within those dank and foetid halls, the goblyn kings were cut down from throne and skewered upon lance like unto hogs. Thus was the Seventh Great Battle won, and Gilles fought a path back toward the light, drenched in the black blood of the foe.

Ten-strong, the Bretonni Lords bolstered by Martrud of Montfort then rode north and westward towards Gisoreux. Here they were joined by Beren, master of that troubled land. Once more did they come against foul and frothing green-skins in this their next Great Battle, but this time the evil beasts had called down the eyes of their base gods. These twin and savage spirits sought to smite the Companions, but the heavens did shake with their frustration, for, as all know, dark magicks cannot harm those under the auspice of the Lady. There began a fray, fell and fierce; Lord Balduin rode before the Companions in a fury like unto a baresark of the north, hewing the heads of a dozen shamans with a single sweep of his axe.

Tens of thousands numbered the slain that day, yet not a drop of blood fell from the Companions in their stride. The green-skinn'd beasts fled in disarray, for as their conjurations failed, their hope was extinguished as a candle in a storm. Thus was the Eighth Great Battle won.

On the morn, the Companions made haste to the west. They entered upon the lands of Mousillon, pride of the realm of Landuin. Alas, hope proved false for poor Landuin, for in his absence his land had been turned to smouldering ruin. Cattle lay slaughtered in blackened wasteland, and once-pure river was dark with foulness. A bilious stench carried up from swampland where in times past virgin glade stood proud. The Companions rode in grim silence through the gates of Mousillon for to join with the remnants of Landuin's family and Folgar, the neighbouring Lord of Artois.

Folgar had come with dire news of a great host marching under full moon. Upon all sides beset by beast and living dead, the Companions fought as chatelains, one to each wall, there to hold out alone against the foe. Gilles hewed the head from an immense drake-beast's shoulders. Thierulf wrestled with a monstrous two-headed giant while Agilgar, borne aloft upon his pegasus, joined battle with bat-winged fiends in the lightning-laced clouds above. The Companions found triumph when Landuin struck down the foul night-creature that had called the dead forth from their peace, and the beast-kin fled howling into the darkness of the forest. Thus was the Ninth Great Battle won.

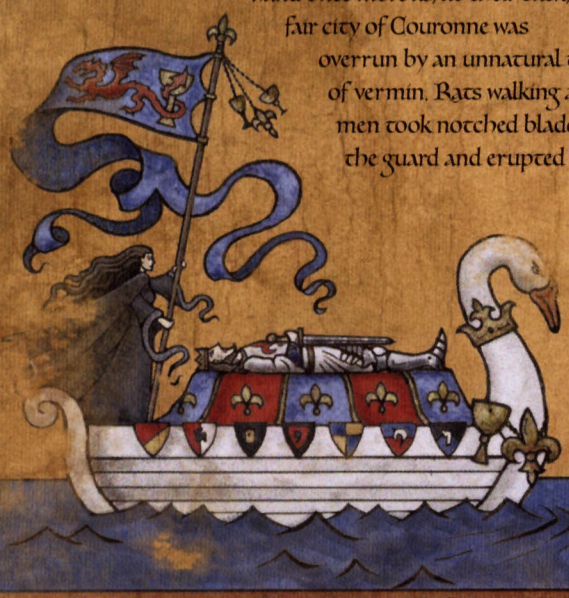
Having triumphed, the Companions spurred their warhorses to the north. Thereafter many long nights in the shade of the Forest of Arden, they did come upon the elf-laid stone of L'Anguille, city-fortress of the coast, and they hoped to find respite. But to no avail, as the grand port was embattled by crude men of the north, clad in pelt of fur and steel, and the Companions did meet them in a great tempestuous battle, joining the lord of the city, Lord Corduin. As the battle raged night upon night, day upon day, the moons turned, and many thousand savages and barbarians were hewn and cast wailing into the sea. But the fierce foe paid no regard. Orgulous and grim, the northmen would not give, for they sought glory or death in the eye of their bloody gods. In desperation, Lord Marcus of Bordeleaux did throw down his challenge to the fell lord of the Norse, the towering giant Svengar of the Skaelings: "Find victory or take leave!"

In his pride, Svengar would not refuse. Many brave warriors had met Death under the barbarian's bloody hand, yet fear did not chill Marcus's heart, for he knew that the Lady was with him. Then did the warriors meet atop the towering lighthouse of L'Anguille, ancient and fey in construct, all Bretonnia at their feet. Cloud roiled and storm lashed as the combatants fought, the elements themselves conspiring to aid the twin hammers of Svengar.

Night bowed to day and day to night, and still the warriors fought, a concert of steel reaching the ears of all below. Finally, Marcus opened his foe's guard, and struck his opponent with a blow of such might he fell in twain to the rocks below. In respect of the warrior skills of the Bretonnian lords, the Norse took sail back to their icy homelands. Thus was the Tenth Great Battle won.

The Companions rested well that night. On the morn, they pressed toward the rising sun unto the province of Couronne, where they were joined by Lord Carleond. There they faced the amassing armies of Orc-kind pushing toward L'Anguille. On the banks of the fast-flowing River Sannez battle was met, and the water did run black that day with foul blood spilled. The Orcs turned their eyes from the great halo of light playing round the Companions, and were struck down into the mire as they turned to flee. Never before had such a great toll of green-skins been slain upon a single day, nor ever since. So much tainted blood quenched the dry earth that it seems as marshland underfoot even to this very day. Thus was the Eleventh Great Battle won.

Now lend your ear to the Twelfth Great Battle of Gilles, fought upon the great and verdant fields of Couronne plain. To south-west over the river did squat the dark and haunted Forest of Arden. From within depths uncharted came loping all manner of monster and great beast. Giants, trolls and creatures without name stalked though a press of Beastmen so great that from a vantage they seemed to the Companions as swarming insects crossing the Ford of Sannez. Tribe upon tribe of green-skins descended from the Pale Sisters to the south-east, and blackened the horizon with a horde five-thousand score at least. There was so great a noise and tumult it seemed as if the earth would shake and split asunder. The Companions made their prayers and arrayed themselves for this the final battle, but disaster played its hand once more as, at their back, the fair city of Couronne was overrun by an unnatural tide of vermin. Bats walking as men took notched blade to the guard and erupted in great number from the gates to threaten the Companions from the rear. Surrounded on all sides by a number of foe beyond countenance, the Companions yet stood resolute and without fear; for the lords of each of the fourteen lands of the Bretonni now stood as one, the gathering complete, and their brotherhood and bonds of faith stood stronger than steel. They knew in their hearts the Lady's power flowed through them that day, and that none could stand against them.



Mighty indeed was this last and most epic of battles, and each Companion performed such deeds as to fill the sagas of wordsmiths and scribes until the end of time. The moons raced across the darkened sky, replaced by the burning orb of the sun, but to no respite. Only the Lady knows the number of weeks that saw battle, but against all odds, the Companions emerged victorious. The piles of dead were stacked like unto mountains, and searing pyres burnt the slain enemy such that night was turned to day for a season and more. Thus was the Twelfth and final Great Battle won.

In this way were the sacred lands of the Bretonni scoured of evil, and its peoples made safe.

The Death of Gilles le Breton

Alas, years later, Death did take his due. Gilles, honoured as the Breton and the Uniter, was calamitously struck down. A veritable god of war that had by his great deeds won peace, some whispered he had no place, and he sought out battle wherever it lay. He was slain by a fell weapon loosed by unknown hand, and to this day the knights of Bretonnia foreswear the coward's weapon that kills from afar. With his dying breath, he bade to be beared unto the nearby lake before his journey to sainthood became complete. There, his body was laid reverently upon a ghostly ship that seemed formed from the mists. With lamentations and much mourning, each Companion watched through tear-streaked eye as Gilles transcended from this earthly coil to an isle of bliss in the Otherworld, there to join the Lady herself for all eternity.

And yet he is not gone to us, for it is said by prophetess and seer that in our darkest hour, Gilles le Breton, great Uniter and slayer of armies, will come unto us once more from that fey isle.

Thus ends the majestic history of Gilles le Breton.

Bretonnia
The Battles of Gilles the Unter
City-port or Walled Town
Major Castles
The Wasteland
Couronne
L'Anguille
Lyonesse
Marienburg
Pale Sisters
Previous border of Mousillon and Lyonesse
Forest of Arden
Artois
Gisoreux
Grey Mountains
The Empire
Montfort
Mousillon
River Grismerie
Bastonne
Axe Bite Pass
Grey Mountains
Parravon
Great Ocean
Forest of Châlons
Bordeleaux
The Massif Oreal
Aquitaine
Brionne
Quenelles
Forest of Loren
River Brienne
Carcassonne
The Vaults

Bretonnian Heraldry

LOUEN OF COURONNE

Earl Adalbert

Brocard

Suidbert

Cheldric the Brave

Baron Thegan

Philibert the Loon

Louen Leoncoeur is the King of Bretonnia and Duke of Couronne, and bears the royal heraldry of Couronne – the lion rampant. Carleond, the first duke of this esteemed realm, was given this as his heraldry in remembrance of a boyhood incident. The young Carleond, born in the lands of Lyonesse, was playing with his older brother Thierulf when they were set upon by a mighty lion, the last of its kind in all the lands of the Bretonni. Miraculously, the two children slew the beast, and skinned it so as to wear its fur. After Carleond fought at the Battle of Couronne, saving the city in single combat, the people of the land flocked to his side, for their own king had been slain, and thus he was appointed as the first duke once Gilles had united the Bretonni.

The Heraldry of King Louen

KNIGHT ERRANT

A Knight Errant of the royal family of Couronne, Louen bore the design of the lion rampant, the heraldry that he would carry with him always. The red band on his shield comes from the heraldry of his father, who was at that time the King of Bretonnia, while the blue band comes from his mother's family shield.

KNIGHT OF THE REALM

Having earned his full knighthood, Louen was presented with his new shield, a more refined version of the one he had carried as a Knight Errant.

QUESTING KNIGHT

Louen travelled the lands of Bretonnia and beyond in his quest for the Grail. During this time, he encountered the Green Knight and earned the blessings of the fair Prophetess Carolinda. This last event was represented by a token with which he adorned his shield. It was as a Questing Knight that he earned his title 'Leoncoeur', the lion-hearted.

GRAIL KNIGHT

Having drunk from the Grail and been imbued with its fey powers, Louen returned to Couronne in glory. Here he was presented with a new shield, bearing the lion rampant clutching the Grail.

DUKE OF COURONNE

Upon becoming the Duke of Couronne, the Grail on Louen's heraldry was replaced with the Sword of Couronne. This potent symbol represents the weapon first gifted to Carleond by the Lady of the Lake.

KING OF BRETONNIA

On his coronation, Louen was gifted with his new shield by the Fay Enchantress herself. The Crown of Bretonnia was added to his heraldry, as well as the golden border that bears 14 fleurs-de-lys; one for each of the dukedoms of Bretonnia that he now represents.

Lord Haydon

Jasperre, Slayer of Malgrimace

Baldemar

Rigunch the Dragon

Hildebald

Mogen of the Flame

BOHEMOND OF BASTONNE

Bearing the proud heraldry of the dragon is Duke Bohemond 'Beastslayer' of Bastonne, of the bloodline of Gilles le Breton himself. Gilles took this heraldry as his own after he slew the ancient dragon Smearghus, and from then on wore the skin of the beast. This revered artefact is still held within the duke's great keep, tended by an enclave of priestesses, and worn on occasions of ceremony and warfare by the duke.

Earl Burden the Wild

Ganelon

Matthias the Villainous Warden

Evroul

Godun Victor of Drakkar

Mallobaude

MALDRED OF MOUSILLON (Deceased)

Once the fairest and most noble of all the realms, the first Duke of Mousillon was Landuin – finest of all of Gilles' Companions. He bore the device of the fleur-de-lys, an ancient symbol of purity and devotion. This realm has since become dishonoured and loathed, though it seems that one has risen who claims the dukedom for his own, a black-armoured knight who some say is kin of the king himself!

Baron Leuthere

Massone

Reolus

Ingund

Chlodomer

Grimoald

THEODORIC OF BRIONNE

Duke Theodoric rules over the people of Brionne, and bears a shield emblazoned with the battleaxe of Brionne. During the third famous battle of Gilles le Breton and his Companions, Balduin of Brionne sallied forth to do battle with the boldest of the foe. He smote down the largest of the enemy warlords, but not before his adversary's massive axe became embedded deep in Balduin's shield. Such was the strength of the blow that the weapon could not be removed, but Balduin fought on for the remainder of the day bearing the immense burden without faltering. In respect to their first duke, those of his lineage continue to honour him with their heraldry.

Shurlay

Gautheir

Henry
the Red

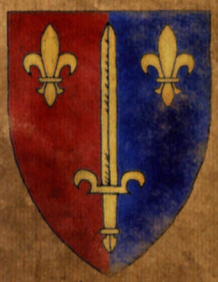
Roland
the Marshal

Jacen

Orderic

ADALHARD OF LYONESSE

Lord of the realm of Lyonesse, Duke Adalhard bears his family heraldry of a lion's head. Thierulf, first and most devoted of all the Companions of Gilles, took this heraldry after he and his brother slew a lion as children. From that day forward, each time he rode to war, he wore the lion's fur up over his shoulders and head, and it is recorded that he fought with the ferocity and heart of a lion.



Aiden
the Brave

Theudis

Aldebald

Havelock

Prithard
the Distressed

Milone

HUEBALD OF CARCASSONNE

Duke Huebald is the grim and highly respected lord of Carcassonne, whose shield bears the image of a sword, a powerful symbol within this warrior land. This heraldry was first adopted by Duke Lambard, one of Gilles' Companions, in respect of the culture of his forefathers. For hundreds of years, the sons of Carcassonne have been given a newly forged birth-sword that they are made to touch as soon as they are born, and it hangs over their cot until such a time comes when they can wield it.

Baron
Rambert

Childeric

Graeme,
Friend of Dwarfs

Elgar

Wilguric

Beldane

FOLCARD OF MONTFORT

Lord of the lands of Montfort is Duke Folcard, and it is his towering Castle Montfort that guards the narrow passage through Axe Bite Pass. Though a castle has stood there for hundreds of years, it was Duke Martrud, Companion of Gilles, who built its walls to the towering heights that they remain, and it is this image that is depicted in the family's heraldry.

Baron
Letard

Corbus

Laudethaire,
Beloved of Parravon

Redemond

Keefor of
the Long Locks

Malagant

CASSYON OF PARRAVON

Duke Cassyon is the sovereign of the lands of Parravon, and it is his family standard that bears the pegasus rampant. This is in memory of Agilgar, Parravon's first duke and Companion of Gilles, for it was he who befriended Glorfinial, lord and sire of all Royal Pegasus.

Earl
Theutgard

Ferragus

Guntrum
the Bearer

Cheldric

Leuthere

Justin
son of Ute

TAUBERT OF L'ANGUILLE

Humble and virtuous, Duke Taubert rules L'Anguille and bears the royal coat of arms; the image of a raging sea monster. It is believed that fair Theralind, beloved of Corduin, first Duke of L'Anguille and Grail Companion, was turned into this beast by a jealous hag. Nevertheless, the purity of Theralind won out, and it is local myth that she guards the port still, her grief causing the treacherous storms that lash the coast.

Comte Raynor

Leon Beloved of Mathilde

Panteleon

Anthelme of Austray

Hrodbert

Taurin the Wanderer

TANCRED II OF QUENELLES

Duke Tancred II is lord of the ancient lands of Quenelles, the land bordering the realms of the fey. In honour to the capricious and dangerous spirits and faeries of these lands, his family bears the heraldry of the unicorn – indeed it is said that in times long past, the first duke, Rademund the Pure, befriended the fey folk, and could walk among them without fear.

Earl Orlando

Calard

Tristran the Troubadour

Lothar

Gunthar

Luidolf

HAGEN OF GISOREUX

Ruling Gisoreux is the stalwart and virtuous Duke Hagen. As recounted in The Histories of the Unconquerable Realm, the first duke, Beren, fought valiantly against foul ambushers within the Forest of Arden and was the lone survivor of his party, sorely injured and lost. A vision of a white hart led him to safety, and it is this occurrence that is remembered and honoured in the heraldry of Beren's descendants.

Baron Sigibald

Luc Beast-spitter

Turpin

Gundehar

Kegan

Bertelis

ALBERIC OF BORDELEAUX

Bordeleaux is ruled by the strict and brave Duke Alberic, victor of Palantor Fields. He wears the family coat of arms, the tri-forked badge of office distinctive of the sea-god Manann. Duke Marcus, Companion of Gilles and virtuous first duke of this land, was said to have fought side by side with Manann himself in driving raiders from his coastline, and this heraldry symbolises the strong link those of Marcus' line have with the tempestuous sea deity.

Baron Waldon

Reynard the Hunter

Piers the Intrepid

Brandyn

Meroveeh of the Quest

Heminand

CHILFROY OF ARTOIS

The forested dukedom of Artois is the realm of Duke Chilfroy, who oft rides forth into the grim glades to track down the beasts that lurk therein. Skilled as none other with the lance, be it at war or hunt, it was the first duke, Folgar, who hosted the gatherings of the Companions. The heraldry of the house of Artois bears a boar's head, symbolising the dangerous beast Morchanok that Folgar slew for the first great feast of the Companions.

Lord Luidhard

Aigulf

Montglaive, Defender of Ceryon

Harland

Maraulf

Berenfroy

ARMAND OF AQUITAINE

Duke Armand, once the bearer of the Standard of Bretonnia, rules over the strong-willed and contentious people of Aquitaine, having come to power at the King's behest when his brother fell in battle without a clear heir. His coat of arms bears the winged falcon claw of his forefather Fredemund, Companion of Gilles and Lord of the Skies. It is said that the heavens above Fredemund's army were blackened by thousands of birds of prey that came at his bidding.

COLLECTING BRETONNIANS

When collecting a Bretonnian army, it's best to start with a basic force like the one pictured above. Using the regiment sets available you can assemble an army like this relatively quickly. A force this size is large enough to use in a series of small encounters to familiarise yourself with the army and help you decide how you want your army to develop.

Aside from helping you decide the shape of your army, a small force is also a good place to make decisions about how you want your army to look. For a Bretonnian army, heraldry, and how you apply it, will be the thing that gives your army most of its character. You can choose to have all of the Peasants in the army bearing the heraldry of your leading Knight, or have each regiment with a different lord. All of your Knights could come from the same family, bearing the same heraldry, or each could be painted as an individual. Each Knight's tabard could bear their own personal colours, or they all may wear the same pattern to signify a common purpose.

The massive Studio army below is designed to represent the army of the King. All but one of the regiments of Peasants bears his heraldry. The Knights, on the other hand, come from all across the kingdom, to represent the Knights of Bretonnia, united under the banner of the King.

King Louen Leoncoeur rides out to defend his borders with a host of Knights drawn from all the lands of Bretonnia.

LORDS AND HEROES

Above all others, Bretonnia is the land of heroes. First among these is King Louen Leoncoeur, the greatest leader the land has seen since the days of Gilles the Uniter. At his side stand the Dukes, rulers of Bretonnia's provinces and mighty warriors in their own right. While across the provinces of Bretonnia, Knights of all ranks stand ready to defend the land with sword and lance.

King Louen Leoncoeur faces the menace of the Vampire Counts deep in the Forest of Arden.

While the King's shield bears his personal heraldry, the shields on the flanks of his mount carry the heraldry of each of his parents.

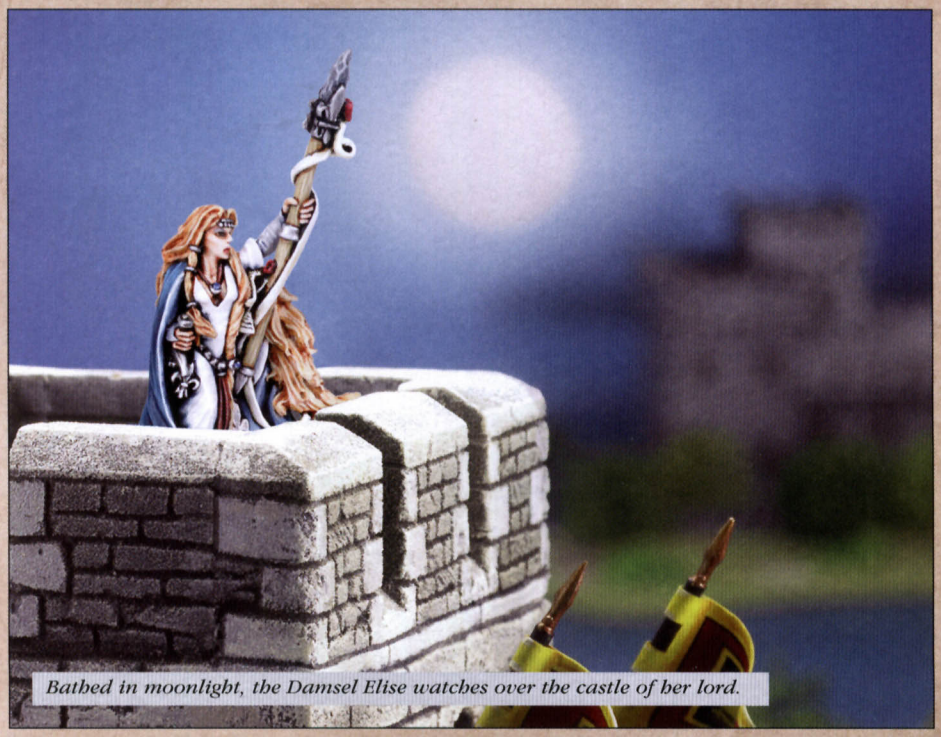
Duke Theodoric of Brionne

Duke Bohemond of Bastonne leads a charge against Savage Orc invaders.

The Battle Standard Bearer musters the Knights of his lord for a decisive charge.

THE POWER OF THE LADY

The magical power of the Lady of the Lake protects the fair land of Bretonnia. The Fay Enchantress, representative of the Lady, selects potential Prophetesses and Damsels from the children of Bretonnia and teaches them how to wield the power of magic in her name. Protector of the sacred places, the ethereal Green Knight rides out to challenge any who would defile the land.



Bathed in moonlight, the Damsel Elise watches over the castle of her lord.

Damsel on horseback

The Fay Enchantress bestows the Blessing of the Lady on an army departing for war.

The Green Knight bursts forth from the depths of a sacred wood to confront Beastmen despoilers.

DEFENDERS OF THE REALM

Knights of the Realm are the mainstay of the armies of the Bretonnian dukedoms. Beside them, the younger Errant Knights throw themselves into reckless charges to prove themselves worthy of joining their ranks. Some among the Knights of the Realm are borne to battle on a flying steed, the Pegasus, allowing them to soar above the battlefield to attack the vulnerable flank and rear of the foe.

Errant Knight

Pegasus Knights confront the forces of the Undead, high above their besieged fortress.

Knight of the Realm

Knights of the Realm smash aside the Orcs laying siege to a castle at the foot of the Grey Mountains.

SERVANTS OF THE GRAIL

Amongst the Knights of Bretonnia, the Grail Knights are legendary, living saints blessed by the power of the Lady and near unstoppable on the charge. Questing Knights are proven warriors seeking to follow the example of the Grail Knights, giving up their traditional lance in favour of the weapons of the Quest.

Questing Knight

Grail Knight

SKULL AND STONE

Wherever the Grail Knights ride to war, Battle Pilgrims follow, bedecked in relics and carrying a Grail Reliquae devoted to a long dead hero. The Trebuchet fires huge blocks of masonry hewn from church and castle into the ranks of the enemy.

Inspired by the relics of a long-dead Grail Knight, a lone band of Battle Pilgrims prepare to defend an isolated settlement.

Grail Reliquae

Battle Pilgrims rush to confront attacking Dark Elf slavers threatening a Bretonnian artillery piece.

The crew of a Trebuchet ready themselves to launch a massive block of granite deep into the heart of the enemy ranks.

The Low-Born

Behind the ranks of the Knights of Bretonnia, stand regiments of Men-at-arms recruited from the vassals of the Knights. Rows of Peasant Bowmen join them, leaving the fields of Bretonnia behind. Standing apart from these are the regiments of Mounted Yeomen, privileged to ride to battle beside their feudal lords.

Bretonnian Bowmen

As the army of the King prepares for battle, Duke Theodoric of Brionne inspects the men who will bear his livery.

Men-at-arms

PAINTING KNIGHTS

When the 'Eavy Metal team began to paint the Studio Bretonnian army, they decided to work with a specific selection of colours, influenced by traditional heraldry. Black, red, and blue were used to contrast dramatically with yellow and white to make the heraldry and barding instantly recognisable on the gaming table. This is a guide to the colours used on the Knights, and the details that distinguish the different Knightly ranks.

HORSE

Paint the horse's coat with a mixture of Codex Grey and Chaos Black.

ARMOUR

Begin with a layer of Boltgun Metal.

Highlight the armour with Mithril Silver.

HERALDRY

Field: Golden Yellow

Charge: Ultramarines Blue painted over black transfer.

HOOVES

Paint the hooves with a layer of Graveyard Earth.

Use Bleached Bone for highlights.

RED BARDING

Use a layer of Scab Red as a basecoat.

Apply a layer of Blood Red to lighten the colour.

Finish off with a highlight of Blazing Orange.

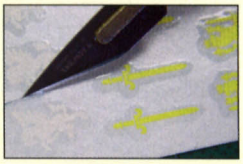
YELLOW BARDING

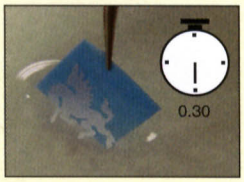
Begin with a basecoat of Vomit Brown.

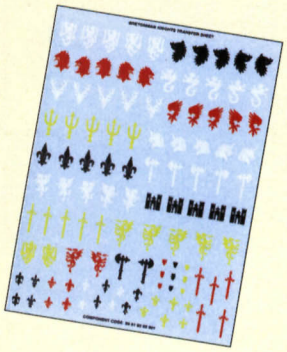
Add a layer of Golden Yellow to establish the colour.

