

BRETONNIA

To the west of the Empire is the proud land of Bretonnia. It is ruled with honour by its noble king and his valiant knights.

Battle Standard Bearer

The army must include one Paladin who must be promoted to be the army's Battle Standard Bearer at no additional cost. The Battle Standard Bearer may have a magic banner (no points limit), but any model that carries a magic banner may not have any other magic items. The Battle Standard Bearer may not be given any extra equipment, except for a barded Warhorse or a Royal Pegasus.

Army Special Rules

The Lance Formation

Forming the Lance: Knights in Lance formation form up into ranks only three models wide. Where most cavalry need five models for the rank to count towards rank bonus, Steadfast and so on, Knights in Lance formation need only three models. Essentially, wherever the rules say 'a rank of five or more models treat it as reading 'a rank of three models'. 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 by reforming. 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. 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. The enemy may also 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. Supporting attacks for models in the centre of the formation are made normally. 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) that is in the second (or third) rank may attack as normal on the charge as long as he is in a position to do so, although he cannot issue or accept challenges unless he is actually in the fighting rank.

The Peasant's Duty: Models with the Peasant's Duty may use the Leadership of any non-fleeing Knights within 6" of them. Unit Standards in units with the Peasant's Duty do not confer any additional Victory Points.

The Grail Vow: 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: Knights with the Questing Vow may ignore *panic* caused by friendly units and models with the Peasant's Duty, may re-roll any failed Fear and Terror 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 Knights Vow: 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

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.

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. Affected models have a 6+ ward save, and 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. A unit or character loses the blessing if the unit or character flees for any reason (including breaking from combat); or if 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.

LORDS

THE GREEN KNIGHT.....275 points

	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

Troop Type: Cavalry (Special Character)

Magic Items: The Dolorous Blade

Equipment: The Green Knight has a shield and wears heavy armour, and rides the barded Shadow Steed.

Special Rules: Aura of the Fey, Blessing of the Lady, Ethereal, Immune to Psychology, Guardian of the Sacred Sites, Spirit Form, Terror, The Shadow Steed

Aura of the Fey: If the Green Knight's Wounds are ever reduced to zero, remove him from the battlefield. However, in the Remaining Moves phase of the following Bretonnian Movement phase, the Bretonnian player may attempt to reawaken the Green Knight as described under the Guardian of the Sacred Sites special rule. However, each time the Green Knight is slain, a -1 is suffered on the next dice roll made to awaken him. If he does not appear, a test may be taken during each following Bretonnian Remaining Moves phase to see if he returns.

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

Ethereal: The Green Knight 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. He may not, however, move through other units. Nevertheless, the Green Knight does block line of sight and cannot see through anything himself that would normally block line of sight. The Green Knight cannot 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.

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 forest, marshland or river terrain piece, as long as it is not impassable terrain. At least one suitable piece of terrain should be placed on the table. The Green Knight may move normally on the turn he appears. If the Green Knight is within a forest, marshland or river during the Remaining Moves phase, then he may instantly be removed from the table and replaced anywhere on the table within another forest, marshland or river terrain piece, facing in any direction. He may not move further that turn. Note that he may still not end his move within impassable terrain.

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.

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

The Dolorous Blade: 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.

Note: The Green Knight can never be the army's General.

KING LOUEN LEONCOEUR..... 728 points

	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

Troop Type: Infantry (Special Character; King Louen Leoncoeur), Monster (Beaquis; Hippogryph)

Magic Items: The Crown of Bretonnia, The Lion's Shield, The Sword of Couronne

Equipment: King Louen Leoncoeur has a lance and wears heavy armour.

Special Rules: Beloved Son of Bretonnia, The Army of the King, The Grail Vow, The Lady's Champion, The Puissant Virtue

Special Rules (Beaquis): Fly, Large Target, Terror

Beaquis the Hippogryph: 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.

Beloved Son of Bretonnia: If Louen is removed as a casualty, all Bretonnian units must take a Panic test. All Bretonnian troops count as Stubborn for the rest of the battle.

The Army of the King: 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: Louen Leoncoeur 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 the Regeneration special rule. 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 the Regeneration special rule.

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.

The Crown of Bretonnia: 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 Lion's Shield: Magic Armour. Shield. Louen has a Magic Resistance value equal to the total number of dice used in the casting of any spell that affects him.

The Sword of Couronne: Magic Weapon. 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.

Note: Louen Leoncoeur must be the army's General.

