

Bretonian Army Special Rules

Knight's Virtue – Ignore Commoner Panic (10 pts)

Bretonian Knights don't expect much from the commoners who fight alongside them, so when they run away, it is greeted with a yawn rather than worry. All knightly units (Knights of the Realm, Questing Knights and Grail Knights but not Knights Errant) ignore the rout of non-knightly units for the purpose of making a morale check. For "lessers" to run away is expected, and therefore nothing to worry about.

Questing Virtue - What is this "panic" you speak of?! (20 pts)

Questing Knights have taken the Knight's Virtue even further. They are so valorous and noble that they don't even know the meaning of the word "panic." They never check morale due to a friendly unit routing. Just doesn't happen.

If they do not use a magic item, Questing Knights must use either flail or mace.

Grail Virtue – Numbers Don't Matter! (30 pts)

Grail Knights are never bothered by being outnumbered. To them, it is a side effect of being elite. To reflect this, Questing Knights never suffer the -1 morale penalty for being Outranked. Note that they may still be outranked (and their opponents will benefit), but they themselves ignore the negative morale effect.

In addition, they have the Questing Virtue as well.

Bretonian Warhorse (Free, Virtues a tad expensive)

Ignores the movement penalty for wearing barding.

Characters:

Any one unit provides a tier 3 character slot. Every other tier 3 character slot can be swapped for a tier 2 character slot. Every other tier 2 character can be swapped for a tier 1 character slot. You do not have to use all slots, and it is not necessary to have max. characters in any tier, nor do you have to fill a slot before using a higher lvl tier. Example: An army brings 4 units to the field. He has four tier 3 slots, or two tier 3 and two tier 2, or two tier 3, one tier 2 and one tier 1. He can choose only to field one tier 3 character and one tier 1 character.

Tier 1

Duke of Bretonia

Character on foot **70 points**

MS	SS	SV	W	AT	MV	ML
6	0	0	3	2	4	A

Equipment: Hand Weapon

Options: Up to 3 magic items. Make buy questing virtue for 7,5 points or grail virtue for 11,5 points. May ride pegasus or hippogrif.

Special Rule:

Either alone or with a unit of knights.

Knights virtue

Must ride a mount.

A Lady of the lake

Character on foot **82,5 points**

MS	SS	SV	W	AT	MV	ML
2	0	0	3	1	4	B

Equipment: Hand weapon.

Options: May ride warhorse and use barding. May ride a pegasus. Up to 3 magic items.

Special Rule:

No noble spirit: A damsel cannot join commoners.

Master Wizard

Tier 2

Baron

Character on foot **60 points**

MS	SS	SV	W	AT	MV	ML
5	0	0	2	2	4	A

Equipment: Hand Weapon

Options: Up to 2 magic items. Make buy questing virtue for 7,5 points or grail virtue for 11,5 points. May ride pegasus or hippogrif.

Special Rule:

Either alone or with a unit of knights.

Knights virtue

Must ride a mount.

Damsel

Character on foot **37,5 points**

MS	SS	SV	W	AT	MV	ML
2	0	0	2	1	4	C

Equipment: Hand weapon.

Options: May ride warhorse and use barding.

Up to 2 magic items.

Special Rule:

No noble spirit: A damsel cannot join commoners.

Wizard

Tier 3

Veteran Knight

Character on mount **92,5 points**

MS	SS	SV	W	AT	MV	ML
5	0	2	2	2	7	A

Equipment: Barded warhorse, Heavy armour, Shield, Lance, Hand Weapon

Options: Up to 1 magic items. Make buy questing virtue for 7,5 points or grail virtue for 11,5 points.

Special Rule:

Either alone or with a unit of knights.

Knights virtue

Sergeant

Character on foot **40 points**

MS	SS	SV	W	AT	MV	ML
4	4	0	2	2	4	C

Equipment: Hand weapon.

Options: Armour and melee weapons from the Armoury. Can take a longbow for + 25 points.

Special Rules:

How does it work again?: A Sergeant cannot join a trebuchet crew.

Not a Noble: A Sergeant cannot join any unit of knights.

Royal Hippogrif

Monster Mount **70 points**

MS	SS	SV	W	AT	MV	ML
4	0	4	6	3	4	C

Special Rules:

Claws: The attacks of a Royal Hippogrif is AP2.

Mount: To bring a Hippogrif in battle it needs a rider. Only characters with the griffon option can be chosen as rider.

Winged: The Hippogrif follows the rules for winged creatures in conqueror.

Royal Pegasus

Monster Mount **35 points**

MS	SS	SV	W	AT	MV	ML
2	0	0	2	2	8	D

Equipment: Hand weapon.

Special Rules:

Mount: To bring a pegasus in battle it needs a rider. Only characters with the pegasus option can be chosen as rider.

Winged: The pegasus follows the rules for winged creatures in conqueror.