Highlight the barding with a mixture of Golden Yellow and Skull White.

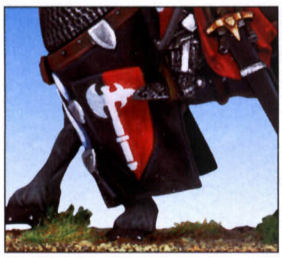
APPLYING TRANSFERS







VARIANT COLOURS FOR HERALDRY AND BARDING



Barding: Chaos Black

Field: Blood Red

Charge: Skull White

Barding: Regal Blue

Field: Skull White

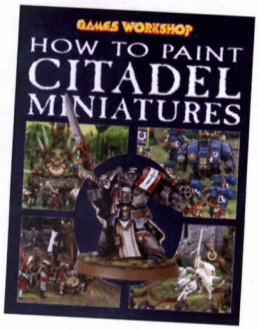
Charge: Chaos Black

Barding: Skull White

Field: Skull White

Charge: Blood Red

For a wealth of useful techniques and ideas about painting your models, read *How to Paint Citadel Miniatures*.



GRAIL KNIGHT

CLOAK

- *Paint a basecoat of Shadow Grey.*
- *Lighten the colour with a layer of Space Wolves Grey.*
- *Highlight the cloth or shield with Skull White.*

GOLDEN DETAIL

- *Start with a basecoat of Dwarf Bronze.*
- *Apply a layer of Shining Gold.*
- *Sharpen the edges with a highlight of Shining Gold mixed with Mithril Silver.*

QUESTING KNIGHT

WOOD

- *Begin with a basecoat of Scorched Brown.*
- *Apply a layer of Dark Flesh.*
- *Use a mix of Dark Flesh and Bleached Bone as the final highlight.*

LEATHER

- *Use a mixture of Scorched Brown and Snakebite Leather on the straps and sacks.*

ERRANT KNIGHT

FLESH

- *Begin with a basecoat of Tanned Flesh.*
- *Lighten the skin tone with a layer of Dwarf Flesh.*
- *Highlight the skin with Elf Flesh.*

PEGASUS KNIGHT

WINGS AND COAT

- *Start with a basecoat of Codex Grey, mixed with Chaos Black.*
- *Apply a layer of Codex Grey, followed by Fortress Grey.*
- *Highlight the coat and drybrush the wings with Skull White.*

The Land of Chivalry

The Founding of the Kingdom

In the long distant past, the lands of the Bretonni were secured by Gilles le Breton, and the Kingdom of Bretonnia was formed. Each of the Bretonni lords swore oaths of fealty to Gilles, who they proclaimed as their ruler. The lords themselves were each given the title of duke, and the traditional borders of their lands were formalised, creating the fourteen dukedoms. Gilles became the ruler of all Bretonnia, though he also fulfilled the role of Duke of Bastonne.

With the tragic death of Gilles in the year 17 (995 by the Imperial Calendar), there was much lamentation throughout the lands as all of Bretonnia mourned. Gilles' only son Louis, who was born under mysterious circumstances -- some say he was the child of the Lady herself – became the Duke of Bastonne. However, the question of whether he should also become ruler of Bretonnia was much debated. Many advocated that Landuin of Mousillon should take the position, while others believed that Landuin's rival, Thierulf of Lyonesse, or the wise Marcus of Bordeleaux, would make a more suitable ruler. The majority of the dukes eventually agreed that Louis should take the role, but that posed another problem, for he had not drunk from the Grail of the Lady of the Lake, as had all the other dukes. And no knight, it was decreed, no matter his birth, should be able to become Lord of Bretonnia without first having the blessing of the goddess.

So it was that Louis left court and set out immediately on his quest to find the Lady and prove his worth before her, earning himself the title 'the Rash'. Thus was the tradition of the Questing Knight born. For years Louis the Rash travelled the length and breadth of Bretonnia, righting wrongs and doing great deeds. In his absence, Thierulf of Lyonesse acted as steward of Bretonnia, much to the chagrin of Mousillon, so it is said.

Years later, Louis entered his ancestral castle astride a mighty purebreed charger, his golden hair shining and his eyes aglow with noble power. None could doubt that the Lady had blessed him, and his subjects fell to their knees before him. So it was that he was crowned as King of Bretonnia, and the golden Crown of Bretonnia, a gift from the Lady herself, was placed upon his brow by the Fay Enchantress, she who had borne away the fatally wounded Gilles and who was the sacred representative of the Lady of the Lake herself. All of Bretonnia rejoiced in their new monarch.

His first act as king was to formalise the code of honour that his father and the Companions lived by. The original vows of chivalric knighthood still exist within the halls of Bastonne, crumbling parchments decorated with elaborate script that detail the duties of the knights. All over Bretonnia, the knights embraced their vows, and many noble warriors gave up their castles to embark on the path of the Questing Knight. A wave of faith swept Bretonnia, and the Lady of the Lake became the primary deity of the nobles. The dukes continued to push back evil from their borders, and Bretonnia flourished. The great port cities grew large and sprawling with renewed trade, Grail chapels were built in places of holy significance, and the Fay Enchantress guided the Bretonnians in the worship of the Lady.

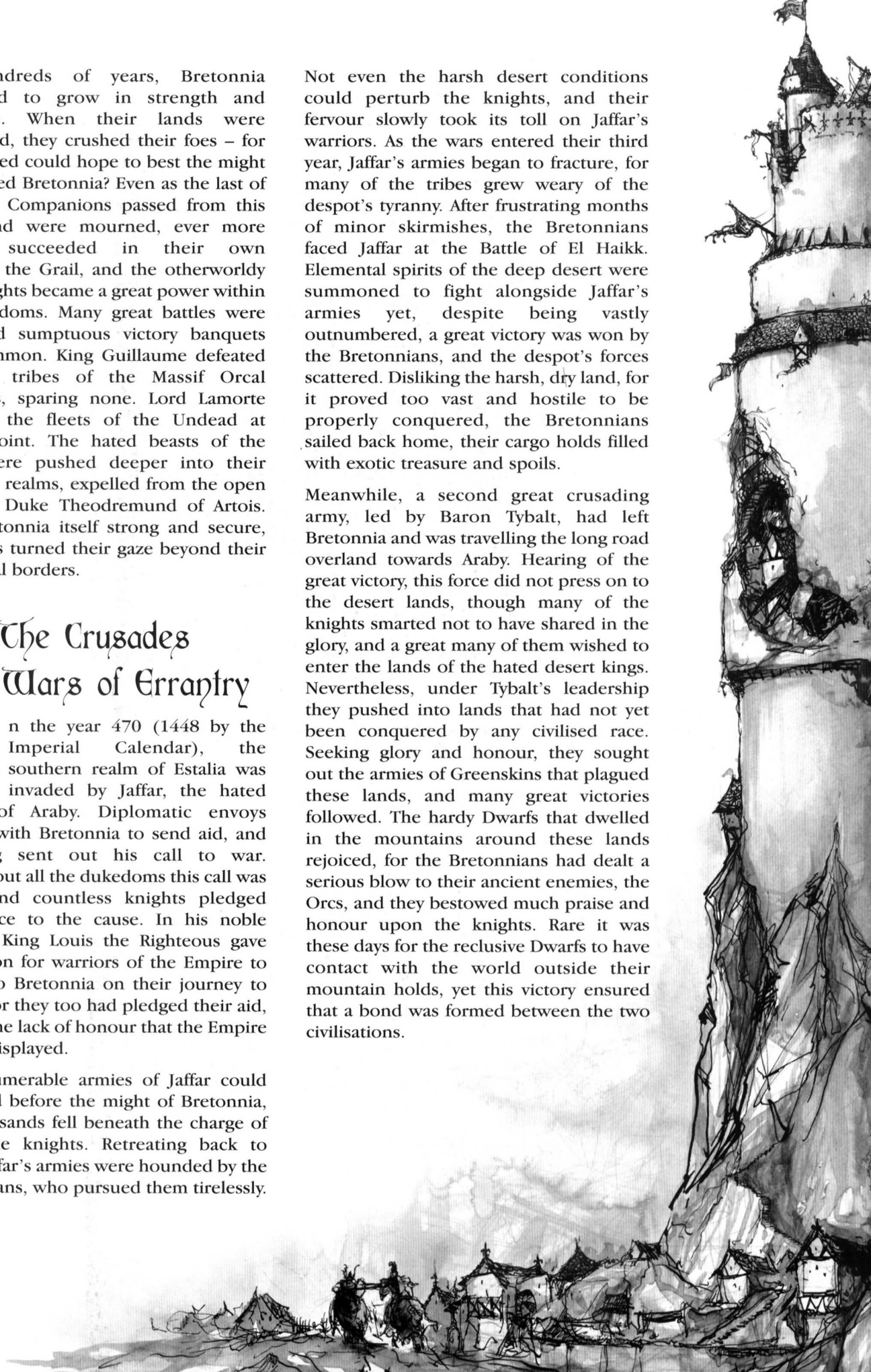
For hundreds of years, Bretonnia continued to grow in strength and influence. When their lands were threatened, they crushed their foes – for who indeed could hope to best the might of a unified Bretonnia? Even as the last of the Grail Companions passed from this world and were mourned, ever more knights succeeded in their own quest for the Grail, and the otherworldy Grail Knights became a great power within the dukedoms. Many great battles were won, and sumptuous victory banquets were common. King Guillaume defeated the Orc tribes of the Massif Orcal highlands, sparing none. Lord Lamorte smashed the fleets of the Undead at Savage Point. The hated beasts of the forest were pushed deeper into their darkened realms, expelled from the open lands by Duke Theodremund of Artois. With Bretonnia itself strong and secure, the dukes turned their gaze beyond their traditional borders.

The Crusades and Wars of Errantry

In the year 470 (1448 by the Imperial Calendar), the southern realm of Estalia was invaded by Jaffar, the hated despot of Araby. Diplomatic envoys pleaded with Bretonnia to send aid, and the king sent out his call to war. Throughout all the dukedoms this call was heard, and countless knights pledged their lance to the cause. In his noble wisdom, King Louis the Righteous gave permission for warriors of the Empire to cross into Bretonnia on their journey to Estalia, for they too had pledged their aid, despite the lack of honour that the Empire had oft displayed.

The innumerable armies of Jaffar could not stand before the might of Bretonnia, and thousands fell beneath the charge of the noble knights. Retreating back to Araby, Jaffar's armies were hounded by the Bretonnians, who pursued them tirelessly. Not even the harsh desert conditions could perturb the knights, and their fervour slowly took its toll on Jaffar's warriors. As the wars entered their third year, Jaffar's armies began to fracture, for many of the tribes grew weary of the despot's tyranny. After frustrating months of minor skirmishes, the Bretonnians faced Jaffar at the Battle of El Haikk. Elemental spirits of the deep desert were summoned to fight alongside Jaffar's armies yet, despite being vastly outnumbered, a great victory was won by the Bretonnians, and the despot's forces scattered. Disliking the harsh, dry land, for it proved too vast and hostile to be properly conquered, the Bretonnians sailed back home, their cargo holds filled with exotic treasure and spoils.

Meanwhile, a second great crusading army, led by Baron Tybalt, had left Bretonnia and was travelling the long road overland towards Araby. Hearing of the great victory, this force did not press on to the desert lands, though many of the knights smarted not to have shared in the glory, and a great many of them wished to enter the lands of the hated desert kings. Nevertheless, under Tybalt's leadership they pushed into lands that had not yet been conquered by any civilised race. Seeking glory and honour, they sought out the armies of Greenskins that plagued these lands, and many great victories followed. The hardy Dwarfs that dwelled in the mountains around these lands rejoiced, for the Bretonnians had dealt a serious blow to their ancient enemies, the Orcs, and they bestowed much praise and honour upon the knights. Rare it was these days for the reclusive Dwarfs to have contact with the world outside their mountain holds, yet this victory ensured that a bond was formed between the two civilisations.



These lands later became known as the Border Princes. Indeed, some knights remained there, building great castles in the following decades.

Despite these grand crusades beyond Bretonnia, the dukedoms themselves were not left undefended, for there were still intermittent threats within the borders. One such threat coincided with the deadly Red Pox that swept through the southern dukedoms, decimating the populations of peasants in the stinking slums and hovel villages. As if this were a trigger, foul creatures erupted from their hidden lairs, mutated vermin that walked like men and held rusting weapons in their clawed hands. Marching to the aid of the Duke of Parravon came the mysterious fey folk of Athel Loren, lending their otherworldy powers to the knights to destroy this threat before disappearing once more.

Other perils have all been successfully defeated, including attacks from other hated minions of Chaos, be they berserk Norsemen or foul forest beasts.

Throughout the ages, other crusades have been waged by the proud Bretonnians, though none so great. One such crusade was led into the deep deserts to the east of Araby, and a great many battles were fought against the hated Undead kings of that land. Others have seen Bretonnians fighting far from home, even as far across the oceans as the jungle lands of the New World.

Some of these crusades were declared as Errantry Wars, a tradition that derives from the old custom of the Errand of Knighthood. Usually young knights would be set a task by their lord, an errand that they must fulfil before they can attain full knighthood. Errands traditionally included such things as the recovery of a lost artefact, the slaying of a beast terrorising a rural village or successfully escorting a noble lady through dangerous lands.

However, in times of war and peril, a king may declare an Errantry War. At such time, a young Knight Errant may earn the title of Knight of the Realm through brave deeds and daring exploits on the field of battle. When an Errantry War is declared, young knights from all over Bretonnia rally to the cause, eager to earn their full knighthood. The unseasoned knights throw themselves into battle recklessly and with great enthusiasm, each trying to outdo the others, and gain the attention of their betters. As such, the king may declare an Errantry War when he has a need to quickly gather a large, well-motivated army.

In the year 1223 (2201 by the Imperial Calendar), King Louen Orc-Slayer amassed a grand army after declaring an Errantry War, with thousands of young knights joining the ranks of the more experienced retinues of the dukes. Together, this army smashed the growing Orc and Goblin forces that had been amassing for many years on the borders of Bretonnia. The traditional frontiers of the dukedoms were expanded, and many Greenskin strongholds, which had remained in isolated areas along the borders, were finally conquered. New castles were built along these borders, and many of the young Knights Errant were granted these domains along with full knightly title at the end of the years of war.

The longest Errantry War ever fought was launched by King Charlen in 1442 (2420 by the Imperial Calendar). The Border Princes were overrun by enemies and, despite their bitter resistance, they were being worn down. Charlen responded instantly to their appeal for aid, declaring his intention to rid the Old World of the Greenskin menace once and for all. Charlen was a brave and mighty warrior, but was never known for his great powers of wit or learning, for scholars knew that the Greenskin hordes could never truly be eradicated.

Nevertheless, countless thousands of young knights embraced Charlen's vision passionately, and a great army set off across the mountains. However, a great many knights perished on this arduous journey.

At first, victory followed victory and the Orcs were slaughtered on the banks of Blood River. Nevertheless, as the years rolled by and more young knights travelled to the region to gain honour, Bretonnia grew weaker due to the lack of defenders within its borders. For over sixty years the wars continued, draining Bretonnia of entire generations of knights. Eventually, under King Phillippe V, the Errantry War was ended after a tragic defeat at Dread Pass. The Bretonnians, in their pride, do not cope well with defeat, and were it not for the wise king ending the wars, then countless more knights may well have thrown their lives away in an effort to regain the honour of their defeated brethren.

The Dead Walk the Lands...

The dead rising from their graves is a common theme amongst the troupes of travelling players that journey around Bretonnia, reflecting the profound effect that the Undead have had on the nation. A very superstitious people, the idea of the dead walking is especially horrific and abhorrent to the Bretonnians, both noble and commoner alike. Peasants will often bury their loved ones face down in the earth, with dried crows' feet in their mouths and cloves of garlic in their ears, apparently to stop them from rising from their graves. In times long past, legions of dead warriors borne upon the seas in fleets of shallow-bottomed boats raided the coastline, and rumours of these fleets still persist. In isolated hamlets across Bretonnia there are said to be foul vampiric warrior-knights, the most famous of these being the so-called Red Duke who plagued the lands of Aquitaine. Many a Questing Knight has set out to rid the lands of these horrors, and never returned.

The cursed realm of Mousillon has long been associated with the dead. Indeed it is a very morbid realm, for death and disaster feature strongly in its history. Being built on a sinking swampland, and subject to frequent flooding, the tombs of the dead in Mousillon are built above ground – so large are the sprawling, macabre graveyards that they are likened to towns in their own right. It is said that all manner of foul necromantic sorcerers lurk amidst the darkened crypts.

One of the more recent, major battles fought against the Undead took place at la Maisontaal Abbey, in the Grey Mountains. An Undead horde, led by the dread Lichemaster Heinrich Kemmler and a dead warrior of Chaos, Krell, attacked this sacred place. The Lichemaster is a hated figure in Bretonnian lore, and mothers use stories of his deeds to scare their children into behaving. The battle was only won thanks to the skill and heroism of Duke Tancred of Quenelles and his knights, even though they were also assailed by a swarm of foul Chaotic vermin. The knights returned to their lands with much honour, for their victory was truly valorous. Nevertheless, the Lichemaster escaped from the battle, and Tancred spent the remainder of his life pursuing the hated necromancer. Tragically, Tancred himself fell in battle with the forces of the Lichemaster at the Battle of Montfort Bridge, though he did succeed in smashing Kemmler's force. It is said that the Lichemaster is biding his time to exact his revenge against Bretonnia.

The Land of Despair

Mousillon is a cursed realm, a crumbling city surrounded by stinking swamps and marshes, a land that is shunned by the rest of Bretonnia. It is said that in that doom-laden land the dead walk the dark and empty streets, that all manner of unnamed horrors lurk in the depths below the castles, and that the night is filled with screams and laughter from beings no longer of this earth. Those dwelling there are the most desperate of people, for none would choose to live in this tragic land other than the evil-hearted and the outcast. Dispossessed and dishonoured knights band together here, as do hordes of the most malformed and diseased peasants. Those few who remain of the cursed bloodline of Mousillon rule this land with absolute authority. These remnants of the decadent and corrupt nobility wear pitch-black armour, and never raise their visors, or so it is said in fireside tales.

However, for a period in history, Mousillon threw off its dark reputation. This was during the time of Gilles le Breton and his Grail Companions; for the bravest, most skilled and honourable Companion of all was Landuin, the favoured son of Mousillon and their first duke. He was the epitome of knighthood, the paragon that all knights aspired towards, and he was beloved by all. None could stand before his wrath, and Mousillon gained much honour thanks to his mighty deeds.

Tragically, with the death of Gilles, Landuin fell into a terrible malaise from which he never truly recovered. The land of Mousillon itself felt his pain and began to fall into ruin and despair, continuing to do so even after his death. Thus did Mousillon begin to fall back towards being a realm shunned by the other Bretonnian dukedoms. It has since fallen further into darkness. Many believe that the land itself is cursed – it is certainly true that vermin seem to thrive in this foetid land, that many dwelling within its borders suffer madness, and many other unnatural things occur on an almost daily basis.

Two key moments in history can be isolated that have irredeemably doomed this haunted land in the eyes of the other dukedoms. The first of these occurred during the outbreak of the terrible Red Pox, in the early years of the 9th century, after the formation of Bretonnia. The Duke of Mousillon, Merovech, was a proud warrior who was desperate for his realm to regain the prestige and honour that it had during the reign of Landuin. Led astray by his corrupted advisors, but with only honourable intentions, Merovech began dabbling in things far beyond his power or control.

When the Red Pox struck Bretonnia in 835 (1813 by the Imperial Calendar), Merovech and his knights were strangely unaffected. As foul rat-creatures appeared in their thousands to kill and maim, Merovech saw that his time to shine had come. Riding south with his black-armoured knights, he slew thousands of the Chaotic creatures, and broke the siege of Brionne. The route his army took mirrored that road taken by Gilles' Grail Companions before him, as he then pushed towards the east, crossing Carcassonne. His dreams were filled with blood, death and horror – in his delusions, he actually believed that he was Landuin reborn, and that he was the only one who could save Bretonnia.

Meeting up with the armies of Parravon and the fey folk of Athel Loren, a great victory was won, and the rat-creatures scattered before the martial might of Merovech and his most trusted knights. In the middle of the battle, Merovech was soaked in blood, revelling in the killing. Even after his foe lay unmoving, still he continued to hack at them with his gore-soaked blade. The virtuous and honourable knights of Parravon looked on in horror.

Merovech invited the dukes to his castle for a great victory feast. Many saw him as a saviour, for he had saved Brionne and Quenelles. Nevertheless, the banquet horrified the chivalrous dukes. Dinner was served by shambling servants, and the dukes were shocked to see spitted and impaled criminals arrayed about the hall. Merovech could not understand their discomfort at all, and having already drained many goblets of fine Bordeleaux wine, he drunkenly claimed that his hospitality was being dishonoured. The king was repulsed by Merovech, and spoke against him and his court. In a rage, Merovech accused the king of jealousy, and plotting against Mousillon. The king formally challenged Merovech, though the other dukes begged to be the one allowed to punish the disgraceful knight. In the ensuing combat, Merovech fought like a daemon, and tore out the king's throat with his bare hands. Merovech raised his goblet and filled it with the blood of the king, which he then drank from. The other dukes hastily left Mousillon to gather their armies, pursued by twisted creatures and malformed peasants.

In the following months, Merovech was publicly denounced by the Fay Enchantress and the newly crowned king. Lyonesse led a massive invasion of Mousillon, and many of the knights of Mousillon gladly took up arms against their liege-lord, having no wish to be associated with their corrupted duke and swore fealty to Lyonesse. Faced with the might of all of Bretonnia, Merovech was finally slain, though many brave warriors fell beneath his blade. The righteous anger of the Bretonnians against one they see as having tainted their own honour is truly to be feared.

Later, Mousillon fell even further during the Affair of the False Grail – a terrible time when Duke Maldred of Mousillon perpetrated the vilest of crimes. He conspired through treachery to become king, imprisoned the Fay Enchantress and falsely claimed to have recovered the Grail, though this was later proved another of his subtle lies created to gain power. His actions doomed himself and finally condemned his homeland utterly, and he eventually died after a prolonged siege. From that moment forth Mousillon was to have no duke, by order of the king, and so the position remains unfilled. In recent years however, there have been stories of a new claimant, a self-appointed duke. It is said that King Louen may soon embark upon another war to cleanse Mousillon of its growing taint. The Bretonnians as a whole look forward to the day when Mousillon is finally razed, burnt to the ground and forgotten by history.

The Rise of a New King

The current King of Bretonnia is Louen Leoncoeur, and in him the populace of Bretonnia can see echoes of the great warriors of the past. It is said that the blood of Gilles le Breton runs in him, and his knights give thanks to the Lady that they might serve under him, for his nobility and strength harkens back to those times of the Grail Companions, the highest pinnacle of Bretonnian heroism.

Louen has revived many of the old warrior traditions, including hosting great tournaments. Indeed, he will often take part in these himself, and has proven time and time again that he is one of the most skilled, fierce and honourable knights in the land. Encouraging his knights to hone their martial skills at every opportunity, some have speculated that Bretonnia is currently as powerful as ever it was, perhaps even more so. The king is wise, and he sees that enemies abound. It is the belief of those closest to him that he is readying for a new Errantry War. Some believe this could be against Mousillon, while others suggest that it may be launched against the dire forces of evil in the far north. Whatever the case, Bretonnia and its knights are ready.

A Tale of Years

Imperial / Bretonnian Calendar

-c1500 / -c2478
It is said that the Elves forsook the Old World and the insular Dwarfs retreated further into their mountain strongholds. The land becomes overrun by all manner of evil-natured creatures.

-c1000 / -c1978
The chiefs of the Bretonni people, proud and warlike horsemen, travel over the Grey Mountains. Hundreds of years of constant warfare follow as they settle in these fair lands, and attempt to drive out the Greenskins.

-c700 / -c1678
The Bretonni lands become dominated by around twenty main horsemen tribes. Smaller tribes are amalgamated into these or are destroyed.

-c650 / -c1628
Attempts to penetrate the Forest of Loren leave only a handful of survivors, driven mad by the fey terrors, and the forest enters Bretonnian folklore as being a haunted, magical place.

-c500/ -c1478
The Bretonni tribes continue to fight amongst themselves for control of the land, and the borders of each lord's realm constantly shifts. Nevertheless, the tribes commonly ally to fight against the Orc and Goblin tribes. Many of the lords of the Bretonni build great strongholds in their lands.

-15 / -993
In this year, the foreign hero Sigmar fought against the Orcs and Goblins and broke their power in the lands to the east.

100 / -878
History relates that fleets of Undead came and did evil in the lands of the Bretonni.

577 / -401
Greenskin raids increase, and many settlements are burnt to the ground. Retaliatory raids against the Orcs slay thousands. However, several powerful Bretonni tribes fall and their lands are claimed by rivals.

770 / -208
The land of the Bretonni is divided into sixteen areas, each controlled by one of the major tribes. These have since remained relatively stable, although two lands, Glanborielle and Cuileux, are later destroyed.

930 / -48
The land of Cuileux, lying between Brionne and Quenelles, is overrun by a massive Orc invasion led by the warlord Gragabad. The horsemen of Cuileux ride forth in one final tragic battle, where their line ends. Quenelles and Brionne ride forth, and scatter the Greenskin hordes. The two lords meet each other in single combat to decide who will take the land. The Lord of Brionne is cut down and Quenelles expands.

932 / -46
Balduin, Lord of Brionne, leads his horsemen to victory against the Orcs.

947 / -31
The northern lands are overrun by Greenskin tribes, as well as Beastmen that pour forth from the Forest of Arden. Around this time, the Norse begin to raid the northern coastal regions and the northern Bretonni tribes are isolated from each other and their lands ravaged.

950 / -28
Rosalind of Bastonne weds Thierulf, Lord of Lyonesse. Her brother, Gilles, and her husband become strong friends, and the ties between the two realms grow strong.