THE FAY ENCHANTRESS..... 545 points

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

Troop Type: Monstrous Cavalry (Special Character)

Magic Items: Girdle of Gold, Power Familiar (Toad), The Chalice of Potions

Magic: The Fay Enchantress is a Level 4 Wizard who uses spells from any of the eight Lore of Magic in the *Warhammer* rulebook. She gets a +2 bonus to cast spells from the Lore of Life.

Special Rules: Blessing of the Lady, Favour of the Fay, Grail Guardians, Spiteful Glance, Supreme Aura of the Lady

Silveron: Silveron has +2 Strength when he charges. In addition, he has a 5+ ward save and Magic Resistance (2).

Blessing of the Lady: 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. In addition, the ward save gained from the Blessing of the Lady is increased to 5+ against any attack for any Knight unit that has the Blessing and is joined by the Fay Enchantress.

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 to 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 saves or ward saves.

Grail Guardians: The Fay Enchantress may be accompanied by 2-8 Grail Guardians. These Grail Guardians cost 38 points each. One may be promoted to a musician for +10 points, and another may be promoted to a standard bearer for +20 points. They follow all the rules for Grail Knights. 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 or take 1 wound, with no armour or ward saves allowed. These tests must be made before anything has occurred in that round of combat, even coming before impact hits. Any wounds and casualties are treated as normal close combat casualties.

Supreme Aura of the Lady: The Fay Enchantress has Magic Resistance (3). In addition, she causes *fear*. Against Skaven, Orcs & Goblins and Beastmen, she causes *terror*.

Girdle of Gold: The Girdle gives the Fay Enchantress a 4+ ward save.

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

The Chalice of Potions: At any point during each Bretonnian Magic Phase, the Fay Enchantress may use the Chalice. 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 value for the spell. This requires no power dice and cannot be increased in any way). However, if a 6 is rolled, the Chalice runs out of power after the spell is cast and cannot be used for the remainder of the battle.

BRETONNIAN LORD 110 points per model

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

Troop Type: Infantry (Character)

Options: A Bretonnian Lord has the Knight's Vow, and may replace it with either the Questing Vow (+12 pts) or the Grail Vow (+28 pts), and may have a single Virtue and magic items up to a total of 100 points.

Mount: A Bretonnian Lord may be mounted on a Hippogryph (+200 pts) or a Royal Pegasus (+50 pts), otherwise he must ride a barded Bretonnian Warhorse (+21 pts).

Equipment: A Bretonnian Lord has a hand weapon and wears heavy armour, and may have a morning star (+3 pts), and may have a lance (+6 pts) if he has the Knight's Vow or the Grail Vow, or a great weapon (+6 pts) if he has the Questing Vow, and may have a shield (+3 pts).

PROPHETESS OF THE LADY..... 190 points per model

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

Troop Type: Infantry (Character)

Options: A Prophetess of the Lady may have magic items up to a total of 100 points, and may be upgraded to a Level 4 Wizard (+35 pts)

Mount: A Prophetess of the Lady may be mounted on a Royal Pegasus (+50 pts) or a Bretonnian Warhorse (+15 pts) which may have barding (+6 pts).

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

Special Rules: Aura of the Lady

Aura of the Lady: A Prophetess of the Lady has Magic Resistance (2).

HEROES

PALADIN..... 60 points per model

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

Troop Type: Infantry (Character)

Options: A Paladin has the Knight's Vow, and may replace it with either the Questing Vow (+8 pts) or the Grail Vow (+21 pts), and may have a single Virtue and magic items up to a total of 50 points.

Mount: A Paladin may be mounted on a Royal Pegasus (+50 pts), otherwise he must ride a barded Bretonnian Warhorse (+14 pts).

Equipment: A Paladin has a hand weapon and wears heavy armour, and may have a morning star (+2 pts), and may have a lance (+4 pts) if he has the Knight's Vow or the Grail Vow, or a great weapon (+4 pts) if he has the Questing Vow, and may have a shield (+2 pts).

DAMSEL OF THE LADY 190 points per model

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

Troop Type: Infantry (Character)

Options: A Damsel of the Lady may have magic items up to 50 points, and may be upgraded to a Level 2 Wizard (+35 pts).

Mount: A Damsel of the Lady may be mounted on a Bretonnian Warhorse (+10 pts) which may have barding (+4 pts).

Equipment: A Damsel of the Lady has a hand weapon.

Magic: A Damsel of the Lady is a Level 2 Wizard who uses spells from the Lore of Beasts, the Lore of Life or the Lore of Heavens.

Special Rules: Aura of the Lady

Aura of the Lady: A Damsel of the Lady has Magic Resistance (1).

