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Bretannia



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LOUEN LEONCOEUR LEADS HIS KNIGHTS INTO BATTLE AGAINST A LIZARDMAN RAIDING PARTY



KNIGHTS ERRANT AND THE BOWMEN OF BERGERAC THWART AN UNDEAD INCURSION

WARHAMMER[®] ARMIES

BRETONNIA

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British Library Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

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MORGIANA LE FAY,
FAY ENCHANTRESS OF BRETONNIA

THE LAND OF BRETONNIA



Bretonnia is one of the great realms of the Old World, almost rivalling the Empire in size, wealth and power. It stretches from the Grey Mountains in the east to the Great Ocean in the west. To the south it is bordered by Estalia and Tilea and to the north its rocky coast is lashed by the stormy Sea of Claws.

The land which is now known as Bretonnia was once settled by High Elves from Ulthuan. Here they built ports, palaces and pinnacles to supply and protect their colonies in the Old World. These are now in ruins. The Elves abandoned this land after their long wars with the Dwarfs who were expanding westwards from the Worlds Edge Mountains. The Dwarfs in their turn retreated, when their mountain homelands were broken asunder by earthquake and volcanic eruptions. The land became a wilderness settled by Orcs, Goblins and primitive human tribes, the ancestors of the Bretonnians.

Bretonnia derives its name from the most powerful of these tribes, the Bretonni. Under their greatest warlord, Gilles le Breton, the Bretonni were welded into a single nation united by an unshakable code of honour and chivalry.

The Bretonni settled and cultivated the land in the teeth of opposition from the Orc and Goblin tribes. After centuries of continuous warfare, the Bretonnians won the fertile valleys and plains and pushed their enemies into the forests and uplands. This struggle continued as new enemies emerged. Fleets of Undead raided the coastal regions of the West. Skaven appeared from the South, Norse and Chaos raiders came from across the Sea of Claws and sailed far inland along the wide rivers, spreading destruction in their wake. Through generations of continuous war against these relentless foes, the Bretonnians forged a formidable and heroic tradition of Knighthood. It is the Knights of Bretonnia who hold back the destructive forces which threaten to devour this fair land.

Unlike the Empire, Bretonnia has a kinder climate and is a more easily cultivated land. Its vast forests and wilderness regions are separated by great fertile plains and valleys where the nobility of Bretonnia have established their feudal domains. It is a rich, strong chivalrous and well defended land.

THE MOUNTAIN FRONTIERS

The frontiers of Bretonnia are marked to the east and south by two massive mountain chains. These do not provide Bretonnia with natural defences. Instead these rugged peaks harbour Orcs, Goblins and other enemies ready to descend into the fertile valleys to wreak havoc.

THE GREY MOUNTAINS

These high mountains mark the frontier between the Empire and Bretonnia. There are only a few passes through the mountains which can be used by travellers and merchants, but these are treacherous and unsuitable for wagons. Only pack mules and men on foot can make the crossing. The largest of these passes is known as Axe Bite Pass. It is guarded on the Empire side of the peaks by the fortress of Helmgart, and on the Bretonnian side by the Castle de Montfort, held by the Duke de Montfort. This pass is the one chosen by invading armies attempting to cross the mountains and has been the site of many battles and skirmishes. The northern end of the Grey Mountain chain gradually declines into the hilly uplands of the Gisoreux Gap. This is the principle trade route between Bretonnia and the East and the easiest route for an invading army. Consequently it is defended by many formidable castles held by warlike barons with huge retinues of Knights and men-at-arms.

THE SOUTHERN MOUNTAINS

These mountains mark the southern frontier of Bretonnia. On the far side are Tilea and Skavenblight. To the east, the mountain chain runs into the region of high peaks known as The Vaults. There are very few passes through these mountains, and those that are used by merchants are extremely perilous. Although it is difficult for invading armies to cross these mountains, the frontier is held by numerous strong castles to guard against Skaven, Orcs and Goblins. Most of the trade with Tilea goes across a single pass leading to the plains of Marigliano or by sea around the Estalian peninsula.

THE MASSIF ORCAL

The weather beaten rocky crags of the Massif Orcal dominate the heartland of Bretonnia. The cliffs rise above the Forest of Chalons bare except for gnarled and twisted pine trees clinging to the rocks. When the ancestors of the Bretonnians were no more than a handful of savage, warring tribes, this region was a stronghold of Orcs and Goblins. Indeed there are still enclaves of Orcs and Goblins hidden among the crags as well as the ruined ramparts of old strongholds overthrown by Bretonnian Knights in their many efforts to rid the region of Orcs. Somehow Orcs and other foul creatures manage to hide in these mountains and continue to return here no matter how many times the might of Bretonnian chivalry march in with fire and the sword to drive them out.

The region is honeycombed with caves, some perhaps delved by Dwarfs in remote antiquity. Not only Orcs and Goblins hide in these mountains, but also Skaven are rumoured to have a stronghold here deep inside Bretonnia. Many times the Bretonnian nobles have scoured the region of Skaven to curb the ravages of these foul creatures.

THE PALE SISTERS

The Pale Sisters are a range of limestone hills at the far northern end of the Grey Mountains. These bare hills, separated from the mountains by the River Ois, are mainly inhabited by Bretonnian shepherds and there are few castles. Here the ancestors of the Bretonnians built burial mounds with huge slabs and boulders of stone for their chiefs. They may have been inspired in their work by contact with Dwarfs and Elves. Since many of these tombs, now hidden or ruined, have become the lairs of monsters, wraiths and other fiends, it is a region which attracts many Questing Knights. These often encounter Dwarf treasure hunters looking for gold.

THE GREAT FORESTS

Within Bretonnia are large wild and trackless forests which remain unsettled and unconquered like islands of mystery and peril in the heart of the realm. The Bretonnians continue to carve out feudal domains on the margins of the forests, fighting off Orcs, Goblins and Monsters to do so. This has been going on ever since the Bretonni tribe first settled in the land that now bears

their name. In those days the wilderness extended over almost the whole country.

This pattern of conquest and settlement has continued ever since, but the progress of settlement has ebbed and flowed over the centuries. Sometimes whole provinces are devastated by invaders or plague and revert back to wilderness. Nevertheless there are always plenty of Knights eager to reconquer the province: to carve out for themselves new domains; build castles to defend their hard won gains; and settle peasants on the new lands to cultivate the fields, orchards and vineyards.

THE FOREST OF LOREN

The vast and mysterious Forest of Loren is located in the far south east of Bretonnia. It lies wedged between the Grey Mountains and the Vaults. The forest is so big that it changes from huge ancient oak woods shrouded in mist rising from many pools and meres on the low plains to dark pine woods and thick silver birch on the slopes of the mountains. It takes several days for a traveller to find his way through the trackless forest and few except Questing Knights will even attempt it.

Hidden within the forest is the fabled land of Athel Loren. This legendary realm is the last enclave of Elves in the Old World. These are descendants of Elves who did not abandon the Old World with the rest of their kin, but instead hid themselves in the most inaccessible region they could find, protecting themselves with magic.

Although the King of Bretonnia claims sovereignty over this region, in reality it is a separate realm subject to its own laws and with its own rulers. The Bretonnians respect the Wood Elves and do not interfere with them. The kings of Bretonnia have never attempted to extend their authority over the Elves, nor have any barons sought to carve out domains within the forest. Instead, Bretonnia benefits from this mysterious realm defending its south eastern border. This is one of the few regions which Orcs, Goblins and other invaders fear to enter, and if they do, they are never heard of again.

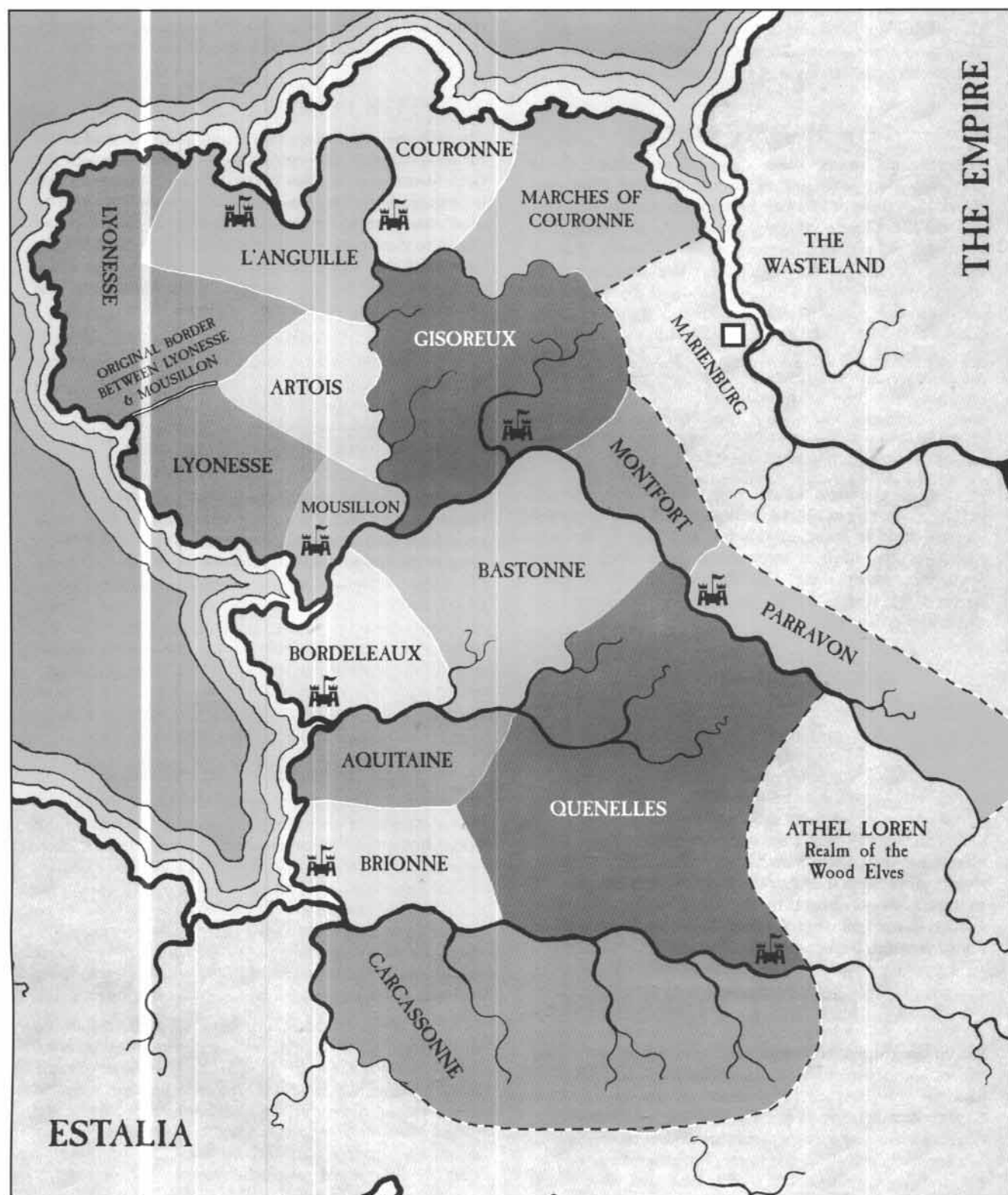
THE FOREST OF ARDEN

The Forest of Arden is a huge oak forest spreading over the hinterland of northern Bretonnia. It extends up the slopes of the Grey Mountains and for this reason is often invaded by Orcs, Goblins and worse enemies descending from the higher peaks and passes into Bretonnia. In the depths of the forest they are able to hide and organise raids on the surrounding countryside. There are many marshes and lakes within the forest as well as dense thickets making it difficult to track down the raiders when they are pursued into the forest.

Many vile creatures, huge monsters, Dragons and savage beasts linger and breed here and so the forest attracts many Knights Errant and Questing Knights eager to hunt them down, slay them and thereby win honour. Some of these Knights never return. The remains of others are sometimes found centuries later, their rusting armour and bones scattered around the lair of some hideous beast, or glimpsed through the waters of a misty mere.

THE FAIR LAND OF BRETONNIA

This map shows the extent of the dukedoms of Bretonnia based upon the ancient Scrolls of Honour and Inheritance of the Noble Lords of Bretonnia. The Marches of Couronne are not fixed by decree and its borders lie upon the no-man's-land of marshes between Couronne and the desolation to the west of the free city of Marienburg.



Here and there the roots of a tree have grown through the visor of a great helm, while swords lie embedded to the hilt in the bark of great oaks which have grown around them.

THE FOREST OF CHALONS

The Forest of Châlons is altogether different from the other vast forests of Bretonnia, being located in the high lands west of the rocky crags of the Massif Orcal. This forest extends over rocky ravines and crags. Everywhere knolls of weathered rock reach above the stunted gnarled trees. It is a region honeycombed with caves and cut by streams. There are waterfalls and pleasant pools of sweet water. Vast boulders perch precariously on the edges of cliffs towering above deep chasms covered in a green blanket of ferns and moss.

THE PLAINS & VALLEYS

The vast open plains and valleys of Bretonnia are like gardens compared to the dense forests and wilderness lands all around. These areas are divided into many feudal domains each held by one of the great barons of Bretonnia. Each domain is separated from the other by stretches of woodland reserved for the lord's hunting.

Dominating each domain is the baron's castle. Bretonnian nobles build tall elegant castles with many towers and pinnacles. The height of the towers enables the lookouts on the battlements to see far across the lord's domains, even as far as the next baron's castle shining in the distance. Castles will often be magnificent, with gleaming white stone and gilded roofs surmounted by fluttering banners. However they are all ingeniously constructed with deep dungeons, drawbridges, moats, sally ports, portcullisses and every other device to confound and defeat besiegers.

Around the castle will be found the fields, orchards and vineyards of the baron's domain. These are tilled by the peasants who live in cottages clustered around the castle which towers above their thatched roofs. There will always be a chapel of the grail, often in some secluded place within the domain. A few chapels are very large and have their own domains bestowed upon them by the king and their own retinues of Knights to defend them.

The great rivers of Bretonnia, which meander for hundreds of miles along the fertile valleys, are important trade routes since Bretonnian roads are very poor. Indeed many regions of Bretonnia have no roads at all apart from tracks. Travellers and Questing Knights have to find their own way through the wilderness, often hacking through the bracken and brambles with their swords and wading across deep and treacherous rivers and lakes. Boats sail up and down the rivers to the walled towns and ports from the feudal domains of the barons in the valleys and plains carrying casks of wine from the vineyards, enormous cheeses and other goods. Anyone travelling by wagon can expect an extremely long and arduous journey and it would be wise to take an escort of several Knights.

THE WALLED TOWNS

The walled towns of Bretonnia are much smaller than the great cities of the Empire, since most of the population of Bretonnia live in the countryside and there are few craftsmen and little industry in the realm. Everything the Knights need can be made in their own castles. The towns of Bretonnia are small and compact and well fortified with massive walls. They are in all respects just like huge castles.

COURONNE

Couronne is traditionally the capital of Bretonnia. It is the place where the Bretonnian kings are crowned and where the greatest and best Knights gather to attend the king. Tournaments, jousting, banquets and hunting are held here every day. The great castle of the king is built upon the ruins of an Elven palace and the excellence of the old Elven stonework adds to the magnificence of the castle.



Couronne, being located almost on the edge of Bretonnia and looking out from its situation on a high hill towards the Empire and the Wastelands to the east, is strongly fortified by an immensely thick wall. The gatehouses, bastions and towers of this wall are small castles in their own right held by barons attendant upon the king. The host of Knights mustered within the walls numbers many thousands, bolstered by the cohorts of Knights Errant who arrive or leave the court every day on errands for the king.

PARRAVON

Parravon is a frontier town set in the foothills of the Grey Mountains, surrounded on all sides by chasms and approached only by a narrow bridge built by the Elves. The walls are high and support many tall towers giving the defenders a view across the mountain passes into the Empire to the east. The town is held by the Duc de Parravon who has his work cut out in defending the frontier of Bretonnia from marauding Orcs, Goblins and the ambitions of the warlike counts of the Empire.

QUENELLES

Quenelles is situated on the upper reaches of the River Brienne, almost on the edge of the Forest of Loren. This is a truly splendid town in which much of the old Elf stonework remains intact. The region is renowned for its vast vineyards and splendid court held by the Duc de Quenelles. Feasting and tournaments are held here throughout the summer. In the outlying glades of the Forest of Loren which can be seen from the towers of Quenelles are many chapels of the grail each one built where the grail is reported to have appeared. Some of these are already so ancient as to be overgrown and forgotten.

GISOREUX

Gisoreux is located beside the River Ois, guarding the pass between the Pale Sisters and the Grey Mountains into the Empire. The fortress town is very strongly defended, having three circuits of walls with the towers and gatehouses becoming taller and stronger on the inner circuit. Facing the frontier with the Empire is the great keep of the Duc de Gisoreux. He has a vast retinue of Knights with which to hold back invading hordes who may attempt to come through the pass. Many battles have been fought here over the centuries and there are many castles which have been ruined by siege to the east of the town.

The land in this direction is wild heath settled by shepherds and herdsmen. To the west is the vast and perilous Forest of Arden. In dark times in the past, when Orcs, Chaos hordes, Skaven or Undead have stalked the land, Gisoreux has been completely cut off from the rest of Bretonnia by enemies on all sides. In those days, Knights would seek honour by hacking their way through the enemy to reinforce the defenders inside the town.

THE PORTS

The only towns big enough to be called cities are the ports, since trade with other lands brings in foreign merchants and provides a living for many poor Bretonnians who for some reason or other abandon the land. The Bretonnians, both nobles and peasants, are at heart a rural people who do not like living in cities. Towns are regarded as distasteful places and living in towns is regarded as unnatural and rather dishonourable. Quite a lot of Bretonnian townsfolk agree and take to seafaring as sailors aboard Bretonnian warships to escape the hovels of the ports.

The root of the problem is that Bretonnians stick stubbornly to their country ways, and refuse to adapt their way of life when they live in towns. They persist in building their houses out of wood and thatch rather than stone, and let their pigs and chickens run free in the narrow lanes as if in a farmyard. Houses are built as close to the walls or the castle as possible for protection. Whereas this is no problem in a rural village with only a few houses, in a town there may be hundreds of houses cramped together.

L'ANGUILLE

This port, whose large fleet guards the mouth of the river Sannez, is frequently under attack from sea raiders from the north and east. Consequently its walls are very formidable, with bastions jutting out into the sea. The Duc de L'Anguille has a castle here, situated on a rocky crag which is cut off at high tide from the mainland. At low tide it can be approached by anyone who knows the safe route across the treacherous sands. The highest tower of the castle is used as a lighthouse. This castle is built upon the massive masonry ruins of a High Elf fortress, which is just as well because the stormy seas lash against the stones day and night.

BRIONNE

The port of Brionne is built on top of and among the ruins of Elven towers. Its battlements stand on top of Elven foundations. Here is to be found the castle of the Duc de Brionne who serves the king by guarding the frontier with Estalia and watching the western shores for raiders. To do this not only does he rely on his barons holding frontier domains between the great river Brienne and the Mountains, but also on a fleet of warships. Like other ports, Brionne has a poor quarter around the quays which is vulnerable to outbreaks of plague. It is settlements such as these which are most at risk from Skaven infiltration or seaborne raids from Settra's fleets.

BORDELEAUX

The port of Bordeaux, like Brionne, is built upon Elven ruins, but here they are bigger and more extensive. The town is the biggest port of Bretonnia and the nearest thing in the realm to a city, although it is still huddled within a great circuit of high walls and dominated by the keep of the Duc de Bordeaux. This port has the biggest fleet of warships since it is the port for trade with the Elves of the west and many other places.

The town has various quarters for Elf traders, Dwarf craftsmen, Estalians and Tileans and even the odd few Norse. Consequently there are a few bawdy taverns and the occasional brawls on the quayside. The Bretonnians have walled off the upper city from this squalid area near the quay and guard the portcullises with men-at-arms so that the noble Bretonnian chivalry need not be troubled by these ruffians. The Duke will exploit any opportunity to tidy up this part of the town and if plague breaks out, he will order the area to be summarily burnt to the ground, thoroughly cleansed and rebuilt.

MOUSILLON

Mousillon is situated in the marshy valley of the River Grismerie and originated as a trading port. The settlement rapidly grew into a big town, especially during the Dark Age of Bretonnia when refugees from Settra's raids huddled within the walls. Eventually so many people sought refuge here that their hovels clustered around the outside of the walls as well and extended along the banks of the river. Their descendants were to remain as the city's poorest inhabitants finding work at the quays or as sailors on board Bretonnian ships. Needless to say, the lower parts of the city suffered badly from the frequent flooding of the river causing conditions to become unbearably squalid. The poor state of the city at this time attracted Skaven and Settra's raiders. Elements of the latter managed to gain hold in the crypts of the city setting up a persistent presence.