952 / - 26
Gilles of Bastonne becomes famed throughout the lands of the Bretonni as the young warrior seeks out and slays the giant red wyrm, Smearghus.

974 / -4
Orc hordes in numbers never before seen begin to attack the lands of the Bretonni. The land of Glanborielle is utterly destroyed and subsequently amalgamated into Carcassonne. Driving northwards, the Greenskins threaten to overrun Quenelles, Brionne and Aquitaine, and thus link up with other Orc armies driving into the lands of Parravon, Montfort, Bastonne and Bordeleaux.

975 / -3
The Orc armies attacking Bastonne are repelled, though the Lord of Bastonne is slain. The new Lord of Bastonne, Gilles, leads his horsemen against the foe, joined by his loyal friend Thierulf and the famed Lord Landuin of Mousillon. Both Lyonesse and Mousillon are under intense pressure from Greenskin armies, and they hope to join with Gilles for one final, great battle.

976 / -2
Gilles is visited by a vision of the Lady of the Lake, who blesses him and his comrades. Thus, Gilles, Landuin and Thierulf become the first Grail Knights.

977 - 978 / -1 - 0
The famous battles of Gilles the Uniter, the Lord of Battles, as he and his Companions ride to save their land. They are victorious in each, and earn much honour, glory and renown. The deeds of the Companions become the epitome of aspiration for all knights, and these battles form the basis of countless Bretonnian tales in later years.

979 / Year 1
The forming of Bretonnia. The lands of the Bretonni tribes are finally secured. A great meeting takes place in the home of Folgar of Artois. Here, the formal dukedoms are created, and the Bretonnian calendar is introduced.

Each of the great lords of the Bretonni, the fourteen Grail Companions, including Gilles le Breton, are named dukes. The dukes swear oaths of allegiance, and Bretonnia is formed. Fredemund, Duke of Aquitaine, the so-called 'Bird of Prey', weds Gilles' youngest sister, Annabel.

995 / Year 17
Gilles le Breton is struck down by a hurled weapon while engaged in a challenge against one of the remaining Orc Warlords of the Grey Mountains, near the edge of the Forest of Loren.

As he passes from the world, he has a final vision of the Lady, and his men carry him to a nearby lake. There, he is placed on a ship and sails into the mists to do the Lady's bidding for all eternity. It is said that he will return in Bretonnia's most dire time of need.

996 / Year 18
With Gilles' unexpected death, it is finally agreed that his son, Louis, should become ruler. He immediately sets off to search the lands for a sign of the Lady and thus earn her recognition, earning him his title as Louis the Rash.

1001 / Year 23
After many great deeds, Louis gains the Lady's blessing. Louis the Rash is crowned with the Crown of Bretonnia by the Fay Enchantress, and thus becomes king. He draws up the basis of the Decrees of Chivalry, cementing the strict codes of personal conduct that the Companions lived by.

1003 / Year 25
Always competitive, Landuin and Thierulf have a major falling out, with some believing that the cause was over Thierulf's wife, Rosalind. A challenge is fought between them, with Landuin coming out victorious, inflicting a wound across Thierulf's face.

1024 / Year 46
Agilgar of Parravon is slain. His pegasus, Glorfinial, is killed by a pair of wyverns above the Grey Mountains, and the Duke of Parravon falls to his death.

1045 / Year 67
Bretonnia mourns, for Landuin of Mousillon, finest of the Companions, is found dead in his bed.

1142 / Year 164
King Guillaume defeats a horde of Orcs at the Battle of Amandur and pursues them out of Bretonnia, sparing none. Thierulf of Lyonesse, the last of the Grail Companions whose life was extended by the Lady, finally falls in battle.

1175 / Year 197
Admiral Henri Lamorte of L'Anguille meets the fleets of the Tomb King Amenemhetum the Great, sent northwards by Settra, at Savage Point. The Undead fleets are repelled.

1245 / Year 267
The dragon Mergaste is slain by King Baudoin.

1275 / Year 297
Lamorte Grail Chapel is pillaged, and the interred body of Henri Lamorte is stolen.

1325 / Year 347
Tournament of la Damoiselle d'Artois. One hundred knights joust for her hand in marriage.

1336 / Year 358
Duke Melmon of Quenelles disappears on the night of the Spring Equinox. Stories say he was caught up in the ghostly Great Hunt that is said to roam the skies on certain nights. Others say he wandered into the Forest of Loren, drawn by fey lights.

1449 / Year 471
An army of knights is dispatched to assist the Estalians against the hordes of Sultan Jaffar of Araby. The despot is hurled back into his own lands with great slaughter.

1451 / Year 473
The Battle of El Haikk in which Sultan Jaffar of Araby is finally overthrown.

1452 / Year 474
In this year, a mighty host of Knights Errant goes forth to Araby. They meet Orc and Goblin tribes at the crossing of the Blood River. Some stay and build castles to hold back the accursed Orcs.

1454 / Year 476
A foul vampiric creature calling itself the Red Duke terrorises the lands of Aquitaine. It is defeated at the Battle of Ceren, pierced by the king's own lance.

1578 / Year 600
The Tournament of Guyenne in which King Jules jousts with one of the fey folk of Athel Loren and is victorious.

1593 / Year 615
Smell the Gauntlet – a game popular with the peasant children of Brionne – goes awry and instigates a revolt amongst the lower classes. It is crushed mercilessly.

1635 / Year 657
The Battle of Castellet. Raiders from beyond the sea attack L'Anguille and are justly slaughtered by King Philippe the Strong and an army of 10,000 knights.

1681 / Year 703
On one eve, the dead rise from their graves and terrorise the lands. It is said that this occurred all across the Old World due to an ancient evil reawakening in the south.

1715 / Year 737
In this year, fugitives of the accursed Orc horde of the defeated Warlord Gorbag invade Bretonnia. Bretonnia's courageous knights slay them all.

1813 / Year 835
The Red Pox ravages Bretonnia and wretched Skaven issue forth from their lairs to lay siege to Brionne and Quennelles. Duke Merovech of Mousillon and his knights are unaffected by the pox, and ride forth to combat the Skaven. He meets up with the Duke of Parravon and the fey folk of Athel Loren, and together they crush their rat foe.

1814 / Year 836
Duke Merovech of Mousillon holds a great victory banquet. His insanity becomes publicly known, and the blood of the king is spilt in his halls. Mousillon is disgraced, and Lyonesse leads a force against them. Merovech is slain, and Mousillon loses much of its land to Lyonesse.

1932 / Year 954
The so-called Red Duke rises from his grave, and threatens Aquitaine once more. In this battle, the Duke of Aquitaine is slain. Nevertheless, the Bretonnian knights are victorious, and the Red Duke flees into the Forest of Châlons. There he is pursued by generations of Questing Knights, but none know if he resides there still.

2007 / Year 1029
The Battle of Couronne. Repanse de Lyonesse leads her knights to victory against the vilest horde of Chaos ever to invade Bretonnia.

2201 / Year 1223
King Louen Orc-Slayer declares an Errantry War to rid Bretonnia of Orcs. Countless of these creatures are put to the sword, and their blood stains the earth.

2297 / Year 1319
The Affair of the False Grail in which Duke Maldred of Mousillon and his sorceress consort are dishonoured. Mousillon is formally disgraced, and no duke has since been appointed to govern this dukedom.

2300 / Year 1322
In this year nearly all the people of Mousillon perish of the Red Pox. Duke Maldred and his lady shut themselves within their palace but to no avail.

2320 / Year 1342
The cursed Skaven make raids upon the western ports. The king orders the dukes' fleets to be strengthened, and he grants them monies to aid the construction of better ships.

2336 / Year 1358
A man emerges from the Forest of Loren, claiming to be Duke Melmon of Quenelles. Within hours he ages dramatically, and dies within the day.

2420 / Year 1442
Divinely inspired by the Lady of the Lake to rid the entire world of all Greenskins, King Charlen renews the Errantry Wars. A host of knights go forth to assist the Border Princes and slaughter countless Orcs beside the Blood River.

2422 / Year 1444
Retaliatory attacks from Orc tribes ravage Carcassonne, while many of the knights of Bretonnia are away fighting to the south. The impoverished land suffers frequent attacks. Many hovels are burnt, and the populace suffers greatly.

2488 / Year 1510
A mighty host of knights ride forth into Death Pass and do not return. The king declares the Errantry Wars at an end.

2491 / Year 1513
In this year, Undead led by the fell Necromancer, Heinrich Kemmler, allied with vile Skaven, sack the abbey of la Maisontaal. They are repelled by Tancred, Duke of Quenelles, and his knights.

2500 / Year 1522
Louen Leoncoeur is crowned king of all Bretonnia.

2512 / Year 1534
The spring festival of Bordeleaux is disrupted when four peasants dressed as a dragon accidentally slay the peasant playing the 'Grail Knight'. This quickly descends into a town-wide riot, as the peasantry run amok, some say addled by wine supplied by Duke Alberic. This lends weight to the Bretonnian phrase "as rare as the sober man of Bordeleaux".

2515 / Year 1537
A peasant named Huebald is knighted after saving the Lady Ariadne from the beasts of the forest – only the third peasant born ever to have attained knighthood. He does not survive his first battle.

2517 / Year 1539
Rumours speak of an army gathering within Mousillon, led by a mysterious knight.

2519 / Year 1541
The bearer of the Standard of Bretonnia, Armand, becomes the Duke of Aquitaine at the king's order.

2521 / Year 1543
Norse longships begin to raid the north coast of Bretonnia, sacking isolated villages within the dukedoms of L'Anguille and Couronne.

2522 / Year 1544
The king readies his armies, and many believe a new Errantry War is about to be launched.

The Lance Formation

And so did Gilles and his glorious Grail Companions ready themselves for battle behind the Banner of the Lady. They did line up on the field of battle, colours and heraldry flying proudly as they faced the enemy that did threaten the lands of fair Couronne. Undaunted were the Companions, outnumbered a thousand to one, for the Lady was with them. As trumpet sounded, the chivalrous knights did spur their faithful steeds onwards, and they did charge over the field to smite the foe. Hooves pounded up the turf, sounding like a roar in the heavens. As they drew near, the knights arrayed themselves into the formation of the Lance, the most powerful knightly charge the land has ever seen. Plunging deep into the heart of the enemy army, they fought without peer, Landuin, Gilles and Thierulf at their fore, cutting left and right, and smashing the foe wherever they stood. None could stand up to their charge, and the evil ones fled into the forests, scattered and broken.

Battle XI of the Upiler. Extract from, 'Le Morte de Gilles'

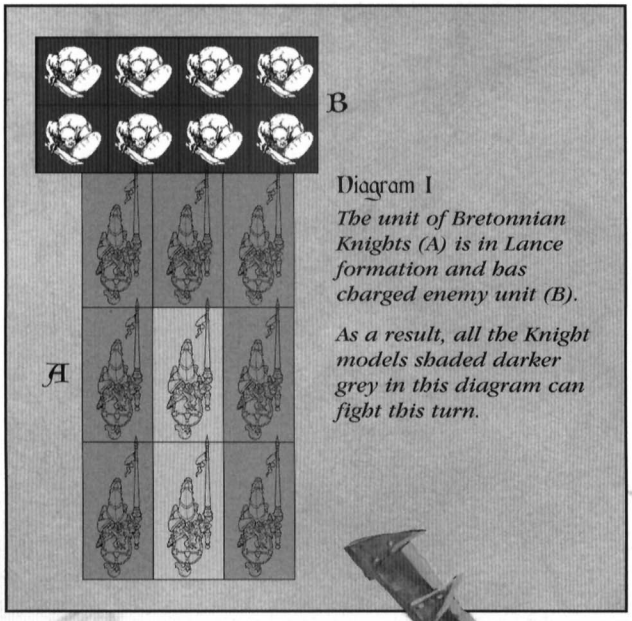


Diagram I

The unit of Bretonnian Knights (A) is in Lance formation and has charged enemy unit (B).

As a result, all the Knight models shaded darker grey in this diagram can fight this turn.

Bretonnian Knights often form up into a powerful formation called the 'Lance'. This formation enables the Knights to charge deep into enemy units, angled so as to maximise the number of attacking Knights.

Forming the Lance

Knights in Lance formation form up into ranks only three models wide. The unit gets a rank bonus for each complete rank of three models, rather than four. For movement it is treated like any other unit, and has flanks and rears just like other units.

Any unit of Knights may start the game in the Lance formation. During the game, any unit of Knights may form the Lance formation, either by reforming, or by adding or subtracting ranks to form a unit three models wide. In effect, if by any means a unit of Bretonnian Knights is formed into a unit three models wide, it is treated as being in Lance formation.

Characters must be placed in the front rank, if at all possible, displacing Champions, Standard Bearers or Musicians into the second rank (or third if necessary).

Standard Bearers and Musicians operate as normal even if not in the front rank.

A Damsel or Prophetess may be placed in the centre of the second rank of the Lance formation rather than the front rank, as the Knights form up protectively around her. Note that she remains fully in play even if she is not in the front rank (so the unit may use her Leadership, she may cast magic, etc.). If a second Damsel or Prophetess joins the unit, she may be placed in the centre of the third rank, and so on. If the rank in front of the Damsel or Prophetess ever falls below three models, she will move forward to take up the empty space. However, a Damsel or Prophetess that is not in the front rank obviously has no line of sight.

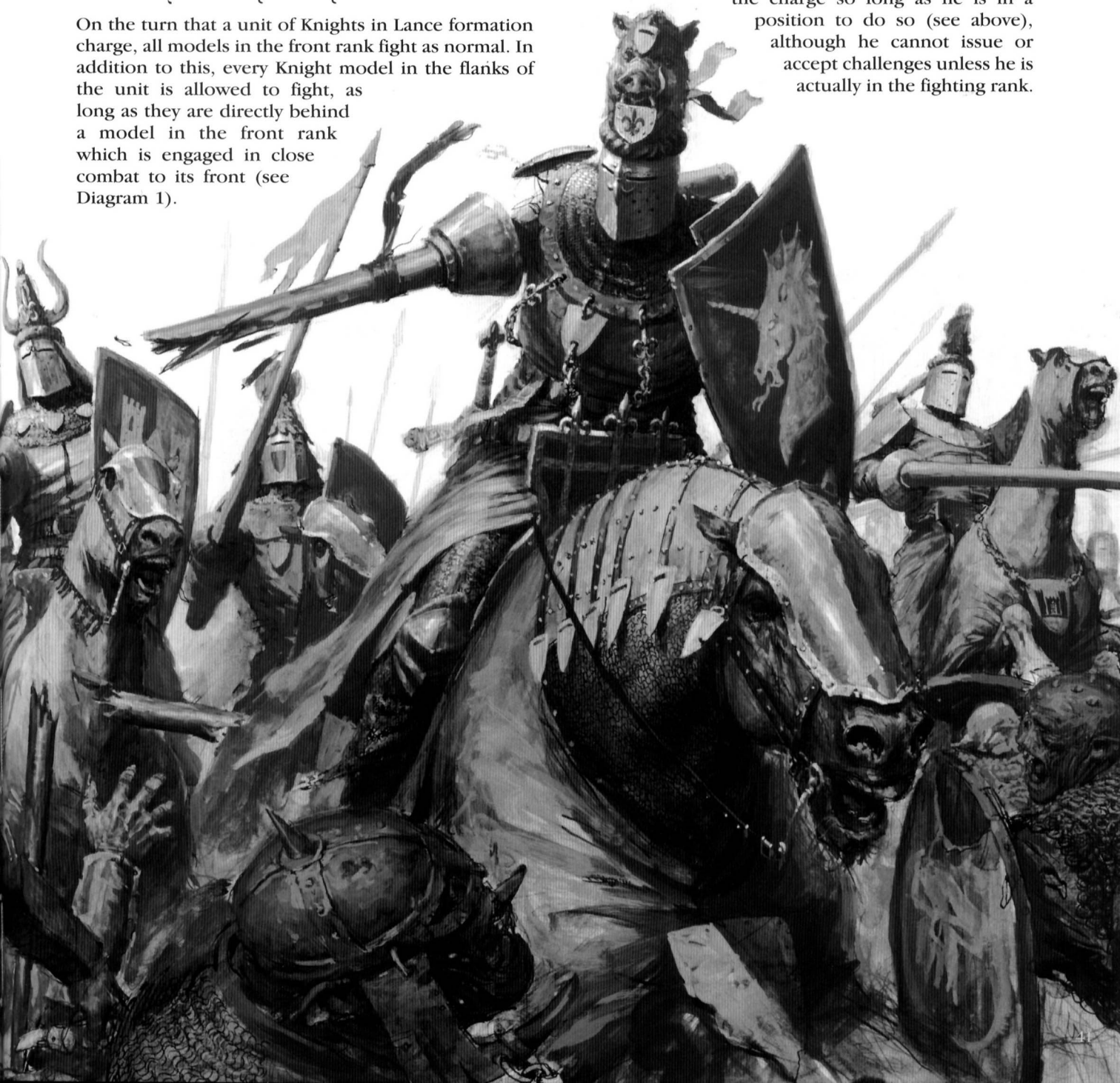
The Lance in Combat

On the turn that a unit of Knights in Lance formation charge, all models in the front rank fight as normal. In addition to this, every Knight model in the flanks of the unit is allowed to fight, as long as they are directly behind a model in the front rank which is engaged in close combat to its front (see Diagram 1).

The enemy may only attack back against models that are in base-to-base contact. Note that any Knight that is in a position to fight, but is not actually in base contact with an enemy, cannot target specific models to attack.

When removing casualties from the Lance formation, models are always removed from the centre of the back rank (unless the centre model is a character) before removing those on the flanks. After casualties have been removed, the models in an incomplete back rank are not automatically moved to the centre of that back rank, but can stay on the edges (so that they can still fight if the Lance charges).

A Champion (or character for that matter) that is in the second (or third) rank may attack as normal on the charge so long as he is in a position to do so (see above), although he cannot issue or accept challenges unless he is actually in the fighting rank.



Vows of Bretonnia

The social order of Bretonnia is determined by a series of creeds and tenets laid down hundreds of years ago in the time of Gilles the Uniter, and formally recorded by his son Louis. Each stratum of Bretonnian society rigidly adheres to their particular code. However, due to the antiquity of the original documents, much can be misconstrued by the opportunistic or the foolish.

The lower orders of Bretonnian society, very few of whom are literate, will gather on the first day of each month to have their credo read to them by a squire or chamberlain. The peasants of Bretonnia live hand to mouth, toiling in the fields day in day out in absolute, destitute poverty. Most will not survive to see middle age, and theirs is a thankless role – yet without their produce and taxes the knights could ill afford to live in the manner to which they are accustomed.

The knights themselves are given to copying out their vows in painstaking illuminated scripts that they treat with reverential care. The knights recite these vows before an image or token of the Lady which, depending on the knight's status, can range from a candlelit sketch to a gilded triptych. To break any aspect of their vows is the worst crime imaginable to these noble warriors.

No knight would willingly bring dishonour on his name, but should he be forced to betray his creed by foul circumstance he will often immediately take up the Questing Vow. The ascendance from one rank of knighthood to another is of the utmost import to the knights of Bretonnia. As such, no Grail Knight would willingly be led by a mere Questing Knight or, Lady forbid, a Knight of the Realm. Exceptions are rare, and in other matters a knight will generally bow to one of a more senior order.

The Peasant's Duty

'...Thou shalt give unto thine glorious liege the taxes that he requires,
Thou shalt labour all but feast days,
And no more than a tenth-share shall you keep for kith and kin.
Rejoice! For a knight of Bretonnia provides your shield...'

Models with the Peasant's Duty may use the Leadership of any non-fleeing Knight within 6" of them. Unit Standards in units with the Peasant's Duty do not confer any additional Victory Points if they are captured.

The Grail Vow

'...That which is sacrosanct I shall preserve,
That which is sublime I will protect.
That which threatens, I will destroy,
For my holy wrath will know no bounds...'

Knights with the Grail Vow are Immune to Psychology, and cannot be joined by characters that have the Knight's Vow or the Questing Vow.

Any model with the Grail Vow always starts the game with the Blessing of the Lady, regardless of whether or not the Bretonnian army prays. All attacks made by models with the Grail Vow count as magical, though this does not affect the Knight's mount.

The Questing Vow

'...I set down my lance, symbol of duty. I spurn those whom I love.
I relinquish all, and take up the tools of my quest.
No obstacle will stand before me. No plea for help shall find me wanting. No moon will look upon me twice lest I be judged idle.
I give my body, heart and soul to the Lady whom I seek...'

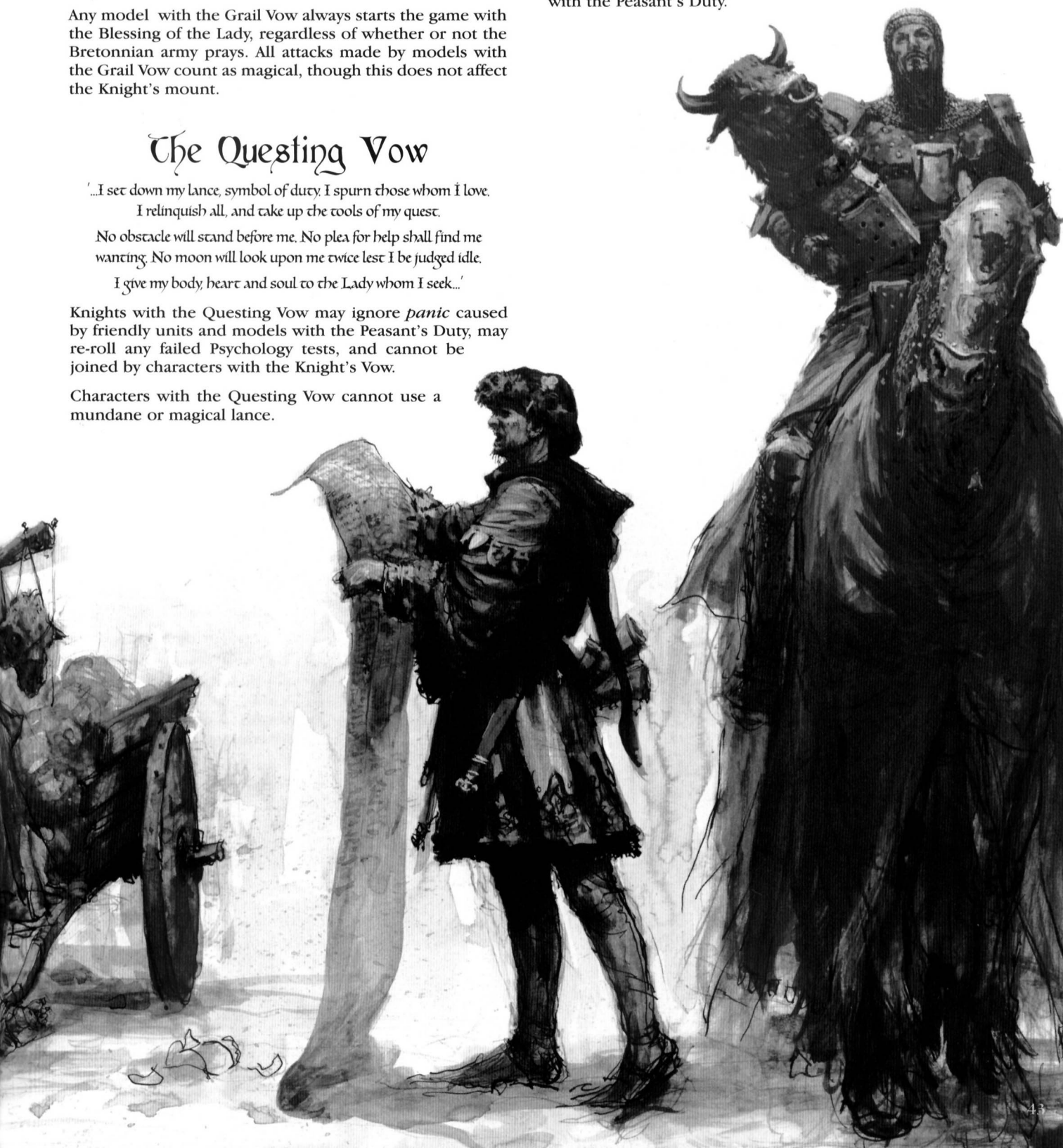
Knights with the Questing Vow may ignore *panic* caused by friendly units and models with the Peasant's Duty, may re-roll any failed Psychology tests, and cannot be joined by characters with the Knight's Vow.

Characters with the Questing Vow cannot use a mundane or magical lance.