Bretonian Armoury

Armour

Item	Cost	Effect
Shield	3,5	6+ save
Light armor	3,5	6+ save
Light armor and shield	7	5+ save
Heavy armor	7,5	5+ save
Heavy armor and shield	11	4+ save
Warhorse	13,5	6+ save, 8" move
Barded Warhorse	17,5	5+ save, 8" move
Light armor and warhorse	17	5+ save, 8" move
Heavy armor and warhorse	21	4+ save, 8" move
Heavy armor, shield and warhorse	24,5	3+ save, 8" move
Heavy armor and barded warhorse	25	3+ save, 8" move
Heavy armor, shield and barded warhorse	28,5	2+ save, 8" move

Melee Weapons

Item	Cost	Effect	Shield?
Mace	7,5	AP 1	Yes
Great Weapon	5	AP 2	No
Lance	5	AP 2 on charge	Yes
Spear	5	AP 1 if set	Yes
Flail	10	AP 1, negates shield	Yes
Additional hand weapon	2,5x MS	Adds 1 attack	No
Pike	7,5	AP 1, AP 2 if set	No

Core Troops

Knights of the Realm

5 models **150 points**
+15 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
4	0	2	1	1	8	B

Equipment: Warhorse, Barding, Heavy armour, Shield, Lance and Hand weapon.

Special Rule: Knights Virtue

Knights Errant

5 models **110 points**
+11 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
3	0	3	1	1	8	C

Equipment: Warhorse, Heavy armour, Shield, Lance and Hand weapon.

Knights on foot

20 models **220 points**
+5,5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	0	4	1	1	4	B

Equipment: Heavy armour, Shield and Hand weapon.

Options: May take maces, +60 points for 20 maces, additional maces cost +1,5 points per mode.

Special Rule: Knights Virtue.

Men-at-Arms

20 models **180 points**
+4.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
3	0	5	1	1	4	D

Equipment: Light armour, Shield and Hand weapon

Special Rule: Commoners.

Archers

5 models **50points**
+10 points per model, max. ?

MS	SS	SV	W	AT	MV	ML
1	3	0	1	1	4	D

Equipment: Longbow, Hand weapon.

Special Rule: Commoners.

Specialists of the Realm:

There can never be more Specialists of the Realm units in a Bretonian army than there are Core troops.

Questing Knights

5 models **190 points**
+19 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
4	0	2	1	1	8	A

Equipment: Horse, Barding (*MV reflect this*), Heavy armour, Shield, Mace and Hand weapon.

Options: May take flails instead of maces, 5 flails for 10 points, additional maces for +1 point per model.

Special Rules: Questing Virtue.

Grail Knights

5 models **210 points**
+14 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
5	0	2	1	1	8	A

Equipment: Horse, Barding (*MV reflect this*), Heavy armour, Shield, Lance and Hand weapon.

Special Rules: Grail Virtue.

Pegasus Knights

3 models **200 points**
+ x points per model, max. 6

MS	SS	SV	W	AT	MV	ML
4	0	4	3	1	8	B

Equipment: Pegasus, Heavy armour, Shield, Lance and Hand weapon.

Special Rule: Knights Virtue, Winged.

Mounted Scouts

5 models **100 points**
+10 points per model, max. 12.

MS	SS	SV	W	AT	MV	ML
3	1	4	1	1	8	C

Equipment: Warhorse, Hand weapon.

Special rule: Skirmishers, Commoners.

Skirmishing Archers

5 models **60 points**
+6 points per model, max. ?

MS	SS	SV	W	AT	MV	ML
1	3	0	1	1	4	D

Equipment: Longbows, Hand weapons

Special Rules: Skirmishers, Commoners.

Trebuchet

3 crew + Trebuchet **60 points**

MS	SS	SV	W	AT	MV	ML
1	3	0	1	1	2 (4)	D

Equipment: Crew has hand weapon.

Special Rules: Commoners and the Trebuchet follow the rules for stonethrowers.

Magic Items List:

* = **Unique item, only one character in your army can carry it onto battle.**

Armour:

Bracers of Defense 15 points:

These are heavily inscribed braces that cover the wrist and forearms. As such they provide magical protection for the user. They are light enough that they may be worn even by spellcasters but may not be combined with any other form of armor, including a shield. They provide a ward save of 5+.

Armor of Luck 10 points:

This light armor may be combined with a shield or used separately. It grants the wearer a 4+ ward save on the first hit during the battle.

Enchanted Shield 15 points:

This shield will automatically block the first hit directed at the wearer. No save roll is necessary. Thereafter it will function as a normal shield.

Cloak of Deception 15 points:

This garment is enchanted with dazzling illusions that can temporarily confuse the user's opponent. Once per game, the user may accept a duel without actually having to fight it. Instead the opponent will lose his train of thought and idly observe the surrounding combat. Note that the user cannot strike the opponent because doing so would break the spell. One use only.

Armour of Dwarven Steel 20 points:

This heavy armour has been painstakingly crafted by master smiths to provide maximum protection. It confers a 4+ save on the wearer and may be used with a shield, lowering the save to 3+.

It may only be used by models on foot.

Shadow Armour 20 points:

This light armor is jet black and causes the wearer to evade the view of would-be attackers. All attacks – melee and missile – that target the wearer are subject to a -1 to hit modifier. Note that this has no effect against missile fire if the character is in a unit.