Many of the kings of Bretonnia have desired to cleanse and rebuild Mousillon, but despite every effort the city tended to revert back to squalor. For centuries the dukes of Mousillon have been trying to hold back the decay, but the battle is now lost for the time being. Like other port cities of Bretonnia with similar poor areas,

Mousillon is plagued by the Red Pox from time to time. The last outbreak two centuries ago was so bad that the city was almost entirely depopulated. This happened shortly after the Affair of the False Grail in which Maldred, Duke of Mousillon, dishonoured himself. The Duke shut himself up in the castle but failed to escape from the plague and perished. The king has never appointed a new duke.

Mousillon is now virtually an uninhabited ruin. The few remaining townspeople are dwindling or settling in new domains along the coast established by vigorous

Knights. In this way the king and his Knights are are tirelessly building a 'cordon sanitaire' of castles around the city which is regarded as virtually lost to Bretonnia. Brave Knights Errant and Questing Knights make forays into the ruins hoping to slay monsters and other fiends. Ultimately the city will be redeemed for Bretonnia in time, but for now, its days as a port are over and it is regarded as a lost territory to be reconquered. The present king is constantly being urged by his Knights to declare an Errantry War to cleanse the city's ruins.

Maldred was a handsome man, tall and noble-featured, while the beauty of Malfleur was such that the gaze of her violet eyes could stun a Knight into silence. Travellers reported that Mousillon was the most wondrous city in Bretonnia, more splendid even than the capital Couronne. The city seemed charmed, its people happy and content. In summer the white walls of the buildings sparkled in the sun, and in winter, when the rest of the land shivered under the snow, soft breezes kept the streets and houses warm.

But like a gilded goblet made by a shoddy craftsman, the glittering surface of Mousillon hid a rotten interior. The port's prosperity was not due to the hard work and honesty of its citizens, but was fuelled by the sorcery of Malfleur, and the corrupt dealings of Maldred. Though in daytime the city streets bustled with all the usual activity of a busy port, the inhabitants of Mousillon had the curious habit of never leaving their homes after dark. At night, the only things that moved through the dark streets of the city were packs of rats and the crews of the night-calling ships. Wrapped in cloaks, hoods pulled over their faces, these silent strangers moved mysterious bundles of cargo backwards and forwards between the dockside warehouses and their sleek, black-sailed ships.

In the city at night, only Maldred's palace, perched on top of the hill, showed any signs of life. Light blazed from the windows, music and merry voices drifted over the still rooftops as the nobles danced and feasted until the break of dawn.

When the treachery of Maldred and Malfleur was exposed, their doom, and the doom of Mousillon, was set in motion. In a typical display of arrogant defiance, Maldred denounced the loyal Grail Knights and the Fay Enchantress as traitors and heretics before retreating to the protection offered by the thick stone walls of Mousillon. The Grail Knights laid siege to the port by land, and sent ships to blockade the river to prevent supplies being delivered by boat.

For three long years the siege of Mousillon endured, and as its inhabitants suffered, so did the city decline. The sparkling white walls started to flake and peel, revealing cracked mudbricks beneath. Foul-smelling seaweed clambered up the rusty mooring chains and spread across the piers and jetties. Cracks appeared in the pavements, and streaks of grey mould soiled the city walls.

Yet while the townsfolk perished from starvation and the pox, Maldred and the nobles of his court shut themselves up in the white palace and immersed themselves in an orgy of self-indulgence. Outside, the starving townsfolk killed each other in fights over dead seagulls; in the perfumed rooms of the palace the nobles drank sparkling wine from crystal goblets and nibbled on swan's wings. Dressed in red silks and satins, and wearing fantastic masks, they danced to the sound of their own self-destruction.

One cold spring morning the Knights besieging Mousillon witnessed something strange. As the sun crawled slowly into the sky, its cold red light spilled over the walls and towers of the city, so that it seemed drenched in blood. Mousillon was utterly silent: not a single sound could be heard from inside its walls. With an ominous groan, the twin gates of the city yawned open, as if inviting the watchers inside.

Led by the Fay Enchantress, and protected by holy relics, a small party of Knights ventured into the city. Inside, all they found was death. Bodies of men, women and children lay all about. Batting away the flies, the Knights made their way through the dead up to the palace. They walked through the open doors into a scene from a nightmare. In the palace gardens, the plants had withered and rotted. Inside the halls and chambers the fine furnishings writhed with maggots, and scuttling insects gnawed away at the chairs and tables. In the main hall, Maldred and Malfleur slumped dead in their thrones, their empty eye sockets gazing vacantly over richly dressed skeletons of the nobles heaped on the marble floor. Maldred's stiff hands were clasped around a golden chalice chased with rubies – the false grail. When the Fay Enchantress looked onto the surface of the dark liquid the chalice contained she went pale with horror, and would have fallen had not the gallant Sir Egremont rushed forward to support her.

Who could say what strange fate had brought about the doom of Mousillon and its lord and lady? Was their evil punished by some divine retribution, or had the powers they sought to master ultimately destroyed them? The Fay Enchantress ordered that every door and window of the palace be bricked up, so that none could ever enter that cursed place again. Great grey stones were hacked from quarries in the forest, and dragged to the city by teams of oxen. Room by room, corridor by corridor, every door and every window was closed with blocks of stone, and wreathed with sacred blessings to seal the evil within.

All the dead bodies in the streets and houses were gathered up, heaped on wagons and taken outside the city to be buried in great pits. Though the burial mounds were covered with fresh earth, and sanctified with prayers for the souls of the dead, the only plants that would ever grow there were twisted hawthorn and black sukebind. Indeed, the pits soon acquired such an evil reputation that the main road into Mousillon, which used to run right past them, had to be rerouted to approach the city from the south-east.

Periodic attempts to repopulate Mousillon have never succeeded, as most honest citizens of Bretonnia are wary of the place. Any who are foolhardy enough to venture into the ruined city in search of sanctuary or treasure inevitably come to a nasty end, crushed by falling masonry, torn apart by monsters, or driven mad by stalking horrors. And traders sailing up the River Ois on their way to Gisoreux whisper that, at the dead of night, the sound of ghostly music and laughter still floats from the abandoned city.

THE HISTORY OF BRETONNIA

THE DARK AGE OF BRETONNIA

Bretonnia derives its name from one of the primitive and savage tribes of peoples that settled west of the Grey Mountains after the High Elves abandoned the Old World. The High Elves had fought a long and exhausting war against the Dwarfs. Finally, with new threats looming over their own distant homeland in the west, the Elves abandoned their colonies in the Old World, leaving behind them the ruins of their great fortresses and palaces along the coast. They also left behind a kindred of their race who refused to go. These Elves established the secret realm of Athel Loren hidden deep in the Forest of Loren, which endures to this day.

The Dwarfs gained little from the retreat of the Elves. Their own homeland in the Worlds Edge Mountains was devastated by earthquake and volcanic eruption. Soon afterwards, many of the strongholds in the Old World fell to Orcs, Goblins and other enemies. Even to this day there are no more than one or two Dwarf strongholds west of the Grey Mountains.

Thus the western part of the continent was left open for settlement by new peoples. Into this wilderness came tribes of Orcs, Goblins and men, among them the warlike and noble Bretonni. Ahead of them lay many centuries of struggle against the Orcs and Goblins for

possession of the best and most fertile lands. During this dark time the Bretonni learned how to forge metal weapons, ride horses into battle and build strongholds of stone.

Even while Sigmar was welding the tribes east of the Grey Mountains into an Empire, the Bretonni were still divided under the rule of several independent dukedoms. These often fought each other when they would have been better off uniting against the Orcs. The dukes and their Knights dominated the fertile valleys and plains, while the Orcs and Goblins infested the forests, hills, mountains and wilderness regions. It was impossible to travel from one duke's territory to another without going through land controlled by the Orcs.

All this was to change around the time of Gilles le Breton, the legendary 'leader of battles' who forged the Bretonnians into a single nation and laid the foundations of the kingdom of Bretonnia.

THE LEADER OF BATTLES

In the Imperial year 977 or thereabouts, it is said that Gilles le Breton began to unite the Bretonnians into a single nation. What is known about Gilles is a mixture of fact and fable. Knowledge of reading and writing has never been widespread in Bretonnia and the early history of the realm was not written down until centuries after the events. For a long time the story of Gilles was a legendary saga sung by travelling troubadours touring the castles of Knights, reciting the 'Chanson de Gilles' in which his exploits are celebrated.

According to the 'Chanson de Gilles', the Orc and Goblin tribes hatched a conspiracy to conquer and enslave the Bretonnians. The Orcs struck all the dukedoms at once, so that none of the dukes could come to the assistance of any other. Indeed, the dukes hardly had time to gather together Knights to defend their own dukedoms.

Brave though they were, the Knights of that time were unable to turn back the Orcs and many fell defending their castles and domains in small hastily gathered armies or even alone. The dukedoms of the north were overrun. To make matters worse, Chaos raiders crossed the Sea of Claws and began ravaging the northern coasts, attacking with uncanny timing and accuracy.

At roughly the same time, Settra's fleet appeared once more off the western shores. No sooner had the Orcs and Goblins rampaged through the region, than the Undead hordes completed the desolation. In the east and south, restless Goblin tribes came down out of the Grey Mountains to pillage and burn.



Gilles, Duke of Bastonne, had been quicker than the other dukes to gather his Knights together into an army. This army had already fought several battles against the Orcs and was now patching its wounds beside a small lake in the margins of the Forest of Châlons. Here Gilles was joined by several other dukes with the tattered remnants of their armies. Their own lands had been devastated and so they had ridden to fight beside Gilles in one last battle against the enemy. As night fell, the bellowing of Orc warhorns could be heard in the distance. The next day would decide the fate of Bretonnia. The Knights shared what little food and wine they had left and snatched what rest they could.

Dawn came and the sunlight woke them. They saw that the lake was enshrouded in a swirling mist. They put on their armour and prepared to fight the last battle. The horses were led to the lake edge to drink and the Knights knelt to drink beside them.

Suddenly, the vapours rising from the water condensed into the form of a lady of incomparable beauty. The Knights were awestruck by the vision, and all were filled with a strange calm. In her hands the lady held a gleaming chalice overflowing with light which cascaded down like liquid into the water of the lake. Some Knights cupped their hands to drink from the lake and soon the rest followed suit.

Gilles quickly took up the tattered war banner that hung from his lance and held it out towards the vision. With the words, 'Lady, bless my banner!', he dipped the blood-drenched rag into the lake. When he raised it again, the entire host of Knights gasped. They now beheld a new, gleaming banner bearing the image of the Lady of the Lake as an awesome, avenging goddess. As soon as they saw this other Knights began dipping their weapons in the water saying 'Lady, bless my sword', 'Bless my lance' and 'Bless my warhorse!'.

Rays of the sun lit the waters of the lake and the vapours began to fade. The Lady of the Lake melted back into the water and disappeared. The other dukes turned and looked at Gilles bearing the banner of the Lady of the Lake. One stepped forward and said, 'You bear her banner, you must lead us this day!' and immediately knelt presenting his sword to Gilles in the manner of a Knight Errant to a true Knight. Then the other dukes and Knights did likewise, acknowledging Gilles as their leader for this battle.

Then the din of the approaching enemy was heard from all sides, fouling the air with their warcries and drumming. The Knights hurriedly took up their weapons and mounted their warhorses. They gathered in a battle line around Gilles and the banner.

The Orc horde darkened the horizon ahead of the Bretonnian Knights. Steadily and without flinching they rode on as the arrows dropped around them. Then the moment came to charge and the Knights plunged into the midst of the Orc horde. The first ranks of the enemy crumbled before them. The entire horde reeled like some great beast pierced by the hunter's lance. The Knights cleaved through wave after wave of enemy and burst forth into the open plain beyond. All around them the enemy began to scatter in flight.

As the sun began to set the Knights ceased their pursuit and rode back to the sacred lake. Here they gathered once more and rested as the rooks and ravens descended to feast on the Orcish slain. All the dukes and Knights gathered around Gilles and together they vowed to serve and honour the Lady of the Lake. They also vowed to stay together as an army and free Bretonnia from Orcs and all her other foes. Gilles was proclaimed 'Leader of Battles', with the authority to command the army and the entire resources of all the dukedoms until Bretonnia was freed. This moment marked the origin of the Grail Knights and also the Kingdom of Bretonnia.



In the years that followed, under the banner of the Lady of the Lake, Gilles led the Grail Knights from victory to victory throughout the length and breadth of Bretonnia. One by one the dukedoms of Bretonnia were freed from rampaging Orcs and other enemies. Settra's raiders and the hordes of Chaos were flung back into the sea in two great battles fought on the sea shores. Wherever the army appeared, Knights who had been desperately besieged in remote and isolated castles joined Gilles. In every village, new Knights Errant were created and swelled the army.

Gilles led the Knights of Bretonnia in twelve great battles and every one was a victory. At this time Gilles became known as 'Le Breton', a title acknowledging his uncrowned authority throughout Bretonnia. The Orcs and Goblins were driven from the valleys and plains of Bretonnia and pushed into the mountains and forests. According to legend it is said that after the tenth battle fought on the edges of the great Forest of Loren, Gilles encountered Elves from deep within the wood who had also been fighting the Orcs. Gilles and the Elven chiefs exchanged gifts of magical weapons and promised everlasting friendship.

THE PASSING OF GILLES LE BRETON

Vast Orc and Goblin enclaves still persisted in the wilderness regions of Bretonnia and there were many Orc warlords in hiding with the remnants of their tribes and vengeance in their hearts. One day, Gilles was riding with a small retinue of Knights Errant on pilgrimage to the sacred lake where the Lady of the Lake had appeared many years before. Suddenly the party was ambushed by Orcs led by a chieftain intent on revenge. Though outnumbered, Gilles and the Knights fought ferociously and slew every one of the Orcs. Many of the Knights Errant had been slain, only two and Gilles remained alive, but Gilles was mortally wounded by an evil enchanted weapon wielded by the vengeful Orc warlord, whose name history has rightfully thought fit to forget. Gilles' companions took him down to the edge of the lake hoping perhaps that the waters might be enchanted once again and Gilles might be saved. They began calling for the Lady of the Lake.

As they rested there in the fading evening sun a swirling mist began to rise from the lake. Soon the carved prow of a boat could be seen emerging from the mist. It moved as if by enchantment since it had no oars or sail. In the boat was the lone figure of a lady, but it was not the Lady of the Lake. The Knights asked who she was and were told that she was the servant of the Lady of the Lake. Indeed this lady was the Fay Enchantress of Bretonnia who lived a hermit-like existence in a cave on an island in the middle of the lake, seldom ever seen from the shore because of the mist.



The Enchantress asked the Knights to lay Gilles in the boat so she could take him to her island where he would be healed. She warned them that if she granted them this favour, the king could never return home, but must stay forever as the guardian of this sacred place, serving the Lady of the Lake as she did. The Knights were reluctant to part with Gilles, but knew it must be so. Gilles bade farewell to his Knights and accepted his destiny. With heavy hearts, the Knights watched the boat carrying Gilles and the Enchantress glide into the mist and disappear.

THE FOUNDING OF THE KINGDOM

The two Knights Errant who were with Gilles when he was taken away by the Fay Enchantress reported everything that had happened to an assembly of all the dukes and Grail Knights of Bretonnia. Some went on a quest of their own to the lake to find Gilles, but instead were met by the Fay Enchantress who allowed them to glimpse a Knight of strange and otherworldly appearance riding in the glades around the lake shores, who she told them was Gilles. They returned and once again an assembly of dukes and Knights gathered to decide what to do and to elect a new leader. The Knights Errant who were with Gilles were honoured with full knighthood as a reward for the noble task of helping Gilles on his last quest. One of these was Gilles' own son, Louis.

Louis was now Duke of Bastonne, his father's old dukedom and as such a powerful warlord in his own right. The assembled Knights debated whether to appoint Louis as overlord of all Bretonnia as his father had been. It was agreed to do this if Louis could prove himself worthy of the honour and the authority. Louis therefore vowed to set off immediately on a quest to find the grail and was the first Knight of Bretonnia to deliberately do this. All the Knights agreed that only the favour of the Lady of the Lake herself could mark a man out to rule Bretonnia. Louis' heroic and honourable gesture earned himself the name of 'Louis the Rash' throughout Bretonnia.

Louis set off for the sacred lake where the Lady of the Lake had first appeared. He wandered its shores for days but the lady did not appear. Instead dreams and visions inspired him to seek elsewhere. It was revealed to him that there were many lakes and sacred places where the Lady might appear throughout Bretonnia, and it was his destiny to find her in another place. Louis was not seen again for several years. During this time the Grail Knights, including among them the dukes of Bretonnia, kept up continuous pressure on the Orcs and Goblins, honouring their vows and setting aside personal ambitions. Indeed any who had drunk from the grail were incapable of an impure thought or deed and would never consider seizing power for himself or warring with his neighbours over territory.

At long last Louis returned. He rode his warhorse into the great hall of the castle at Couronne where the dukes and Grail Knights were gathered for the midwinter feast. No one doubted that Louis had found the Lady of the Lake and drunk from the grail. Indeed, he possessed strange enchanted weapons with which the Lady had rewarded him and an ancient golden crown. Louis was welcomed to the feast with great jubilation.

In the days that followed he and a party of dukes and Knights rode to the lake where the Fay Enchantress dwelt to ask her the meaning of the gold crown. When she eventually appeared, she declared it to be the crown of Bretonnia to be worn by the king of all Bretonnia, and that the Lady of the Lake had chosen Louis, son of Gilles to be the king. Louis and the Knights rode back to Couronne, escorting the Fay Enchantress. A few days later, she placed the golden crown of Bretonnia upon Louis' head and all the dukes and Knights gathered there hailed him as the first king of Bretonnia. All the dukes pledged loyalty and allegiance to Louis, to the Lady of the Lake and to the sacred grail.

Among Louis' first acts as king of Bretonnia was to turn the age-old knightly traditions into a true code of chivalry. Devotion to the Lady of the Lake became a fundamental part of this code. All over Bretonnia returning Grail Knights had told the tale of the Lady of the Lake and some had built chapels to her in their domains. Knights Errant were already making vows of devotion to her and older Knights even relinquished their castles and domains to set off on their own grail quests. A wave of faith swept the length and breadth of Bretonnia, encouraged by the new king.

Louis also confirmed the dukes in their various dukedoms as his loyal and trusted deputies. Each duke was given charge of protecting the frontiers of the realm or set the task of conquering remaining Orc enclaves. At this time Bretonnia was not as large as it is now, and vast regions which are now part of the realm still awaited conquest. This was especially true in the north of the country, where powerful Orc tribes put up a fierce resistance in the hills known as the Pale Sisters and at the northern end of the Grey Mountains. Most of the Forest of Arden, which was much larger in those days, and the highlands of the Massive Orcal were still infested with Orcs and Goblins. It was not until the reign of Guillaume that these tribes were finally defeated. While these wars raged, the rest of Bretonnia soon began to flourish as never before.

THE WARS IN ARABY

In the Imperial year 1448, Sultan Jaffar, the despotic ruler of Araby, invaded Estalia with a vast horde of warriors from the desert tribes. Despite determined resistance from the Estalians, the great city of Magritta soon fell to the invaders. This event spread alarm throughout the Old World. The king of Bretonnia, Louis the Righteous, raised a mighty army of Knights pledged to free Estalia and punish Jaffar. Knights joined the banners from all over Bretonnia eager to win glory and honour in this just and noble cause. As this splendid host marched into Estalia, reinforcements from distant lands followed in their wake, determined upon the same great task. The king of Bretonnia, in a true spirit of chivalry and nobility, gave permission for Knights from the Empire to cross his realm on their way to Estalia.

These forces joined up with the Estalians who still resisted and gathered together in a huge army with many contingents. After much hard fighting, the armies of Sultan Jaffar began to retreat. Magritta was recaptured, but the sultan and the greater part of his army escaped back to Araby.

Estalia, and the city of Magritta in particular, had endured the ravages of Jaffar and his army. This had given all those who had fought to save Estalia a desire to exact vengeance. They resolved to pursue Jaffar into his own land. Araby was rumoured to be filled with untold riches and promised yet more opportunity for winning honour by feat of arms. A great fleet was hastily assembled and the crusading army set sail for Araby.

When the crusaders landed in Araby they were unprepared for the desert heat and lack of water. Progress was slow and Jaffar's forces, being lightly equipped and highly mobile, were able to avoid being caught in a pitched battle. The campaign dragged on for one year and then another. Gradually, the grim determination of the crusading Knights, prepared to endure any hardship, began to tell against Jaffar's warriors, many of whom were becoming tired of his tyranny. Several tribes simply deserted and disappeared into the vast desert to await the outcome.