MOUNTS

	M	WS	BS	S	T	W	I	A	Ld
Warhorse	8	3	0	3	3	1	3	1	5
Pegasus	8	3	0	4	4	3	4	2	7
Hippogryph	8	4	0	5	5	4	4	4	8

Troop Type: War Beast (Bretonnian Warhorse), Monstrous Beast (Royal Pegasus), Monster (Hippogryph)

Special Rules (Bretonnian Warhorse): Purebred Warhorse

Purebred Warhorse: Bretonnian Warhorses do not suffer any movement penalties for being barded.

Special Rules (Royal Pegasus): Fly

Special Rules (Hippogryph): Fly, Large Target, Terror

CORE UNITS

1+ KNIGHTS OF THE REALM 24 points per model

	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
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size: 5–15 **Troop Type:** Cavalry

Options: Any unit may promote a Knight of the Realm to a standard bearer (+16 pts) or musician (+8 pts). All units must have a Gallant (*free*). Any unit may have a magic banner worth up to 25 pts.

Equipment: Knights of the Realm have a hand weapon, lance and shield, and wear heavy armour and ride barded Bretonnian Warhorses.

Special Rules: The Knight's Vow, Purebred Warhorse

KNIGHTS ERRANT 20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Knight	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 **Troop Type:** Cavalry

Options: Any unit may promote a Knight Errant to a standard bearer (+14 pts) or musician (+7 pts). All units must have a Cavalier (*free*). Any unit may have a magic banner worth up to 25 pts.

Equipment: Knights Errant have a hand weapon, lance and shield, and wear heavy armour and ride barded Bretonnian Warhorses.

Special Rules: Impetuous, The Knight's Vow, Purebred Warhorse

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, whenever a unit of Knights Errant charge, the unit and any characters that have joined them are Immune to Psychology for the rest of that turn.

MEN-AT-ARMS 5 points per model

	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+ **Troop Type:** Infantry

Options: Any unit may promote a Man-at-arms to a standard bearer (+10 pts), musician (+5 pts) or Yeoman Warden (+12 pts).

Equipment: Men-at-arms have a hand weapon, shield and halberd, and wear light armour, and any unit may replace its halberds with spears (*free*).

Special Rules: The Peasant's Duty

PEASANT BOWMEN 6 points per model

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

Unit Size: 10+ **Troop Type:** Infantry

Options: Any unit may promote a Peasant Bowman to a standard bearer (+10 pts), musician (+5 pts) or Villein (+5 pts). Any unit may have braziers (all arrows count as Flaming Attacks) (+5 pts), and one unit may replace its defensive stakes with the ability to Skirmish (+1 pt per model).

Equipment: Peasant Bowmen have a hand weapon, long bow and defensive stakes.

Special Rules: The Peasant's Duty, Defensive Stakes

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, then these stakes are removed for the rest of the game. Defensive stakes are Obstacles, Fences.

SPECIAL UNITS

QUESTING KNIGHTS 28 points per model

	M	WS	BS	S	T	W	I	A	Ld
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 **Troop Type:** Cavalry

Options: Any unit may promote a Questing Knight to a standard bearer (+18 pts) or musician (+9 pts). All units must have a Paragon (*free*). Any unit may have a magic banner worth up to 50 points.

Equipment: Questing Knights have a hand weapon, great weapon and shield, and wear heavy armour and ride barded Bretonnian Warhorses.

Special Rules: The Questing Vow, Purebreed Warhorse

0–1 PEGASUS KNIGHTS 55 points per model

	M	WS	BS	S	T	W	I	A	Ld
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 **Troop Type:** Monstrous Cavalry

Options: Any unit may promote a Pegasus Knight to a standard bearer (+20 pts) or musician (+10 pts). All units must have a Gallant (*free*).

Equipment: Pegasus Knights have a hand weapon, lance and shield, and wear heavy armour.

Special Rules: Flying Cavalry, The Knight's Vow

MOUNTED YEOMEN 15 points per model

	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
Warhorse Horse	8	3	0	3	3	1	3	1	5

Unit Size: 5+ **Troop Type:** Cavalry

Options: Any unit may promote a Mounted Yeoman to a standard bearer (+14 pts), musician (+7 pts) or Warden (+14 pts).

Equipment: Mounted Yeomen have a hand weapon, spear and bow, and may have shields (+1 pt per model) and light armour (+2 pts per model). Mounted Yeomen with light armour no longer count as Fast Cavalry.