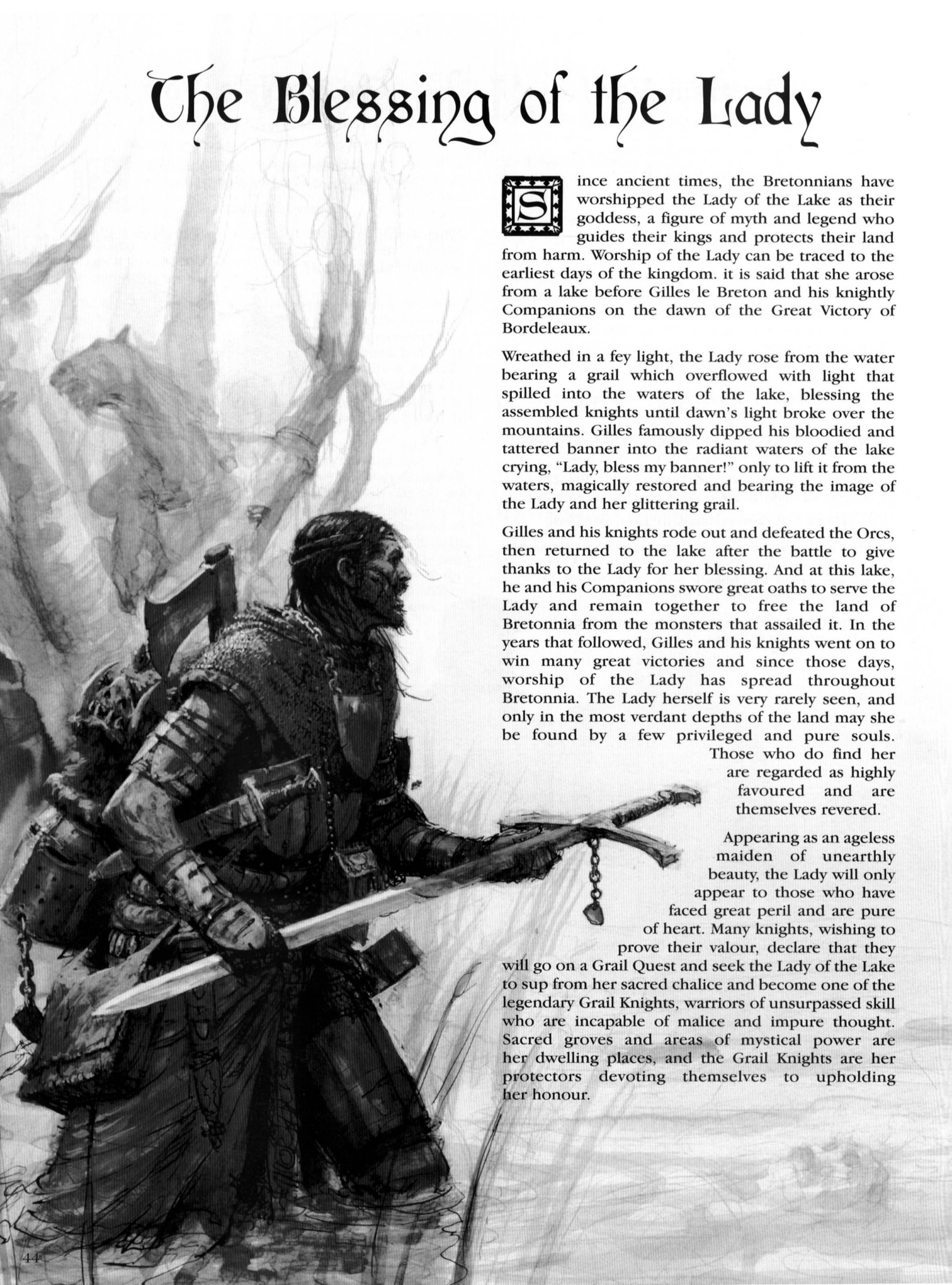
The Knight's Vow

'...When the clarion call is sounded,
I will ride out and fight in the name of liege and Lady,
Whilst I draw breath the lands bequeathed
unto me will remain untainted by evil.
Honour is all. Chivalry is all...'

Knights with the Knight's Vow may ignore *panic* caused by friendly units and models with the Peasant's Duty.



The Blessing of the Lady



Since ancient times, the Bretonnians have worshipped the Lady of the Lake as their goddess, a figure of myth and legend who guides their kings and protects their land from harm. Worship of the Lady can be traced to the earliest days of the kingdom. it is said that she arose from a lake before Gilles le Breton and his knightly Companions on the dawn of the Great Victory of Bordeleaux.

Wreathed in a fey light, the Lady rose from the water bearing a grail which overflowed with light that spilled into the waters of the lake, blessing the assembled knights until dawn's light broke over the mountains. Gilles famously dipped his bloodied and tattered banner into the radiant waters of the lake crying, "Lady, bless my banner!" only to lift it from the waters, magically restored and bearing the image of the Lady and her glittering grail.

Gilles and his knights rode out and defeated the Orcs, then returned to the lake after the battle to give thanks to the Lady for her blessing. And at this lake, he and his Companions swore great oaths to serve the Lady and remain together to free the land of Bretonnia from the monsters that assailed it. In the years that followed, Gilles and his knights went on to win many great victories and since those days, worship of the Lady has spread throughout Bretonnia. The Lady herself is very rarely seen, and only in the most verdant depths of the land may she be found by a few privileged and pure souls. Those who do find her are regarded as highly favoured and are themselves revered.

Appearing as an ageless maiden of unearthly beauty, the Lady will only appear to those who have faced great peril and are pure of heart. Many knights, wishing to prove their valour, declare that they will go on a Grail Quest and seek the Lady of the Lake to sup from her sacred chalice and become one of the legendary Grail Knights, warriors of unsurpassed skill who are incapable of malice and impure thought. Sacred groves and areas of mystical power are her dwelling places, and the Grail Knights are her protectors devoting themselves to upholding her honour.

No base creatures or evildoers can profane her sacred places, and this is a duty that every knight in Bretonnia, not just the Grail Knights, takes very seriously indeed. The Bretonnian code of chivalry is inextricably linked with the Lady of the Lake, as it is she who rewards honour and virtue, and the supreme sign of a knight's favour is to receive her blessing.

Throughout Bretonnia there are many Grail chapels built upon sites where the Lady is said to have been encountered, ranging from humble roadside shrines to great cathedrals incorporated into a knight's castle. It is the sacred duty of the Grail Knights to protect these shrines and often such knights will devote the remainder of their lives to defending the Lady's shrine from defilement. These knights are known as hermit knights and spend their lives defending the shrine and the relics housed within.

The Blessing of the Lady

The Bretonnian player may pray for the Blessing of the Lady before the battle begins but after both players have deployed their army. The enemy can then choose to take the first or second turn, as the whole Bretonnian army must kneel to pray before the fight. The Lady's Blessing is automatically granted.

The Blessing affects all units and characters that have the Knight's Vow, the Questing Vow and the Grail Vow. In addition, Prophetesses of the Lady and Damsels of the Lady are also affected. The Blessing also affects the mount of any affected model (so, Hippogryphs and Pegasus gain the benefit of the Blessing as long as their rider is affected).

The effects of the Blessing are as follows:

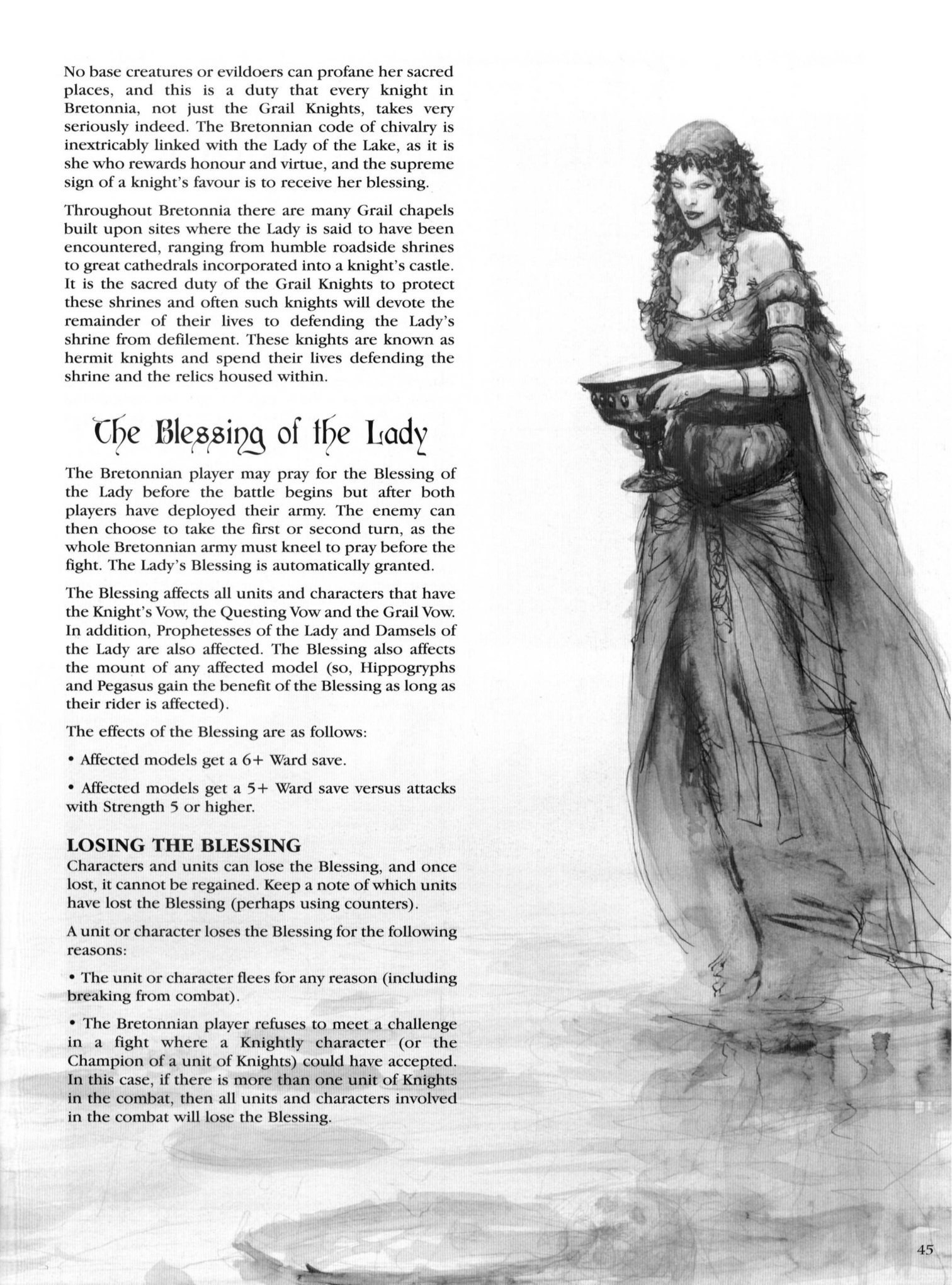
- Affected models get a 6+ Ward save.
- Affected models get a 5+ Ward save versus attacks with Strength 5 or higher.

LOSING THE BLESSING

Characters and units can lose the Blessing, and once lost, it cannot be regained. Keep a note of which units have lost the Blessing (perhaps using counters).

A unit or character loses the Blessing for the following reasons:

- The unit or character flees for any reason (including breaking from combat).
- The Bretonnian player refuses to meet a challenge in a fight where a Knightly character (or the Champion of a unit of Knights) could have accepted. In this case, if there is more than one unit of Knights in the combat, then all units and characters involved in the combat will lose the Blessing.



The Muster of Bretonnia

Heroes of Bretonnia

Bretonnian folklore is replete with the mighty feats of famous knights as they battle against the odds to defeat their evil foes and win the day. In these stories and poems, noble knights seek out and slay ferocious dragons that terrorise the realms, battle and defeat evil warriors and destroy entire armies of Greenskins single-handed. No stories are more impressive than those told of Gilles le Breton and his Grail Companions, tales that every noble son learns from a young age. It is a common sight to see such youngsters romping around their father's castles, playing out the roles of Gilles and the Grail Companions as they take on and defeat the foul enemies besetting the lands. Weaned from a young age on these stories of individual heroism and bravery, it is every knight's utmost desire to have great deeds of their own to be sung and recounted for years after their deaths. A knight's honour is of utmost importance to him, and he would gladly lay down his life rather than have his name disgraced.

Despite the exceedingly high standards the knights set for themselves, there are mighty individuals who live up to these goals and become legend. They are the heroes who have performed great deeds on the battlefield and defeated particularly dangerous foes. Their reputation precedes them, and their names and heraldry are known throughout all the dukedoms. Whenever one of these mighty heroes enters a town, his presence will be known within minutes, news of his arrival spreading through the crowded streets like wildfire amongst the commoners, who will flock to get a glimpse of the heroic individual.

Many of these mighty heroes are Grail Knights, having drunk from the Grail and become the epitome of chivalric knighthood. However, there are many other legendary individuals who have never attained the station of Grail Knight, but are in no way lesser heroes for that. Sometimes the responsibilities of governing may hold a knight back from embarking on his quest, though this would surely cause him much pain. The dukes themselves are all-powerful and renowned warriors, for they could not retain their station were they not. Birth in itself does not guarantee success, and the sons of the dukes must earn their honour and renown as any other knight. Indeed, a knight of any echelon of birth (though obviously never a peasant) can attain heroic status through great deeds and acts of bravery, rising rapidly through the ranks.

In battle, it is these mighty heroes who lead the knights from the front, inspirational leaders that take the fight to the enemy. Many of them follow one of the Paths of Virtue, the fighting styles and traits of the Grail Companions, and they are both masterful warriors and noble leaders. They can sustain wounds that would slay a lesser man, and kill many foes with one sweep of a sword or thrust of a lance. Indeed, the heroes of Bretonnia will truly live on forever, for tales of their great deeds will be recounted long after they have passed from this world.

	M	WS	BS	S	T	W	I	A	Ld
Lord	4	6	3	4	4	3	6	4	9
Paladin	4	5	3	4	4	2	5	3	8

SPECIAL RULE
The Knight's Vow: See page 43.

Devoted of the Goddess

Sometimes, young children within Bretonnia are seen to have strange and mystical powers. They might be born with eyes of different colours, milk may sour in their presence or they may be able to predict events before they occur. Other children claim to see ghostly apparitions walking about, or are heard talking to beings that others cannot see. A superstitious people as a whole, whether noble or low-born, the Bretonnians will generally be fearful of such gifted children, and go out of their way to avoid them whenever possible, invoking the protection of the Lady of the Lake and Shallya. Often, especially within Quenelles, such children are perceived as having been touched by the fey inhabitants of the forest, or even replaced with a changeling. However, for every child who shows signs of such mystical powers, there are other 'gifted' children that never display any outward sign of their strange, otherworldly talents.

Some of these children are sent to the Empire, if they come from particularly wealthy families, to learn the arts of magic, but this is a rare occurrence. Before they reach puberty, almost all children with these strange talents will be visited by the Fay Enchantress. She takes them with her to the Otherworld, and they are mourned by their parents as if they were no longer living. Nevertheless, it is a great honour to be taken by the Enchantress, and it is believed they go on to a better place, where their powers are used to serve the blessed Lady of the Lake herself. While nothing is ever seen of the boy-children again, sometimes the girl-children will return to Bretonnia years later as damsels and prophetesses.

Damsels and prophetesses are powerful individuals, for in their years away from Bretonnia, their innate abilities have been honed and tempered. Their magic is more oriented around nature than that of most other human wizards, for they are taught by the handmaidens of the Lady. Riding into battle, the damsels and prophetesses use their powers to lend protection to the noble warriors of Bretonnia, warding away the foul magic of their

enemies as well as casting down the foe with their own powerful spells. They are able to mystically encourage the landscape to fight the enemies of Bretonnia, and the trees themselves lash at their foe; flocks of birds descend on the enemy at their call and some can even draw lightning from the heavens to strike down in devastating arcs.

When not in battle, they fulfil such roles as advisors to the dukes and king, where their magical abilities and visions may aid their lord. They use their powers to scry into the future, to protect the sacred glades favoured by the Lady, to detect the truth in the hearts of men and to lend the Lady's healing where needed. As priestesses of the Lady, they also maintain her shrines and lead devotions and prayers. In a similar way to the Enchantress herself, these powerful individuals exist somewhat outside the usual hierarchy of Bretonnia, and may come and go throughout the realms as they please, for none would dare to cross one so favoured by the Lady herself.

	M	WS	BS	S	T	W	I	A	Ld
Prophetess	4	3	3	3	3	3	3	1	8
Damsel	4	3	3	3	3	2	3	1	7

SPECIAL RULE
Aura of the Lady: Damsels and Prophetesses are divinely protected by the Lady of the Lake. This gives Damsels Magic Resistance (1), and Prophetesses Magic Resistance (2).

Knights Errant

All noble sons of the realm are committed to the path of knighthood from the moment they are born. Though birth into nobility guarantees his place within the circles of knighthood, a young noble is not honoured until he has proven his worth. Some earn status through faithful service to their lords, others through powerful connections and family ties, but the most glorious and only true way for a young knight to fulfil his calling is to test himself against the foe on the field of battle.

Knights Errant project an air of bravado, dealing with peasants and fellow knights alike with a brash self-confidence and haughty manner. Eager to prove their skill, and thus attain status and renown, these young nobles are bold and enthusiastic to the point of recklessness – a trait that the common folk idolise and admire. When a duke begins to marshal support for a crusade, Knights Errant flock to his banner, vying with one another for martial glory. On the battlefield they are impetuous, eager to earn fame and honour in the thick of the fight. They charge boldly into the fray, heedless of danger and earning either great honour or a glorious death. The older, more experienced knights rarely discourage them. Some see it as a way of pruning the ranks, others as a suitable outlet for the enthusiasm of youth, but none would deny a young knight his destiny. Those whose skill and bravery are proven will go on to become Knights of the Realm.

	M	WS	BS	S	T	W	I	A	Ld
Knight Errant	4	3	3	3	3	1	3	1	7
Cavalier	4	3	3	3	3	1	3	2	7

SPECIAL RULES

The Knight's Vow: See page 43.

Impetuous: After charges have been declared, if any Impetuous units did not declare a charge but are within charge range of an enemy, then they must take a Leadership test to restrain themselves from charging. If this test is failed, they are forced to charge. If the test is passed, they may move normally.

In addition, so reckless are the Knights Errant, that whenever they charge, the unit and any characters that have joined them are Immune to Psychology for the rest of that turn.

Knights of the Realm

Once a Knight Errant has proved himself worthy of his station, he is confirmed as a Knight of the Realm. Knights of the Realm make up the bulk of the nobility of Bretonnia and command great respect both for their station and for the deeds they have performed to reach it. Upon his investiture, the knight is given the responsibility of administrating a domain – generally a few acres of land, a village and a castle. As the common folk in the domain are bound to the service of the knight, to work his land and pay their taxes, so too does the knight swear fealty to the higher orders of nobility.

A Knight of the Realm is duty-bound to defend his people and his land until death. As a noble trained in the arts of battle, a knight is expected to defend himself and his domain against minor threats without assistance from others. If the situation is more desperate, the knight may either marshal the peasants of the village to fight with him, or instead shelter the commoners in his castle until help arrives from neighbouring domains. Above all, a knight is required to maintain the standards of knightly honour, obeying the strict tenets of Bretonnian chivalry. Amongst the most important of these is to respond to the call to war, when he will fight alongside other knights, not as a rite of passage as he did as a Knight Errant, but as duty required by his station. For a knight there is no greater shame than to fail in these responsibilities, thus betraying the chivalric code. If he does so, he may be stripped of all titles and rights, and be banished from the realm until he can prove himself once more.

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	4	3	3	3	1	3	1	8
Gallant	4	4	3	3	3	1	3	2	8

SPECIAL RULE
The Knight's Vow: See page 43.

Questing Knights

Since the days of Gilles the Uniter, the Grail has been the ultimate symbol of Bretonnian chivalry, and the ultimate goal of any true knight. A knight who begins the quest for the Grail relinquishes all his worldly possessions and all ties to his domain. Setting aside his lance, he instates another knight to fulfil his duties of administration and protection prior to setting out upon the quest. The following months and years of the knight's life are filled with trials and hardships that strengthen his mind, body, and soul. The path of a Questing Knight is a winding one, for they are pledged to never sleep two nights in the same place and never to yield in their search while they yet draw breath.

Questing Knights live a solitary existence, the Lady of the Lake their only companion. Driven by visions of the Lady and the Grail, a knight may travel for countless leagues. The quest for the Grail knows no physical boundaries and it is common for a Questing Knight to travel far beyond his domain and often beyond the realm of Bretonnia itself. As he searches, the knight strives to prove himself to the Lady, performing good deeds, slaying foul beasts, entering into single combat with great and terrible foes, or through valour on the field of battle. Throughout all, the quest is always foremost in the knight's mind, daring to hope that one day his efforts will be rewarded with a sight of the Grail. Few Questing Knights ever achieve this honour, many are slain in combat with mighty and fearsome foes. Others live their whole lives without sight of the Grail, their souls in constant yearning for it.

	M	WS	BS	S	T	W	I	A	Ld
Questing Knight	4	4	3	4	3	1	4	1	8
Paragon	4	4	3	4	3	1	4	2	8

SPECIAL RULE
The Questing Vow: See page 43.

With a sound like rolling thunder, the knights pounded across the field. Great clods of muddy earth were thrown up in their wake, and the sky darkened as a cloud of arrows streaked overhead and fell amongst the hated foe. At the forefront of the charge, Leonhard felt the familiar surge of exhilaration as he rapidly closed the distance to the savage worshippers of the Chaos gods. Picking his target, a giant of a man screaming incoherently, Leonhard lowered his lance. The warrior tried to step to the side but the veteran knight had anticipated such a move. His lance punched into the warrior's chest with the full weight of armoured knight and horse behind it, and lacquered wood ripped through the marauder's body. Screams and shouts erupted, mingling with sounds of crunching bone and clashing steel, as the other knights struck.

Horses' hooves flailed, caving in skulls and shattering bones, and knights hacked deep into flesh with every strike of their blades. Leonhard dropped the butt of his splintered lance and drew his sword. He kicked one warrior in the face, and sunk his blade into the neck of another who was trying to grab his steed's bridle. His bloody blade rose and fell, killing with every blow. He sensed the sudden hesitation amongst the foe, saw the doubt written on their faces. Cutting down another enemy, he suddenly found himself without an opponent.

Rearing his steed up, he raised his voice above the din of battle: "For Quenelles, the King and the Lady!"

The day was won.

Grail Knights

Only when a Questing Knight has proved his valour and purity beyond all doubt does the Lady of the Lake appear to him in a vision, rewarding him not only with the sight of the Grail, but also permitting him to drink from it. Few indeed are allowed to sup from this, the holiest of Bretonnian artefacts, and only those knights of unblemished purity survive a taste of the blessed waters from the chalice. Those who drink from the mystical chalice are changed forever, granted lifespans many times that of normal men, as well as other, stranger gifts. From that moment on the knight is irrevocably committed to the service of the Lady and the Grail, a bond that can only be broken by death.

Each Grail Knight takes over the duties of guarding the holy places of the Lady. These are often simple places – an abandoned chapel, a lake, or a woodland grove – but all are sacred to the Grail Knights. Should a corrupted creature set foot within one of these places they will face the awesome fury of its defender, for the Grail Knight will never flee from his defence of the Lady's land. A Grail Knight will only leave his sanctum in dire need, eschewing the luxuries of a noble life for a lifetime of service. Although some dukes will formally renounce their titles upon completing their quest, to better protect the sacred places, many often decide that they can best guard these places by defending the whole land and so retain their title and other responsibilities.

When such a knight journeys through a village or town, desperate crowds will surround him as the common people fight to touch the champion of the Lady and thus share in her blessing. Grail Knights command respect and awe from all listeners, lowly peasants and mighty dukes alike. It is indeed a bold or foolhardy individual who will speak against a Grail Knight, for their wrath is fearsome and terrible, and their words are those of the Lady. Even within the most remote and isolated village in the realm the people tell the tales of these paragons of earthly virtue, and of their glorious deeds in the Lady's name.

To the commoners of Bretonnia, Grail Knights form a pantheon of living deities, their names spoken as a reverent mantra throughout the land, and are often worshipped in their own right. They are tireless, and know neither fear, hardship nor despair, their words and deeds immortalised forever. Some five centuries since his death many still recount how the eyes of Riquiard of Brascard glowed with a terrible light as he slew the enemies of the Lady, while others speak of a golden aura that protects all Grail Knights from harm. Amongst the most famous of all, Laudyricus of Couronne, was believed to have been possessed of a heart so pure and noble that he was anathema to all unclean creatures and could slay them with his merest touch.

	M	WS	BS	S	T	W	I	A	Ld
Grail Knight	4	5	3	4	3	1	5	2	8

SPECIAL RULES

The Grail Vow: See page 43.

Living Saints: Every model in a unit of Grail Knights can issue and accept challenges as if they were a Champion.

Battle Pilgrims and the Grail Reliquae

Wherever the Grail Knights travel, they gather a trail of fanatical worshippers whose only goal in life is to bask in the reflected glory of these mighty individuals. Driven by relentless obsession, these pilgrims collect almost anything that a Grail Knight casts away, whether it be scraps of ruined armour, clothing, or even discarded food. Such is their burning passion, these religious scavengers will follow their idol through all weathers and lands, exulting in his acts and praising his sparing words. The knights bear these followers with a dutiful resignation that borders on the stoic, though they endeavour not to encourage their self-appointed apostles. This is a vain hope, for even the merest word or gesture is seized upon as an act of great import and eagerly immortalised in tales and discordant song. If a Grail Knight is unfortunate enough to fall in battle, his devoted followers will swarm over his corpse, picking it clean of anything that could bear the Blessing of the Lady.

It has been known for these desperate peasants to mistake gravely wounded knights for dead – indeed it does not stretch credibility to believe that more than a few Grail Knights could well have met their demise as a result of being crushed by scavenging pilgrims. To such a zealot the most prized of all the possessions of a Grail Knight is his body itself. In fact, many bands of pilgrims cart around a reliquae wherever they go, with the corpse of a departed knight resting at its centre. The outside of the reliquae is a gaudy mélange, adorned with trinkets gathered from many Grail Knights from across all corners of the realm. The pilgrims devote themselves to this construction, supplicating themselves before it as if it were a living Grail Knight, praying for its blessings.

To the pilgrims, the reliquae is the ultimate icon of their devotion to both the Lady of the Lake and her knights – mobile shrines from which the chosen amongst them can preach their creed. There is never a shortage of listeners for these demagogues, for at each town or village the common people will flock to the reliquae so that they might hear in graphic detail the latest tales and deeds of the heroic knight who unintentionally leads the procession. These gatherings can often turn ugly, the fanatical zeal of the pilgrims exploding into violence that the local militias can have difficulty containing. Such outbreaks are always short-lived, subsiding instantly at the command of a Grail Knight, the pilgrims collapsing into rapture at the thought of actually having been noticed by their idol.

Often, peasants in the crowd will choose to join the ragtag band of pilgrims, drawn by promises of salvation and the blessing of the Lady. Others are drafted into the ranks through threats and near-blackmail, generously being offered an opportunity to earn the redemption of the Lady for crimes and misdeeds that are sometimes real but, more usually, invented by the fanatical preachers who are ever eager to expand their flock through any means.