The sultan's army was finally brought to bay at the Battle of El Haikk, and his defeat sealed the fate of Jaffar's empire. Araby, however, proved too vast and hostile to be properly conquered and held. Instead the crusading Knights demolished fortifications, burned evil books, flung down the idols and carried off as much treasure and exotic luxuries as they could find. As they sailed for home, they burned Jaffar's fleet of warships for good measure. No sooner had they left than nomad tribes swept in from the desert to divide Jaffar's realm among themselves.



THE BORDER PRINCES

When word reached Bretonnia that the war had been carried to Araby itself, another huge army of Knights began to gather to reinforce the crusade. The leaders could not decide whether to take ship in Estalia or march over the mountains into Tilea.

There were several problems. Firstly, nearly all the ships in Estalian and Bretonnian ports had already sailed to Araby with the first army. Secondly, the nearest port of embarkation was Marigliano, but the mountain passes approaching it were infested with Skaven making the passage hazardous in the extreme. Furthermore any large army passing in the vicinity of Skavenblight was certain to be decimated by plague! The third insurmountable problem was that the seas around the southern ports of Tilea were infested by pirates operating from Sartosa. Ultimately the deciding factor was the Knights' great loathing of setting foot on ships. They protested that this would tarnish their honour and upset the warhorses!

It was finally decided to attempt to reach Araby by the long and hazardous land route to the east. This bold but extremely perilous plan was the idea of Baron Tybalt du Bois de Balzac, who was immediately elected commander of the expedition.



Tybalt pointed out that by going this way, the Bretonnian Knights would join forces with contingents making their way south from the Empire and a contingent heading east from Tilea. These contingents would rendezvous at the Dwarf port of Barak Varr. Here they would have the option of embarking on well built and sturdy Dwarf ships or marching along the coast of the Badlands. Many Knights approved of the latter route, relishing the opportunity of punishing the land of Settra as well as invading Araby from the rear. The ambition and confidence of the Bretonnian Knights knew no bounds!

Thus this second great crusading host marched east through the southern Empire, gathering more support as it went, and followed the old Dwarf roads across the Black Mountains. Beyond these they entered a new land and encountered Orc and Goblin tribes. The army battled against Orc and Goblin warbands every day as it pushed eastwards, but progress became very slow in the face of this heavy opposition.

It took the army almost a year to reach the vicinity of Barak Varr. Here word reached Tybalt via Dwarf traders that while he had been fighting his way eastwards, the crusaders in Araby had defeated Jaffar in a decisive battle at Al Haikk. Jaffar's empire was shattered and his vast treasures were up for grabs, said the exultant Dwarfs. When the rest of the army heard this they all realised that there was little prospect of riches or honour in Araby now and prepared for the long trek home.

Never one to be put off by minor setbacks, the ingenious Tybalt pointed out that they were already upon the threshold of a new land to be conquered. There was honour and riches to be had by carving out domains for themselves in this land where they now found themselves. All that needed to be done was to vanquish the Orcs and Goblins. After such long hardships this was exactly what the Knights wanted to hear and set about

the task with impetuous enthusiasm. The Orc and Goblin warlords were soon retreating to the Blood River and squabbling among themselves as they did so. The local Dwarf lords in their strongholds thought this was wonderful and joined in, jubilantly giving their old enemies a hard time!

Thus the region that has become known as the domains of the Border Princes came into existence. The ancestors of the Border Princes who rule there to this day were among those Knights who followed Tybalt. They conquered the region from the Orcs and held their new gained lands with castles. Nevertheless, this land was a wilderness when they arrived and much of it remains so, and is still not entirely clear of Orcs, Goblins and diverse monsters. As for the Orcs and Goblins, powerful tribes still roam the lands across the Blood River and may invade at any time. The Border Princes must be eternally vigilant!

It has since been claimed more than once that Tybalt was persuaded to promote his unbelievably rash plan by the promise of Dwarf gold. The cunning Dwarfs were no doubt hoping the Orcs would fight the Bretonnians! Others have suggested that Tybalt hoped that Dwarf ships would ferry his army to Araby in return for a share of the booty. Another unlikely rumour is that Tybalt really wanted to lead a heroic campaign against the lands from which Settra's raiders came. The most likely explanation is simply Bretonnian over-confidence! One thing is certainly not in doubt and that is the utter confidence of the Knights in the enterprise and their total disdain for the vast distance they would have to march and the hardships they might have to endure. Bretonnian Knights are not noted for their great learning and few would have known how far away Araby really was, or how hard the journey might be.

THE AFFAIR OF THE FALSE GRAIL

Happy is the land of Bretonnia when chivalry reigns and honour is upheld. These virtues are maintained by the king and his Knights. It was a dark moment therefore, when the wicked Duke Maldred of Mousillon forswore chivalry and honour and attempted to seize the throne in the plot which has become known as 'The Affair of the False Grail'.

Many believe that the decline of Mousillon began with Maldred's wickedness and that the Lady of the Lake withdrew her favour from this part of Bretonnia because of the dishonour of the duke. Maldred perished of the Red Pox together with most of the inhabitants of his city three years later.

Maldred was a brave Knight and a shrewd commander who was well fitted to the task of defending the small but rich dukedom of Mousillon, centred on the great port city of that name. Around that time, the king of Bretonnia, Jules the Just, met an untimely death in single combat with a Chaos Knight he challenged on the beaches of northern Bretonnia. Needless to say his opponent also fell, mortally wounded by Jules' lance! Nevertheless, the realm was left in a perilous state. Jules had no male heir and left only a daughter, La Belle

Isoulde. According to ancient custom, the kingdom would pass to any Knight who could fulfil a quest set by Isoulde. The quest was certain to be extremely dangerous!

The quest set by Isoulde was nothing less than the slaying of the dreaded Jabberwock. This monster, thought to be the last of its kind, had recently been sighted in a remote part of Bretonnia. Several renowned Knights set off on the quest forthwith. Many years passed and none of the Knights returned. Meanwhile Orc warbands were massing in the Grey Mountains and making ever more bold raids into Bretonnia. The country desperately needed to be united under a strong ruler to organise the defence of the realm.

Duke Maldred decided to seize this opportunity to make himself king of Bretonnia. He could not wed Isoulde since he was already married to the sorceress Malfleur who had been taught her craft in Altdorf. Together she and Maldred hatched a treasonous and dishonourable plot. Malfleur sent wretches from among her servants to plunder various old burial mounds in the locality. From among the artifacts unearthed, she chose an impressive chalice – this was to be the accursed false grail! Her servants were rewarded by having their tongues cut out so they could not reveal the plot.

At the same time Maldred set off on the grail quest and returned after an amazingly short time. Rumour spread throughout Bretonnia that he had found a miraculous chalice. Soon ignorant and credulous people were claiming that it was the true grail, given to Maldred by the Lady of the Lake! Such a favour was unheard of, and coming at such a moment of danger to the realm, could be seen as marking out Maldred for kingship!

Maldred now had to deal with his potential opponents: the Fay Enchantress of Bretonnia and the Grail Knights. Fortunately for Maldred, the Grail Knights had already set off to do battle with the Orcs invading from the Grey Mountains. Anyway Maldred well knew that they would be guided in this matter by the Fay Enchantress, so he concentrated on dealing with her. Malfleur, scrying into a magic crystal was able to locate the Enchantress. Maldred set out with a retinue of thugs from the quays of Mousillon, armed and equipped as Knights Errant, though none had taken vows of honour, nor ever pledged themselves to an Errand of Knighthood! The magic of Malfleur prevented most of them from being turned into frogs while they cornered and captured the Fay. The thugs quickly escorted their prisoner to the dolorous Donjon of Dol located on a high pinnacle of rock on the remote rocky west coast of Bretonnia.

With the Fay Enchantress safely out of the way, Maldred proclaimed a tournament at which the false grail was displayed. Malfleur's convincing display of magic so impressed the Knights that many of them believed the grail was genuine. Soon rumours began to spread throughout Bretonnia that the Lady of the Lake had favoured Maldred and that it was fitting for him to assume the kingship!

The Grail Knights and for that matter La Belle Isoulde were incensed with rage! The Grail Knights knew that Maldred's grail must be false. Honour forbade them from taking up arms against a fellow Bretonnian although

many Grail Knights would have dearly loved to challenge him to mortal combat. Some set out to find the Fay Enchantress, but without success. She was securely imprisoned in the Donjon of Dol. Without her backing, it was difficult for the Grail Knights to rightfully denounce Maldred for dishonour and declare war on him.

At this point fate, or perhaps the Lady of the Lake, played a hand in events. One of the Knights on the Quest for the Jabberwock, a certain Gaston de Geste, rode along the wave-lashed beach beneath the dolorous Donjon of Dol. Looking up at the highest window in the tower he spied the face of a fair damsel. He rightly assumed that she was in distress and needed rescuing. The Donjon gate was approached via a narrow bridge hewn from rock spanning the chasm which separated Dol from the mainland. The gallant Gaston rode across the bridge and challenged the castellan to come out and fight. The portcullis was lifted and a hideous creature emerged. Not the Jabberwock, but a vile spawn of Chaos bound by Malfleur's magic to be the Fay's gaoler!

Gaston immediately spurred his warhorse and attacked. He grappled with the beast to no avail. His horse began stumbling on the rock bridge and both horse and rider nearly plummeted into the sea. Gaston yielded ground to find firm footing for a second charge. At that moment the Fay threw down from her window a tress of her hair tied in a loop. Gaston caught it on his lance where it encircled his lance pennant like a crown. Feeling inspired by this favour he charged again. This time the lance seemed to direct itself towards heart of the beast. Mortally wounded, the spawn fell from the bridge to be dashed on the rocks below. Gaston rode up the spiral staircase without bothering to dismount from his horse! Soon he was galloping away with the Fay Enchantress behind him on his warhorse.

The release of the Fay Enchantress sealed Maldred's fate. Gaston safely conducted the Fay to the Grail Knights encamped not far from Mousillon. Maldred was forthwith declared a malefactor before the whole land and stripped of his honour and dukedom. War was to be declared against Maldred if he did not surrender and accept banishment!

Maldred answered with defiance, hoping that the issue would remain confused as long as he had the false grail. All the Knights of Bretonnia, however, put their faith in the Fay Enchantress and the Grail Knights, who denounced the false grail. Soon a vast army was encamped around Mousillon. Unfortunately, Maldred was able to obtain food supplies brought in by sea.

The siege continued for three years, creating conditions within the city which favoured the outbreak of Red Pox which inevitably struck. Maldred and Malfleur, despite shutting themselves up within their castle, shared the fate of the majority of the wretched inhabitants of Mousillon and perished of the plague.

Meanwhile, La Belle Isoulde happily wed Gaston de Geste who was duly crowned by the Fay Enchantress as King Gaston de Beau Geste of Bretonnia! The new king decided not to appoint a new Duke of Mousillon. Instead the city and its environs were declared a Waste Land to be redeemed by Errantry.

THE ERRANTRY WARS

The tradition of the Errantry Wars derives from the old custom of the Errand of Knighthood. Usually individual Knights Errant are set tasks to accomplish on their own, such as slaying a Dragon, to prove themselves worthy of a Knight's domain. When Bretonnia was invaded by enemies, the king and the dukes used this custom to raise large numbers of new Knights by setting such tasks as capturing an enemy banner or bringing back the head of an enemy champion.

The campaign would thus become an Errantry War, and enthusiasm for the cause would spread throughout Bretonnia. As the war raged, many Knights Errant would through reckless courage accomplish just such tasks and become Knights of the Realm. Soon the king and the dukes realised that Errantry Wars were an excellent way of mustering huge armies quickly and increasing the number of Knights at their disposal. As for rewarding the Knights Errant with land, this was no problem either – the Knights would be told that they could keep any territory that they could capture from the enemy!

When Louen, subsequently famed as 'the Orc-Slayer' ascended the throne, Bretonnia was once again beset with invading Orc and Goblin tribes. Louen's solution was to declare an Errantry War to rid Bretonnia of this curse. The war was pursued with enthusiasm for several years. During this time the retinues of the dukes, reinforced by thousands of eager Knights Errant, vanquished the Orc warlords and carved out new domains along the frontiers. Orc strongholds which had remained in remote parts of Bretonnia were finally conquered. The ramparts were thrown down and human castles built upon the rubble.

The borders of the realm edged further into the foothills of the Grey Mountains as Orc and Goblin tribes were forced to migrate. King Louen was himself in the forefront of these campaigns and personally led armies against the Orcs year after year. By the end of his reign there were hardly any Orcs left in Bretonnia.

THE RENEWED ERRANTRY WARS

In the Imperial year 2420, a vast horde of Orc tribes invaded the domains of the Border Princes. The Princes were outnumbered and despite bitter resistance many castles were burned and the Orcs appeared to be reconquering their lost lands. The Princes appealed to all Bretonnian Knights seeking honour and adventure to help them fight the Orcs. Charlen King of Bretonnia responded immediately by declaring a new Errantry War, its objective was to be nothing less than to rid the world of Orcs! Soon Charlen had mustered a great army of Knights Errant and Questing Knights only too eager to do battle with the Orcs wherever they might be.

Charlen led this great army to the lands of the Border Princes. Thus reinforced beyond their wildest expectations, the Border Princes recaptured their domains and hurled the Orcs back towards the Blood River. Here the Orcs were decisively defeated and routed across the river, pursued and hacked down by the Knights staining the waters of the river with foul Orc blood!

The renewed Errantry War against the Orcs continued for over a generation. Forays were made beyond the Blood River, where the Knights found allies among the Dwarfs only too keen to defeat their old enemies the Orcs and Goblins. In this difficult terrain it was not possible to establish any lasting conquests.

In the Imperial Year 2488 came the last rash outburst of enthusiasm that marked the end of the Errantry War. Led by the reckless and badly advised Baron Jules de Fontainebleu, an army of Knights marched up the Blood River and through the dreaded Death Pass. They were hurrying in heedless pursuit of an Orc warband retreating from raids in the Border Princes' domains.

No one knows what exactly happened since there were few survivors, but it appears that the entire Knightly army was ambushed and wiped out. Doubtless they bravely fought to the last man in that rugged and inhospitable place!

When news of the disaster reached the king, Phillippe V wisely concluded that the Errantry Wars had achieved all worthy objectives and it was time to declare them at an end. The drain of good Knights to the east must now be stopped so that the best blood could be conserved to defend La Belle Bretonnia!

THE REIGN OF LOUEN LEONCOUER

The present king of Bretonnia is Louen 'Leoncoeur' meaning 'The Lion-Hearted'. Already Louen has proved himself worthy of his forbears in several battles and earned himself the title of Lionhearted through his courage, valour and sheer ferocity!

The new king knows well that Bretonnia is surrounded by enemies ready to strike at any time. To the east the Undead hordes of the Lichemaster lurk in the Grey Mountains. To the south there are rumours of Skaven infiltrating Brionne and Bordeleaux. Mousillon, ruined, infested and unclean, remains to be dealt with. The king expects war at any time.

It is the king's policy to encourage even more jousting and tournaments throughout the land than his predecessors to make sure that all Knights hone their skills ready for war. Four times a year the king himself holds magnificent tournaments which go on for several weeks. He also makes a royal progress through the various dukedoms and on the occasion of his visit the duke will hold a banquet and tournament in his honour. Thus the calendar of Bretonnia has become a succession of tournaments!

In addition to all this, the king has revived the old custom of jousting between whole regiments of Knights in a huge tournament field marked out for the purpose. The royal tournaments have also become occasions for the investiture of many Knights Errant as Knights of the Realm and the setting of tasks for others. All this means that Bretonnian armies are now as powerful as they ever were if not more so!

BRETONNIAN HERALDRY

Bretonnian Knights go into battle magnificently decked in full armour resplendent with heraldry. The Knight's shield, helm, warhorse barding, lance pennant and surcoat worn over his armour all display his personal heraldry. Each Knight has his own unique arrangement of heraldic colours, devices, emblems and crests. These indicate his achievements and status among Knights and are designed to overawe his opponents.

The more splendid the Knight's heraldry, the greater his status, reputation and therefore also his prowess in battle. Bretonnian heraldry has evolved over many centuries. It began with the tribal emblems of the warlords of the Bretonni and soon became more complex when the early kings established a formal code of chivalry.

They also appointed heralds whose task it was to regulate the rules of heraldry so that all Knights could be properly recognised and wear the emblems appropriate to their achievements. Thus it was that Grail Knights and Questing Knights were to be distinguished from other Knights by special emblems. Knights of the Realm were likewise distinguished from Knights Errant.



RULES OF HERALDRY

Knights arrange their colours and devices in any way they wish according to the rules of heraldry. These rules are intended to make sure that Knights are easily recognised in battle. The most important task of this heraldry is to distinguish between the four ranks of Bretonnian Knights – Knights Errant, Knights of the Realm, Questing Knights and Grail Knights.

PAINTING YOUR BRETONNIAN ARMY

Resplendent in their bright heraldry, a Bretonnian army is an awesome sight indeed on the field of battle. To paint your own Bretonnian army requires some dedication, a little skill and a basic understanding of the colour schemes and how to apply them to achieve a spectacular effect. This section gives you some insight into how to go about painting your own army by describing how to use and apply the colours, patterns and devices used by the different troop types and gives plenty of examples you can copy and draw inspiration from.

If you follow a few basic guidelines when painting your Bretonnians, you'll end up with a great looking army. Stick to bright contrasting colours and simple designs and patterns for the most spectacular results. It may seem a daunting task to paint each of your Bretonnian Knights in his own personal heraldry, but it's not as difficult as you might think and the results are well worth the effort.

HERALDRY GUIDELINES

Our painted Bretonnian army has a heraldic system that draws inspiration from real heraldry of the past.

We've included a large selection of heraldic shield designs in this section but if you're interested in finding more you'll probably find a wealth of historical reference material at your local library. From this type of material we generated some guidelines for ourselves.



METALS AND COLOURS



The guidelines for using so-called metals and colours is perhaps the most important part of Bretonnian heraldry. The guidelines are simple and if you stick with them they will help you produce great looking models. A Knight must be clearly seen on the field of battle. His heraldry is an announcement of who he is and gives some indication of his deeds. This is why the colours of a heraldic design must stand out clearly.

The **metals** as they are known, are gold and silver but in heraldry these are normally represented by **yellow** and **white** respectively. The **colours** are **red, blue, green** and **black**. The simple rule to follow is don't paint a metal on top of a metal and don't paint a colour on top of a colour. If you keep this in mind you can't go wrong.

Take a look at the examples in this section and see how this theory has been applied.

FIELDS

The background of a shield is known as its **field**. The field can be plain, or a pattern consisting of one or more colours or metals. The range of patterns that can be used for fields is huge and we've illustrated some coloured examples here. Even more complex heraldries can be created by combining different designs together by impaling and quartering. **Impaling** is simply displaying two different heraldries on either half of a divided shield. **Quartering** is literally that, displaying two or more different heraldries on each quarter division.

For the Games Workshop Bretonnian army we decided to use the most complex heraldries for the Questing and Grail Knight models to reflect their elite status.

Use these coloured examples of fields as reference to create your own Knight's heraldry.



BLAZONS

FOUGHT UNDEAD



Blazons are any designs laid on top of the field of a shield and are also known as devices or emblems. The blazons you incorporate into your heraldic designs are often applied all over the Knight. Think of the Knight's shield as being his heraldry and incorporate that basic design onto the rest of the Knight. For example, if your shield design is red with a white dragon, the Knight's surcoat and horse's caparison should also be red. Repeating the dragon design on the horse's barding enhances the effect to produce a fabulous model.

FLEUR DE LYS AND GRAIL BLAZONS



Pledged to the grail quest

Achieved the grail quest

There are many ways to create heraldic designs for the Knights of the Realm. We've tried to show as many as we can but research of real designs in heraldry books are not only informative but also very inspiring.

MONSTER AND BEAST BLAZONS

A Knight's heraldry will often display images of beasts or monsters they have slain



Wyvern

Dragon

Hippogriff

Griffon

Manticore

Bear

Chimera

Minotaur

Cockatrice

OTHER COMMONLY USED BLAZONS



Defeated an
Empire Knight

Thrice favoured
by the
Grail Damsels

Rescued a
Damsel in
distress

Pegasus -
Claims royal
lineage

Served the
King in the
royal retinue

Portent of
victory

Vanquished
Dwarfs

Fought sea
invaders



King's
messenger



Exceptional
horseman



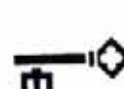
Disdain of enemy
missiles



Fought
Goblins



Won in single
combat



Castellan of a
border castle



Won trial by
combat



Lions - Fought in errantry war



Defeated enemy wizard



Renowned hunter



Fought in a siege



Vanquished an Elf noble



Feat of arms



Unicorn - Favoured by Athel Loren



Defeated Norse raiders

KNIGHTS ERRANT

Knights Errant are equipped in the full panoply of a Knight when they are appointed their errand of knighthood.