Weapons:

Dueling Sword 10 points:

This weapon is a finely balanced rapier with gilded hilts that make it excellent for individual combat. The sword adds +1 to a character's AT rating for duels, but has no effect in combat against units.

Missile of Seeking 10 points:

These projectiles can be fired using any type of bow or crossbow. They will automatically hit any target with which the shooting model has line of sight, regardless of whether or not the target is in a unit. It thus allows characters to be picked out and shot at. They may be used only once per game and inflict one wound of damage with an AP of 2, regardless of whether a bow or crossbow is used.

Glaive of Rending 10 points:

This great weapon's blade can shear through armor with considerable ease. It has AP 3 but may not be used in Melee Combat with shields (though these may be used against shooting and magical attacks).

Bow of Accuracy 10 points:

This long bow is cut from ancient wood and inscribed with elvish spells. The user of bow pays no penalty for shooting for any reason, either because of distance, being charged or magic.

Fell Blade 10 points:

This sword boasts a jagged blade that inflicts extra damage. Every hit with this weapon cause inflicts two wounds, rather than one.

Magic Web 10 points:

This melee weapon reduces the attacks of one opposing model in base to base contact by one. It may be used as a secondhand weapon, in which case no extra attack is granted to the user.

Axe of Retribution 15 points:

This great weapon can be wielded by only the strongest warriors. Each unsaved hit inflicts d6 wounds on the target model rather than just one. It is a great weapon so it is also AP 2.

Silver Lance 15 points

The silver lance has been enchanted to do even more damage. When used by a charging (or counter charging) character on horseback, it inflicts 2 wounds at AP 3. Like normal lances, had no effect once the charge is over.

Mace of Destruction 15 points:

This spiked mace is ensorcelled with powerful magic that does extra damage to tissue and bone. All hits scored with this AP 1 do two wounds rather than one.

Steel Bow 20 points:

This short bow is made of springy, high-tensile steel. This allows it to be used from horseback while also retaining impressive hitting power. All missile attacks with this weapon are AP 1.

Sword of Slaying 20 points

The Sword of Slaying is a vicious weapon that thirsts for life energy, and those struck by it may find their very souls consumed. Any model hit by them will be instantly killed on a 4+, no matter how many wounds are remaining. Saves may be taken as normal.

Sword of Skill 25 points

This finely balanced weapon allows the user to increase his chances to hit. Attacks with the Sword of Skill are +1 on the Melee Combat Table. An unmodified die roll of 1 is still a miss.

Talismans:

15p - Lucky Charm: 6+ Wardsave (can be used by monster mounts)

30p - Holy Symbol: 5+ Wardsave (can be used by monster mounts)

45p* - Favour of Gods: 4+ Wardsave (can be used by monster mounts)

Talisman of Protection 15 points:

This amulet is inscribed with anti-magic symbols. It gives the user and the unit he is with a 4+ ward save against any spell cast at them.

10p - Potion of Healing:

The Potion of Healing restores the user to full health. It may only be used during the rally phase. One use only.

15p - Potion of Strength:

The Potion of Strength allows the user to temporarily achieve incredible hitting power. Instead of making the normal number of melee attacks, the user may opt to quaff the potion and give a single mighty swing. The character attacks with his normal melee skill but if he hits, does AP 4 regardless of the weapon and will inflict d3 wounds rather than one. One use only.

20p - Horn of Courage:

Horn of Courage is sounded, one unit will immediately rally and reform. Use during the Magic Phase.

25p - Standard of Discipline:

This rather austere flag gives off an aura of stern command. It inspires obedience all friendly units within 12", giving them +1 on Command Table die rolls.

30p* - Banner of Glory:

This ancient and venerable flag is wound with spells of courage and covered with runes describing past victories. It inspires all friendly units within 12", giving them +1 on Morale Table die rolls.

40p* - Banner of Terror:

The Banner of Terror is a blood-soaked artefact topped with the skulls of the slain. The mere sight of it causes enemies to wilt in fear. All enemy units within 12" suffer a -1 penalty their on Morale Table die rolls. Note that rolls on the Command Table are unaffected.

Arcane:

Only one arcane Item per Wizard Character.

Nullification Scroll 5 points:

When read aloud, this parchment scroll bursts into flame and drains nearby spell energy. Once per game, it will automatically block any single spell. **One use only.**

Wand of Negation 10 points:

This silver-inlaid wand gives its user +1 on all countermagic die rolls.

Book of Knowledge 15 points:

The Book of Knowledge is filled with magical lore, and a caster with this item may use spells from two schools rather than just one.

Familiar 20 points:

This magical animal helps assist the wizard in using his power allowing him to boost the number of spells he may cast per turn. A familiar allows a wizard to cast one extra spell per turn (thus two for normal wizards, three for masters).

Staff of the Magi 25 points:

The Staff of the Magi is a rod of a rare and mysterious wood that boosts spell power. It gives the user +1 to all casting die rolls.