Special Rules: The Peasant's Duty, Fast Cavalry

0–1 GRAIL RELIQUAE 118 points per model

	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

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.

Troop Type: Infantry

Equipment: Battle Pilgrims have a hand weapon and shield, and wear light armour.

Special Rules: The Peasant's Duty, Grail Reliquae, Hatred, Stubborn

Grail Reliquae: The Grail Reliquae is placed in the centre of the front rank, just like a standard bearer or musician. If the unit reforms, 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 and musician. 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. Only once all the Battle Pilgrims 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 for the Blessing of the Lady.

RARE UNITS

GRAIL KNIGHTS 38 points per model

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

Unit Size: 3–12 **Troop Type:** Cavalry

Options: Any unit may promote a Grail Knight to a standard bearer (+20 pts) or musician (+10 pts). Any unit may have a magic banner worth up to 50 points.

Equipment: Grail Knights have a hand weapon, lance and shield, and wear heavy armour, and ride barded Bretonnian Warhorses.

Special Rules: The Grail Vow, Living Saints, Purebreed Warhorse

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

FIELD TREBUCHET 90 points per model

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

Unit Size: 1 **Troop Type:** War Machine (Stone Thrower)

Crew: 4 Peasants

Options: Any Field Trebuchet may promote one Peasant to a Yeoman Craftsman (+10 pts).

Equipment: Peasants have a hand weapon.

Special Rules: The Peasant's Duty, Field Trebuchet

Field Trebuchet: The Field Trebuchet can never be moved during the game, though it may be pivoted on the spot.

Range	Strength	Special Rules
12–60"	5(10)	Multiple Wounds (D6)

KNIGHTLY VIRTUES

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: 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. **40 pts**

Virtue of Knightly Temper: For each attack that the Knight hits and wounds with on the charge (before saves etc.), he may make an additional attack. Extra attacks are not generated if these additional attacks also hit and wound. A character with this Virtue may not use magic weapons. **40 pts**

Virtue of Heroism: The Knight has the Heroic Killing Blow special rule. **40 pts**

Virtue of Stoicism: The Knight (and any unit he has joined) may re-roll failed Break tests. **35 pts**

Virtue of the Ideal: 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. **35 pts**

Virtue of the Impetuous Knight: 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 the extra D6" to their failed charge movement. **35 pts**

Virtue of Audacity: 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. **30 pts**

Virtue of Duty: One per army. May not be taken by the General. 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 part. **30 pts**

Virtue of the Joust: The Knight may re-roll failed rolls to hit when charging and using a lance (including magical lances). **25 pts**

Virtue of Confidence: 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. **25 pts**

Virtue of Noble Disdain: 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 (e.g., shooting, magic, etc.). **20 pts**

Virtue of Purity: 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 will always be 5+, regardless of the Strength of the attack. **20 pts**

Virtue of Empathy: 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". **10 pts**

BLESSED HEIRLOOMS

The following magic items are available to Bretonnian armies. These can be taken in addition to any of the magic items listed in the Warhammer rulebook.

The Silver Lance of the Blessed: Magic Weapon. Mounted character only. 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. **65 pts**

Sword of the Quest: Magic Weapon. Model with the Questing Vow only. 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. **50 pts**

Sword of the Lady's Champion: Magic Weapon. Character with the Grail Vow only. The character always counts their Strength as one higher than their target's Toughness, unless their Strength would normally be more than this. This modified Strength is also used to calculate armour save modifiers. **40 pts**

Sword of Heroes: Magic Weapon. Against enemies that have a Toughness of 5 or greater, the bearer gets +1 Strength and the Multiple Wounds (D3) special rule. **35 pts**

The Heartwood Lance: Magic Weapon. Mounted character only. The bearer has +2 Strength on the charge when mounted. The Heartwood Lance allows the bearer to re-roll all failed rolls To Wound. **35 pts**

Birth-sword of Carcassonne: Magic Weapon. The Sword adds +1 Strength to the bearer. Enemies wounded by the sword must re-roll any successful armour saves. **35 pts**

Morning Star of Fracasse: Magic Weapon. 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. **25 pts**

The Lance of Artois: Magic Weapon. Mounted character only. 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. **25 pts**

The Wyrmlance: Magic Weapon. Mounted character only. 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. **20 pts**

Gilded Cuirass: Magic Armour. Character with the Grail Vow only. Heavy armour. The wearer has the Regeneration special rule. **55 pts**

Armour of the Midsummer Sun: Magic Armour. Heavy armour. Opponents suffer a -1 penalty to all rolls To Hit the wearer and his mount with missile weapons and in close combat. **45 pts**