They may spend several years as Knights Errant in the retinue of a senior Knight, baron, duke or even the King before finally achieving their task. During this time they wear the plain unadorned heraldic colours of their dukedom of origin or colours chosen by the liege-lord whom they serve. They do not display blazons.



Knight Errant Standard Bearer

To reinforce the dramatic effect of the Knight's heraldry, the colours are repeated as often as possible.



Knights Errant banners are simple, uncomplicated designs in the colours chosen by their liege-lord and may sometimes include a small blazon from his personal heraldry.



This model demonstrates how to treat the 'other' side of the horse's caparison when painting Knights. In essence the heraldry is 'reversed' on the side opposite the Knight's shield. Devices that face forward on the left hand side of the horse should face forward on the right hand side as well. Quartered patterns should also be reversed.



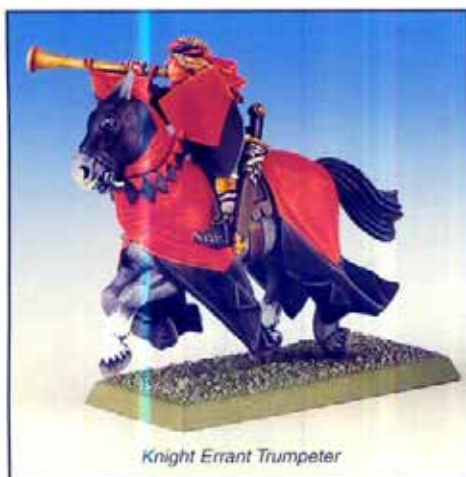
This Knight Errant has been painted with a striking blue and white heraldic colour scheme. Note how we've painted the inside of the horse's caparison in black.



Knight Errant Champion



Use the shields we've illustrated throughout the colour section as a reference for painting your own Knights.

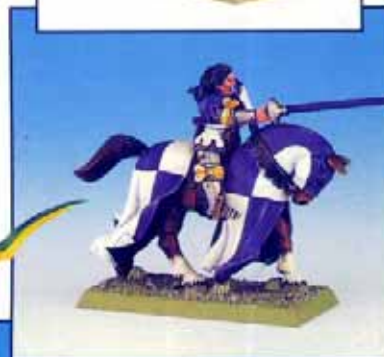


Knight Errant Trumpeter

When it comes to painting the horse cloths of your Knights, be creative. There are no absolute rules to follow and introducing simple variations on how you apply the colours can produce a spectacular effect.

Pick out the reins in as contrasting a way as possible. Notice how the trumpeter model on the left has a patterned rein. Painting the head area entirely in one of the heraldry colours as we've done here is fairly simple and looks very dramatic.

Other variations are to paint inside borders around the edge of the horsecloth or pick out the eye holes with wide borders.



COLOUR CONSISTENCY



GRAIL KNIGHT

Despite the fact that all the Knights are individuals, painting all the blues the same tone throughout the army creates a unified effect, so pick a good strong bright blue and stick with it. This simple but effective approach applies to all the other colours and the metals. Notice how the reds match on the two Knights shown in this box.

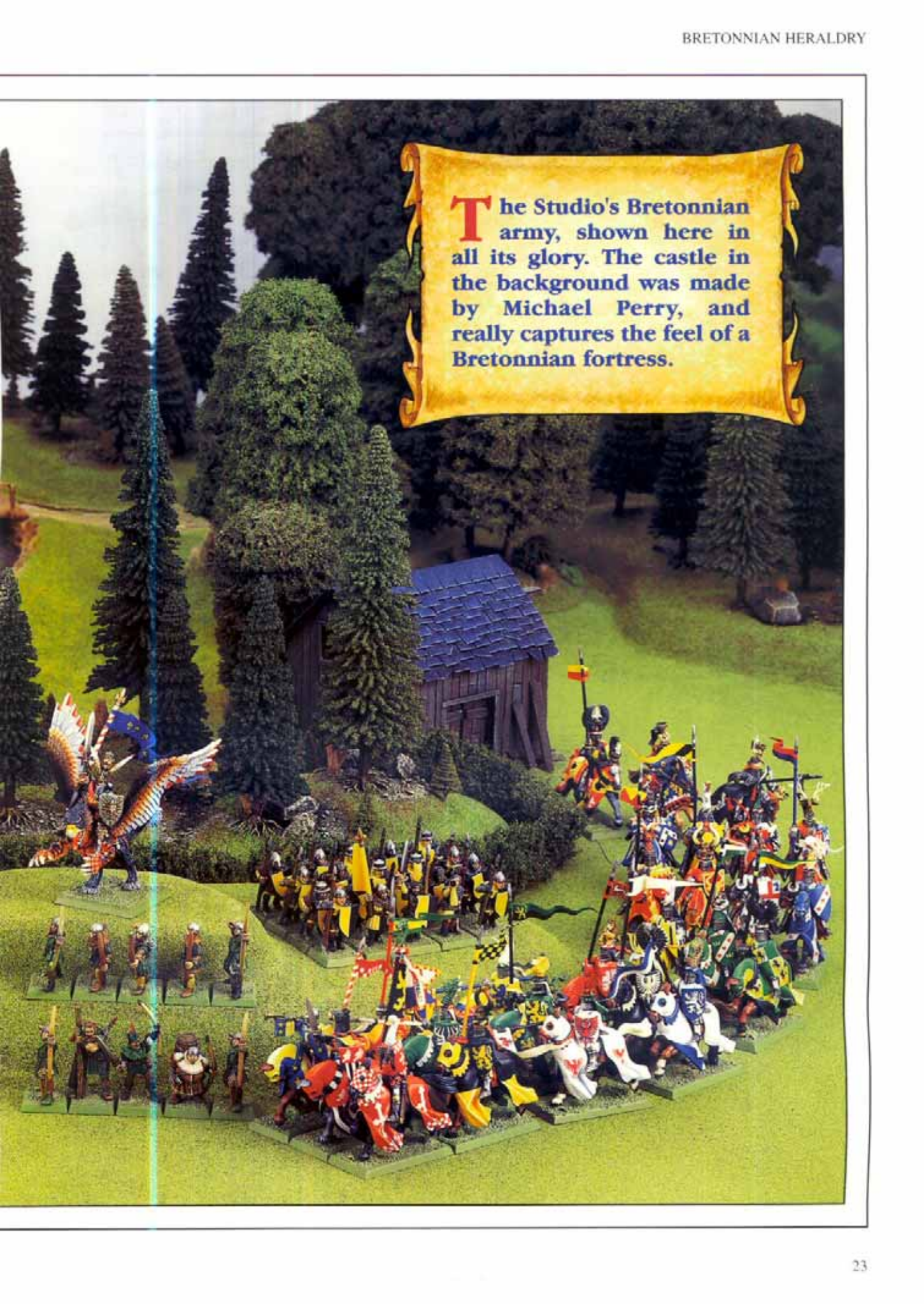


We've used the brightest tones we could find for our army: Enchanted Blue, Blood Red, Sunburst Yellow, Emerald Green, Chaos Black and Skull White.



KNIGHT OF THE REALM





The Studio's Bretonnian army, shown here in all its glory. The castle in the background was made by Michael Perry, and really captures the feel of a Bretonnian fortress.

KNIGHTS OF THE REALM

The main distinction between a Knight Errant and a Knight of the Realm is in the display blazons and in the magnificence of the crests worn on their helms.

When a Knight Errant achieves his errand of knighthood he is allowed to adopt a blazon or blazons appropriate to the task he accomplished. So, if the Knight slew a Dragon, he may display the image of a Dragon as his blazon. This may be displayed on his shield, surcoat, warhorse harding and lance pennant. It is superimposed onto or incorporated into the simple heraldry adopted as a Knight Errant. The Knight may now wear a helmet crest depicting a ferocious Dragon's head. Many Knights adopt more than one emblem, especially if their task was complex and required many adventures to achieve.



Knight of the Realm Champion





Knight of the Realm Trumpeter

PREPARING AND GLUING PLASTIC HORSES

All Citadel Miniatures require cleaning, some assembly and undercoating before you paint them. If you're painting some plastic models, they'll need removing from the sprues first with some clippers or a modelling knife. Carefully trim off any mould lines with a knife or gently remove them with a small file. Glue the model together using polystyrene cement.

The plastic Knights can be assembled in a wide variety of different poses so before you start gluing, it's useful to cut all the pieces out so you can plan what you're going to do. There are two different heads and tails, two different poses for each side of the horses and Knights with a variety of different helmets, shield designs and arm positions.

The model painters here at Games Workshop paint the horses before they glue the rider into position, making it easier to get to the horse's saddle and caparison.



When removed from the sprues (above) the pieces were glued together in different poses (right). Finally, the bases were finished off by painting on a watered-down layer of PVA glue which is dipped into a small container of sand.





As befits the bearer of the duke's standard we've given this Knight an impressively complicated chequerboard pattern as part of his heraldry.



Knight of the Realm Standard Bearer



This is the banner of the Duke of Couronne. His ducal livery colours are blue and white, and his personal blazon is a yellow lion rampant. The banners of the other Bretonnian dukes are similar in design to this one but the livery colours and blazon vary accordingly.

PLANNING HERALDRY AND PAINTING HORSES

A Warhammer Bretonnian army is unique in that the Knight models each have their own individual heraldry rather than having unit colour schemes. This offers many opportunities to invent your own heraldic schemes each time you paint a model. With a host of different designs to think about, it's useful to plan what you're going to do before you get stuck in.

Once your horses are assembled and you've planned your heraldry, it is time to begin painting. We find it better to paint the exposed parts of the horse's body before moving onto the caparison and then finally to the Knight.



These stage-by-stages show the type of effect you can achieve using just flat colours with no shading and a limited colour palette. Above: the model has been highlighted, shaded and detailed to produce another great addition to the ranks of our army.



To help you plan your heraldry we've included a page of shield and horsecloth outlines at the back of this book.

With all the heraldry to worry about it is easy to forget about the rest of the model. We've chosen to paint all the armour as brightly as possible using silver shaded with black. Lances are painted in strong colours such as black, red and blue.



The plastic Knights of the Realm are supplied with shields that have moulded designs. However, metal Knights are supplied with plain shields so you can really go to town on creating your own heraldry using the transfers available. You can also use designs from other transfer sheets if you can find ones suitable for the Bretonnians.



APPLYING TRANSFERS

Using transfers is a quick and easy way to add blazons and emblems to your Knights. It's useful to rough out your heraldic design on a piece of paper before applying the transfers so you can check you've used the correct combinations of colours etc.



Simply cut out the transfer you wish to use and soak it in water until the design begins to loosen from the backing paper. Gently slide the transfer onto the model whilst holding the backing paper close by. For halved designs, you can cut the transfers in half before you soak them in water. Alternatively, apply the whole transfer and paint over the half you don't want when the transfer is dry. Some spectacular results can be achieved by using a number of different transfers to make up more complex designs.

THE LIVERY OF MEN-AT-ARMS, BOWMEN AND SQUIRES

These are all humble commoners and as such are not entitled to wear personal heraldry. Instead they wear the livery colours of the knight, baron or duke in whose retinue they serve. This will be the plain unadorned heraldic colours of the dukedom or colours chosen by their lord. Usually he will choose one or two of the colours from his own heraldry. Occasionally they will also wear their lord's badge or motto. Badges are normally simple devices similar to a Knight's blazon.



Most of the men-at-arms in our army come from the same dukedom and therefore wear the same basic blue and white livery as you can see here. This helps to give the army a more unified appearance. However, we have not restricted ourselves to solely one type of livery, and have painted a couple of units in different colours to give a little variation.





These men-at-arms are one of the units we painted in a variant colour scheme. You can, if you like, paint every unit in a different livery or all of them in the same colours, there are no hard and fast rules.



There's an endless variety of liveries you can come up with.



We have chosen deliberately simple banners for all our men-at-arms regiments. There is no reason these could not be decorated with badges or emblems derived from their lord's heraldry.



As with the Knights' heraldries, bold, bright colours work best for the commoners' liveries.



It's a good idea to try a colour scheme out on one model before you get stuck into painting ten, only to discover you've changed your mind about the scheme when you've finished them!



A regiment of spear armed men-at-arms. Notice how we've painted the bold livery colours on each of the command models. These subtle variations are interesting to paint but retain a strong unified appearance on the tabletop.



CHARACTERS

Famed for their heroic deeds and legendary power, Bretonnian characters are instantly recognisable on the field of battle.



Bertrand the Brigand and the Bowmen of Bergerac. On Bertrand's right is Hugo le Petit and on his left, Gui le Gros.



Bertrand the Brigand and the Bowmen of Bergerac are painted in a green and brown colour scheme to distinguish them from the rest of the army.

This Green Knight (left), resplendent in his exotic heraldry, painted by Mike McVey.



The King of Bretonnia, Louen Leoncoeur, makes a splendid centrepiece for any Bretonnian army. A model such as this needs careful assembly and rewards your best painting.



The Fay Enchantress carries a host of magic items. Her Girdle of Gold can be clearly seen around her waist, as can her Magic Mirror. The Chalice of Potions she holds has been painted showing different coloured liquids spilling from its surface to represent its mists and vapours. The two photos inset below show her Toad Familiar and detail of her cloak.

QUESTING KNIGHTS

Many Questing Knights retain all the heraldic colours and blazons they have already earned and add to these the sacred emblem of the Lady of the Lake. Others simply replace their old heraldry with an entirely new design showing only the Lady's special device, the blazon of the fleur de lys, which is a magical lily that grows only in places where the Lady of the Lake appears. This emblem is worn to bring good luck for the quest as well as displaying the Knight's devotion to the Lady of the Lake.



The fleur de lys emblem can be worn in any colour and any pattern upon any part of the Knight's heraldry. In addition, fantastic crests fashioned into fleur de lys adorn helms and warhorses. The emblem is not restricted to Questing Knights but is

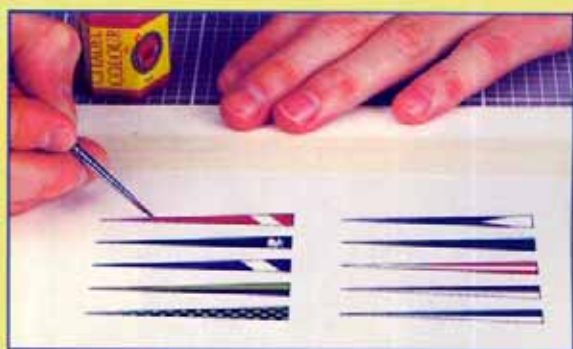
also used decoratively as a symbol of the Lady of the Lake on various things such as tapestries and banners hung in grail chapels and on the crown of Bretonnia itself.



Questing Knights are among the most splendid of all the warriors in the Old World and their heraldry tends to be more complex. Here are some examples of the type of heraldry displayed by Questing Knights which will be useful for reference when producing your own unique designs.

MAKING PENNANTS

Knights often attach long flowing pennants to their lances. These are easy to make and apply to your models. We took the main colours from the Knights' heraldry and applied them to a simple pattern. Have a look at the pennants shown on the Knights in this section for ideas. Some of the pennants we painted for our army incorporate the Knights' blazons or emblems.



Paint several pennants at once to save on time. Once you've decided on the designs, draw out the shape of the pennants on a piece of paper and tape it to a piece of card to keep it flat.

Don't worry about carefully painting up to the edge of the design as you're going to cut the pennant out anyway. When dry, cut a pennant out and glue it onto the Knight's lance.

GRAIL KNIGHTS



Grail Knights have achieved the Grail Quest and drunk from the grail. They are entitled to display the image of the grail upon their shields and superimposed upon their heraldry. They may even adopt the grail as a helmet crest. This emblem is worn in addition to the Knight's other heraldry and achievements, or replacing his former coat of arms.

A Grail Knight will often have the most magnificent heraldry of any Knights, bearing the colours of his errantry, the blazon of his errand of knighthood, the fleur de lys of his grail quest and the blazon of the grail itself. The grail emblem has no standard form, but can be depicted however it appeared to the Knight. There are thus many different versions of the grail emblem, but it is impossible to confuse it with any other blazon.



The models below are good examples of the ways you can apply heraldry to your Grail Knights. Looking at the models below from left to right, the heraldry becomes progressively more complex. The first design is simple – a white lion holding a golden grail on a black shield. Extra details such as the red on the surcoat and reins etc., as well as the touches of gold on the armour are good ways to reinforce the Knight's stature within your army.

The Knight in the centre of the photo has a slightly more complex red and yellow quartered field on his shield. The horse's surcoat has an interesting interpretation of the heraldry displayed on the metal shield. The fleur de lys and griffin figure prominently on the Knight's helm and on the horse's head-dress so we decided to show these blazons on the surcoat too.



The Grail Knight on the far right shows what you can do if you have patience and a steady hand! The heraldry on the shield is far more complex than on the other Knights. The same heraldry has been repeated on the Knight's surcoat and the horse's caparison but even more detail has been added in the form of a black and red chequered pattern.

A CHRONICLE OF BRETONNIA

The history of the land of Bretonnia is almost unknown before the time of Gilles le Breton and the exact date of his existence can only be approximately estimated by the reckoning of years known in the Empire. Even the events of the centuries following the foundation of the kingdom of Bretonnia are known only from legend rather than any written history. Debatably, the most reliable chroniclers of Bretonnian history are Guido le Hermit and Hugo le Venerable, both of whom were quite happy to mix fact with fable. What follows is a summary of the more or less up to date Bretonnian Chronicle commissioned by the reigning king of Bretonnia. It combines the main events recorded by the aforesaid 'historians' and uses the Imperial reckoning of years.

Date Events

- 1500 About this time it is said that the High Elves forsook the lands west of the Grey Mountains, leaving behind them the folk of Athel Loren who refused to return with the rest of their brethren.
- 1000 The chiefs of the fierce Bretonni tribe, our forefathers, settle in this fair land which is named Bretonnia in their honour.
- 15 In this year, the foreign hero Sigmar fought against the Orcs and Goblins and broke their power in the lands to the east.
- 100 History relates that the Undead fleets of Settra came and did evil in our green and pleasant land for the first time.
- 577 The Orcs demand tribute but our gallant forefathers stand firm and give them none!
- 977 Gilles le Breton first leads the Knights of Bretonnia against the wretched greenskins. Flying the image of the Lady of the Lake upon his banner, he fights twelve battles against the foe and is victorious in every one.
- 1001 Louis the Rash is the first to wear the golden crown of Bretonnia.
- 1142 Mounted on his mighty charger, King Guillaume defeats the Orcs at the Battle of Amandur and pursues them out of Bretonnia, sparing none.
- 1245 The Dragon Mergaste is slain by King Baudoin.
- 1325 Tournament of la Damselle d'Artois. One hundred Knights joust for her hand.
- 1449 An army of Knights is despatched to assist the Estalians against the hordes of Sultan Jaffar of Araby. This foul despot is hurled back into his own lands with great slaughter.
- 1451 The Battle of El Haikk in which Sultan Jaffar of Araby is finally overthrown.
- 1452 In this year a mighty host of Knights Errant goes forth to Araby by land. They meet Orc and Goblin tribes at the crossings of the Blood River. Here they stay and build castles to hold back the accursed Orcs, and their lords are named the Border Princes to this day.
- 1588 The Tournament of Guyenne in which King Jules jousts with an Elf Knight and is victorious.

Date Events

- 1635 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 ten thousand Knights.
- 1715 In this year, fugitives of the accursed Orc horde of the defeated Warlord Gorbag invade Bretonnia. Our courageous Knights slay them all!
- 1813 The Red Pox ravages Bretonnia and wretched Skaven issue forth from their lairs to lay siege to Brionne and Quenelles. Thereupon the Duke of Parravon and the Elf folk of Athel Loren march against them. This is the greatest slaughter of Skaven ever known in Bretonnia.
- 2007 The Battle of Couronne. Repanse de Lyonesse leads our Knights to victory against the vilest horde of Chaos ever to invade Bretonnia.
- 2201 King Louen Orc-Slayer declares an Errantry War to rid Bretonnia of Orcs. Countless Orcs are put to the sword, and green blood stains the earth.
- 2297 At about this time occurred the affair of the False Grail in which Duke Maldred of Mousillon and his sorceress consort are dishonoured.
- 2300 In this year nearly all the people of Mousillon perish of the Red Pox. The Duke and his lady shut themselves within their palace to no avail.
- 2320 The accursed Skaven make raids upon the western ports. The king orders our fleets to be strengthened and better ships to be built.
- 2420 Divinely inspired 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.
- 2488 A mighty host of Knights ride forth into the Death Pass and do not return. The king declares the Errantry Wars at an end.
- 2491 In this year, accursed Undead allied with vile Skaven sack the abbey of La Maisontaal on the frontier. They are expelled by the swords of the Duc de Quenelles and his Knights.
- 2500 Louen 'Leonceur' is crowned king of all Bretonnia. Vive le roi!