	M	WS	BS	S	T	W	I	A	Ld
Grail Reliquae	4	2	2	3	3	6	3	4	8
Battle Pilgrim	4	2	2	3	3	1	3	1	8

SPECIAL RULES

The Peasant's Duty: See page 42.

Hatred: See the Warhammer rulebook, page 84.

Stubborn: See the Warhammer rulebook, page 85.

Unit Strength: The Grail Reliquae has a Unit Strength of 6.

Grail Reliquae: This holy shrine is placed in the centre of the front rank, just like a Standard Bearer or Musician (see 'Standards, Musicians & Champions' on pages 108-109 of the Warhammer rulebook). If the unit turns, the Reliquae is always moved to the front rank again, just like a Standard Bearer or Musician.

The Grail Reliquae has a 5+ Armour save. In close combat, this save is increased to 4+.

The Grail Reliquae counts as both a Standard Bearer (following all the rules for Standard Bearers, though it can never be dropped or captured), and Musician (following all the rules for Musicians).

While there are rank & file Battle Pilgrims remaining in the unit, each wound caused against the Reliquae will result in one regular rank & file model being removed (other Battle Pilgrims simply leap in to hold up the Reliquae if one of them falls). Only once all the Battle Pilgrims in the unit are removed does the Reliquae itself start taking wounds.

In addition, the presence of the Grail Reliquae means that the entire unit will be affected by the Blessing of the Lady, if the Bretonnian army prayed at the start of the game. This follows all the normal rules as described on page 45 (so they will lose the Blessing if the unit flees, for example).

Men-at-arms

Each midsummer, commoners flock to their lord's castle to present their sons in the hope that they will be trained as men-at-arms. For a peasant to have a son accepted into the ranks of a knight's household is a great honour. Some young peasants will have been guided towards this goal through their entire life, encouraged to stand up straighter and taller than the usual peasant 'slouch' to better improve their chances

of selection. All morning and afternoon the knight inspects the candidates. By dusk, the luckiest and strongest are selected and are taken back to the castle where they are given basic training and outfitted in the livery of their lord.

The inductee is given an extravagant bounty for joining, though this all too often vanishes as the new recruits are expected to pay for their new uniform, equipment, and even make a contribution to the temples of Shallya. They are given room (a rough straw mattress in a barn) and board (thin gruel and stew) and earn a wage for their faithful service. On paper, their wage is quite generous, far exceeding anything a peasant could otherwise legally earn, but what the militiamen actually receive is but a mere fraction of this total – if indeed they receive anything at all. Every conceivable expense is deducted from this salary, from their food and accommodation through to each and every equipment loss and breakage – some miserly lords will even levy a charge for any funeral expenses incurred!

While not terribly strong or skilful, men-at-arms provide the knight with a body of troops with which he can safeguard his domain. When the knight is summoned away to war he will take many of these troops with him but will always leave enough behind to safeguard his castle and, if needs be, shelter the local villagers until he returns. In more peaceful times the men-at-arms perform routine tasks, watching the borders of the domain and patrolling the knight's lands.

	M	WS	BS	S	T	W	I	A	Ld
Man-at-arms	4	2	2	3	3	1	3	1	5
Yeoman Warden	4	3	3	3	3	1	3	2	6

SPECIAL RULE
The Peasant's Duty: See page 42.

Peasant Bowmen

When the call to war comes, every peasant able to fight must serve in the armies of Bretonnia, a willingness reinforced by the promised bounty of a copper coin for any who survive the campaign. A few are pressed into service alongside the standing companies of men-at-arms, bulking out ranks thinned by casualties or sickness. However, most are employed as levies of longbowmen who are expected to engage enemies unworthy of a knight's attention. Though the tenets of the chivalric honour forbid a knight to use any kind of missile weapon, there is, of course, no such restriction on the peasants who are not expected to know better. Though the wage of a peasant archer could be judged pitiful by most standards, to the commoners of Bretonnia it is a princely wage indeed. Most parents will encourage their offspring to practise with a bow so they might increase the family's earnings.

Unlike men-at-arms, peasant bowmen are not equipped from the armouries of the castle and turn up to battle in all manner of garb. Likewise, their

longbows will often be their own possessions, handed down from father to son (though it is a rich family that can afford more than a single bow) and accordingly can be of variable quality. To make their numbers count, these longbowmen congregate into huddled units on the battlefield, directing volley after volley into the enemy. Like men-at-arms, peasant bowmen are not very reliable if left to their own devices, but under the stern gaze of a knight can aspire to adequate, though not exceptional, deeds.

	M	WS	BS	S	T	W	I	A	Ld
Peasant Bowman	4	2	3	3	3	1	3	1	5
Villein	4	2	4	3	3	1	3	1	5

SPECIAL RULES
The Peasant's Duty: See page 42.

Defensive Stakes: Set up the stakes at the start of the game when the unit is deployed. Every model in the front rank has a stake base placed in front of it (these stakes must also be set up within the army's deployment zone).

If the unit makes any movement at any point in the game (including reforms, wheels, turning, or fleeing), then the stakes are removed for the rest of the game.

Enemy units charging the bowmen measure the distance to the front of the stakes rather than to the peasants themselves – at all other times, any distance is measured to the peasants. Models may attack through bases of stakes in the same manner as the second rank of spears (ie, a model may attack any model that the stake in front of it is touching).

No unit gains any charge bonus when they charge the unit's front. For example, lances do not gain their +2 Strength bonus, great weapons will strike last, chariots will not inflict any impact hits. Special attacks that require the unit to charge for it to take effect (like the Bone Giant's Furious Assault) cannot use their special rules. In addition, the charging unit does not count as charging for determining who gets to fight first – the Initiative value of the models involved in the fight determines this – in the case of a tie, roll a dice to determine who attacks first. Characters may join the unit or leave it freely – add or remove a stake base as necessary.

Mounted Yeomen

As they hold such privileged positions as head gaolers and militia sergeants, to become a yeoman is the highest rank to which a peasant can aspire. It takes many years of dedicated service for a man-at-arms to be so promoted, and even then only an act of bravery on the battlefield will guarantee his ascension. Though no peasant may ride the steeds of the Bretonnian lords, favoured yeomen are permitted to ride to battle on draught horses. Such troops will often scout ahead of the main army and keep the knights informed of enemy movements – a dangerous task, and one which earns no honour, so it is a task that the nobility believe is best performed by peasants.

All men-at-arms dream of one day becoming a yeoman, possibly because of the folk stories that tell of yeomen being raised to knighthood after performing a great service or some brave deed. The truth is that it is almost unheard of for a peasant to be elevated in this way – the nobility have no wish to sully their ranks with low-born commoners.

	M	WS	BS	S	T	W	I	A	Ld
Mtd. Yeoman	4	3	3	3	3	1	3	1	6
Mtd. Warden	4	3	3	3	3	1	3	2	6
Horse	8	3	0	3	3	1	3	1	5

SPECIAL RULES
The Peasant's Duty: See page 42.

Fast Cavalry: See the Warhammer rulebook, page 117.

Pegasus Knights

Most Pegasus Knights hail from around the border city of Parravon, hard on the slopes of the Grey Mountains where many of their noble mounts can be found. Their numbers are made up almost exclusively of Knights of the Realm, and then only the richest and most influential knights can boast of owning a battle-trained pegasus, for the creatures are difficult to capture and harder still to train. Accordingly, to own such a beast is the ultimate symbol of wealth and success for their owners, but in truth a pegasus is also a great practical boon for any knight fortunate enough to acquire one.

A pegasus is stronger and faster than even the mightiest warhorse, easily able to crush a man's skull with its flailing hooves and cover great distances swiftly. Indeed, in the more wild and inaccessible domains of Bretonnia there is real merit to a steed that is not prone to becoming mired in mud or entangled in thorns. On the battlefield, small groups of Pegasus Knights will group together, often outstripping the rest of the army as they search for honourable combat.

	M	WS	BS	S	T	W	I	A	Ld
Pegasus Knight	4	4	3	3	4	2	4	1	8
Gallant	4	4	3	3	4	2	4	2	8
Pegasus	8	3	0	4	—	–	4	2	7

SPECIAL RULES
The Knight's Vow: See page 43.

Flying Cavalry: Pegasus Knights are flying cavalry. This follows the rules for Units of Flyers on page 106 of the Warhammer rulebook, with the following exception: flying cavalry have a Unit Strength of 2, they get +1 Armour save for being mounted, and are affected by spells etc, that affect cavalry.

Royal Pegasus

The purest of all pegasus, legend has it that these creatures are descended from Glorfinial himself, the steed of Agilgar, first Duke of Parravon and Grail Companion of Gilles le Breton. Noble and proud, these creatures are amongst the most intelligent of beasts, often displaying exceptional loyalty for their masters. Most famous of all was the steed of Fandrallan the Flamboyant which loyally tried to defend his severely wounded master from an angry dragon. Though the dragon was at first unperturbed as the pegasus gamely attacked it with flailing hooves, the giant beast lost all interest in Fandrallan after it had suffered several wounds. It turned its attention to the pegasus, thus saving the wounded knight. Bretonnian folklore is filled with many other such tales and it is said that only death will separate a Royal Pegasus and his master.

Only the richest and most powerful nobles own a Royal Pegasus, for they are incredibly rare. Those fortunate enough to own one treat it with the greatest respect, almost as if it were their peer. Each lord will have a handful of Knights Errant in his retinue whose responsibility it is to care for this, his prized possession and noblest of steeds. Peasants are never allowed near these beasts, lest their stench or clumsiness causes the pegasus harm -- indeed, tales tell of the obsessive Volstall of Quenelles who executed any peasant that even gazed upon his steed.

	M	WS	BS	S	T	W	I	A	Ld
Royal Pegasus	8	3	0	4	4	3	4	2	7

SPECIAL RULE
Fly. With its broad wings, a Royal Pegasus can soar high above the ground. They follow the rules for flyers on page 106 of the Warhammer rulebook.

Hippogryphs

Ferocious and wild, hippogryphs inhabit the upper reaches of the Grey Mountains, occasionally prowling the green lands below for stray sheep and cattle. They are fierce beasts and will fight to the death against any creature that strays into their territory, whether it be a lost peasant or roaming dragon. Only the most committed of men can ride one of these beasts for hippogryphs are strong-willed and ill-tempered, more than willing to fling their rider from his saddle should he prove lax upon the reins.

Taming a hippogryph presents a challenge that many Bretonnian lords cannot turn down, and this has made them into much sought after steeds. To successfully train a hippogryph, the animal must be captured and broken at a very young age but, given the relentless territorialism of adult hippogryphs, acquiring a chick or an egg can prove to be a very dangerous proposition indeed. Occasionally, the task of appropriating such a beast is given to a Knight Errant as a way of proving himself. More often, a duke will find suitable 'volunteers' from the peasantry, promising a huge reward to any survivors that return with a healthy, young hippogryph.

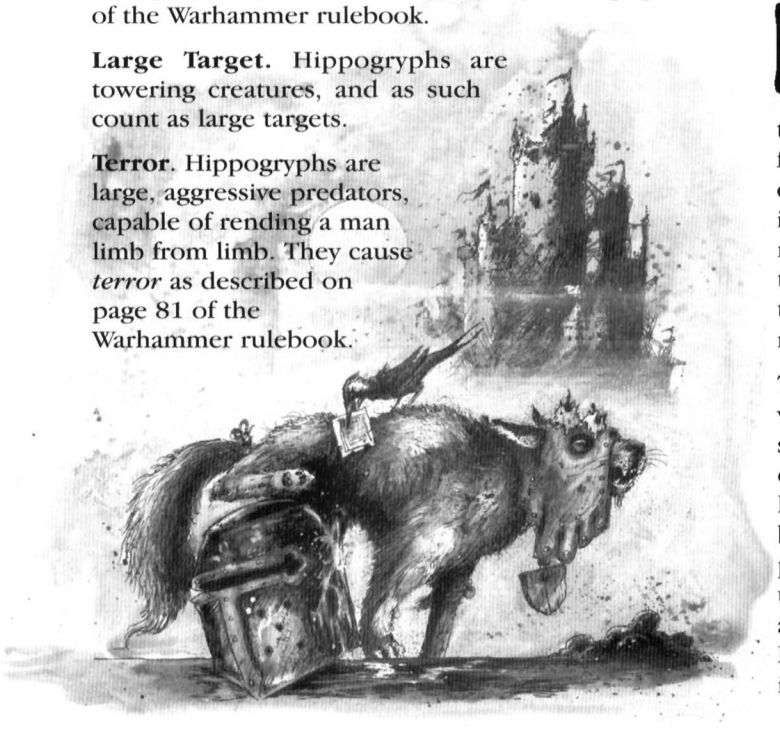
	M	WS	BS	S	T	W	I	A	Ld
Hippogryph	8	4	0	5	5	4	4	4	8

SPECIAL RULES

Fly. Hippogryphs have powerful feathered wings, and in the wild can sometimes be seen circling high above their prey. They follow the rules for flyers on page 106 of the Warhammer rulebook.

Large Target. Hippogryphs are towering creatures, and as such count as large targets.

Terror. Hippogryphs are large, aggressive predators, capable of rending a man limb from limb. They cause *terror* as described on page 81 of the Warhammer rulebook.



Bretonnian Warhorses

The Bretonni have always been renowned horsemen, and in turn their warhorses are still believed to be the best in the Old World. Some old tales recount how the original bloodline had been strengthened with that of the northern warhorses, breeding in their endurance and fiery temper. Others impart that the essence of fay steeds pulses strong, deep within the inheritance of the modern-day warhorses. Whatever the cause, it is true that the Bretonnian knights owe their success not only to their own valour and skill, but also to the endurance and temper of their steeds. So highly valued are these beasts that a Royal Decree of many centuries standing forbids the export of these magnificent animals. Naturally, only a noble is permitted to ride a warhorse, though a few lucky and trusted peasants may be allowed to act as grooms and stablehands, and thus sleep in the same barn as one.

	M	WS	BS	S	T	W	I	A	Ld
Warhorse	8	3	0	3	3	1	3	1	5

SPECIAL RULE

Purebreed Warhorse: For generations, the Bretonnian Warhorse has been bred to bear the weight of a fully armoured knight. Bretonnian Warhorses do not suffer any movement penalties for being barded.

Field Trebuchets

Trebuchets are immense wooden-structured war machines recently introduced into the armies of the Bretonnians. Through a series of levers, cogs and winding mechanisms, the large arm of the trebuchet is drawn down into a firing position, with immense masonry counterweights attached to the other end. A large sling is attached to the arm of the trebuchet that can hold rocks, masonry or even dead cattle. When the trebuchet is fired, the extra impetus that the sling adds to the firing arm means that it can fire further and with more power than a regular catapult.

The trebuchet is an essential piece of equipment when the Bretonnians engage in siege warfare, and smaller versions of these machines are sometimes deployed on the field of battle. Indeed, since the king himself commissioned a number of trebuchets to be built to act in the defence of Couronne, their popularity has increased. Still, most knights universally put on a show of disdain towards them, and some dukes refuse to make use of them at all. Nevertheless, it is a sign of particular opulence to be in possession of a trebuchet, for they are time

consuming to create and are individually hand crafted. There are only a finite number of craftsmen within Bretonnia with the skill to create them, and their services are highly sought after. Although a knight would never stoop so low as to operate a missile weapon himself, let alone a war machine, that is not to say that he could not grudgingly see the strategic worth of it and allow his low-born servants to use them, for being peasants they don't understand the concept of honour anyway!

The first Bretonnian trebuchet is believed to have been constructed in the small village of D'Ason, on the north coast of Lyonesse. It is said that an eccentric bastard child, a pious young man prone to fits and visions, built the war machine in a single night of feverish activity, using parts of the crumbling Grail Chapel of Adelhard the Second, as well as pieces scrounged from various other sources. When the village was attacked by northern raiders, it was this construction that fended them off, firing massive chunks of masonry to sink the marauders' longships.

The young man was later presented to the king, and his designs copied and improved upon. For saving the village and maintaining the purity of the Grail chapel (though it was now even more ruinous than before), the young man was gifted with a fatted pig and two copper crowns – more wealth than he could have hoped to see in a lifetime.

	M	WS	BS	S	T	W	I	A	Ld
Field Trebuchet	–	–	–	–	7	4	–	–	–
Peasant Crew	4	2	2	3	3	1	3	1	5
Yeoman Craftsman	4	3	3	3	3	1	3	1	6

SPECIAL RULES

The Peasant's Duty: See page 42.

Field Trebuchet: The Field Trebuchet follows all the rules for Stone Throwers on pages 120 and 121 of the Warhammer rulebook, with the following exceptions:

The range of the Field Trebuchet is 12"-60" and its Strength is 5(10). In addition, it can never be moved during the game, though may be pivoted on the spot.

Virtues of the Chivalric Knight

The history of Bretonnia is replete with tales of honour and glory, and none are more glorious than those of Gilles and his knightly Companions. Together, they freed their land from the depredations of Orcs, Chaos and the Undead before founding the kingdom of Bretonnia. Each of these knights represented the pinnacle of martial achievement and nobility, and throughout Bretonnian history every knight since then has held them up as virtuous examples of all that is best about their code of honour. Each of the Companions of Gilles exemplified a particular virtue of battle and later knights would seek to emulate the virtue of one of these knights in battle.

Choosing a Virtue

More than one character can have the same Virtue, but to represent the rarity of this, any character that takes a Virtue another character already has must pay double the points listed below. If a third character takes the same Virtue they must pay triple, and so on.

Virtue of the Penitent 40 pts

'Following the loss of his beloved to the curse of a hag, Duke Corduin of L'Anguille became known as the Hermit-knight. Though when called to arms, he would always return to fight for his beloved king.'

The Knight is Stubborn, though he may never join any friendly units. He may not take any magic items, nor may he ride a Hippogryph or a Royal Pegasus.

Virtue of Knightly Temper 40 pts

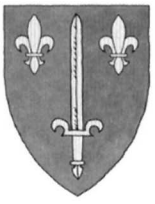
'With a heart of stone and resolute temper Beren stood unbowed, and with each sweep of blade and thrust of lance, foeman's blood would spill.'

For each attack that the Knight hits and wounds with on the charge (before Saves etc,), he may make an additional attack. For example, if a Paladin hits and wounds with two attacks he can make two additional attacks immediately. Extra attacks are not generated if these additional attacks also hit and wound. A character with this Virtue may not use magic weapons.

Virtue of Heroism 40 pts

'Known as the Slayer of Monsters, Gilles fought and killed many of the great beasts that stalked the Massif Orcal, mounting their heads on the walls of his fastness.'

Against Large Targets, and if armed with a non-magical weapon, the Knight has the Killing Blow special ability. This overrides the normal limitation of Killing Blow only affecting man-sized models.



Virtue of Stoicism 35 pts

'Tales are still told of how Lambard stood alone against hordes of Orcs and saved his dukedom of Carcassonne. Steeled by his bravery, those around him fought with the courage of the Breton himself.'

The Knight (and any unit he has joined) may re-roll failed Break tests.

Virtue of the Ideal 35 pts

'Unmatched was Landuin of Mousillon's skill and prowess. His finesse with blade and lance were beyond compare and his bravery, horsemanship and chivalry above all others. Alas, Mousillon hath faded...'

The Knight gains the following bonuses to his profile: +2 Weapon Skill, +1 Initiative, +1 Attack. He may not be the army's General (even if he has the highest Leadership) and any friendly unit (including other Knightly characters, or units using a Knight's Leadership) taking any form of Leadership test within 6" of this model suffers a -1 penalty to their Leadership.

Virtue of the Impetuous Knight 35 pts

'In the glory of the charge was Balduin most alive, and though others more tempered by the fires of war better controlled their ardour, he was ever in the forefront of battle.'

The Knight, and any mounted unit he is with, adds +D6" for the first charge that they declare (roll after declaring the charge). If the charge is failed the unit will not add this extra D6" to their failed charge movement.

Virtue of Audacity 30 pts

'A master of the feint and riposte, Agilgar's skill at turning an enemy's strength against him is legendary. Many a powerful foe met his demise on the end of Agilgar's lance.'

Against enemies with a higher Strength than himself (before modifications from weapons etc), the Knight may re-roll any failed rolls to hit and to wound.

Virtue of Duty 30 pts

One per army
May not be taken by the General

'Most loyal of Companions, brave Duke Thierulf of Lyonesse fought at his liege's side always, and did lament most painfully when the Breton did fall...'

For as long as the General is alive, the model with this Virtue adds +1 to the combat resolution of any fight of which he is a part.

Virtue of the Joust 25 pts

'Great was Duke Folgar of Artois' skill with a lance – none could unhorse him, save perhaps Landuin himself.'

The Knight may re-roll failed rolls to hit when charging and using a lance (including magical lances).

Virtue of Confidence 25 pts

'Haughty, proud and skilful, Carleond of Couronne took never a backward step in the face of adversity.'

The Knight must always issue challenges, and will always accept them if possible. In challenges, the Knight may re-roll all failed rolls to hit and to wound.

Virtue of Noble Disdain 20 pts

'Though a dozen or more steeds were shot from under him on the battlefield of Aquitaine, Fredemund never lost his contempt for those that eschewed the martial values of meeting one's foe face-to-face.'

The Knight *hates* all enemies using missile weapons including war machine crews. In addition, any unit the Knight has joined never takes Panic tests caused by suffering 25% casualties (eg, shooting, magic, etc).

Virtue of Purity 20 pts

'Chaste, honourable and untainted by notions of self-aggrandisement, Duke Rademund was one of the Lady's most virtuous champions, upholding her honour throughout the land.'

The Knight will always start the game with the Blessing of the Lady, even if the army did not pray. In addition, the Ward save which the Knight gains from the Blessing is always 5+, regardless of the Strength of the attack.

Virtue of Discipline 15 pts

'No matter the odds, Marcus took to the field of battle undaunted by the numberless hordes of his enemies.'

The enemy never gets a +1 combat resolution bonus for outnumbering in any combat that the character is involved in. Note, however, that he and any unit he has joined will still flee automatically if beaten by a *fear*-causing enemy that outnumbers them, as per the normal rules.

Virtue of Empathy 10 pts

'A champion of the common man, Martrud was beloved by those he protected. Wherever he fought, the peasants doubled their efforts and would fight to the death rather than dishonour their lord.'

The Knight may be fielded on foot. In addition, if he is not the army's General, Peasant units within 12" of him may use his Leadership, rather than the normal distance of 6".

Blessed Heirlooms of Bretonnia

Bretonnian characters equipped with a normal lance and a magic weapon will always use their lance when charging and then use the magic weapon in the second and subsequent turns of a close combat. A character armed with a magic lance will always use it (including in subsequent combat rounds).

Common Magic Items

Sword of Striking **30 pts**
Weapon; +1 To Hit.

Sword of Battle **25 pts**
Weapon; +1 Attack.

Sword of Might **20 pts**
Weapon; +1 Strength.

Biting Blade **10 pts**
Weapon; -1 Armour save.

Enchanted Shield **10 pts**
Armour; 5+ Armour save.

Talisman of Protection **15 pts**
Talisman; 6+ Ward save.

Staff of Sorcery **50 pts**
Arcane; +1 to dispel.

Dispel Scroll **25 pts**
(One use only)
Arcane; Automatically dispel an enemy spell.

Power Stone **25 pts**
(One use only)
Arcane; +2 dice to cast a spell.

War Banner **25 pts**
Banner; +1 combat resolution.

Magic Weapons

The Silver Lance of the Blessed **65 pts**
(Mounted Character only)
Forged by Gilles himself, the Silver Lance of the Blessed can only be carried by one who is completely pure of heart. To grasp the lance is said to be the true test of courage and spiritual strength, for an aspirant who is found wanting will be consumed by searing white flame.

The bearer has +2 Strength on the charge when mounted. If the model has the Blessing of the Lady, then all attacks with the Silver Lance of the Blessed automatically hit.

Sword of the Quest **50 pts**
(Model with the Questing Vow only)
This large hand-and-a-half sword has been passed down from knight to knight, and has been held by such figures as Percival of Lyonesse and St. Balgar of Carcassonne.

May be used as either a hand weapon or a great weapon, decided at the start of combat as normal. No Armour saves may be taken against the Sword of the Quest.

Sword of the Lady's Champion **40 pts**
(Character with the Grail Vow only)
On the eve of battle, a knight that kneels to pray beside a body of still water may be rewarded with the vision of a pale, slender hand emerging from the water, with a beautiful blade grasped within its delicate fingers.

The character always counts their Strength as one higher than their target's Toughness, unless their Strength would normally be more than this. In effect this means that they will always wound opponents on at least a 3+. This modified Strength is also used to calculate Armour save modifiers.

Sword of Heroes **35 pts**
This mighty blade has powerful enchantments against evil bound into it. Forged under the midsummer sun and quenched in manticore's blood, its long and bloody history has seen its wielders kill enough fantastical creatures to fill Leoncoeur's menagerie many times over.

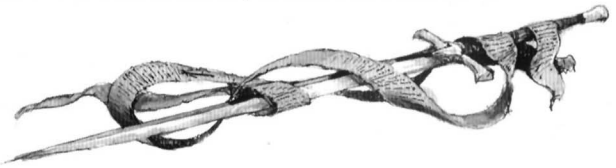
Against enemies that have Toughness 5 or greater, the bearer gets +1 Strength and each unsaved wound caused by the Sword of Heroes becomes D3 wounds rather than 1.

The Heartwood Lance **35 pts**
(Mounted Character only)
This lance is crafted from the heart of the Major Oak, the largest tree in Bretonnia, which was shattered by lightning the moment Gilles was struck down. Its blackened wood is covered with tiny carvings depicting the twelve battles of Gilles and, despite being harder than stone and diamond sharp, it is lightweight and beautiful to behold.

The bearer has +2 Strength on the charge when mounted. The Heartwood Lance allows the bearer to re-roll all failed rolls to wound.