The Grail Shield: Magic Armour. Character with the Grail Vow only. Shield. 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. **45 pts**

Gromril Great Helm: Magic Armour. Gives a 6+ armour save and may be worn in addition to normal armour. The wearer re-rolls failed armour saves. **30 pts**

Armour of Agiluf: Magic Armour. Heavy armour, includes a shield. The shield must be used at all times – so the wearer cannot use a weapon that requires two hands. The armour confers Weapon Skill 10 (which cannot be altered by other items, Virtues etc.) to whoever is wearing it. **25 pts**

Cuirass of Fortune: Magic Armour. Heavy armour. When rolling to wound in close combat, the Knight may re-roll any dice rolls of 1. **20 pts**

Orcbane Shield: Magic Armour. Shield. Any unengaged Orc or Goblin unit within 12" that must take an Animosity test fails it on a 1–2 instead of a 1. **15 pts**

Sirienne's Locket: Talisman. Bretonnian Lord only. 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. **55 pts**

Token of the Damsel: Talisman. One use only. Bretonnian Lord or Paladin only. Against the first wounding hit suffered, the Knight gains a 2+ ward save. **35 pts**

Insignia of the Quest: Talisman. Character with the Questing Vow only. 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 gains his ward save, 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. **30 pts**

Braid of Bordeleaux: Talisman. One use only. 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 and any other water features without penalty and will benefit from soft cover while in such terrain. **20 pts**

Dragon's Claw: Talisman. The bearer's ward save gained from the Blessing of the Lady is increased to 5+ against attacks from 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 has a 2+ ward save against Flaming Attacks. **25 pts**

Mantle of Damsel Elena: Talisman. 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. **20 pts**

Falcon-horn of Fredemund: Enchanted Item. One use only. 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. **45 pts**

Holy Icon: Enchanted Item. The Holy Icon gives the character Magic Resistance (3). **40 pts**

The Ruby Goblet: Enchanted Item. 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 3+ from any non-magical source. **30 pts**

The Mane of the Purebreed: Enchanted Item. One use only. Character on Warhorse only. The Mane confers +1 Strength to the character's Warhorse and those of any unit he is with the first time they charge. **25 pts**

Antlers of the Great Hunt: Enchanted Item. The Knight (and any unit he is with) may roll an additional dice when pursuing and use the highest two. **25 pts**

Tress of Isoulde: Enchanted Item. One use only. 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. **20 pts**

Gauntlet of the Duel: Enchanted Item. Any challenge issued by the bearer of the Gauntlet of the Duel cannot be refused. **10 pts**

The Silver Mirror: Arcane Item. One use only. 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. **40 pts**

The Verdant Heart: Arcane Item. Any wood or forest that the bearer is within counts as dangerous terrain for all enemy models 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. **40 pts**

Prayer Icon of Quenelles: Arcane Item. One use only. 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. This can allow a unit that has lost the Blessing to regain it. **25 pts**

Chalice of Malfleur: Arcane Item. 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 the roll of a 2–6, an extra Dispel dice is added to the player's pool. **20 pts**

Potion Sacre: Arcane Item. One use only. 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. **10 pts**

Banner of the Lady: Magic Standard. Model on foot or on Bretonnian Warhorse only. All enemy units with at least one model in base contact with the bearer of the Banner of the Lady are disrupted. Furthermore, Skaven units in base contact with the Banner of the Lady cannot use their Strength in Numbers special rule whilst they remain in base contact with the bearer of the Banner of the Lady. **100 pts**

Valorous Standard: Magic Standard. Knight unit only. The unit rolls 3D6 for all Leadership-based tests (including Break tests) and discard the highest. **50 pts**

Banner of Defence: Magic Standard. As long as the unit has 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. **30 pts**

Twilight Banner: Magic Standard. One use only. The Twilight Banner can only be used in the Remaining Moves phase. The unit suffers 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 Movement phase. **25 pts**

Conqueror's Tapestry: Magic Standard. Every enemy standard bearer slain in close combat by the unit possessing the Conqueror's Tapestry, or that was removed due to the Last Stand special rule in a fight involving this unit, is worth double its normal victory points. If the bearer of the Conqueror's Tapestry is slain, the enemy unit gains 50 victory points rather than 25. **25 pts**

Errantry Banner: Magic Standard. Knights Errant unit only. 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. **20 pts**

Banner of Châlons: Magic Standard. The enemy cannot choose the stand & shoot reaction against the unit carrying the banner. **10 pts**