BRETONNIAN CHIVALRY



THE ORIGINS OF KNIGHTHOOD

When the High Elves abandoned the lands of the Old World and sailed into the west, their ancient cities and palaces fell into ruins and the land reverted to a wilderness of wild woods, windswept plains and mysterious marshes. Savage and primitive human tribes, ancestors of the Bretonnians, battled with Orcs and Goblins for possession of the land. Sometimes the Orcs gained the upper hand, burning settlements and enslaving the humans. Sometimes the humans would press the Orcs back into the forests and mountains, claiming new lands to cultivate and building high watchtowers of stone from which to keep a look out for Orcs and provide a refuge if they should return.

From the few Dwarf smiths who still roamed the land, the ancestors of the Bretonnians learned how to forge weapons and armour of iron and steel. At the same time they learned how to tame and harness the horses that roamed the vast forests. They bred them strong and powerful to draw the plough and haul the heavy wagons laden with stone and great oak timbers to build tall watchtowers. Such steeds could bear the weight of a fully armoured warrior enabling him to ride down the Orc boar riders and wolf-riding Goblins and pursue them from his lands.

While Sigmar was forging the Empire from among the tribes east of the Grey Mountains, the ancestors of the Bretonnians fought with Orcs for the lands west of the mountains. This struggle continued for many centuries. Wherever people settled, there was the constant threat of Orc raiders burning their crops or enslaving the people. Although the Bretonnians were ultimately to unite and build a strong and powerful realm, the struggle continues to this day. The realm endures and prospers only as long as there are warriors to defend it against its many and terrible foes.

Among the tribe of the Bretonni it became the custom for the best and bravest young man in the village to be armed and ready at all times to fight off the foe. Everyone else in the village toiled to provide for themselves but also to feed and equip the warrior and his warhorse. The warrior lived off the fat of the land, ate the best meat and drank the best wine. This together with constant training and practice with arms set him apart from ordinary men. He was physically bigger, fitter and more robust, standing a head and shoulders above an ordinary peasant!

The chosen warrior took up residence in the village watchtower, a wooden structure which would in later times evolve into a stone castle, and would take for his wife the fairest maiden in the village. In return for all this, the warrior was honour bound to defend the village against any foe, no matter how terrible. If necessary he would take on a horde of marauding Orcs single-handed!

These warriors became known as **Knights**, and as the centuries passed both Knight and warhorse became exceptional examples of their kind. Although Knights were known among other human tribes of the Old World, it was among the Bretonni tribe that the tradition of knighthood was perfected.

BECOMING A KNIGHT

The fate of a Bretonnian village depends on the bravery and prowess of the warrior chosen to defend it. If the warrior is defeated the village will be pillaged and burnt and its people enslaved or killed, so the warrior chosen to defend it must be the best.

According to the ancient custom which is still followed in Bretonnia, anyone who desired the honour and privilege of knighthood must first prove himself worthy of the position by accomplishing a perilous task. This errand of knighthood is traditionally chosen by the fairest maiden in the village who is destined to marry the Knight, should he succeed. A common task is to slay a troublesome monster prowling the countryside and devouring peasants. Any brave or reckless youth may attempt the errand. Many might perish in the attempt, but only the one who brings back the head of the monster will be granted knighthood.

Any young man who volunteers for the task becomes a Knight Errant. He must arm and equip himself as best he can and often has to wear old or borrowed armour. If a Knight Errant accomplishes his task he earns the full rank and honour of knighthood and becomes a true Knight. He will be rewarded with the best armour the village can afford and the finest warhorse. He is made overlord of the village and can command all of its resources and manpower. The village with its castle and fields becomes his domain to be defended as his own property.

A village lacking a Knight to defend it is ultimately doomed! If any Knight Errants cannot be found among the villagers, the duke of the province or the king himself must appoint one. Such powerful lords keep retinues of Knights Errant in their castles eagerly awaiting to be despatched on a errand that will earn them knighthood, among them the lord's own sons.

Sometimes the Knights Errant will be sent to ride out to recapture a desolate domain. If they manage to reclaim the domain they will be allowed to keep it.



If a Knight Errant fails to accomplish his task and does not perish in the attempt, he remains a Knight Errant and seeks to redeem himself by accomplishing another task at the first opportunity, becoming ever more restless and eager to find a worthy enemy to fight or wrong to be avenged. Hence the Knight Errants' reputation for reckless valour and impetuosity.

Machevort the Merciless, Duke of Parravon, prepares to defend the city against a horde of Orcs and Goblins.

Situated between the Massif Orcal and the Grey Mountains, the fortified city of Parravon is constantly plagued by Orc and Goblin attacks. As well as protecting the lush lands of central Bretonnia from marauding greenskins, in its strategic position at the western end of Axebite Pass, Parravon must also defend the kingdom's borders against occasional invasions by the Empire.

The city of Parravon boasts a set of impressive fortifications, and its thick walls have never been breached. Because of its location, and the almost constant state of martial activity, the city holds a huge garrison of Knights and men-at-arms.

The Knights of Parravon are renowned for their courage and grim determination. Their armour is dull steel, and they ride black or dark grey horses. Small groups of Knights constantly patrol the river valley and the mountain foothills, hunting down rampaging beasts, destroying isolated bands of Orcs and Goblins, and looking for signs of intruders. While on patrol, the Knights never remove their helmets, or any part of their armour, a strange tradition which is the source of much speculation among the noble ladies.





SQUIRES AND MEN AT ARMS

Often a Knight must ride off to do battle far away from his domain, leaving the village open to attack from raiders. To guard against this, the Knight demands a service from the peasants. They must serve as men-at-arms or bowmen if they are skilled archers, holding the castle against attack so that it can be used as a refuge for the rest of the villagers. Men-at-arms and bowmen are armed and uniformed from the castle armoury, so they often wear the colours of the Knight and their equipment may vary in quality.

If the castle holds until the Knight returns, he will set about ridding the domain of any enemies that may be about with the help of his men-at-arms, chosen from among the strongest and most reliable peasants. When the land is safe again, the peasants can set aside their bows and spears and return to the fields. Peasants who practise archery serve as bowmen. Since they are not Knights they are not bound by honour to fight only hand-to-hand with the enemy. A peasant may defend his fields by shooting Goblins with arrows as he would any other vermin!

Every castle does of course require a permanent garrison of men-at-arms and bowmen to keep watch all the time. The Knight also needs trustworthy servants to look after his household, his horses and attend to his needs on campaign. He also needs companions on horseback and on foot when he goes hunting.

Since hunting is always good practice for campaigns, and as Knights like to feast on wild boar and venison

every day, they spend a lot of their time hunting. Every Knight always has several Squires, mounted and on foot, in his retinue. These are chosen from the best of the men-at-arms and bowmen or may even be the Knight's own sons.

A Squire often progresses to become a Knight Errant and will earn full knighthood for himself. By following the Knight on campaign he will learn the art of war and the code of chivalry, though as a humble Squire he is not bound by it in the same way as a Knight. This means that Squires are allowed to use the longbow.

Squires often become skilful skirmishers and scouts through practice as beaters in the many hunts. They also have to man the lookout towers on the borders of the domain and patrol the muddy roads, exact feudal dues, pursue brigands, chase poachers, escort noble ladies, take messages, stalk Orc raiders and keep an eye out for raiders.

THE CODE OF CHIVALRY

From the time of Gilles le Breton a code of chivalry emerged in Bretonnia. This code grew out of the ancient warrior tradition and took on a religious quality under the influence of the legend of the Lady of the Lake. Devotion to the Lady rapidly became the dominant faith in Bretonnia, overshadowing and replacing the older beliefs of the Bretonnians.

Some time during the reign of one of the early kings of Bretonnia, perhaps Louis the Rash or Guillaume, the code of chivalry was set down in a formal and proper way, and the king appointed heralds to regulate the ranks and honours of knighthood throughout Bretonnia. The code of chivalry as established at that time remains almost unchanged to the present day.

The Seven Commandments of Chivalry

The Bretonnian code of chivalry requires that a Knight always obey the seven commandments of chivalry.

- To serve the Lady of the Lake.
- To defend the domain entrusted to him.
- To protect the weak and fight for the right.
- Always to fight the enemies of virtue and order.
- Never to give up the fight until the foe are defeated
- Never to break faith with a friend and ally.
- Always to display honour and courtesy.

Before setting out on his errand of knighthood, a Knight Errant must vow upon his sword to keep these commandments. A Knight who fails to keep the commandments 'dishonours his sword'. It is believed that his sword will then fail him in battle, becoming blunted or even shattering in his hand.

Thibault had six brothers and one sister; as such, his family was judged to be relatively small. His eldest brother, Rodrigue, had ridden out, accomplished all sorts of valiant deeds, including slaying the Writhing Wurm of Rotherham, which had earned him the title Knight of the Realm, his own domain in verdant pastures by the River Grismerie, and a smiling, blond-haired wife of impressive assets. The two next oldest brothers had ridden off to prove their worth as Knight Errant, and were currently conquering the hearts of maidens the length and breadth of Bretonnia. Travellers constantly brought back news of the two brothers' adventures, and as the minstrels sang tales of their exploits, Thibault watched the proud faces of his parents with a sinking heart.

And then there was Girauld, Thibault's older by a year. With his curling fair hair, his good looks, his skill at arms and his personal charisma, he was his parents' golden son. Girauld was gifted with the best weapons, specially made armour, and the best grey colt to be his warhorse. On the day that Girauld left home, a huge crowd gathered to see him off. As he watched his brother spur his prancing horse round in circles, Thibault wondered if he were the only person who wouldn't be sorry to see him go, then felt guilty when he saw the tears running down his mother's face.

For the first few months, news drifted back slowly: Girauld had defeated some Goblins, rescued the odd maiden, hunted down a rampaging beast or two. Nothing spectacular really, but enough to keep his parents' spirits up. Then nothing. No news for months and months. Thibault's mother became more and more worried, though his father remained stoical. Thibault, in the meantime, flourished in his brother's absence, and concentrated on his knightly training – swordfighting, horsemanship and learning the codes and rules of chivalry. He was always made subtly conscious of the fact that though his skills were good, he wasn't *quite* as good as Girauld, who of course could wield a sword, master a spirited steed, play a lute etc better than anyone else.

A year had passed since Girauld's departure, and Thibault was nearly sixteen himself. Like his brothers before him, on his sixteenth birthday he was expected to face and pass the tests of adulthood and be declared a man. Then, as family tradition dictated, he would ride away from his home as a Knight Errant, bound not to return until he had earned his spurs as a true Knight of the Realm.

In truth, Thibault felt no great desire to go out and stamp his mark on the world. He was not by nature very ambitious, and the fire of combat didn't burn in his veins the way it had for his elder brothers. He was a proficient swordsman, but he viewed combat as the means to an end, rather than an end in itself. He took pleasure in hunting – who wouldn't? – but never went out of his way to pick a fight the way other men did, just for the joy of it.

On the eve of Thibault's birthday, gloom hung over the castle like an invisible shroud. His mother hardly spoke to him any more, and it seemed to Thibault that she hated him, though he couldn't understand why. His father tolerated him with cold politeness, and the only person who treated him like a human being was his sister, Malfleur, who was uncannily perceptive for a girl of her age. "How can you declare what your quest will be, when you don't even know what you want?" she said to him. "You must absolve the demons of the past before you can conquer the perils of the future."

Thibault spent the night kneeling on the cold stone floor of the castle chapel, praying to the Lady for guidance. Inspiration struck him as the light of the rising sun shone through the stained glass window, bathing the altar before him in multicoloured light. Now he knew clearly what he must do.

The day passed in a blur of activity, during which time Thibault passed all the ritual tests set him, and proved himself worthy to carry the arms and armour of a Knight Errant. The final part of the ceremony was for the young Knight to publically declare the object and purpose of his quest. Thibault strode up to his parents, removed his helmet, and saluted his father. His mother, he noticed, wouldn't look him in the eye. "For the honour of the Lady, the king and my family," he announced "I declare my quest shall be to search for my brother, Girauld – to bring him back home, if he still be alive, or, if he be dead, to avenge his passing. Thus I do swear on my sword and on my honour."

As he guessed, his statement caused no small amount of commotion. His mother rushed off crying, his father just glared at him, and all the servants started whispering to each other. *Maybe I should have just said I was going to kill the Black Boar of Borrobil*, he thought gloomily. *So much for altruism.*

Thibault left as soon as he could gather his possessions together – some battered armour, a plain but serviceable sword, and the only horse his father was prepared to let him have, a beast so bad tempered the grooms were going to kill it for meat in the Autumn. It was raining, and no-one could be bothered to see him off except his sister, who seemed quite cheerful, considering. "Take this," she said, pressing a cloth-wrapped bundle into his arms. "It's mine to give, and it will serve you well. Ride west, and search for Melys Gau. I can't help you any more than this, but... good luck." She blew him a kiss, and waved goodbye as he rode through the castle gate into the great outside world.

When he was finally out of sight of his father's castle, Thibault stopped his horse and unwrapped his sister's present. It was a sword like no other he had ever seen. He had never heard of such a thing, it must be worth a king's ransom – how could she have come by it? Despite the damp chill of the day, the gold and pearl hilt felt warm to his touch, and when he swung the sword around, delicate runes along the blade sparkled in the air. Feeling distinctly more cheerful, Thibault strapped on the sword, and rode off down the road to meet his destiny.

After seeing her brother off, Malfleur went back to her bedroom and flung herself on her bed to think. There was only so much she could do for the moment. Girauld's vanity had led him to his doom like a moth drawn to a candle. It was perhaps a risk sending Thibault after him, but her need to be rid of the damning evidence of the sword outweighed any problems that would be posed by Girauld's return. She wasn't yet skilled enough in the magical arts of prediction to tell whether Thibault would succeed in his quest or not. The sorceress part of her soul cared nothing for any of her family, they served merely to support and protect her while she was young, and gathering her powers, but the part of her that was still a little girl of six summers hoped that he would, because he was a far better person than any of his brothers... and because of the way he tousled her hair when he teased her.

The Rules of Honour

Apart from the commandments of chivalry, there are certain traditional 'rules of honour' which are adhered to and respected by all Knights. These rules are an important part of the code of chivalry. They date back to the very origins of knighthood in Bretonnia and mark out Bretonnian Knights as distinct from those of any other realm.

The most important rules of honour are summarised below:

- A Knight may only fight hand-to-hand, he may not use a missile weapon.
- A Knight shall always accept a challenge to personal combat.
- A Knight shall not draw sword against a fellow Bretonnian Knight except in a trial by combat or in a tournament.
- A Knight shall not allow himself to be captured.
- A Knight shall not retreat from the enemy.

The purpose of the rules of honour is to make sure that Knights not only maintain their own personal honour, but also the honour of the entire knightly class. Thus all Knights receive the respect of the peasants and all other classes and ranks of society.

If a Knight breaks any of the rules of honour, which is rare but may happen if he is up against overwhelming odds, he will seek to redeem himself. He can do this in three ways. One is to set off on the grail quest, another is to pledge himself in the service of a lady or another Knight of superior rank until his patron considers him to be redeemed, and the third is to perform a feat of arms of greater merit than his act of dishonour.



If a Knight is accused of dishonour or breaking the code of chivalry he has the right to defend himself in a trial by combat against his accuser or a champion appointed by his accuser if the latter is not a Knight.

KNIGHTS ERRANT

According to the code of chivalry, the first and lowest rank of knighthood is the **Knight Errant**. The old tradition of a would-be Knight proving his worth by brave deeds and thereby winning the lordship of a domain was upheld as a just and right foundation for knighthood. Indeed this custom had always served Bretonnia well in the past.



A Knight Errant is assigned a task or 'errand' by his patron, who according old tradition, will usually be the fairest damsel in the village. He might remain a Knight Errant in the retinue of a duke or the king until he is given a specific task to accomplish or until he has won his honour by a feat of arms which is considered of equal merit.

KNIGHT OF THE REALM

If and when a Knight Errant has accomplished his task, he becomes a **Knight of the Realm**. A Knight of the Realm is a Knight who has proved himself worthy of all the benefits of knighthood. It is honourable for him to accept the feudal dues and tithes of the peasants because he can defend them in return. He is therefore fit to be made lord over a village and its fields and its castle, which in Bretonnia is called a 'domain'.

When new lands are conquered it is better to carve out new domains for Knights Errant than to enlarge an existing domain because it is difficult to defend a domain that becomes too big. The simple fact is that a domain is most easily defended by a single Knight if he can see all of it from the highest tower of his castle and can ride all around its boundary in a single day. It is also good if the neighbouring lord's castle can be seen from the tower of your own castle so that you can signal for reinforcements and give warning of a large force of raiders entering the domain. ■

A Knight is expected to be able to defend his domain against a monster or a warband of a dozen or so raiders single handed! He may call upon his men-at-arms and bowmen to assist him in his role of commander of the manpower of the village. If the threat cannot be dealt with in open battle, the villagers take refuge within the Knight's castle, where he can defend them. If the domain is attacked by larger forces then the Knight may honourably call upon other Knights to help him. Unless the domain is very isolated, other Knights will already have rushed to fight by his side before he needs to do this!

Thibault rode his horse down the narrow, twisting track. Night was falling. He was tired and cold, and not looking forward to yet another night sleeping in the open. At the bottom of the hill, the track turned to follow the course of a shallow stream, then tailed off in a small wooded clearing. In the middle of the clearing, huddled in front of a feeble fire, squatted a grizzled old crone. Thibault got off his horse and walked towards her warily. At close quarters she was particularly hideous, with pock-marked skin, hairy warts, and possibly only one eye, though it was hard to tell under the mop of tangled grey hair.

"Pardon me for intruding, er, grizzled old crone. I am embarked on a sacred quest, and I seek Melys Gau. Can you perhaps tell me anything that will help me?"

"Eeeeh!" cackled the old crone. "May be I can, and may be I can't. Information's not cheap, you know. What can a lusty young lad like you offer an old girl like me in return, eh?" She leered fetchingly in his direction, and ran her fingers through her hair, dislodging a small frog.

"Old crone, as a Knight I am sworn to observe strict vows of chastity," replied Thibault hastily. "Perhaps there is some other service I can do you in return?"

The crone stared at Thibault thoughtfully, as if assessing him. "Well, Sir Knight, I see you have a big sword, maybe you can put it to some use. There is something you can do for me. I've lost my little Milou. He ran off into that cave." She turned and pointed to a dark tunnel mouth in the rocks behind her. "I haven't seen him for ages, the poor mite. If you can't find my little precious, at least bring me back his collar (which was worth a groat or two), and I'll help you on your quest. By the way, you don't have anything to eat, do you?"

"All I have is half a loaf of bread."

"Hand it over then," snapped the old crone. "And it better be white, I don't want any of that disgusting brown stuff."

Thibault showed her the bread, which was a bit soggy, but the old crone snatched it out of his hand and started to gum it happily. "Well, what are you hanging around for? Are you sure you don't fancy a quick..."

"Er, no thank you very much," replied Thibault, backing away towards the cave, which seemed a good deal more inviting than the questionable charms of the grizzled old crone in front of him. On the face of it, looking for lost kittens wasn't the most heroic knightly pursuit, but it probably fell under 'protecting the weak'. Anyway, it shouldn't take too long to find the thing, then he could be on his way.

Thibault made his way carefully down the dark tunnel, steadying himself against the wall with his left hand. In his right hand he held the sword his sister had given him, which had the peculiar ability to glow in the dark. Broken bones littered the floor (not a good sign), and a foul smell wafted up from the tunnel depths. He heard a scuttling sound up ahead. Feeling rather foolish, he put on his best child-calming voice and called out 'Milou, Milou!'

The scuttling stopped, so he started to walk forwards again, shifting his shield protectively in front to him. Another sound – something was definitely moving along the tunnel towards him. He was surprised a kitten would make so much noise, maybe Milou was a dog. The sword glowed brighter, and started to vibrate with anticipation, tugging him forward. Suddenly, in a clatter of stones, a monstrous Beast galloped round the corner and threw itself

at him, roaring with fury. Thibault didn't have enough time to get a good look at the thing, but it was large, vicious and had appalling breath. The Beast jumped up at him, gnashing its teeth and spraying him with slobber, and Thibault was forced to defend himself.