Birth-sword of Carcassonne **35 pts**
At birth, all noble sons in the Dukedom of Carcassonne are made to touch a specially forged blade, and this weapon hangs above their cots until they reach an age when they can wield it. This mirrors the story of the original duke, Lambard, who was said to have grasped a sword even before suckling at his mother's bosom.

The sword adds +1 Strength to the bearer. Enemies wounded by the sword must re-roll any successful Armour saves.



Morning Star of Fracasse **25 pts**
This mighty morning star has a hatred of magical trickery and unholy artefacts inherited from its first owner, Fracasse Langoustine, the Scourge of Araby. It will entangle and rip a magic weapon from the hands of any foe, unless a spiked orb to the head settles the matter first.

The bearer has +2 Strength in the first round of combat. For each hit on a close combat opponent, roll a D6. On a 4+, if the opponent has a magic weapon, it is destroyed.

The Lance of Artois — 25 pts

(Mounted Character only)

This was the lance used by Folgar of Artois, who became one of Gilles' Grail Companions and was renowned for his skill at the joust. The lance tip remains as sharp as it ever was, despite the passing of time. In times of need, the lance is removed from the Grail Chapel of St. Folgar and bestowed upon a knight for the duration of battle.

The bearer has +2 Strength on the charge when mounted. In addition, the lance confers the Killing Blow special rule onto the bearer, but only on turns during which the character charges.

The Wyrmlance — 20 pts

(Mounted Character only)

Legend has it that the lance of Duke Beligulf Fearnought was plunged into the maw of the dragon Malifex just as it was about to spout a great torrent of flame. It is said to have absorbed the power of the dragon's breath and, by uttering the name of the slain dragon, the wielder may unleash this fire at will.

The bearer has +2 Strength on the charge when mounted. In addition, once per game, the model wielding the Wyrmlance may make a breath attack from the tip of the lance at Strength 3 provided he is not in close combat. Furthermore, all attacks made by the Wyrmlance count as flaming attacks.

Magic Armour

Gilded Cuirass — 55 pts

(Character with the Grail Vow only)

This breastplate is inscribed with the words of the Grail Vow, and even in the brightest sunlight the delicate filigree letters glow. The most grievous of wounds will knit together as the Lady's favour shines upon the wearer.

This armour replaces the Knight's heavy armour, and gives a 5+ Armour save that can be combined with other equipment as normal. In addition, the wearer has Regeneration.

Armour of the Midsummer Sun — 45 pts

This enchanted armour reflects and magnifies the light of the sun so that beams of light shimmer and burst from every surface as the knight gallops towards his foe.

This armour replaces the Knight's heavy armour, and gives a 5+ Armour save that may be combined with other armour as normal. Opponents suffer a -1 penalty to all rolls to hit the wearer and his mount with missile weapons and in close combat.

The Grail Shield — 35 pts

(Character with the Grail Vow only)

The Grail Shield has been blessed by each of the Grail Companions. It is said that its bearer will not grow a day older whilst it is in his possession.

The shield provides a 6+ Armour save which may be combined with other armour as normal. The bearer's Ward save gained from the Blessing of the Lady is increased to 4+ against attacks of any Strength. If the model loses the Blessing, they lose this Ward save as normal.

Gromril Great Helm — 30 pts

This ornate helm was a gift from the Dwarf King Grundhar Irongut after a group of Questing Knights broke a Greenskin siege of Karaz-a-Karak. It bears a potent rune of protection and in its long history has never been so much as tarnished.

Gives a 6+ Armour save and may be worn in addition to normal armour. The wearer may re-roll failed Armour saves.

Armour of Agilulf — 25 pts

It is believed that the knight Agilulf wore this armour, but in folklore it is claimed that Agilulf never actually existed, and that the armour was possessed of a will of its own. When the knight was slain, if indeed he was alive, the armour was found to be empty, and its shining brilliance gradually faded until it was its current, dark colour.

This armour replaces the Knight's heavy armour and includes a shield, giving a 4+ Armour save. The shield must be used at all times – so the wearer cannot use a weapon that requires two hands. In addition, the armour confers Weapon Skill 10 (which cannot be altered with other items, Virtues, etc) to whoever is wearing it.

Cuirass of Fortune — 20 pts

The Cuirass is a remarkable piece of equipment forged by the mad artificer Gurdilloue the Blatantly Insane. Any who possess the armour not only find their blows more accurate, but also enjoy the favour of maidens and oddly generous merchants.

This armour replaces the Knight's heavy armour, and gives a 5+ Armour save which may be combined with other armour as normal. When rolling to wound in close combat, the Knight may re-roll any dice rolls of 1.

Orcbane Shield — 15 pts

This shield has a huge and bloody maw sculpted to its front, and has become an icon of terror and confusion for the Greenskin tribes that assail Bretonnia.

Gives a 6+ Armour save and may be combined with other armour as normal. Any unengaged Orc or Goblin unit within 12" that must take an Animosity test fails it on a 1-2 instead of a 1.

Talismans

Sirienne's Locket — 55 pts

(Bretonnian Lord only)

The damsel Sirienne was as skilled at conventional arts as she was at the art of magic. She gifts her paramours with one of these exquisite protective charms to wear above their heart, with a likeness of the Lady on one half of the locket and her own on the other. The fact that more than one knight claims to own Sirienne's Locket says more about its creator than its bearer.

A Knight with Sirienne's Locket can never suffer more than one wound in any one phase from non-magical attacks – even multiple wound weapons (including war machines) can only cause a single wound. After the first wound in that phase is suffered, all subsequent wounds suffered during that phase are ignored. The bearer can still be run down by pursuing enemies as normal, and may still be affected as normal by Killing Blow.

Token of the Damsel 35 pts

(One use only/Bretonnian Lord or Paladin only)

On the eve of battle, noblewomen often give their favoured knight a token of their support, such as a lock of hair, a ribbon or a brooch. The knight will carry these tokens with him, giving him strength in his time of need. Tokens given by damsels often carry powerful enchantments.

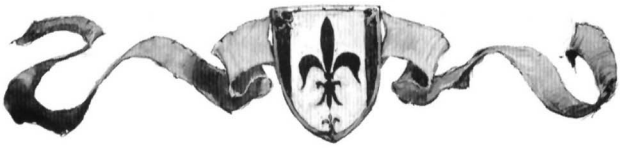
Against the first wounding hit suffered, the Knight gains a 2+ Ward save.

Insignia of the Quest 30 pts

(Character with the Questing Vow only)

Those valiant knights who have worn the Insignia of the Quest have almost all gone on to drink from the Grail – the Insignia is then handed down to another Questing Knight to aid him in his deeds.

If the bearer is ever reduced to 1 Wound, then the Knight instantly gains a 3+ Ward save. If the character suffers multiple wounds that would kill him before he has gained this Ward save (eg, if he has more than one wound left and is hit by a cannon ball), he will be reduced to 1 Wound, then may attempt his 3+ Ward save to stay alive and nullify any further wounds caused by the same hit.



Braid of Bordeleaux 25 pts

(One use only)

Said to be a braid cut from the hair of the god Manann, this was a sacred artefact of the first Duke of Bordeleaux. Its dark hair is entwined with kelp and sea shells, and salt water constantly drips from it. When held in the hand and Manann invoked, the caller is filled with divine energy, though this can be a very draining experience.

The Braid may be used at the start of any Bretonnian turn. Until the beginning of the next Bretonnian turn, the character's Leadership value is increased by 1. In addition, once the Braid has been used, until the start of the next Bretonnian turn, the model bearing the Braid and any unit he is with can move over marsh, rivers, lakes or any other water features without penalty and will benefit from soft cover while in such terrain.

Dragon's Claw 25 pts

Cut from the corpse of the ferocious dragon Malgrimace, the Dragon's Claw has been scrimshawed by the artisan Ellabeau and enchanted by Damsels of the Lady. Its bearer can stride through a roaring inferno as if it were a pleasant summer breeze.

The bearer's Ward save gained from the Blessing of the Lady is increased to 5+ against attacks of any Strength. If the model loses the Blessing, then it loses this Ward save as normal. In addition, as long as the bearer has the Blessing, he is immune to fire based attacks (such as Dragon's breath, Warp-fire Throwers and spells from the Lore of Fire).

Mantle of Damsel Elena 20 pts

Legend has it that Elena continued fighting the Orc Warlord Aghdrac even though she had lost her sword, one eye and most of her lifeblood. This mantle is said to retain the heat of Elena's fiery passion and her indomitable will to succeed despite the most grievous of injuries.

Poisoned attacks do not wound automatically against a character with the Mantle. In addition, the special rules for Killing Blow have no effect on the character.

Enchanted Items

Falcon-horn of Fredemund 45 pts

(One use only)

This ancient horn was used by the Grail Companion, Duke Fredemund of Aquitaine. When blown, this horn emits a piercing cry, and the skies become filled with all manner of birds, in memory of the great man.

The Horn may be sounded at the start of any Bretonnian turn. Until the start of the next Bretonnian turn, no enemy unit may fly – they are forced to use their ground movement. Note that this may also alter the enemies' flee/pursuit distance.

Holy Icon 40 pts

This priceless triptych depicts the aspects of the Lady and incorporates the heraldry of Bretonnia. Any under the auspices of this artefact find themselves imbued with faith and become practically immune to hostile magic.

The Holy Icon gives the character Magic Resistance (3).

The Ruby Goblet 30 pts

The Ruby Goblet is an ancient artefact reclaimed from the castle of the Red Duke. If so much as a drop of blood spilled in anger touches the goblet, it throws a red-hued protective aura around its bearers.

This magic item will start to take effect at the end of the first phase during which the bearer or his unit suffers an unsaved wound. From that moment on, the bearer (and any unit he is with) cannot be wounded on better than a 3+ from any non-magical source.

The Mane of the Purebreed 25 pts

(Character on Warhorse only; One use only)

The mane of Gilles' faithful steed is a revered relic of Bretonnia. Strands of this precious artefact can be woven into a horse's mane, conferring the strength and fortitude of the Lord of all Horses onto one of his bloodline.

The Mane confers +1 Strength to the character's Warhorse and those of any unit he is with the first time they charge.

Antlers of the Great Hunt 25 pts

(Bretonnian Lord or Paladin only)

The knight's helm is adorned with a splendid set of antlers taken from the quarry of a great hunt, slain by the knight himself. The antlers denote exceptional prowess as a horseman and hunter, and bestow virility and long life.

The Knight (and any unit he is with) may roll an additional dice when pursuing and choose the highest three (two if on foot).

Tress of Isoulde 20 pts

(One use only)

Isoulde, a damsel known for her terrifying wrath towards the foes of Bretonnia, imbued this delicate braid of hair with enchantments of vengeance and righteous anger.

Nominate one enemy model at the beginning of any Close Combat phase. The bearer hits that model on a 2+ for that Close Combat round, regardless of other modifiers.

Gauntlet of the Duel 10 pts

When cast down, this enchanted gauntlet can magnify even the tiniest scrap of pride or conceit into a surge of righteous self-belief. Even Skaven have been known to join the bearer in honourable combat (with predictable results).

Any challenge issued by the bearer of the Gauntlet of the Duel cannot be refused.

Arcane Items

The Silver Mirror — 40 pts
(One use only)

This lethal trinket is at first sight a vanity mirror, but woe betide the magic user that underestimates its true abilities: even reflections have power in the realm of magic...

May be used with the exact same effects as a Dispel Scroll. In addition, the enemy Wizard who cast the spell suffers an immediate Strength 6 hit.

Sacrament of the Lady — 40 pts

These thin, translucent wafers have been blessed by the Lady herself, and imbued with the essence of Bretonnia's glory. When one is placed on the tongue, the owner lapses into throes of religious ecstasy as images of the fallen Grail Companions flood their mind.

At the start of any Bretonnian Magic phase, the bearer may use the Sacrament. The model generates double its usual number of Power dice, but may not cast any spells that turn. Each time the Sacramente are used, roll a dice. On a 1 the model has run out of wafers and after that turn the Sacrament cannot be used for the remainder of the game.

The Verdant Heart — 40 pts

This pulsing, mossy stone of unknown origin glows with the light of life. All around the bearer, plants thrive and prosper, with acorns sprouting into saplings and saplings into oaks even as the Verdant Heart passes by.

Any wood or forest that the bearer is within counts as very difficult terrain as long as the character remains wholly within the terrain feature. In addition, the bearer gains +1 to cast spells from the Lore of Life.

Prayer Icon of Quenelles — 25 pts
(One use only)

Of all the Grail Companions, Duke Fredemund of Quenelles was possibly the most devoted to the Lady of the Lake. When opened, this prayer icon displays a miraculously painted image of the Lady that inspires unfettered devotion.

The Prayer Icon can be revealed at any time. The bearer and the unit she is with are immediately granted the Blessing of the Lady, following all the rules on page 45. This can allow a unit that has lost the blessing to regain it.

Chalice of Malfleur — 20 pts

This jewel-studded chalice has been fashioned in the likeness of a skull, and will give any who continually sup from it one of two things: salvation or death.

At the start of the opponent's Magic phase, the bearer may drink from the Chalice. If she does so, on the roll of a 1 she suffers a wound with no saves allowed, including Ward saves. On a roll of 2-6, an extra Dispel dice is added to the player's pool.

Potion Sacre — 10 pts
(One use only)

This protective potion is brewed from the tears of a damsel whose champion has died in battle mixed with the holy water from a great Bretonnian cathedral.

This is used before rolling the dice to cast or dispel a spell. After the dice are rolled, the player may add +1 to the result of one dice. This may cause Irresistible Force or prevent a Miscast.

Magic Banners

Banner of the Lady — 100 pts
(Model on foot or on Bretonnian Warhorse only)

This banner was first carried by Gilles le Breton himself, who rode to victory under the Lady's benevolent gaze, instilling fear of Her wrath into his enemies.

All enemy units with at least one model in base contact with the bearer of the Banner of the Lady get no combat bonus for ranks.

Valorous Standard — 50 pts
(Knights unit only)

Knights who ride under this banner are filled with thoughts of glory, and will sing lustily and cry for the sheer joy of battle even when outnumbered a hundred to one.

The unit rolls 3D6 for all Leadership based tests (including Break tests) and discards the highest.

Banner of Defence — 30 pts

The simple device embroidered into this banner in an interlocking pattern actually hides a powerful symbol capable of stopping even a cannon ball in its tracks.

As long as the unit is affected by the Blessing of the Lady, all models in a unit with the Banner gain a 4+ Ward save against all missiles (including magic missiles) with Strength 5 or more. If the Blessing of the Lady is lost, then the Banner loses this ability.

Twilight Banner — 25 pts
(One use only)

Woven from spider silk and embroidered with the hair of nymphs and virgins, this banner can only be seen by night. Its protectors can blend into the ether for a few moments, passing through obstacles like ghostly shadows.

The Twilight Banner can only be used in the Remaining Moves section of the turn (so a unit cannot use it on the turn it charges). They suffer no movement penalties for moving over difficult terrain or obstacles, or from any other reductions to movement. They can move through buildings just as easily, but cannot move through other units. In addition, they cannot end their move inside impassable terrain. These effects work only for that one Movement phase.

Conqueror's Tapestry — 25 pts

This beautifully embroidered tapestry bears depictions of all the bearer's greatest victories. The morning after a battle, the knight will wake to find his latest exploits delicately picked out in finest silk thread.

Every enemy standard captured by the unit possessing the Conqueror's Tapestry is worth 200 Victory Points instead of 100. If an enemy unit captures the Conqueror's Tapestry, the enemy gains 200 Victory Points rather than 100.

Errantry Banner — 20 pts
(Knights Errant unit only)

This tattered banner has been across the length and breadth of the Old World and beyond, whipped by the arctic winds of the Troll Country and bleached by the burning sun of Araby. It instils its bearers with fiery zeal and holy strength.

All Knights Errant in the unit get a +1 Strength bonus on any turn they charge (no effect on steeds or characters). However, a unit with this banner suffers -2 to its Ld for any Impetuous tests.

Banner of Châlons — 10 pts

This magnificent banner is kept furled until the last instant before a charge. When unfettered in all its glory, foes become awestruck and are unable to tear their eyes from it.

The enemy cannot choose the stand & shoot reaction against the unit carrying the Banner.

Marshalling the Host

The purpose of an army list is to enable players with vastly different armies to stage games which are as fair and evenly balanced as it is possible to make them. The army list gives each individual model a points value which represents its capabilities on the tabletop. The higher a model's points value, the better it is in one or more respects: stronger, tougher, faster, better Leadership, and so on. The value of the army is simply the value of all the models added together.

As well as providing points costs, the list also divides the army into its constituent units. The list describes the weapons and optional equipment that troops can have and occasionally restricts the number of very powerful units an army can include. It would be very silly indeed if an army were to consist entirely of Trebuchets and Hippogryphs. The resulting game would be a frustrating and unbalanced affair, if not a complete waste of time. We employ army lists to ensure that this does not happen!

Using the Army List

The army lists enable two players to choose armies of equal points value to fight a battle, as described in the main body of the Warhammer rules. The following list has been constructed with this purpose in mind. The list can also be used when playing specific scenarios, either those described in the Warhammer rulebook, or others, including ones invented by the players. In this case, the list provides a framework which the players can adapt as required. It might, for example, be felt necessary to increase or decrease the number of characters or units allowed, or to restrict or remove options in the standard list such as magic items or monstrous mounts. If you refer to the Scenarios section of the Warhammer rulebook, you'll find some examples of this kind.

ARMY LIST ORGANISATION

The army list is divided into four sections:

Characters
These represent the most able, skilled and successful individuals in your army: extraordinary leaders such as Paladins and Prophetesses of the Lady. These form a vital and potent part of your force.

Core Units
These units are the most common warriors. They usually form the bulk of the army and will often bear the brunt of the fighting.

Special Units
Special units are amongst the best of your warriors and include the more unusual troop types. They are available to your army in limited numbers.

Rare Units
So called because they are scarce compared to your ordinary troops, Rare units represent unique units and war machines.

CHOOSING AN ARMY

Both players choose armies to the same agreed points value. Most players find that 2,000 points is about right for a battle that will last over an evening. Whatever value you agree on, this is the maximum number of points available to you. You can spend less and will probably find it is impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 or 1,999 points, but they are still '2,000' points armies for our purposes.

Once you have decided on a total points value, it is time to choose your force.

CHOOSING CHARACTERS

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below. Note that Bretonnian armies are allowed one more character than most other armies (included below).

Army Points Value	Max. Total Characters	Max. Lords	Max. Heroes
Less than 2,000	4	0	4
2,000 or more	5	1	5
3,000 or more	7	2	7
4,000 or more	9	3	9
Each +1,000	+2	+1	+2

An army does not have to include the maximum number of characters allowed; it can always include fewer than indicated. **However, a Bretonnian army must always include at least <u>two</u> characters: the General and the Army Battle Standard Bearer.** An army does not have to include Lords – it can include all of its characters as Heroes if you prefer.

At the start of the battle, choose one of the characters to be the General and make sure that you let your opponent know which one it is. The General must be the model with the highest Leadership value in the army.

For example, a 2,500 points army could include a Bretonnian Lord (Lord), a Paladin Army Battle Standard Bearer (Hero), a Paladin (Hero), and two Damsels of the Lady (two Heroes) (ie, five characters, of which one is a Lord).

CHOOSING TROOPS

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated on the chart below.

Army Points Value	Core Units	Special Units	Rare Units
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1 minimum	+0-1	+0-1

In some cases other limitations and/or requirements may apply to a particular kind of unit. This is specified in the unit entry. For example, Knights of the Realm have a 1+ note in front of their entry, denoting that at least one unit of them must always be taken. Other units, such as Grail Knights, are accompanied by a note (ie, 0-1) explaining that a maximum of one unit of this kind can be included in the army.

UNIT ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles. The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum size for each unit. In the case of Core units this is usually ten models. In the case of other units it is usually less. There are exceptions as you will see. In some cases, units also have a maximum size.

Weapons and Armour. Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value. Additional or optional weapons and armour cost extra and are covered in the Options section of the unit entry.

Options. Lists the different weapon, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member into a Champion. See the appropriate section of the Warhammer rulebook for details.

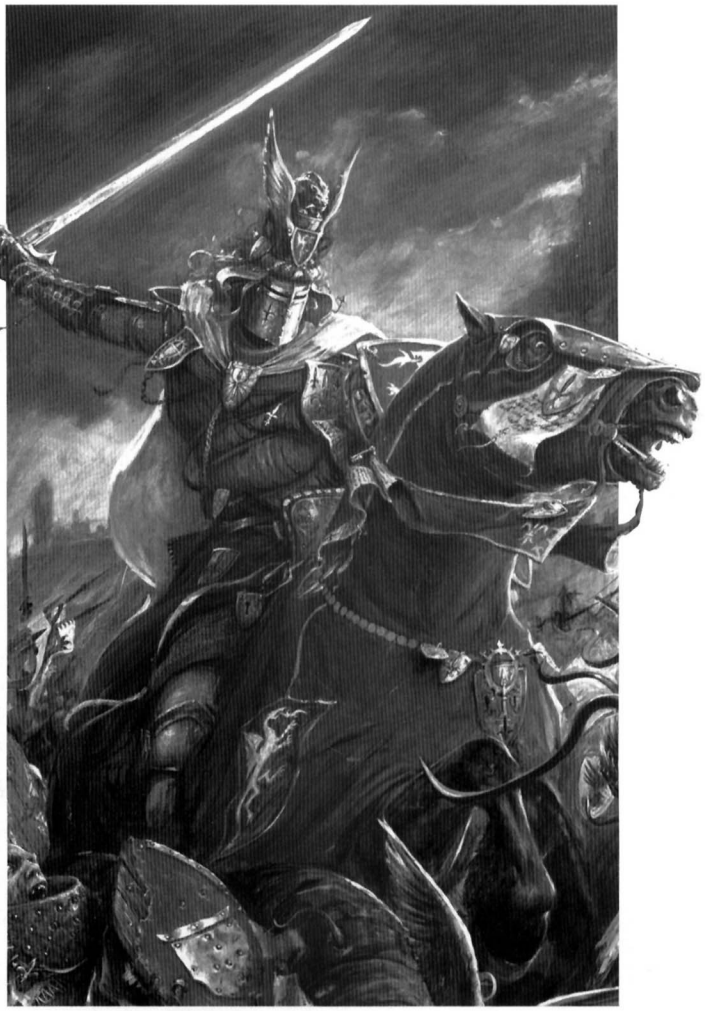
Special Rules. Many troops have special rules which are fully described elsewhere in this book. These rules are also summarised for your convenience in the army list.

It would be a long and tedious business to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible we have indicated where special rules apply and, where space permits, we have provided notes within the list as 'memory joggers'. Bear in mind that these descriptions are not necessarily exhaustive or definitive and players should refer to the main rules for a full account.

DOGS OF WAR

These are troops of other races prepared to fight in return for money, food, or some other reward. The most common type of Dogs of War units are the Regiments of Renown.

However, the Bretonnians have far too much pride to even consider hiring others to fight their battles. Indeed, even if outnumbered ten to one, they would rather fight on and retain their pride than stoop so low as to pay others to aid them! Therefore, Dogs of War units may never be used in a Bretonnian army.



LORDS

Bretonnian Lords are powerful nobles and knights whose deeds are recounted throughout Bretonnia, including mighty earls, barons and the dukes themselves. Proud and powerful warriors all, Bretonnian Lords are excellent warrior-generals.

Prophetesses of the Lady are the most favoured devotees of the Lady, and have long served their divine mistress faithfully. They are potent spellcasters, and their magic can dramatically affect the outcome of a battle.

The total number of characters you can field in your army can be found on page 64.

*** SPECIAL RULE**
If the army is led by a Bretonnian Lord who is riding a Royal Pegasus, then the 0-1 restriction for Pegasus Knights is removed.

Steeds

Below are the profiles for the steeds that can be ridden by Lords and Heroes in the Bretonnian army. Full rules for these creatures can be found in the 'Muster of Bretonnia' section.

Bretonnian Warhorse

M	WS	BS	S	T	W	I	A	Ld
8	3	0	3	3	1	3	1	5

Special Rule: *Purebreed Warhorse.*

Royal Pegasus

M	WS	BS	S	T	W	I	A	Ld
8	3	0	4	4	3	4	2	7

Special Rule: *Fly.*

Hippogryph

M	WS	BS	S	T	W	I	A	Ld
8	4	0	5	5	4	4	4	8

Special Rules:
Terror, Large Target, Fly.

Bretonnian Lord *

Points/model: 110

	M	WS	BS	S	T	W	I	A	Ld
Lord	4	6	3	4	4	3	6	4	9

Vow: A Bretonnian Lord has the Knight's Vow. He may replace this Vow with either the Questing Vow (+12 pts) or the Grail Vow (+28 pts).

Equipment: Hand weapon & heavy armour.

Options:

- May have a morning star (+3 pts). If he has the Knight's Vow or the Grail Vow, he may choose a lance (+6 pts). If he has the Questing Vow, he may choose a great weapon (+6 pts).
- May carry a shield (+3 pts).
- May ride a Hippogryph (+200 pts) or a Royal Pegasus (+50 pts). If not mounted on a Hippogryph or Royal Pegasus, the Lord must ride a barded Bretonnian Warhorse (+21 pts).
- May choose one Virtue from the Virtues of the Chivalric Knight list and a mix of magic items from the Common or Bretonnian magic items list with a maximum total value of 100 pts.

Prophetess of the Lady

Points/model: 190

	M	WS	BS	S	T	W	I	A	Ld
Prophetess	4	3	3	3	3	3	3	1	8

Equipment: Hand weapon.

Magic: A Prophetess is a Level 3 Wizard, who can use spells from the Lore of Beasts, Life or Heavens lists.

Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- May ride a Royal Pegasus (+50 pts), or a Bretonnian Warhorse (+15 pts) which may have barding (+6 pts).
- May choose magic items from the Common or Bretonnian magic items list, with a maximum total value of 100 pts. Cannot use magic weapons or magic armour.

Special Rule
Aura of the Lady.