Teeth the size of daggers chomped and tore at his armour, while the Beast raked at Thibault's body with its filthy claws. Pushed back against the tunnel wall, Thibault hacked away at the Beast for all he was worth, the magic sword leaving a glowing trail in the air. He didn't have time to think, just react. Fighting a Ravening Beast wasn't the same as fighting another human being, it was faster, being able to attack with its teeth and two sets of claws. With a sweep of its claws the Beast tore away his shield, sending it bouncing down onto the stony floor. Thibault was fighting defensively now, trying to protect himself with his sword. He was tiring fast, and bleeding from numerous tears in his armour. The Beast drew back its head, opened its mouth wide to bite off the knight's head, and in that split second of grace Thibault lunged forward and plunged his sword into its gaping maw, skewering its brain. Stinking back blood sprayed around the tunnel as the dying Beast blundered about, eventually collapsing with an almost human sigh.

When Thibault had caught his breath, he limped over to the Beast's corpse and turned its body over with his foot. In the fading light of the sword, the Beast was a horrible mixture of animal and reptile, as if someone had crossed a bear with a lizard, and added an extra pair of legs for good measure. Round its thick neck, embedded in the filthy fur, there was a leather collar...

Thibault was woken in the morning by his horse nuzzling his face. He gently pushed it away and sat up, wincing at the pain. The events of the previous evening were hazy. He remembered fighting the Beast, and staggering back up the tunnel, but after that, very little. Badly wounded, and in shock, he must have collapsed unconscious on the ground. The pain-fueled dreams of the night still haunted the edges of his mind. Confused images of a hideous old crone, a ferocious Beast, and a beautiful lady with cool, white hands flitted briefly across his consciousness then the memory slipped away.

During the night, someone had removed his armour and cleaned and dressed his wounds. Thibault carefully stood up. He felt weak and shaky, and his body was mass of bruises, but he reckoned he could still ride. He looked about the glade. The old crone was nowhere to be seen, the cold ashes of the fire and a slight whiff in the air were the only evidence of her presence. His armour lay in a pile on the ground. It was useless, too battered and torn to wear again. He would have to leave it behind. Hopefully, if the Lady favoured him, he would be able to replace it soon. Beside the ruined suit of armour lay his weapons (cleaned), some bread and cheese, a flask of wine and an enormous bloody claw.

Thibault gobbled down the food his anonymous benefactor had left him, and considered his situation. He now had no food, no money, no armour, and was no nearer to finding his brother, or the mysterious Melys Gau. On the plus side, he was alive, still had his horse, and had killed a Ravening Beast. As Thibault loaded his meagre possessions onto his horse, he noticed a crude design scratched into the earth. It had been badly defaced by hoofprints, but he was just able to make out a large arrow, pointing across the stream, and the words MAL D'YSCALLE scrawled shakily beside it.

A Knight of the Realm who manages to hold his domain for many years may end up with a retinue of Knights Errant including his own grown up sons. Since the time of Gilles it has become common practice for a Knight of the Realm to relinquish his castle and domain to a son when he has accomplished his errand of knighthood. The senior Knight then sets out on a grail quest and becomes a Questing Knight.



If there are several sons, the eldest and first to accomplish his errand of knighthood succeeds to the domain. The others on accomplishing their own errands can be given a portion of the domain if it is large enough. This will usually be a tract of wild land on the margins of the domain, perhaps still waiting to be conquered and settled. The errand of knighthood might actually be to conquer the land and hold it long enough to build a castle and settle it with peasants. In this way new domains are constantly being carved out of the wilderness while the Orcs and other enemies are kept under pressure.

If there are no suitable lands to be assigned, it is the custom for younger sons to relinquish their claims to a castle on accomplishing the errands of knighthood and either join the retinue of a duke or the king, or set out upon the grail quest straight away.

QUESTING KNIGHTS

Questing Knights are Knights who have relinquished their castles and domains or their claim to these. The Questing Knight is now free from any obligation to defend a domain and may set off on a personal and spiritual quest leading to new adventures and new honours. The quest may take him far beyond his ancestral domain and perhaps even beyond Bretonnia itself.

Sometimes a Knight Errant on accomplishing his errand of knighthood may set out on the grail quest without having been given the lordship of a domain. Although he is entitled to be a Knight of the Realm, he relinquishes his feudal rights to pursue a career in the service of the Lady of the Lake and thus will soon be accorded greater honour as a Questing Knight. This is considered to be a particularly noble gesture. It is common for sons of lords who are not chosen for a lordship to do this and indeed, even for the king's sons, including the heir apparent to the realm. In this way it will often be a Grail Knight who sits upon the throne if Bretonnia!

Questing Knights set out on a quest to find the grail and drink from it. Only a Knight who has overcome many perils and hardships can expect to find the grail. His courage, valour and perseverance will be thoroughly tested. During his long quest he may see the Lady of the Lake in dreams and visions, holding the grail. This leads

him ever onward and inspires and encourages him in his quest. Since the first appearance of the Lady of the Lake to Gilles, she has appeared countless times to many Questing Knights in every part of Bretonnia. She is a magical being and the spirit of the land who can appear anywhere at any time. To see her is to know that you have her favour and rewards. Indeed often a Questing Knight will be led by visions of the Lady to find an ancient magical weapon or similar relic. The ultimate favour is of course to sip from her enchanted chalice.

Any Knight who sets out on the grail quest has put all worldly ambitions aside. He is accorded far greater rank, honour and respect than either Knights Errant or Knights of the Realm even if the latter are powerful dukes. Questing Knights soon become superior to either of these lesser ranks of Knights because of the greater tests and hardships they encounter and the rewards of the Lady of the Lake which no Knight can hope to attain without setting out on the grail quest.

GRAIL KNIGHTS

A Questing Knight who finds the grail and drinks from it is favoured by the Lady of the Lake and becomes a Grail Knight. Only a Questing Knight who has battled his way through many perils and overcome many terrible foes while on his quest is likely to ever find the grail. Many Questing Knights perish having never found the grail at all.

Anyone who does find the grail returns a changed man. The first thing that those who knew him as before will notice is his greater stature and presence. In battle and on campaign he will be able to endure greater hardships than any ordinary Knight as if they were of no account.

TRIAL BY COMBAT

Discipline and honour among Knights is maintained by the custom of trial by combat. If a Knight accuses another of dishonour, the accuser and accused are required to fight a single combat. This can be fought to the death or until one Knight decides to spare his defeated opponent having proved his honour. The contest may begin as a mounted joust at lance point and end with both Knights dismounted and battering each other with hand weapons.

The field of combat is ringed with men-at-arms forming a wall of shields who will not allow either contender to leave the field until the matter is decided and honour is satisfied. A superior lord, either a baron, duke or even the king presides over the trial, depending on the rank of the contenders. Magic items are banned from the contest and as in a tournament, it is a serious offence to strike an opponent's warhorse. If a defeated contender is spared and not slain he is punished with exile from the realm and may only redeem himself by pledging himself to a second Errand of knighthood. This is known as a Task of Redemption. Such tasks are usually extremely perilous!

Mighty foes will look upon him with fear. When he speaks, which is not often, it is with awesome authority and inspires confidence in all that hear. He knows no fear or despair. Even magic often fails to affect him at all.

Grail Knights stand back from the everyday concerns of the world; they serve only the Lady of the Lake. They do this by upholding honour, virtue and the right. Bretonnia is the sacred domain of the Lady of the Lake and they will not allow evil or corruption to profane the land.

On returning from his quest a Grail Knight will not resume the lordship of his old domain, this is the concern of his appointed successor. Instead the Grail Knight will often become a hermit Knight residing in the chapel of the grail. Many of these chapels are in very remote places or in the woods and wilderness just beyond the edges of the domain. Here the Grail Knight is looked after by the peasants and fed and served as is his due as a Knight. In return they can count on his watchful eye and his sword to help protect the domain. Indeed, many foes will meet their end by his sword long before they ever stray into the fields of the domain. In times of dire peril, the lord of the domain might send word to any Grail Knights in the region for assistance.

Sometimes, when all seems lost, a Knight defending his domain against impossible odds will be joined by a Grail Knight, coming unbidden to fight by his side. Together they beat back the foe. After the victory the Grail Knight will ride off seeking no reward.

Throughout the countryside of Bretonnia there are to be found chapels dedicated to the grail and the Lady of the Lake. Grail chapels were originally founded by Grail Knights in places where they first saw a vision of the Lady of the Lake, or where a magic weapon was found. Later generations of Grail Knights choose to live in old chapels, but new ones may be founded from time to time. Grail chapels become the resting places for the bones of Grail Knights who have died and for their magic weapons. Knights Errant swear on the relics kept in the chapels and in times of peril old relic weapons may be taken up and used in defence of the domain.

Peasants from the domain attend the grail chapels to worship the Lady of the Lake. They believe that her sacred chalice, the grail, causes the land to flourish. The Grail Knights are her servants on earth who protect the land in their lifetimes and after death continue to do so as her avenging angels.

BRETONNIAN TOURNAMENTS

Bretonnian Knights like nothing better than a tournament except perhaps a just and righteous war! Many tournaments are held in Bretonnia. The greatest of these are the royal tournaments held at Couronne twice or four times a year to mark the opening of a new season. Then there are the tournaments held by the various dukes and countless local tournaments held by barons. It is possible for a Knight to roam the kingdom entering one tournament after another and if successful, being followed by a baggage train of prizes such as armour, treasure and warhorses not to mention



admirers, minstrels singing his praises and would-be grooms and squires hoping for a placement in his retinue.

Tournaments are often held in order to find a Knight worthy to wed the daughter of a duke or baron or even the king. Thus winning a tournament can be made the errand of knighthood for any Knights Errant who care to take part. If the tournament prize is not a lady's hand or a domain and castle it may be a magic weapon or a special honour.

The highlight of the tournament, which lasts several days and includes much feasting, hunting and carousing, is of course the jousts. Pairs of contenders challenge each other and fight on the jousting field. It is the custom to use blunted lances unless the joust is a trial by combat, or the rivalry between contenders is particularly bitter! Even so, wounds inflicted by being unhorsed can be severe. Sometimes retinues of Knights joust together in groups giving a spectacle like a small battle. This provides excellent training for the Knights and keeps them at the peak of fighting fitness.

It is common custom for young and lusty Knights Errant to ride around the spectator stands asking ladies for their favours. These of course are not favours of the magical kind! The ladies attach various items of their apparel to the Knight's lance. The more a Knight's manly bearing and brave manner delight a lady, the more intimate the item of clothing she is moved to attach to his lance. If he wins his round of combat, the Knight may find himself honour bound to wed the lady! By the time the contest begins, many ladies are feeling the cold somewhat, especially in the midwinter tournaments! All this makes for good bawdy ballads sung by the minstrels around the feasting fires after the tournament.

BESTIARY



KNIGHT ERRANT

The first and lowest order of knighthood is that of the Knight Errant. According to the traditions of chivalry a young Knight must prove his worth with brave and noble deeds, and in this fashion he establishes his right to ascend the orders of knighthood. The young Knight Errant must serve in the retinue of a Lord of Bretonnia until such time as he is given a specific task to undertake, or until he proves his worth by some heroic feat of arms on the field of battle.

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

SPECIAL RULE

Knight's Virtue

The Knight Errant has the first chivalric virtue – the *Knight's Virtue*. This means that he will not panic if common folk are broken or destroyed in hand-to-hand fighting within 12", nor if such troops flee past within 4". Panic tests for fleeing friends are only required where they are other Bretonnian Knights.

KNIGHT OF THE REALM

The Knight of the Realm belongs to the most numerous of the orders of chivalry. He has proven himself in battle and assumed his full responsibilities as a Knight. The Knight of the Realm is a noble whose task is to rule and protect his people, serve his feudal lord, and provide an example of knightly virtue for others to aspire towards.

	M	WS	BS	S	T	W	I	A	Ld
Knight of the Realm	4	4	3	4	3	1	3	1	7

SPECIAL RULE

Knights Virtue

Knights of the Realm have the first chivalric virtue – the *Knight's Virtue*. This means that they will not panic if common folk are broken or destroyed in hand-to-hand fighting within 12", nor if such troops flee past within 4". Panic tests for fleeing friends are only required where such friends are other Bretonnian Knights.

QUESTING KNIGHT

To undertake the quest for the grail is the most noble tradition of chivalry. A Knight who has served his lord long and well, and who has made provision for the future of his domains, is free to embark upon this most sacred mission. Younger Knights may be inspired to undertake the quest on behalf of the Lady herself, a gesture that is especially fine and noble.

Questing Knights put aside all worldly things, and in return are accorded honour above even the finest lords of Bretonnia. They roam far and wide, fighting the foes of chivalry wherever they find them.

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

SPECIAL RULE

Questing Virtue

A Questing Knight has the *Questing Virtue*. This means that he will never panic and is not affected in any way by the Panic rules. Any Panic tests the Questing Knight is called upon to take are disdainfully ignored, for he is brave of heart and courageous of spirit.

GRAIL KNIGHT

A Grail Knight has attained the ultimate order of chivalry, for he has not only undertaken the quest for the grail but has been rewarded with success. His deeds have earned him the favour of the Lady of the Lake. She has appeared before him in her true and pure glory, and proffered him the grail so that he might sip its contents, and thereby reap the greatest reward of a noble life. The Grail Knights are the most powerful of all the Knights of Bretonnia, the very pinnacle of the chivalric ideal.

	M	WS	BS	S	T	W	I	A	Ld
Grail Knight	4	5	3	4	3	1	4	1	9

SPECIAL RULE

Grail Virtue

Grail Knights have the most noble chivalric virtue of all – the *Grail Virtue*. This means that they are unaffected by any of the psychology rules; any such tests they are called upon to take are disregarded with a cool and steely countenance. The Knight knows neither fear nor terror, nor will he panic, for the grail sustains his noble will better than any magic trickery.

For two years now Thibault had journeyed through the land of Bretonnia, trying to discover the fate of his brother, which was somehow linked with the mysterious Melys Gau. During this time he had killed many monsters, vanquished many enemies, and passed many tests. As a result of his adventures he was taller, wiser, and stronger, both of body and in faith. He relied upon the chance encounters of fate for direction. Though the objects of his interrogations were evasive, truculent, or spoke in riddles, they were never deliberately misleading, and his path took him inexorably south east, across the plains of Bastonne, past Parravon, following the western edge of the Grey Mountains.

At a tiny village called Puy de Velay, on the south-eastern tip of the Massif Orcal, he talked to a venerable hermit knight, who managed to recall that a village called Melys Gau had once existed near the Forest of Loren. The village had been abandoned hundreds of years ago – for reasons unknown – and must now lie in ruins. The path that once led to the village had long since disappeared, but Thibault, sensing the end of quest, knew exactly which way to go...

After riding through the woods for days, Thibault felt sure he had violated the border between Bretonnia and the mysterious realm of Loren, yet none of the Elven folk nor their Sylvan allies appeared to challenge him. Pausing on the crest of a hill to let his horse catch its breath, he looked down into a small, bowl-shaped valley. Patchy, low cloud clung to the hillsides, making it difficult to see the valley floor, but he could just about make a cluster of indistinct buildings, which looked ruined, surrounded by a circular area of low, tangled vegetation that could be overgrown fields. There were no signs of life – nothing moved, and the place was utterly silent. Spurring his horse on, he rode down the hillside into the mist.

Reaching level ground, he finally broke through the forest wall into a delightful, sunlit valley. Contented peasants waved at him from the neat, well-tended fields. Fair-haired women sang as they tended their cows and sheep. In the middle of the fields lay a charming village, where Thibault was welcomed profusely by the villagers. Before he knew what was happening he found himself sitting outside the inn, tucking into a delicious meat pie, a pint of foaming beer in his hand. As the hot food settled in his belly, and the sun warmed his face, he felt all his cares and worries falling away. He looked at the people sitting around him, they were so friendly, so happy, chatting away in their odd, lilting accent. The last time he'd

felt so content, so at peace, was back home, when he was youth, before Girauld had left home. Relaxed and at peace, he lent back against the warm stucco wall of the inn and closed his eyes.

Thibault awoke with a start, temporarily disorientated by the dark, unfamiliar room. Then he remembered the village. He must have nodded off after the meal. Where was he? He climbed off the bed and stumbled over to the window. Looking down, he deduced he must be in a room on the upper level of the inn. Strange how different the village looked in the feeble moonlight. The cottages which had seemed so fair in the daylight now looked skewed and dilapidated, their pretty gardens overgrown with weeds. The well appeared to be just a tumble of stones, and the fields were tangled with shrubs and young trees. The scene blurred and deteriorated as he watched it. Dismayed and disorientated, he returned to bed, but as he lay there, suspended between wakefulness and sleep, he heard a ghostly voice calling to him: *Save me brother, save me!*

In the morning, the village was exactly as it had been the day before. The sun shone, the people were welcoming – in fact, the place seemed almost too perfect. There was no dirt, no clutter, no raised voices. All the people were healthy, the animals plump, and the fruit and vegetables showed no sign of mould or weevil. And why were there no children? Furthermore, and he hadn't noticed this before, there was no castle to protect the place. When he asked the villagers how they protected themselves, they were evasive or changed the subject. When he pressed the point, and started asking questions about his brother, the villagers became increasingly sullen, but finally agreed to send for their lord, who, they assured Thibault, would be able to answer his questions.

At midday, when the sun was at its highest, the lord of the village appeared. Where from, exactly, it was impossible to say. He must be an old man, thought Thibault, watching him hobble painfully up the road, solicitously supported by two of the villagers. The lord stopped when he reached Thibault, threw back the hood of his cloak, and looked the young knight straight in the eye. Thibault froze in horror, and the world turned dark around him. The lord of the village was none other than his missing brother Girauld. A Girauld horribly changed, old and ill, when he should be young and hale. His golden hair was grey and lanky, his strong body wasted away, his face haggard and pale. "Welcome to Melys Gau, brother," croaked Girauld. "So, have you come to stay, or take me away?"



THE BRETONNIAN WARHORSE

Bretonnian Knights have earned a rightful reputation for invincibility, and few other mounted troops can stand against them. It is even said that a charging Bretonnian knight at full gallop could smash his way through the walls of Karaz-a-Karak! The Bretonnians owe this renown to their own knightly ardour and valour, but also and not least, they owe it to the magnificence of their mounts, the Bretonnian Warhorses.

The Bretonnian Warhorse is the finest breed of warhorse in the Old World. This is because the Bretonnian Warhorse is in part descended from the Elven steeds of the former Elven colonies which flourished centuries ago in the land that is now Bretonnia.

When the Elven colonists abandoned the Old World and sailed back to Ulthuan, some remained behind. These Elves were the ancestors of the Wood Elves of the Forest of Loren. One of the Elven kindreds that stayed took their Elven steeds with them into the safety of the forest glades. Elsewhere, herds of Elven steeds roamed freely in the meadows and plains around the abandoned Elven ruins, interbreeding with wild forest ponies. This mingling of blood eventually resulted in the creation of a new breed, the Bretonnian Warhorse.

This new breed of horse was far superior in size and spirit than any other in the Old World. The horses of the

Empire are descended from the wild ponies of the Kislevite steppes and have no blood of the Elven steeds in their veins. The warhorses of the Empire and Kislev are passable, but lack the power and spirit of the Bretonnian steed, although they are perhaps better suited to a harsher climate, while the Bretonnian breed need the lush meadows of the west. Similarly the Arab stallions and the Cathayan horses are also descended ultimately from the wild ponies of the Kislevite steppes and lack any blood from Elven stock.

When the Bretonnian warriors began riding into battle on the native horses of Bretonnia, they found that the horses could bear the weight of a fully armoured man and still gallop and charge over and over again without tiring. The horses were big, powerful and not lacking in stamina. The Bretonnian Knights therefore made every effort to maintain and improve their special breed. A very important factor in this was the peace pact with the Wood Elves of Athel Loren. By the terms of this pact, from time to time the Elves allow the Bretonnians to have some of their precious steeds. In this way the Bretonnian horses are replenished with fresh blood from pure Elven stock.

This agreement is unique and unheard of anywhere else in the world. The High Elves of Ulthuan would not let any of their horses out of the country, although they cannot stop Dark Elf raiders stealing them. The Wood Elves, however, know that their realm is surrounded on two sides by Bretonnians, who protect Loren as a bulwark. No-one gets into Loren from north or west without first having to fight through the Bretonnian Knights. From the Wood Elf point of view, this security is well worth a bit of horse trading. In return, the Elves acquire swords and other weapons of good Bretonnian iron and steel, which they do not make to any great extent in their own realm.

Bretonnian Warhorses are highly valued and are always reserved for Bretonnian Knights. Squires must make do with forest ponies and lesser breeds lacking the blood of the Elven Steeds. The King of Bretonnia has banned anyone from taking Bretonnian Warhorses out of the realm. Anyone who does, be they subject or foreigner, can expect an army of angry Bretonnian Knights to come after him to bring them back. The Bretonnian Knights naturally do not want anyone else to be as well mounted as they are. Even so, you would have to have the stature and nobility of a true Bretonnian Knight to ride a Bretonnian Warhorse, they do not put up with lesser warriors on their backs!

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

SPECIAL RULES

For generations, the Bretonnian Warhorse has been bred to bear the weight of a fully armoured Bretonnian Knight. Because their horses are so strong, Bretonnian Knights do not suffer the movement penalty for wearing armour and warhorse barding. They may move and charge at their full movement allowance.

It is said that the most magnificent warhorse that ever lived was Oriel, favourite mount of King Guillaume. Long is the Chanson of Guillaume, for in his youth he burned with an insatiable lust for adventure, and spent years exploring the lands he would inherit, riding from the white cliffs of Lyonesse right across to the Grey Mountains. The 332nd verse of the chanson tells how Guillaume chanced upon a band of Orcs attacking some Wood Elves in the hilly lands of the Massif Orcal. Without a thought for his own safety, the fearless young prince charged straight into the fray, skewering five Orcs on his lance with his first attack. In the bloody struggle that followed, Guillaume and the Elves eventually drove off the greenskins. The Elves were grateful to their rescuer, for one of their party was Eoth, a prince of their kind. In thanks for his help, the Elves gifted Guillaume with a white colt to replace his horse, which had been fatally wounded in the fighting.

Within a year, the white colt had grown into a magnificent stallion, bigger and more beautiful than any other horse in Bretonnia. In his stable, Oriel was so gentle that a child could sit on his back, but in battle he was like a raging wind, so proud and furious that the king's enemies would run in terror at the mere sight of the massive horse and his mailed rider.

Oriel lived to a great age, and sired many fine foals. The white stallions that are traditionally ridden by Bretonnian kings can all be traced back to him. Indeed, one of the many duties of the College of Heraldry is to record the lineage of the warhorses bred by the royal stud. Horse breeding is taken very seriously by the nobility, who constantly vie with each other to breed bigger and fiercer horses to carry the Bretonnian Knights into battle.



SQUIRES

Knights are served in peace and war by their Squires, commoners who ride to the hunt with their master, and who accompany him to war. They are chosen from the fittest and youngest of his retinue, and they are the most skilled fighters of all the Knight's people. If a Squire performs some great deed or service to his master he may even be raised to the ranks of knighthood!

In battle the Squires group together and fight with the weapons of the hunt, or stout bows and broad-bladed boar spears. Some ride to war on tough horses of the common breed, whilst others fight on foot, using their hunting skills to infiltrate woods and rough scrub.

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

SPECIAL RULES

Skirmish

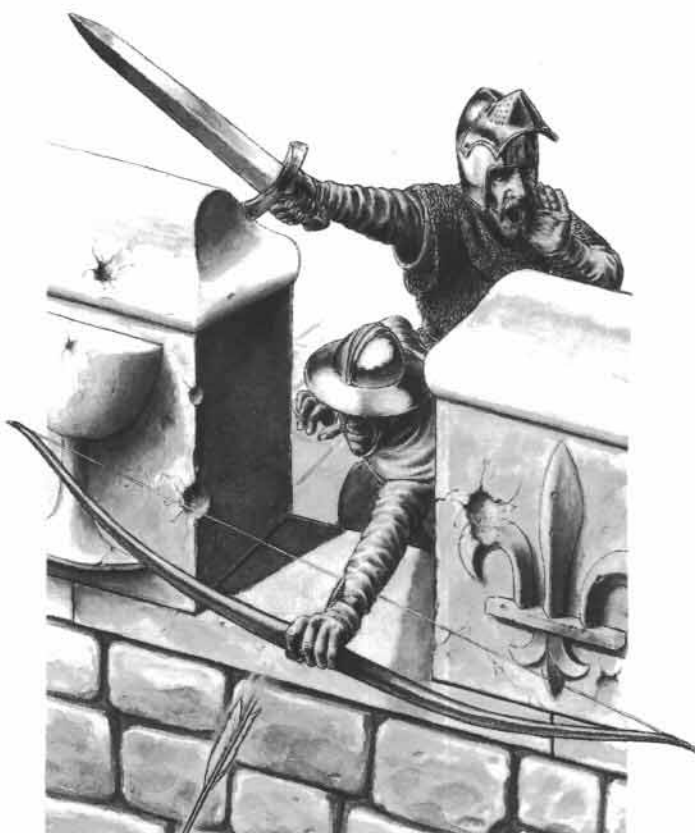
Whether they are on foot or mounted, Squires can *skirmish*. They are skilled hunters, and their ability to skirmish reflects their skill chasing the stag or stalking wild boars through the woods.

MEN-AT-ARMS

Bretonnian men-at-arms are the soldiery of Bretonnian. Every Knight must needs maintain a retinue, whether he is a humble master of a village or the King of Bretonnia himself. These troops serve the Knight, guarding the borders of his domain, holding his castle, and marching beside him when he goes to war. A Knight's retinue is armed and provisioned at his expense, and so his soldiers wear the uniforms he provides, often bearing his chosen colour or displaying his device. Some carry long bills or spears, whilst other are armed with dangerous longbows with which they rain death upon the enemies of Bretonnia.

	M	WS	BS	S	T	W	I	A	Ld
MEN AT ARMS	4	3	3	3	3	1	3	1	7

Bernard sighed and lowered his bow, leaning back against the embrasure where he had been posted atop the battlements of De Montforte castle. Despite the incessant drizzle that obscured his vision, for a moment, Bernard had thought he'd seen movement at the edge of the forest a few miles to the east of the castle. Suddenly, he saw three hulking shapes emerge from the forest and start lumbering slowly towards an outlying farmstead. Straining his vision, the keen-eyed young bowman recognised the dark silhouettes as trolls and immediately reached for his bow, firing a strangely fletched arrow high into the sky. The loud, high-pitched shriek of the arrow would rouse his masters to arms, who would ride out to intercept the foul creatures before harm could befall the farmstead. His duty done, Bernard prayed the knights would be victorious.



THE KNIGHT ERRANT'S TALE

It was a cold and frosty winter's morning. Roget and the other peasants went to the vineyards on the slopes bordering the great forest. The devastation was heartbreaking. There might not be a vintage this year because of the ravages of the Orcs! It was the third time that the boar riders had ridden out from their lair in the Forest of Arden wreaking havoc over the land.

Had there been a Knight in the castle, he would have ridden out to challenge their leader. Doubtless he would have slain the wretch and single-handedly routed his cut-throat followers! Alas there was no Knight in the castle: Baron Guilbert was dead. Slain by a cowardly Orc arrow while hunting in the forest. Now the great hall of the castle echoed not to his jovial feasting but to the weeping of his grieving widow and tearful daughter, La Belle Elise.

As the afternoon darkened towards evening, Roget and the others trudged back to the village. They paused by the old grail chapel to ask for blessings from The Lady in these troubled days. Just then a cavalcade of riders, resplendent in their fine clothes, crossed the castle drawbridge and rode along the track to the village green before the grail chapel. Villagers came out of their hovels and leaned out of windows to see what all the fuss was about.

Roget regarded the nobles. It was the widow of Baron Guilbert, proud and stern, and her daughter, La Belle Elise, adopting a very haughty manner despite her youth. They were accompanied by a retinue of men-at-arms. One of these addressed the assembled peasants thus:

"Wherefore the noble and rightful Baron Guilbert de Vray was cruelly and dishonourably slain, and insofar as the Domain of Vray is without male heir, it is forthwith declared subject to Errantry! If there be anyone worthy to accept the Errand of Knighthood, let him come forth! If he shall succeed, he shall be deemed rightful lord of the Domain and shall receive the hand of La Belle Elise."

The peasants began talking excitedly among themselves as the nobles looked on maintaining their cool, aristocratic demeanour. La Belle Elise was making a special effort to appear as arrogant as she could doubtless hoping to deter the least appealing of the commoners from taking on the errand lest by some mischance they might succeed!

"About time!" said one wizened old peasant. "We've been lacking a lord far too long!" said another. Old women began nudging and winking at some of the peasant lads to encourage them to step forth. Then someone mentioned Roget's name. Old men began slapping him on the back with words such as "Go on lad, you can do it" and "We want

you to be our lord!" Roget knew this was his fate. He was the strongest, toughest and in many ways the best young man in the village. No one else had yet stepped forward. All eyes began to turn on Roget.

Then the Widow de Vray rode forward and spoke. "It would please me... It would please La Belle Elise, if you, Roget, would accept this errand of knighthood!" Roget paused, everyone waited on his reply. He looked at La Belle Elise. She did not look at all pleased. Roget was in a tight spot. If he refused such a request, he would lose face in the village. He had too much honour to do that. He had been born with the noble heart of a true Knight and the Lady of the Lake had found him out at last. He knew that he must accept the errand and trust in the Lady of the Lake!

"I accept the errand," said Roget. It was considered correct form and honourable to accept the errand without knowing what it was to be. It was now up to La Belle Elise to pronounce the Errand of Knighthood. She had the power to choose a perilous task with little chance of survival or something a bit kinder. Roget stared at her coldly beautiful, pouting, disdainful face and his heart sank.

"The Errand shall be..." began La Belle Elise but stopped when her mother leaned over and whispered in her ear. The girl frowned and waved her mother aside with her hand and began again. "The errand shall be to bring me the head of the Orc warlord who slew my father the Baron and who has devastated our fields!"

"A worthy errand!" said one of the retinue. Other shouts of approval came from among the retainers and the peasants. While everyone acclaimed and congratulated him, Roget thought to himself that this Orc warlord had a few friends who might get in the way – a few hundred friends!

"You shall attend the castle tomorrow," said the retainer acting as master of ceremonies. "Your armaments and warhorse shall be made ready." At this La Belle Elise quickly spoke out, "Not Victoire! You can't give him Victoire to ride, he might not come back!" So the first glimmer of emotion from the girl was for a horse! thought Roget. There's confidence for you!

The party rode back across the drawbridge, except the Widow de Vray, who stayed behind. She spoke quietly to Roget in the porch of the chapel. "There is something in my husband's tomb which you shall take with you – the Sacred Sword of Vray! I shall send my servants tonight to help you lift the slab!"

SPECIAL RULES

KNIGHTLY VIRTUES

As a Knight undertakes his vows he takes the first step upon a path of martial and spiritual accomplishment which will lead him into many adventures, and bring him to the threshold of countless perils. As he confronts and overcomes the enemies of chivalry he becomes a more confident and better warrior, he learns skills which enable him to excel in combat, and, even more importantly, he rises ever higher in the ranks of chivalry.

To represent the many fine qualities of chivalry, Bretonnian Knights have special abilities called **knightly virtues**. Ordinary Knights have virtues appropriate to their standing, and characters can have several virtues. The army list explains which Knights have which kinds of virtues and where the player has a choice of allocating virtues to different characters.

The points values shown here are paid by characters who have a choice of several knightly virtues. Ordinary Knights always have the virtues indicated in the army lists – they pay no extra points for these as the effect is taken into account in their basic points value.



The Knight's Virtue 5 points

The Knight's Virtue is what distinguishes a Knight from a mere commoner, it is the knowledge that he is a chivalrous warrior who is superior to ordinary troopers and, for that matter, to allies as well!

The unit will ignore fleeing friends if they are not Bretonnian Knights. No Panic test is required because friends break from combat, or if they flee past, or if they are destroyed. No Panic tests are taken on account of such troops.

The Questing Virtue 10 points

Knights who have pledged themselves to the grail quest must face the most deadly foes without flinching. Every day they encounter dire perils and overcome hazards that would reduce an ordinary man to a whimpering heap of loose bowels and tears.

The unit never needs test for panic from any source whatsoever. The Knights are unaffected by the Panic rules.

The Grail Virtue 15 points

Knights who have sipped from the sacred grail are made steadfast against even the most fearsome of enemies. They can face the most horrific monsters and the most determined foes, secure in the knowledge that the Lady of the Lake is with them.

The unit never needs test for any of the psychology rules, whether panic, fear, terror or whatever. The Knights are unaffected by any psychology.

Virtue of the Joust 15 points

Countless tournament victories and conflicts with scaly monsters have honed the Knight's aim so that he never misses his target.

When charging with a lance the Knight automatically hits his enemy. No dice are rolled – all attacks will hit.

Virtue of Purity 15 points

The Knight's sole thought is to serve the Lady of the Lake. His purity of heart and discipline of mind endow the Knight with the strength of will to resist the power of an enemy's magic.

A spell cast upon the Knight or unit he is with is dispelled on the D6 roll of a 4+. This is a natural dispel on account of the Knight's extreme piety.

Virtue of Knightly Temper 25 points

The Knight attacks relentlessly, raining blow after blow down upon his enemy.

When the Knight is fighting he earns an additional attack for each of his original attacks that scores a hit. Roll to hit as normal, then roll one more attack for each hit already scored, after which proceed to work out wounds as normal. For example, a Knight with 3 attacks might hit twice, entitling him to a further 2 attacks, which might score 1 more hit, making 3 in total.

If a Knight's original attacks hit automatically, if he has a magic weapon which automatically hits for example, then he must still roll to hit with any additional attacks from the Virtue of Knightly Temper. A Knight does not receive a further round of automatic hits.

Virtue of the Impetuous Knight 25 points

The Knight is eager to get to grips with the enemy. He charges so impetuously, and with such reckless enthusiasm, that he spurs his horse to gallop fast and furiously towards the foe. His eagerness infects any Knights he rides with!

The Knight and any unit he is with may add +D6" to its move when charging. Roll this dice before moving the charging unit.

Thibault lay in his bed that night, too restless to sleep. He had spent hours talking to Girauld, a conversation that had ended in acrimony. His brother refused to say what he was doing in this lost village, or why he'd never sent word back home. He claimed his ravaged appearance was the result of a mysterious illness, and that if he were to leave the pure mountain air of the village he would surely sicken and die. Little was left of the Girauld Thibault remembered: this withered old man was a fragile shadow of the handsome, proud man his brother had once been... and should be now. Even his personality had changed, as if his will had ebbed along with the decline of his body. Finally, a terrible coughing fit had forced Girauld to retire, carried out of sight by concerned villagers.

Once again, Thibault woke up in the middle of the night, his heart pounding. Yet again, he walked over to the window and threw open the shutters. The village had transformed itself back into a ruinous state, and a low mist obscured the ground. Thibault was seized with dread, but this time he was determined to investigate. Grabbing his sword, he hurried out of his room.

Thibault walked about the village, his footsteps deadened by the mist. The buildings were completely ruined, low broken walls covered with ivy. When he looked back to the village square, the inn too was a sad jumble of stones and bushes. There were no people, no animals, no life of any kind.

Yet... Something about the square was different. What had changed? What was that shape looming out of the mist where before there had been nothing? As he turned to investigate, the shape solidified and resolved itself into the form of a huge, mail-clad knight. "HE WHO SEEKS TO RULE MELYS GAU MUST FIRST DEFEAT ME!" boomed the strange knight, raising his massive axe and striding towards Thibault.

"I have no quarrel with you, Sir Knight," replied Thibault, backing away. "I do not seek to rule this place."

"FACE ME, OR DIE!" intoned the black knight. Clanking forward he swept his axe at Thibault, who barely managed to parry the stroke in time. A mighty fight ensued. The opponents were evenly matched in skill, but the black knight, encased in full armour, was slower. Thibault could react and move faster, but had no shield or armour to protect him. One slash of the black knight's massive axe could cost him a limb, or even his head. Thibault decided his best tactic would be to wear his opponent down, and forced the black knight to lumber round the village after him as he darted back and forth. But his opponent was relentless, attacking like an automaton, and it was Thibault who started to tire. A trip over a tree root cost him a nasty gash on his arm. The magic of his sword was strangely erratic, as if it were unsure whether the black knight were friend or foe.

Thibault pulled on all his experience, and all his faith, to survive. The fight was hard, and seemed to last forever. Finally, the sky started to lighten, and the mist receded. Dawn was on its way. The black knight hesitated, and looked upwards. Gathering all his remaining strength, Thibault rushed forward and dealt the knight a terrific blow across his neck, at the base of his helm. With a ghastly howl, the black knight staggered back, and toppled onto the ground with a mighty crash.

"Yield or die!" cried Thibault, leaping forward to hold his sword at his foe's neck. The black knight moaned in response, and moved his head feebly from side to side. Placing his foot on the knight's chest, Thibault lent forward to cut the lacing on his armour and pulled the heavy helmet free. The pale face that stared up at him was Girauld's.

"Save me brother, save me!" gasped his brother. "Now, while I am myself once more, I beg you - kill me and set my spirit free!" Thibault recoiled with horror. To kill his own brother would be a crime against honour and human dignity. Yet, if Girauld were to be believed, his death would break the enchantment and free his soul from the terrible curse that held it here. On the other hand, by killing his brother, would he in turn become the doomed guardian of Melys Gau, and have the life slowly sucked from his body and his soul? Should he sacrifice his own soul to save his brother's? And if he didn't kill Girauld, what then - would anything be changed? Would he even be able to leave Melys Gau himself, or would he be trapped here, forced to fight his own brother every night for all eternity, or until one or other of them perished by his brother's hand? As he stood in the rosy morning light, frozen by indecision, the line of a prayer drifted into his mind: *And the greatest of these is mercy.*

As the golden rays of the sun broke over the hilltops, Thibault raised his sword and prepared to strike.

Virtue of Valour 25 points

The Knight has vowed to confront the biggest and strongest of foes. He has become skilled at fighting such opponents, the more awesome his enemy the more valourous are his efforts.

If fighting an enemy with a higher Strength characteristic than himself, the Knight may re-roll any failed to hit rolls. He can only re-roll his failed attacks once, and may not re-roll a failed second chance, even if he has other magic items that entitle him to a re-roll.

Virtue of Discipline 10 points

The Knight has total faith in his chivalric vows: he maintains self-control in the face of adversity, and displays complete confidence whatever the odds. His example serves as an inspiration to others, strengthening their faith and hardening their will.

The Knight or a unit he is with can re-roll any failed Leadership-based test. Note that only a single re-roll is allowed, a unit cannot re-roll a failed re-roll, even if it has a magic item or other circumstances that would normally permit a re-roll.

Virtue of Devotion 50 points

The Knight is so utterly devoted to the Lady of the Lake that he enjoys her special favour, protecting him from the magic of his foes.

The Knight is completely immune to hostile magic spells. A spell simply does not affect him. Note that the spell is not dispelled as such, and can affect other troops even though the Knight remains unharmed.

Virtue of Noble Disdain 15 points

The Knight has nothing but contempt for craven enemies who hide behind weapons of dishonour. How dare they bring such ignoble devices onto the field of chivalry! Such is his sense of outrage that the Knight bates all such foes!

The Knight bates all enemies armed with shooting weapons as well as all enemy war machines. See the Psychology section of the Warhammer rulebook for the rules for Hatred.

Virtue of Knightly Ardour 30 points

The Knight reacts to being charged by the enemy with indignation and rage! How dare the foe charge us first! He immediately levels his lance and spurs his Warhorse to meet the charge head on.

The Knight and unit he is with will respond to a charge by countercharging. The unit is moved 4" towards the enemy, and the enemy charges as normal. Both units count as charging in the first turn, and models with the highest Initiative will strike first. Note that it is only possible to countercharge against an enemy charging the unit's front. An enemy charging in the side or rear cannot be countercharged.

THE LADY OF THE LAKE



The Lady of the Lake is an awesome figure of Bretonnian myth and legend. All Bretonnians, whether Knights or commoners, respect and honour the Lady of the Lake. To the Knights, she is the goddess of honour and virtue who always favours the brave and shuns the dishonourable. For the common peasants she is an angel who protects them, an unearthly spirit who breathes life into their fields, orchards and vineyards.

Worship of this goddess dates back to ancient times, as far back as the stone age ancestors of the Bretonnians. On the fringes of Bretonnian territory, in the Grey Mountains and in the towns and cities, other gods such as those of the Empire gained a small foothold, but in the vast heartland of the Bretonnian countryside the Lady of the Lake still reigns supreme.

It is only in the verdant depths of the Bretonnian countryside that the Lady of the Lake manifests herself. She appears in those places where the earth energy wells forth to the surface and overflows. This magical energy is visible in the form of a swirling white mist or vapour. Thus the Lady appears to rise up from the depths of lakes and pools, springs of sweet water, among groves of trees and within the ancient stone circles erected by the ancestors of the Bretonnians.

Few are privileged to see the Lady appear, and those who have seen her are regarded as especially favoured. Only those whose devotion, courage and extreme virtue have moved the Lady will be honoured enough to enter her presence.

The places where the Lady appears are always remote and isolated spots, usually deep in the forest or beside mountain pools. Only those who are prepared to face great perils are ever likely to find them. It is widely believed that anyone seeking the Lady can only find her if she leads him to her by means of dreams and visions.