HEROES

1+ Paladin **

Points/model: 60

	M	WS	BS	S	T	W	I	A	Ld
Paladin	4	5	3	4	4	2	5	3	8

Vow: A Paladin has the Knight's Vow. He may replace this Vow with either the Questing Vow (+8 pts) or the Grail Vow (+21 pts).

Equipment: Hand weapon, heavy armour.

Options:

- May have a morning star (+2 pts). If he has the Knight's Vow or the Grail Vow, he may choose a lance (+4 pts). If he has the Questing Vow, he may choose a great weapon (+4 pts).
- May carry a shield (+2 pts).
- May ride a Royal Pegasus (+50 pts). If not mounted on a Royal Pegasus, the Paladin must ride a barded Bretonnian Warhorse (+14 pts).
- May choose one Virtue from the Virtues of the Chivalric Knight list and a mix of magic items from the Common or Bretonnian magic items list with a maximum total value of 50 pts.

Damsel of the Lady

Points/model: 70

	M	WS	BS	S	T	W	I	A	Ld
Damsel	4	3	3	3	3	2	3	1	7

Equipment: Hand weapon.

Magic: A Damsel is a Level 1 Wizard, who can use spells from the Lore of Beasts or Life.

Options:

- Any Damsel may be upgraded to a Level 2 Wizard for +35 pts.
- May ride a Bretonnian Warhorse (+10 pts), which may have barding (+4 pts).
- May choose a mix of magic items from the Common or Bretonnian magic items list, with a maximum total value of 50 pts. Cannot use magic weapons or magic armour.

Special Rule

Aura of the Lady.

Paladins are powerful heroes renowned throughout Bretonnia for their chivalry and feats of arms. Many of them are highly ranked nobles, holding titles such as earl or baron, while others hold warrior titles, such as marshal or warden. They are powerful fighters, and make good leaders for your knights.

Damsels of the Lady are highly respected magical practitioners trained by the Fay Enchantress herself. They are useful both to attack the foe with their fey magic, and to help protect your army from hostile spellcasters.

** ARMY BATTLE STANDARD

The army must include one Paladin (though remember Bretonnian armies are allowed one more Hero than other armies), who must be upgraded to an Army Battle Standard Bearer at no additional cost.

He may carry any magic banner (no points limit), but if he does so he may not take any other magic items, though he may still take a Virtue of up to 50 points in addition to the magic banner.

He may not be given any extra equipment, except for a barded Warhorse or a Royal Pegasus.

An Army Battle Standard Bearer may not be the army's General.

CORE UNITS

These are the most numerous troops within the Bretonnian army. They include the headstrong young Knights Errant, and the brave and skilled Knights of the Realm, the most common knights within Bretonnia.

Note that every Bretonnian army must include at least one unit of Knights of the Realm.

Knights Errant

Points/model: 20

	M	WS	BS	S	T	W	I	A	Ld
Knight Errant	4	3	3	3	3	1	3	1	7
Cavalier	4	3	3	3	3	1	3	2	7
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5-15

Equipment: Hand weapon, lance, heavy armour & shield.

Mount: Barded Bretonnian Warhorse.

Champion: One Knight Errant must always be upgraded to a Cavalier at no additional cost.

Options:

- Upgrade one Knight Errant to a Musician for +7 pts.
- Upgrade one Knight Errant to a Standard Bearer for +14 pts.
- One unit may carry a magic banner worth up to 25 pts.

Special Rules

Impetuous, The Knight's Vow. Purebreed Warhorse.

1+ Knights of the Realm

Points/model: 24

	M	WS	BS	S	T	W	I	A	Ld
Knight of the Realm	4	4	3	3	3	1	3	1	8
Gallant	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5-15

Equipment: Hand weapon, lance, heavy armour & shield.

Mount: Barded Bretonnian Warhorse.

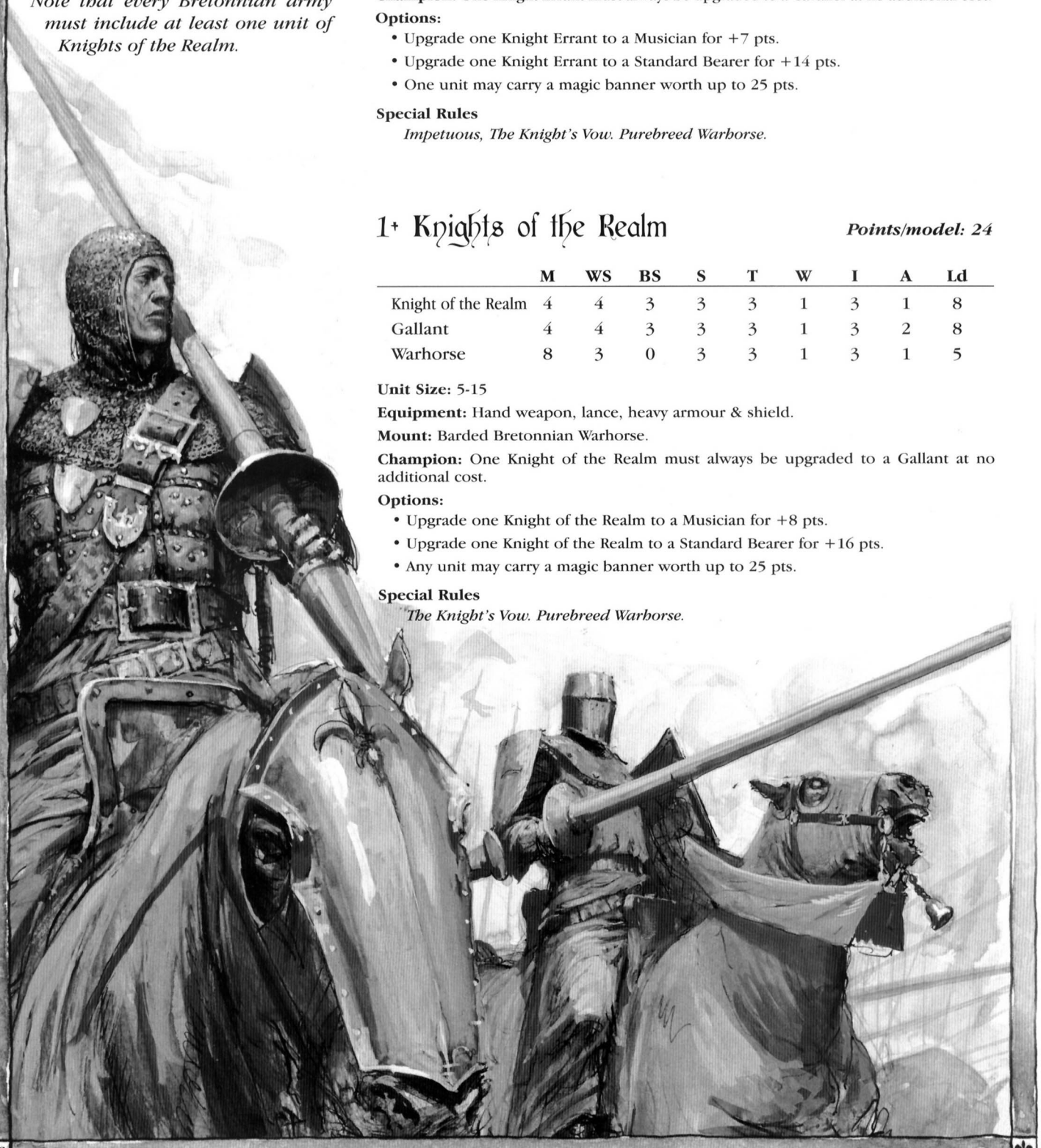
Champion: One Knight of the Realm must always be upgraded to a Gallant at no additional cost.

Options:

- Upgrade one Knight of the Realm to a Musician for +8 pts.
- Upgrade one Knight of the Realm to a Standard Bearer for +16 pts.
- Any unit may carry a magic banner worth up to 25 pts.

Special Rules

The Knight's Vow. Purebreed Warhorse.



CORE UNITS

When a Bretonnian army marches to war, it is often accompanied by a mass of peasants drafted in to fight. These include the standing force of Men-at-arms, and often a levy of Peasant Bowmen.

There is a minimum number of Core units that must be fielded, and this varies depending on the size of the army (see page 65).

Men-at-arms

Points/model: 5

	M	WS	BS	S	T	W	I	A	Ld
Man-at-arms	4	2	2	3	3	1	3	1	5
Yeoman Warden	4	3	3	3	3	1	3	2	6

Unit Size: 10+

Equipment: Hand weapon, shield, light armour & pole-arm (counts as a halberd).

Options:

- Any unit may replace its pole-arms with spears at no additional cost.
- Upgrade one Man-at-arms to a Musician for +5 pts.
- Upgrade one Man-at-arms to a Standard Bearer for +10 pts.
- Upgrade one Man-at-arms to a Yeoman Warden for +12 pts.

Special Rule

The Peasant's Duty.

Peasant Bowmen

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Peasant Bowman	4	2	3	3	3	1	3	1	5
Villein	4	2	4	3	3	1	3	1	5

Unit Size: 10+

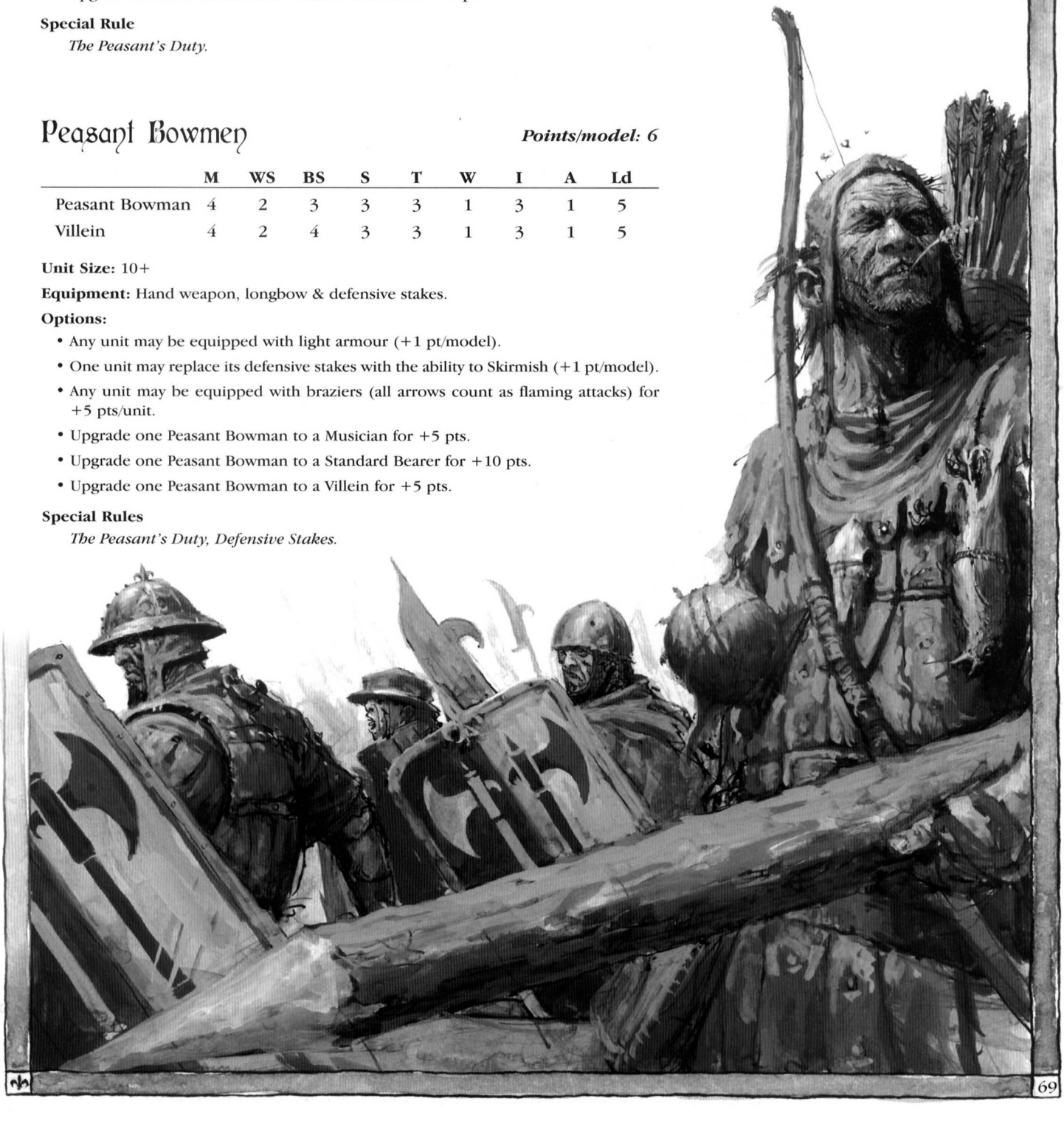
Equipment: Hand weapon, longbow & defensive stakes.

Options:

- Any unit may be equipped with light armour (+1 pt/model).
- One unit may replace its defensive stakes with the ability to Skirmish (+1 pt/model).
- Any unit may be equipped with braziers (all arrows count as flaming attacks) for +5 pts/unit.
- Upgrade one Peasant Bowman to a Musician for +5 pts.
- Upgrade one Peasant Bowman to a Standard Bearer for +10 pts.
- Upgrade one Peasant Bowman to a Villein for +5 pts.

Special Rules

The Peasant's Duty, Defensive Stakes.



SPECIAL UNITS

Special units are troops that are less common on the field of battle than Core units. Questing Knights are highly regarded individuals who are engaged in the holy quest for the Grail and martial perfection.

Pegasus Knights are Knights of the Realm who are blessed by having a faithful Pegasus steed willing to carry them into battle, and their speed allows them to harry the flanks and rear of the enemy army.

*** SPECIAL RULE**
If the army is led by a Bretonnian Lord who is riding a Royal Pegasus, then the 0-1 restriction for Pegasus Knights is removed.

Questing Knights

Points/model: 28

	M	WS	BS	S	T	W	I	A	Ld
Questing Knight	4	4	3	4	3	1	4	1	8
Paragon	4	4	3	4	3	1	4	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5-12

Equipment: Hand weapon, great weapon, heavy armour & shield.

Mount: Barded Bretonnian Warhorse.

Champion: One Questing Knight must always be upgraded to a Paragon at no additional cost.

Options:
- Upgrade one Questing Knight to a Musician for +9 pts.
- Upgrade one Questing Knight to a Standard Bearer for +18 pts.
- Any unit may carry a magic banner worth up to 50 pts.

Special Rule
The Questing Vow. Purebreed Warhorse.

0-1 Pegasus Knights *

Points/model: 55

	M	WS	BS	S	T	W	I	A	Ld
Pegasus Knight	4	4	3	3	4	2	4	1	8
Gallant	4	4	3	3	4	2	4	2	8
Pegasus	8	3	0	4	–	–	4	2	7

Unit Size: 3-10

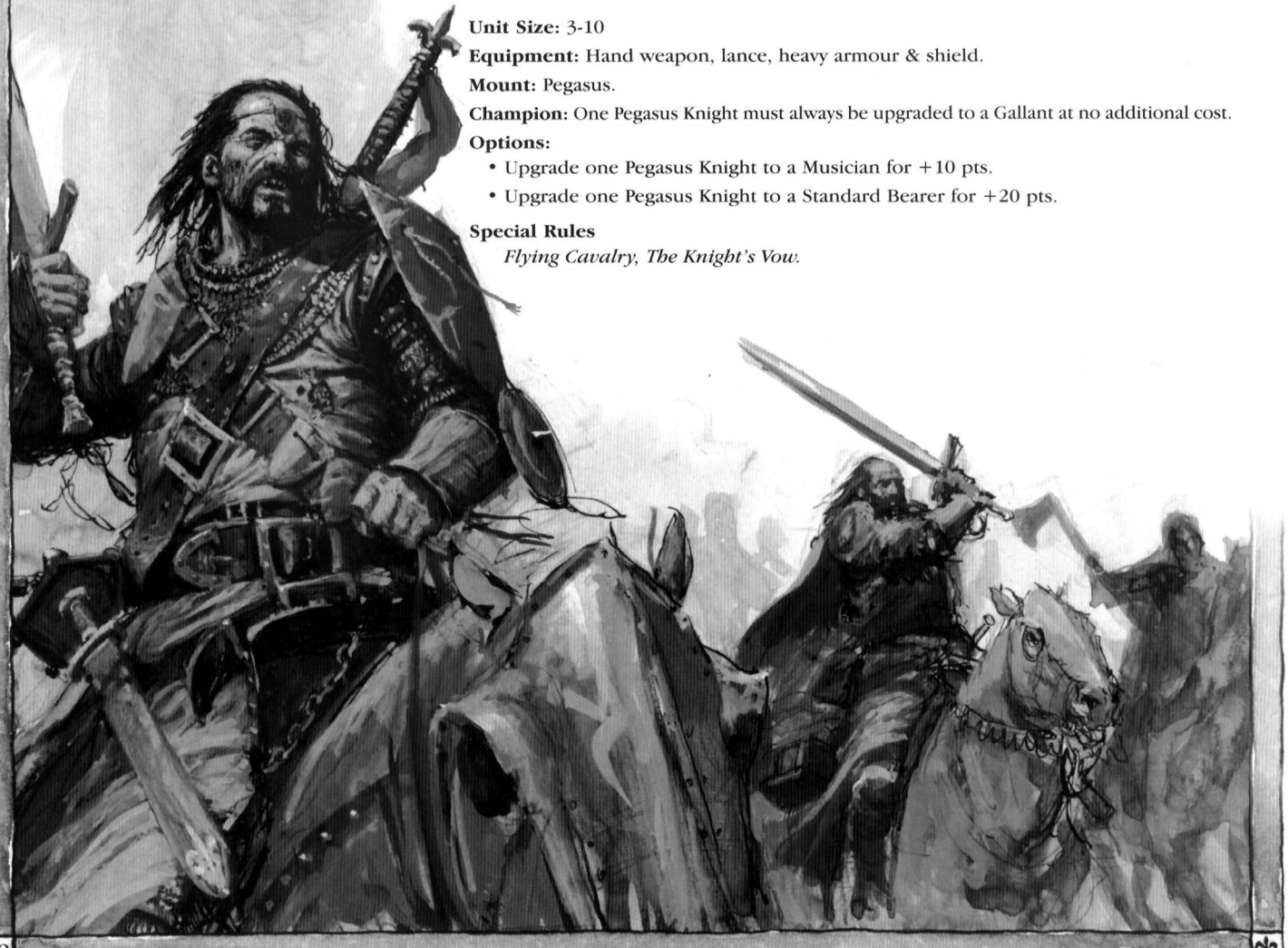
Equipment: Hand weapon, lance, heavy armour & shield.

Mount: Pegasus.

Champion: One Pegasus Knight must always be upgraded to a Gallant at no additional cost.

Options:
- Upgrade one Pegasus Knight to a Musician for +10 pts.
- Upgrade one Pegasus Knight to a Standard Bearer for +20 pts.

Special Rules
Flying Cavalry, The Knight's Vow.



0-1 Grail Reliquae with Battle Pilgrims

Points: 118

	M	WS	BS	S	T	W	I	A	Ld
Grail Reliquae	4	2	2	3	3	6	3	4	8
Battle Pilgrim	4	2	2	3	3	1	3	1	8

Note: *A Grail Reliquae may only be chosen if the Bretonnian army includes at least one model with the Grail Vow.*

Unit Size: 1 Grail Reliquae and 6 Battle Pilgrims. Additional Battle Pilgrims can be added to the unit at a cost of +9 pts per model, up to a maximum of 24 additional models.

Equipment: The Pilgrims all carry hand weapons, shields & light armour.

Special Rules

The Peasant's Duty, Grail Reliquae, Hatred, Stubborn, Unit Strength 6.

Mounted Yeomen

Points/model: 15

	M	WS	BS	S	T	W	I	A	Ld
Yeoman	4	3	3	3	3	1	3	1	6
Warden	4	3	3	3	3	1	3	2	6
Horse	8	3	0	3	3	1	3	1	5

Unit Size: 5+

Equipment: Hand weapon, spear & bow.

Mount: Horse.

Options:

- Any unit may be equipped with light armour (+2 pts/model), but will no longer count as fast cavalry.
- Any unit may be equipped with shields (+1 pt/model).
- Upgrade one Yeoman to a Musician for +7 pts.
- Upgrade one Yeoman to a Standard Bearer for +14 pts.
- Upgrade one Yeoman to a Warden for +14 pts.

Special Rules

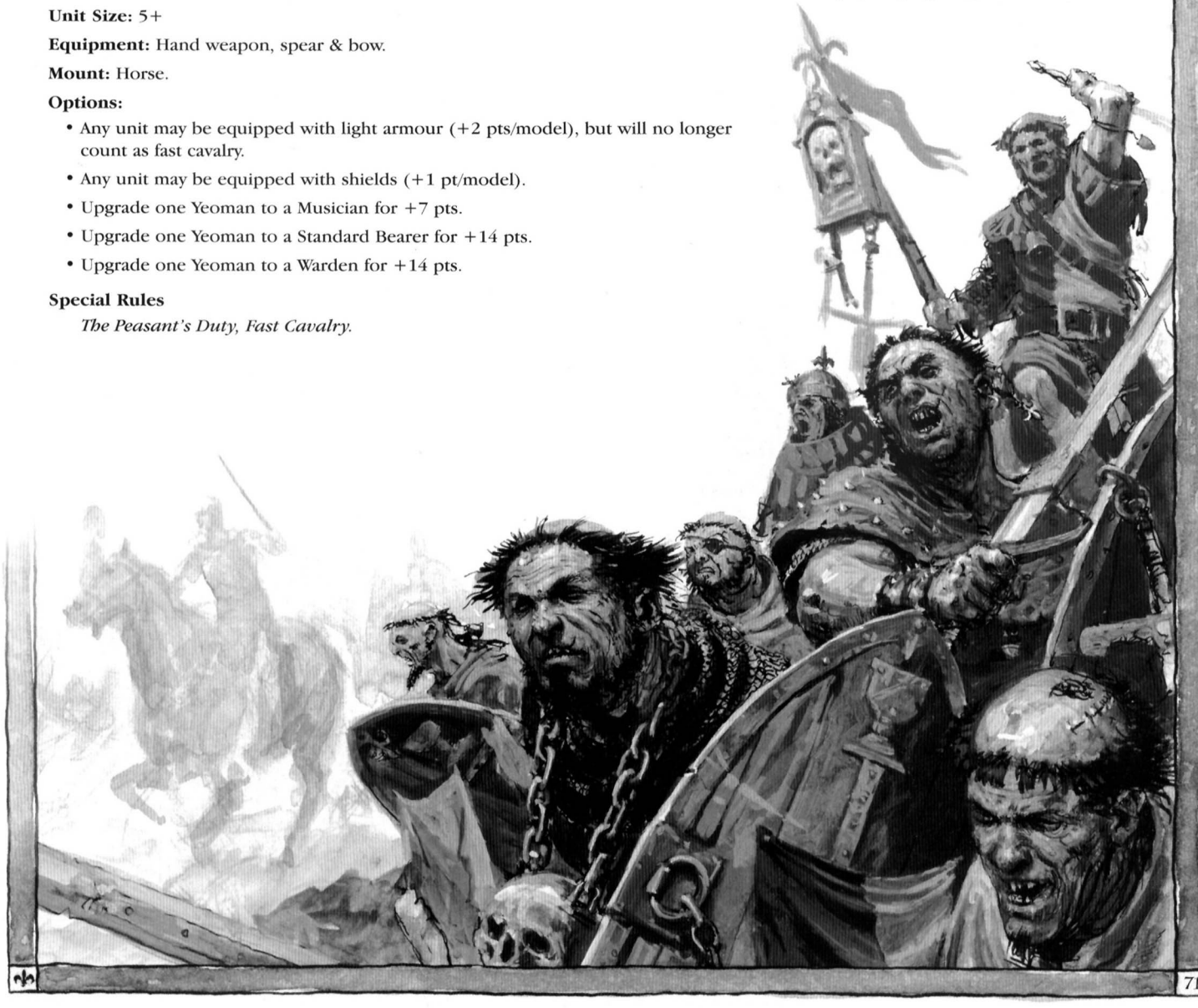
The Peasant's Duty, Fast Cavalry.

SPECIAL UNITS

Battle Pilgrims are fanatically devoted to the Grail Knights, and will fight any who would dare to profane against them. In battle, their devotion is such that they will often stand to the last man.

Mounted Yeomen are the most privileged of the peasant rabble, and often hold such positions as heads of local militia and guildsmen. They are the only peasants allowed the privilege of riding on horseback.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army (see page 65).



RARE UNITS

Rare units are only ever seen in battle in small numbers. The Grail Knights are revered as living saints, and their exploits recounted across Bretonnia. They are devastatingly powerful, touched by the power of the Lady of the Lake.

Field Trebuchets are large war machines that hurl immense chunks of masonry at the enemy, causing mayhem when they strike true.

0-1 Grail Knights

Points/model: 38

	M	WS	BS	S	T	W	I	A	Ld
Grail Knight	4	5	3	4	3	1	5	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 3-12

Equipment: Hand weapon, lance, heavy armour & shield.

Mount: Barded Bretonnian Warhorse.

Options:

- Upgrade one Grail Knight to a Musician for +10 pts.
- Upgrade one Grail Knight to a Standard Bearer for +20 pts.
- The unit may carry a magic banner worth up to 50 pts.

Special Rules

The Grail Vow, Living Saints. Purebreed Warhorse.

Field Trebuchet

Points/model: 90

	M	WS	BS	S	T	W	I	A	Ld
Field Trebuchet	–	–	–	–	7	4	–	–	–
Peasant	4	2	2	3	3	1	3	1	5
Yeoman Craftsman	4	3	3	3	3	1	3	1	6

Crew: 4 Peasants

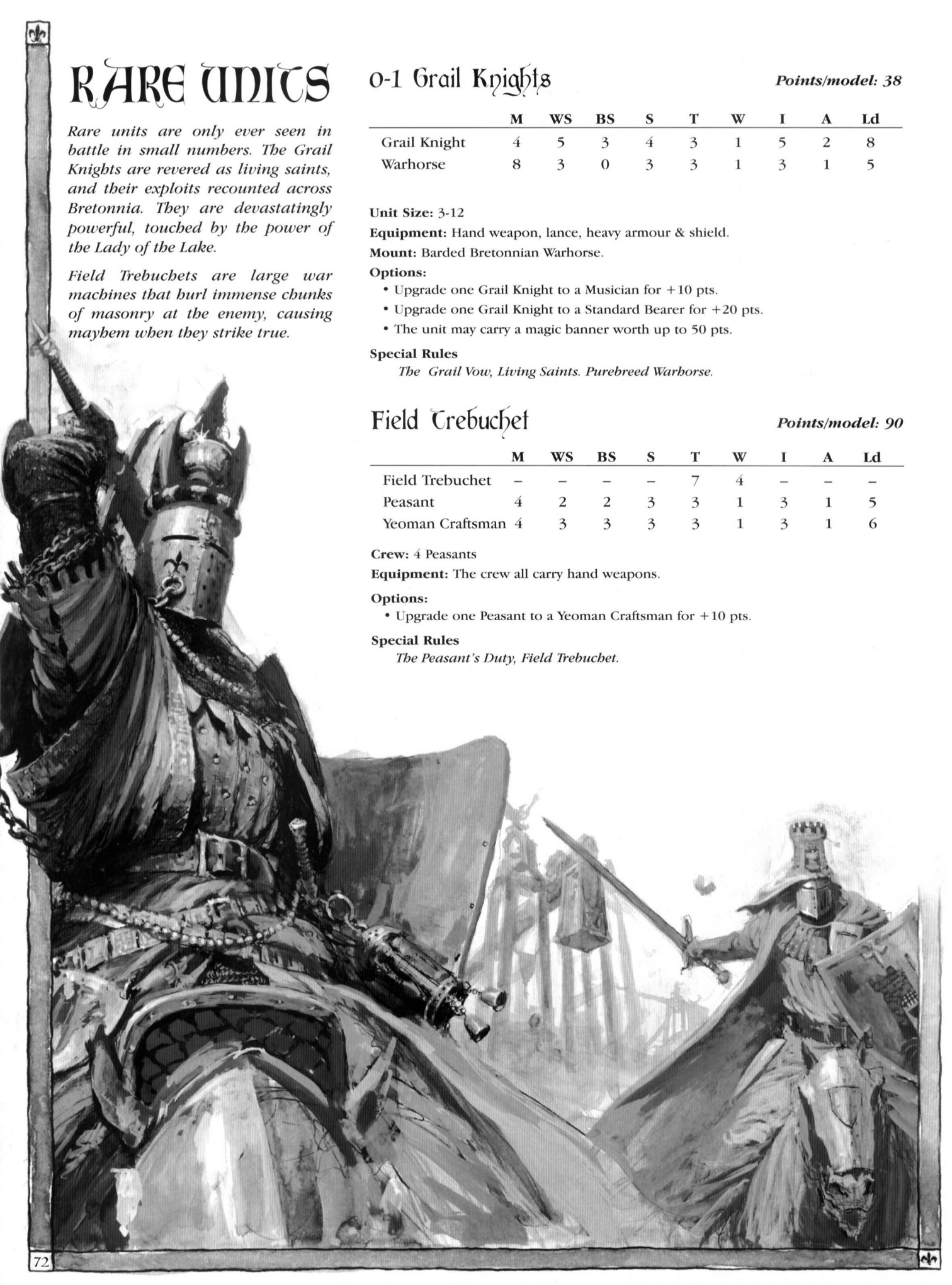
Equipment: The crew all carry hand weapons.

Options:

- Upgrade one Peasant to a Yeoman Craftsman for +10 pts.

Special Rules

The Peasant's Duty, Field Trebuchet.



"...and with one final blow, his blade driven by his faith in the Lady, Marcus of Bordeleaux slew the fell lord of the Norse, ending the battle that had raged for night and day atop the towering lighthouse of L'Anguille..."

The Green Knight

The Green Knight is a well-known figure of Bretonnian folklore, and stories and poems about him are amongst the most popular in Bretonnia. A common character in puppet shows and plays performed for peasants and kings alike, he is bedecked in strange ivy-covered armour and intones his famous line: "None shall pass!". The traditional nemesis of the valiant Questing Knights of these tales, the Green Knight challenges them to duels so that they might prove their worth to the Lady herself, and thus sup from the blessed Grail.

Little do most realise that these stories are bound in fact. The Green Knight is the sacred protector of Bretonnia, and his spirit-essence is intertwined with the land and the Lady of the Lake herself. He has appeared to many Questing Knights. They speak of the sky clouding over to create the darkness of twilight, and a green mist seeping from the earth, slowly taking the shape of a figure riding a snorting steed. The warrior brandishes a glowing blade, his eyes ablaze with fey light.

The Green Knight is the champion of the Lady of the Lake, and protector of the sacred sites of Bretonnia. As well as materialising to test Questing Knights in their faith, the Green Knight will appear when these sacred places are defiled by those with evil-hearted intent. Amongst the beast herds of the tainted forests, he is known as Shaabhekh, literally the 'Soul-Killer', for he has slain untold thousands of their kind throughout the centuries. He bursts from within the bole of the most ancient trees, or gallops furiously from still lakes or rushing waterfalls to wreak his terrible vengeance against those interlopers. As quickly as he appears, so too will he fade into mist once his righteous slaughter is complete. In some tales, he will disappear in one place only to reappear behind the enemy, slaying them without mercy before again disappearing and reappearing elsewhere.

Weapons have little effect on the Green Knight. Some say that blades and arrows pass straight through him as though he were as insubstantial as morning mist, while in other stories, even the most grievous of wounds inflicted upon him have virtually no effect. In one epic tale, a Questing Knight cut the Green Knight's head clean from his shoulders, but the fey being simply picked up his head and rode away.

What the Green Knight actually is has been much debated, and no one in Bretonnia, save perhaps the Fay Enchantress, knows the truth. Some believe that he is the spirit of Bretonnia given physical form, while others say that he is Gilles le Breton himself, having devoted himself completely to the land and the Lady after he was taken from this world.

The Green Knight counts as a Lord choice. He can never be the army's General. He must be fielded as presented here and no extra equipment or magic items can be bought for him.

	M	WS	BS	S	T	W	I	A	Ld
Green Knight	4	7	3	4	4	3	6	4	9
Shadow Steed	8	4	0	4	3	1	4	1	5

Points: 275

Weapons: The Dolorous Blade.

Armour: Heavy armour, shield, barding.

Special Rules

Spirit Form
The Green Knight cannot be broken, but if he is ever beaten in combat, he will lose one wound (with no saves of any kind allowed) for every point that he lost the combat by. If the Green Knight is destroyed by combat resolution in the first round of combat, the enemy may overrun as normal.

Immune to Psychology
A spirit being, unmoved by any emotion, the Green Knight is Immune to Psychology.

Terror
The unearthly essence of the Green Knight inspires *terror* in his enemies.

Ethereal
The Green Knight is an insubstantial, ghostly being that can pass through barriers as if they were not there at all. He suffers no movement penalties for moving over or through any kind of terrain. He never suffers any movement penalties, even from such things as magical effects. He can even move through impassable terrain, so long as he does not end his move within impassable terrain. He may not, however, move through other units. Nevertheless, the Green Knight does block line of sight (no one can see through him), and cannot see through anything himself that would normally block line of sight.

Because he is insubstantial, he can't be harmed except by magical attacks, Daemons or other ethereal creatures, though he may be affected by spells as normal.

He also cannot join or be joined by units or characters.

Blessing of the Lady
Regardless of whether the Bretonnian army prays or not, the Green Knight always has a 5+ Ward save, .

Guardian of the Sacred Sites
The Green Knight is not placed on the board during deployment. In the Remaining Moves phase of any Bretonnian Movement phase, the Bretonnian player may attempt to awaken the Green Knight. Roll a dice – he will awaken on the dice roll of a 3 or more. If he does not awaken that turn, then the player may try again the following turn, and so on.

When the Green Knight is awoken, he may be placed within any 'natural' terrain piece on the table that is difficult ground or very difficult ground (including forests, rivers, marshes, rocky outcrops but not constructed things like buildings, etc). What is 'natural' terrain should be decided before the game starts, and at least one suitable piece should be placed on the table. The Green Knight may move normally on the turn he appears.

During the game, the Green Knight may disappear at will and reappear in another location completely. If the Green Knight is within (or moves into) a 'natural' piece of scenery during the Remaining Moves phase, then he may instantly be removed from the table and replaced anywhere on the table within another 'natural' piece of terrain, facing in any direction. He may not move any further that turn. Note that he still may not end his move within impassable terrain.

Aura of the Fey
A being of supernatural power, the Green Knight can never truly be slain.

If his Wounds are ever reduced to zero, he will instantly disappear into thin air. However, in the Remaining Moves part of the following Bretonnian Movement phase, the Bretonnian player may attempt to reawaken the Green Knight as described in Guardian of the Sacred Sites above, following all the same rules. However, each time the Green Knight is slain, a -1 is suffered on the next dice roll made to awaken him (eg, after he is slain for the first time, he will awaken the following turn on a 4+ rather than a 3+. After the second time, he awakens on a 5+, etc). If he does not appear, a test may be taken during each following Bretonnian Remaining Moves phase to see if he returns.

For calculating Victory Points, the enemy only gets full Victory Points for the Green Knight if he is not on the table at the end of the game.

The Shadow Steed
The steed of the Green Knight is not slowed by its barding, and so its Movement is 8".

Magic Items

The Dolorous Blade
The Green Knight's sword burns with a strange light. He sweeps the blade around him, each blow carving through his foes with awesome strength.

The Dolorous Blade may be used in one of two ways. Either the Green Knight can use the Blade to gain +D6 Attacks, or it can be used to add +2 to his Strength. The Green Knight may change which method he is using to attack with in each Close Combat phase if he wishes to.

The Fay Enchantress

A figure of awe and inspiration, the Fay Enchantress is the personal representative of the Lady of the Lake, and as such is the most influential figure in all of Bretonnia. Her will is that of the goddess, and even kings of Bretonnia must bow to her wise council. The Grail Knights, having sworn their lives completely to the goddess, are bound by their sacred oaths to respond to any call or decree of the Fay Enchantress. Their vows ensure that this duty is paramount, coming even before loyalties to duke and king, for the Fay Enchantress and the Lady represent the land of Bretonnia more so than any mortal lord ever could. At times when the king has no clear heir, the Fay Enchantress alone has the power to instate a worthy replacement. Evidence of the Fay Enchantress' power over the realms can most forcefully be seen during the time of King Ballaume the Brave when she ordered the Grail Knights of the king's own court to forcefully expel him, stripping him of his title and honour before banishing him from the realm and installing his successor.

It is believed that through the centuries there have been many Enchantresses, and she has certainly gone by many different names. The current Fay Enchantress is known as Morgiana. Some believe that the Fay Enchantress has lived through all the ages of Bretonnia, making her thousands of years old. Others speculate that when each Fay Enchantress passes from the world she is instantly reincarnated so that she can continue her sacred duty.

Existing outside the usual hierarchy of power within Bretonnia, the Fay Enchantress comes and goes as she pleases, guided by the will of the Lady of the Lake. It has also been known for her to appear to Questing Knights, guiding them on their final journey to the Lady. As she travels the lands, slipping mysteriously between the sacred groves, she gathers to her side young children – children that have intense latent power within them that is hidden to all but herself. These chosen youngsters are taken by the Fay Enchantress to a place beyond time and mortality, to the mysterious Otherworld. The girl-children occasionally return years later as Damsels of the Lady, blessed in spirit and heart. Of the male children, nothing is ever heard again.

On occasions of particular peril, the Fay Enchantress will rouse the dukes or even the king himself and ready them for war. She will sometimes ride alongside these armies, lending her unearthly powers towards the protection of those fighting in the name of the Lady. Her legendary fury is greatly feared, and her piercing eyes crackle with power, inspiring terror and awe in friend and foe alike. She has been known to draw lightning from the sky to strike her enemies, and slay with but a wrathful glance.

The Fay Enchantress counts as a Lord and a Hero choice. She must be fielded as presented here and no extra equipment or magic items can be bought for her.

	M	WS	BS	S	T	W	I	A	Ld
Fay Enchantress	5	4	4	3	3	3	5	1	9
Silvaron	10	5	0	4	4	3	5	2	8

Points: 545 (480 for the Fay Enchantress, and 65 for Silvaron).

Special Rules

Magic
The Fay Enchantress is a Level 4 Wizard, and may use any of the eight lores from the Warhammer rulebook. She gets +2 to cast Lore of Life spells.

Supreme Aura of the Lady
The Fay Enchantress has Magic Resistance (3). In addition, she causes *fear*. Against Skaven, Orcs & Goblins and all creatures from the Beasts of Chaos Armies book, she causes *terror*.

Favour of the Fay
One model in the Bretonnian army (which must be the Champion of any unit of Knights) may be given the Favour of the Fay. Nominate which model is given the Favour before the game starts but after deployment is finished. This model may add +1 on all rolls to hit in close combat. However, if the model loses the Blessing of the Lady, then both the Favoured model and the Fay Enchantress take a wound that cannot be saved by Armour or Ward saves.

Blessing of the Lady
Such is the power of the Fay Enchantress that the Bretonnian army does not need to pray at the start of the game to gain the Blessing of the Lady. The army automatically starts the game with the Blessing of the Lady. However, the Blessing can be lost in the same way as normal – see page 45. In addition, the Ward save gained from the Blessing of the Lady is increased to 5+ against any attack (rather than just Strength 5 and above) for any Knight unit that has the Blessing and is joined by the Fay Enchantress.

Grail Guardians
The Fay Enchantress may be accompanied by 2-8 Grail Guardians. These Grail Guardians cost 38 points each. One may be upgraded to be a Musician for +10 points, and another may be upgraded to a Standard Bearer for +20 points. They follow all the rules for Grail Knights on page 50. They are placed on the table when the Fay Enchantress is set up, and must form up as a unit with her. The Fay Enchantress can never choose to leave this unit. These Knights are not chosen from the army list, and may be taken in addition to a 0-1 unit of Grail Knights.

Spiteful Glance
All enemy models in base contact at the start of each Close Combat phase must pass an Initiative test (remember a 6 is always a failure) or take 1 wound, with no Armour or Ward save allowed. These tests must be made before anything has occurred in that round of combat, even coming before chariot impact hits. Any wounds and casualties are treated as normal close combat casualties.

Silvaron Special Rules

Silvaron is a proud and noble Unicorn, a beast that is said to dwell within the mysterious Otherworld of Bretonnian lore. It is said that only the capricious spirit-beings that dwell there can ride these creatures, and that the Fay Enchantress can do so makes many believe that she is not mortal at all...

Silvaron has +2 Strength when he charges. In addition, he has a 5+ Ward save, and Magic Resistance (2). Remember that even though both Silvaron and the Enchantress have Magic Resistance, only one of them may add their dice into dispelling a spell affecting them. All attacks made by Silvaron count as magical, and he causes *fear*.

Magic Items

The Chalice of Potions
The chalice is a potent item of great hidden power for one who knows how to utilise it.

At any point during each Bretonnian Magic phase, the Fay Enchantress may peer into the Chalice and stir up magical power to use against her foes. Roll a D6 each time the Chalice is used. The number refers to which spell is automatically cast from the Lore of Heavens as a Bound Spell (at the Power Level equal to the minimum casting level for the spell). However, if a 6 is rolled and the *Comet of Cassandora* is cast (even if it is dispelled), the Chalice temporarily runs out of power, and cannot be used for the remainder of the battle.

Girdle of Gold
Woven with powerful magic of otherworldly protection, the Girdle defies the Enchantress' enemies' efforts to strike at her.

The Girdle gives the Fay Enchantress a 4+ Ward save.

Power Familiar (Toad)
Said to have once been a wizard that displeased her, the Enchantress draws power from her toad familiar to strengthen her spells and weaken the magic of her enemies.

The Toad Familiar adds one dice to both the Power dice and the Dispel dice pool of the Fay Enchantress' side.

King Louen Leoncoeur

Louen Leoncoeur is the greatest leader of the Bretonnians since Gilles the Uniter. A mighty warrior king, his subjects know well that he is the pinnacle of knightly perfection and honour. Highly skilled on the field of battle and a master of tactics and strategy, he has never known defeat. Commoners and nobles alike speak of Leoncoeur with the same reverence, likening him to the mighty Companions of Gilles from ages past. Some say that the blood of Gilles runs in his veins. As ferocious yet honourable in diplomacy as he is in war, King Louen the 'Lionhearted' is renowned far beyond the borders of Bretonnia itself, and respected by all.

Since his coronation in 2500, Louen has proved himself time and time again. He utterly crushed the massive Orc invasion of 2508 at the Battle of Swamphold, and has ridden battlefields clear of the undead on the outskirts of Mousillon on more than one occasion. He has fought victoriously against invaders of the north, driving them back into the sea, and scoured the taint of insidious covens from within his cities. Leoncoeur has always attacked the enemies of Bretonnia with fiery wrath and determination, yet never have his actions been anything other than chivalrous and honourable. Although such rigid adherence to the codes of martial honour could be seen to hinder a more unscrupulous general, it is a great source of strength for King Louen. He is blessed above all other mortals by the Lady of the Lake, and some whisper he has even been granted a kiss by his goddess. It is certain that the magical power of the Grail flows in his veins; legend has it that where Leoncoeur is cut, light streams out from the wound until it is healed over once more.

After more than twenty glorious years on the throne, Louen still appears to be in the prime of his life, though scholars whisper that he is close to his ninetieth year. It is said that he intends to turn his attentions to cursed Mousillon, cleansing it of taint and restoring it to its former glory. If he does this, the lands of Bretonnia will be united under his banner once and for all.

Louen Leoncoeur may be taken as one of your Lord choices in a Bretonnian army. The King is so potent a force on the battlefield that he also uses up an additional Hero choice. He must be used exactly as presented here and may not be given any additional equipment or magic items. Needless to say, Louen Leoncoeur must be the army's General.

	M	WS	BS	S	T	W	I	A	Ld
King Louen	4	7	5	4	4	3	7	5	9
Beaquis	8	5	0	5	5	4	6	4	9

Points: 728

Weapons: The Sword of Couronne, lance.

Armour: Heavy armour, The Lion's Shield.

Special Rules

The Grail Vow
Louen Leoncoeur has the Grail Vow (see page 43).

The Puissant Virtue
Whilst fighting in challenges, Louen can re-roll any failed rolls to hit or to wound, but must always accept the second result. Louen also counts as having the Virtue of Purity.

Beloved Son of Bretonnia
If Louen is removed as a casualty, all Bretonnian units must take a Panic test. Such is the determination to reclaim their fallen ruler that all Bretonnian troops count as *stubborn* for the rest of the battle, even if normally Immune to Psychology.

The Army of the King
When Louen goes to war, the finest warriors of Bretonnia march with him. The 0-1 restriction on Grail Knights is lifted when Louen is the General. However, Men-at-arms and Bowmen become Special choices.

The Lady's Champion
Leoncoeur bears a blessing even more potent than others who have sipped from the Grail. He will always have the Blessing of the Lady, even if the army did not pray. In addition to the Ward save he receives from the Blessing, Leoncoeur has Regeneration. However, the Lady's code is so integral to his nature that if Leoncoeur flees for any reason, fails to rally or refuses a challenge, he will immediately take a wound with no saves of any kind allowed and will lose the Blessing. He will, however, maintain his Regeneration special ability.

Magic Items

The Crown of Bretonnia
Blessed by a kiss from the Lady, this crown has been an ancient symbol of leadership since the coronation of Gilles' son, King Louis the Rash. It shines with a golden light just as intense as the day it was bequeathed to the Bretonnians.

Friendly troops may use Louen Leoncoeur's Leadership characteristic when he is within 18" instead of the usual 12". Any unit with line of sight to him is immune to *panic*.

The Sword of Couronne
This powerful heirloom was forged from the finest Bretonnian silverine, and was quenched in the mirrorpools of the great forest. It catches the sun's rays and magnifies them, dazzling Louen's enemies as he charges into battle.

The sword confers +1 Strength. In addition, any foe in base contact with Louen at the beginning of any Close Combat phase must take a Leadership test. If this is failed, that model may make no attacks this round and will be hit automatically.

The Lion's Shield
King Louen carries the shield that has protected him since the first days of his knighthood. Over the years it has been worked by Bretonnia's greatest artisans and enchanted by powerful prophetesses to become a mighty artefact.

Counts as a normal shield. In addition, Louen has a Magic Resistance value equal to the total number of dice used in the casting of any spell that affects him. This can exceed the normal limit for Magic Resistance; for example, if a *Fireball* is targeted at Louen using four dice to cast, he will have Magic Resistance (4) for the purposes of dispelling that spell! Against Bound Spells, Louen has Magic Resistance (1).

Beaquis the Hippogryph

As with all Hyppogryphs, Beaquis can fly, is a Large Target and causes *terror*. Such is the bond of loyalty between the beast and its master that Beaquis will always count as rolling a 6 on the Monster Reaction table in the event of his master's death. No Leadership test is taken if Louen is slain.

Reference

LORDS	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Bretonnian Lord	4	6	3	4	4	3	6	4	9	*The Knight's Vow*
Prophetess	4	3	3	3	3	3	3	1	8	*Aura of the Lady*

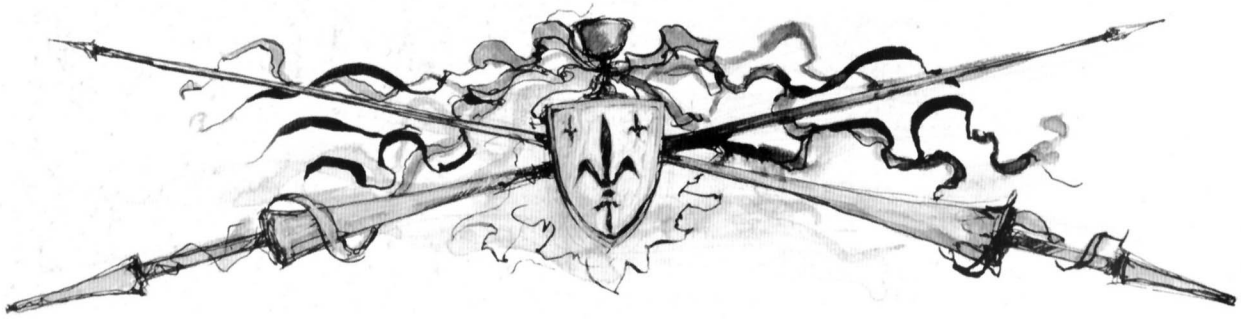
HEROES	M	WS	BS	S	T	W	I	A	Ld	
Paladin	4	5	3	4	4	2	5	3	8	*The Knight's Vow*
Damsel	4	3	3	3	3	2	3	1	7	*Aura of the Lady*

STEEDS	M	WS	BS	S	T	W	I	A	Ld	
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5	*Purebreed Warhorse*
Royal Pegasus	8	3	0	4	4	3	4	2	7	*Fly*
Hippogryph	8	4	0	5	5	4	4	4	8	*Fly, Large Target, Terror*

CORE	M	WS	BS	S	T	W	I	A	Ld	
Knight Errant	4	3	3	3	3	1	3	1	7	*The Knight's Vow, Impetuous*
Cavalier	4	3	3	3	3	1	3	2	7	*The Knight's Vow, Impetuous*
Knight of the Realm	4	4	3	3	3	1	3	1	8	*The Knight's Vow*
Gallant	4	4	3	3	3	1	3	2	8	*The Knight's Vow*
Man-at-arms	4	2	2	3	3	1	3	1	5	*The Peasant's Duty*
Yeoman Warden	4	3	3	3	3	1	3	2	6	*The Peasant's Duty*
Peasant Bowman	4	2	3	3	3	1	3	1	5	*The Peasant's Duty, Defensive Stakes*
Villein	4	2	4	3	3	1	3	1	5	*The Peasant's Duty, Defensive Stakes*

SPECIAL	M	WS	BS	S	T	W	I	A	Ld	
Questing Knight	4	4	3	4	3	1	4	1	8	*The Questing Vow*
Paragon	4	4	3	4	3	1	4	2	8	*The Questing Vow*
Pegasus Knight	4	4	3	3	4	2	4	1	8	*The Knight's Vow, Flying Cavalry*
Gallant	4	4	3	3	4	2	4	2	8	*The Knight's Vow, Flying Cavalry*
Pegasus	8	3	0	4	–	–	4	2	7	*Flying Cavalry*
Grail Reliquae	4	2	2	3	3	6	3	4	8	*The Peasant's Duty, Grail Reliquae, Hatred, Stubborn, Unit Strength 6*
Battle Pilgrim	4	2	2	3	3	1	3	1	8	*The Peasant's Duty, Grail Reliquae, Hatred, Stubborn*
Mounted Yeoman	4	3	3	3	3	1	3	1	6	*The Peasant's Duty, Fast Cavalry*
Mounted Warden	4	3	3	3	3	1	3	2	6	*The Peasant's Duty, Fast Cavalry*

RARE	M	WS	BS	S	T	W	I	A	Ld	
Grail Knight	4	5	3	4	3	1	5	2	8	*The Grail Vow, Living Saints*
Field Trebuchet	–	–	–	–	7	4	–	–	–	*The Peasant's Duty, Field Trebuchet*
Peasant Crew	4	2	2	3	3	1	3	1	5	*The Peasant's Duty*
Yeoman Craftsman	4	3	3	3	3	1	3	1	6	*The Peasant's Duty*



High in the Pale Sisters, Berenduin of Bastonne confronts Malicuer the Firewyrm, destroyer of the Fortress of Leucreal.

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Duke Bohemond the Beastslayer, at the Battle of Grismar Crossing.

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