To those who have seen her, the Lady of the Lake appears as a woman of exceptional beauty. She rises majestically from the lake or wafts into the wooded glade on the swirling mist. She is radiant like the moon and speaks by gestures rather than words. In her hands she carries a shining chalice brimming over with liquid light – the grail. Those most favoured by the Lady will be approached by her and she will hold the grail to their lips. They can then sip the enchanted energy from the grail with miraculous results.

The Lady of the Lake has been sought for and found many times in Bretonnian history. Each encounter passes into the legend enriching it further. Over countless centuries the lore of the Lady of the Lake and her sacred grail have become the dominant religion of Bretonnia. Chapels to the grail are found in every village and the symbolism of the Lady and the grail is to be seen everywhere.

The Lady of the Lake and the grail are a fundamental to the Bretonnian code of chivalry. Although the code of chivalry and the rules of honour grew out of the Bretonnian traditions of knighthood and warrior virtues, these are entwined with the legends of the Lady of the Lake. It is she who rewards honour and virtue. To seek honour is a devotion to her which will ultimately win her favour. A Knight who dies having served and honoured the Lady all the days of his life is believed to become one of her avenging angels, continuing to serve her through all eternity.

The highest pinnacle of chivalry in Bretonnia is to become favoured by the Lady of the Lake. A Knight who is prepared to go on a perilous quest to seek for the Lady may ultimately find her and sip from her grail becoming almost invincible. Such Knights defend honour and virtue among mankind and protect the blessed land of Bretonnia in which the Lady dwells. They will not permit evil to profane her sacred places or offend her presence!

THE GRAIL

The enchanted chalice kept by the Lady of the Lake is not like any other precious or magical item. It cannot be taken from her or kept by any mortal person. It is recorded in Bretonnian annals that a wicked and foolish Knight claimed to have possession of the grail. In reality it was a false grail with which he intended to fool and confuse good and virtuous Knights so that he could wrongfully seize the throne of Bretonnia. He met his well deserved fate at the hands of the Grail Knights, servants of the true grail. This episode has passed into Bretonnian history as the 'Affair of the False Grail'.

From time to time, Questing Knights return from their wanderings bearing ancient golden cups or similar items which they have found in old burial mounds or glinting on the bottom of forest ponds. Such things do not fool Grail Knights who have seen the true grail and know its true appearance! Such false grails are revealed for what they are by Knights of the true grail and their finders must return to their quest or be disgraced.

GRAIL CHAPELS

Throughout Bretonnia are to be found chapels dedicated to the Lady of the Lake and the grail known as 'grail chapels'. These may be built near to a place where a vision of the Lady of the Lake has appeared, or in a town or village or even within a castle. These will usually be the pious foundations of Knights who either hope one day to succeed on the grail quest, or who have returned. Many of these chapels are to be found in remote locations hidden in the forest near to a place believed sacred to the Lady of the Lake. Grail chapels have been built throughout the history of Bretonnia so many are very old indeed. There are even a few which date back before the time of Gilles le Breton.

Some of the more remote grail chapels have become ruined and completely overgrown and forgotten. This is especially true in the forests and regions which have been ravaged by enemies and subsequently recaptured. Often all record or memory of the location of the original grail chapel has been lost and the new Knight will build a new chapel. One day a Questing Knight may stumble upon the old chapel with its relics while seeking the grail. Since grail chapels are often near to places where the Lady of the Lake appears, Questing Knights deliberately seek out old grail chapels or may be led to them in visions and dreams. Within the ruinous

crypts they may find magical weapons, relics placed there by former Grail Knights who may even be entombed in the very same chapel. Such relics are regarded as quest rewards from the Lady of the Lake.

Grail Knights may choose to become hermit Knights living in a remote grail chapel guarding the relics housed within it and the bones of former Grail Knights buried within the chapel. Such Hermit Knights defend the grail chapels from evil foes who might try to take the relics or even the bones for their own vile sorcery. Fortunately the bones of Grail Knights are incorruptible and cannot be bent to evil will, but sepulchres attract raiders, usually Undead or Skaven, looking for whatever they might find and desecrating the sanctity of the shrine in the process.

Over the centuries some grail chapels have been enlarged as various nobles have rebuilt old chapels or embellished existing shrines. Such chapels, often called abbeys of the grail, may contain so many valuable relics that they require defences in the manner of a castle and several Hermit Knights to guard them. In addition, the chapel may attract a small number of female recluses known as Damoiselles du Grail, who seek to devote themselves to the Lady of the Lake. These will often be the daughters and sisters of Knights who because they are not Knights, are not able to express their devotion by going on the grail quest. Instead they become nuns of the grail. Their main work is to heal the wounded Knights carried in from the battlefield or the jousting field and to provide sanctuary and refreshment for the many Questing Knights that roam the land of Bretonnia. They also minister to the religious needs of the peasantry and Knights such as blessing ploughs and swords and banishing imps from village wells and bread ovens with water from the Lady of the Lake's sacred pools and springs!

Nothing stirred within the walls of the tiny village of Avigniard. From a distance, the thatched cottage roofs and lazy curls of chimney smoke seemed extremely inviting to those who had travelled a long way. Luc knew better. He had lived all his fourteen short years within those walls, and now, atop a hill more miles distant than he had ever been before, he sat and watched as ravens circled lazily above his home. The home he had lost when disease swept through it and claimed the lives of all within it, except him.

He could think of nothing to do but wander the land in search of a place where he might be taken in and find work. So Luc set off, never looking back, and travelled in the direction his father had told him led to the castle of the Baron du Duchennay. Five days later, gaunt and spent, he reached the heavily fortified gates of the castle and stopped to beg the gate guards to allow him admittance.

"Where do you hail from, boy?" asked one of the men-at-arms. Upon hearing the name of Avigniard, the three guards recoiled from the boy, hastily withdrawing further beyond the shut portcullis that separated them from Luc.

"You cannot come in here boy. We have received word that Avigniard is plague-ridden. Remove yourself from here at once or suffer the wrath of le Baron!"

Luc's pleas for clemency fell on deaf ears, until finally the guards became so enraged the boy fled from them, fearing for his life. Luc ran until his legs could support him no

longer, and he collapsed, falling into a deep sleep.

When he awoke, he found himself beside a mist-shrouded lake nestled deep in the heart of what seemed an ancient wood, judging by the size of the gnarled old trees that loomed above him. It took all of the boy's remaining strength just to crawl to the edge of the lake and scoop up some of the crystal clear water in his cupped hands. Having drunk his fill, Luc simply sat there with his head bowed, too weak to move, letting his pent-up tears fall silently into the lake. Luc raised his face and looked out across the waters, all hope scoured from his tear-streaked face. "I should have died with the rest of them," he whispered.

"I have other plans for you, my child," said a soft, melodic voice. Startled, Luc looked about him but all he could see were ripples stretching outwards from a point roughly in the middle of the lake, as if something large had briefly broken the surface of the water. Yet more strange was a sudden feeling of well-being that flooded through Luc's tired body as all pain and hunger left him. Without quite knowing why, Luc got up and started to make his way out of the Forest of Arden and back towards the domain of Duchennay, oblivious to the willowy figure standing watching him from afar.

Morgiana smiled to herself as she watched Luc recede into the distance. "Go little one. Go and teach the Baron du Duchennay and his men what happens when my mistress' servants lose their sense of compassion."

THE LADY'S BLESSING

The Bretonnians revere the Lady of the Lake as the embodiment of chivalry and knightly virtue. She is the very spirit of Bretonnia, who rewards the brave and destroys the craven. Those who go to battle with her blessing will triumph over their enemies even if they are outnumbered hundreds to one!

To the Bretonnians this is a just and natural state of affairs. Were they to consider the matter at all, they might say that the magical forces that flow through the land are drawn and concentrated by the faith of the people who love and protect it. The land's spirit is formed from the magical energy that flows through it, and that spirit is nothing less than the Lady of the Lake herself. This sacred power flows from the Lady's chalice, the grail to which all chivalry aspires.

Just as an individual Knight can gain the favour of the Lady of the Lake, so an entire army can be blessed so long as its leader is virtuous and his warriors pure of heart. When so many honourable Knights go to war, swearing to fight to the death to uphold their ideals and defend what is right, no matter what the odds, then very great amounts of virtuous magic are attracted to them. This can manifest itself as a shimmering mist rising from

the ground, like the morning mist of a summer day. The Lady of the Lake may even appear as a vision before the entire army, glimmering in the hazy ether to bless the warriors of Bretonnia.

THE PRAYER OF BATTLE

Before a battle the Bretonnian Knights kneel and pray to the Lady of the Lake, avowing to fight to the death for honour and justice. It is an awesome sight to behold the mists of magic seep from the ground in response to the Bretonnians' affirmation of faith. The enemy can but watch with dread as rays of sunlight break through the clouds, glinting on the armour and dancing upon the lance tips of the Bretonnian host, stirring an otherworldly chorus from the very earth itself. The foes of Bretonnia know that they face divine as well as human forces, and uncertainty gnaws at their resolve and their hearts sink within their quailing breasts.

SUMMONING THE BLESSING

The Bretonnian player may petition the blessing of the Lady before the battle begins. If he chooses to do so then his enemy automatically takes the first turn of the game, as the whole Bretonnian army must kneel to pray before they begin to fight. The Lady's blessing is automatically granted so long as the army remains true to the Bretonnian laws of chivalry.

The Lady will not bless the army if it includes allies who bring war machines of any kind. Nor will she favour the army if allies are armed with any type of gunpowder weapon, such as handguns, for these are not weapons of honour but ignoble and craven devices.

THE BLESSING

The Lady's blessing takes the form of a powerful curse upon the enemies of chivalry, and in particular upon those who make use of the foul and dishonourable weapons of mass destruction.

Consequently, before the enemy can shoot with a war machine, whether a stone thrower, bolt thrower, cannon, or machinery of any kind, he must roll a D6 and score 4, 5 or 6 to overcome the curse. He must roll each time each war machine wishes to shoot, and if he fails the test he may not fire with the war machine that turn. The machine's crew is momentarily overcome with dread, or their senses are befuddled and confused by the Lady's curse, so that they stand around in confusion and are unable to proceed.

Other shooters, such as enemy bowmen or crossbows, do not have to test unless they dare to raise their craven weapons against the gallant Knights of Bretonnia. If the foe wishes to shoot at a unit of Bretonnian Knights, then each shooter must first roll a 4, 5 or 6 to overcome the curse. Roll for each model, and proceed to work out shots from only those models that successfully overcome the curse. The remaining individuals are unable to confront the glory that is Bretonnian chivalry.

The giggling group of girls ran around the meadow, sweeping at the grass with the slender willow sticks they carried. "I've got one!" cried one. "So have I!" cried another, pouncing down to catch something. One girl, plainer than the others, moved more carefully, peering myopically into the undergrowth. "Has everybody got one?" cried the leader, Yvette, a tall girl with long blond hair. "Back to the well. Last one back's a goose!"

The girls ran back to the village well, laughing gaily as they skipped through the wild flowers. "Me first - I've got the biggest one!" exclaimed Yvette, opening her clasped hands to reveal an enormous warty toad. The other girls then showed their catches - frogs, toads and one newt - all except the plain Michelle, who'd dropped hers and stepped on it.

Everyone agreed that Yvette had indeed caught the largest, ugliest frog. "Kiss the frog, kiss the frog!" shrieked the girls, as Yvette raised the struggling amphibian to her lips and planted a smacker on its head. Nothing happened, and there was a collective sigh of disappointment. In turn, each girl kissed her catch, but no-one had any success. Disappointed, the girls disposed of their frogs in the time-honoured fashion by dropping them in the well, or throwing them at passers-by. "Oooh look!" cried Yvette, pointing down the road. "The Knights are riding past the village - Let's go!" Screaming with excitement at the prospect of seeing so many handsome men, all the girls except Michelle rushed off to ogle the Knights.

Feeling left out and miserable, Michelle went to kick one of the frogs, but stopped her foot at the last moment, and bent down to pick it up instead. It was so big and ugly it had to be Yvette's toad. Holding the bloated creature firmly, she kissed it.

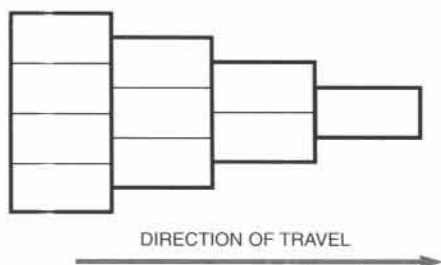
Orc Warlord Magrut swaggered out of the humie village, and looked around. Where was he? And more to the point, where were his gallant ladz? He remembered leading his army down from the mountains, where they'd come up against an army of glittering armoured knights, blocking their way west over the river. Leading his ladz from the front, he'd hacked his way through the humie knights until he reached one with a pointy hat, who wasn't wearing armour. As he'd raised his sword to attack, the humie pointed straight at him and cried out a string of harsh-sounding words... and that was all he could remember. Well, he'd soon find his ladz, and when he did, the humies would once again learn to tremble at the sound of his name.

THE LANCE AND THE ARROWHEAD

The Bretonnian army is able to make use of two special formations: the **Lance** and the **Arrowhead**.

THE LANCE

The Lance is a formation of Bretonnian Knights, consisting of a single valiant Knight in the front, with two Knights behind him, three behind them, and so on forming a pointed wedge. At full charge the Lance can burst an enemy formation apart and send foes scattering from the field in rout.



FORMING A LANCE

A unit of Knights can deploy in a Lance formation at the start of the game. Alternatively, a unit of Knights can adopt a Lance formation during their movement phase by reforming. The Knights' leader remains where he is and the unit is rearranged behind him. Knights in a Lance formation can adopt a normal formation in the same way, the unit reforming around the leader model. A reforming manoeuvre takes a unit its entire movement phase – so a unit which forms into or out of a Lance cannot move further than turn.



When arranging the Lance formation the unit's leader is always placed in the front. If the unit is led by a character then he must take the front position. The unit's standard, musician, and any other characters are placed as near to the front as possible. The rearmost row may be lacking sufficient Knights to fill it. In this case place models to either edge first, and leave any gaps in the middle of the rank.

MANOEUVRE AND MOVING

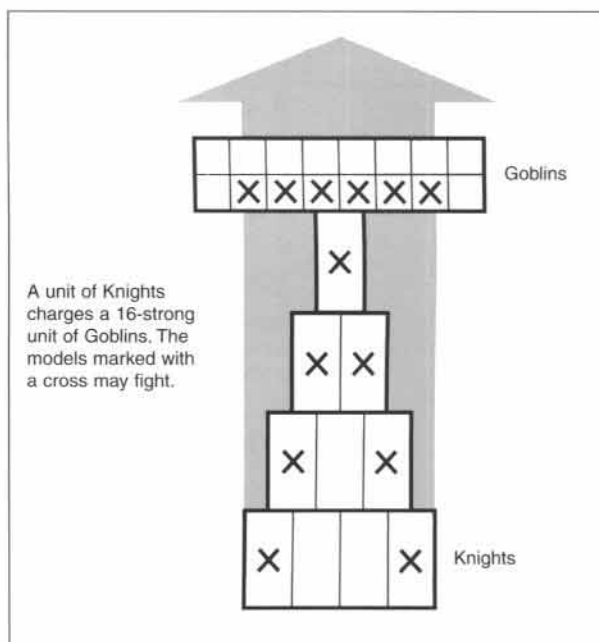
A Lance can manoeuvre by wheeling; it cannot turn. When wheeling measure from the widest rank. Otherwise, when moving the unit make all measurements from the front model in the formation.

When the Lance charges, the model at the front must be able to see the target – it does not matter whether other models can see or not as they simply follow their leader.

CLOSE COMBAT

In combat the Lance formation is positioned against the enemy unit with the leading model in contact and the wedge arrayed behind him. This represents the moment of contact – we might imagine the Lance piercing the enemy ranks and breaking through, or that the Lance is scattered by the enemy's stout resistance. Only the combat will tell!

All the models at the edge of the Lance can fight if there are enemy directly in front of them as shown on the accompanying diagram. All enemy models directly in front of the wedge can fight back. All fighting models are considered to be 'touching' the enemy where such a distinction is called for.



RANK BONUS

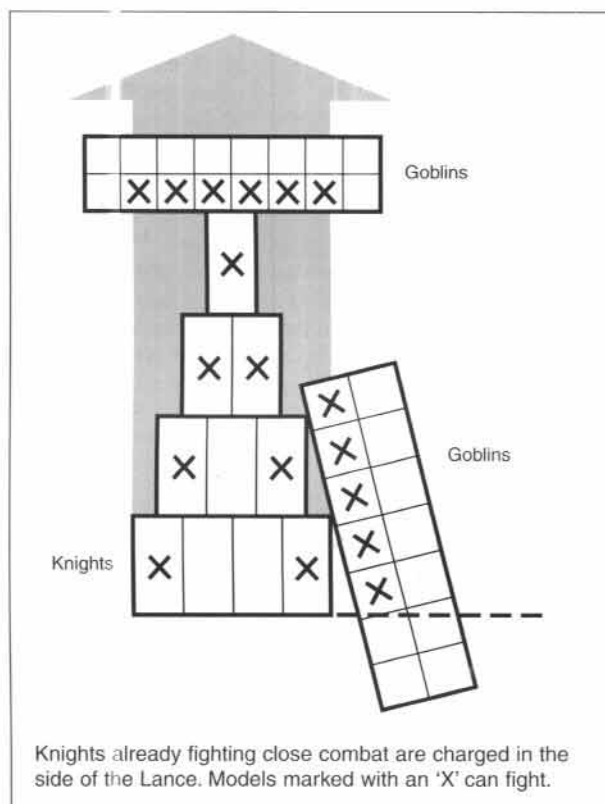
In a Lance formation the Knights get +1 combat bonus for each full rank behind the first, up to a maximum of 3 extra ranks (+3 bonus). A rank which is not full does not count.

FLANKS

A Lance formation has no flanks as such – the long sides of the wedge are counted as its front. An enemy is not permitted to overlap onto the sides of the formation.

An enemy charging the sides of the Lance does not count as charging the flank of the unit. No bonuses are earned on combat results, and no Panic test is required for a flank charge.

If a Lance is already engaged in combat and it is charged from the side, the enemy is aligned against the side of the Lance formation. In this case enemy models aligned against the side are allowed to fight, and models directly in front of the Lance can fight as normal. The Knight models facing both enemy units can fight either the original unit to their front or the unit to the side, and they can divide their attacks if you prefer.



CASUALTIES

Casualties are removed from the rearmost rank in the usual manner, assuming that Knights who fall in combat are replaced by those pushing forward from behind. When removing casualties leave models at the edge of the formation so that they can continue to fight.

If a character is slain his position can be taken by another Knight once the combat is over.

COMBAT RESULTS

After combat is completed Knights can maintain their Lance formation or immediately adopt a regular formation of one or more ranks. To adopt a regular

formation move the Knights forward, dividing the unit equally to the left and right of the leader.

Knights in a Lance formation cannot lap round an enemy's flank as can a regular unit. However, if Knights adopt a regular formation they can lap round that turn, assuming, of course, they won the combat and that their new formation extends to the enemy's flank.

If the Lance succeeds in breaking the enemy unit, the Knights can either maintain the Lance formation or adopt a regular formation as they either hold or pursue.

THE ARROWHEAD

The Arrowhead is a formation of Bretonnian Bowmen, consisting of a single Bowman in the front, with two Bowmen behind him, three behind them, and so on, forming a wedge shape exactly the same as the knightly Lance. The Arrowhead is designed to enable as many Bowmen as possible to concentrate their withering fire upon an enemy. Where the Lance is a mobile attacking formation the Arrowhead is a defensive formation designed to withstand an enemy's assault.

The Arrowhead rules are broadly similar to those already described for the Lance, but they are repeated in their entirety for the sake of clarity.

FORMING THE ARROWHEAD

A unit of Bretonnian Bowmen can deploy in an Arrowhead formation at the start of the game. Alternatively, a unit of Bowmen can adopt an Arrowhead formation during their movement phase by reforming. The leader remains where he is and the unit is rearranged behind him. Bowmen in an Arrowhead formation can adopt a normal formation in the same way, the unit reforming around the leader model. A reforming manoeuvre takes a unit its entire movement phase – so a unit which forms into or out of an Arrowhead cannot move further that turn.

When arranging the Arrowhead formation the unit's leader is always placed in the front. If the unit is led by a character then he must take the front position. The unit's standard, musician, and any other characters are placed as near to the front as possible. The rearmost row may be lacking sufficient Bowmen to fill it. In this case place models to either edge first, and leave any gaps in the middle of the rank.

MANOEUVRE AND MOVING

An Arrowhead can manoeuvre by wheeling; it cannot turn. When wheeling measure from the widest rank. Otherwise, when moving the unit make all measurements from the front model in the formation.

Bowmen in Arrowhead formation cannot charge. Their formation is primarily defensive, and in order to charge they must first adopt a normal formation.

Bowmen in Arrowhead formation cannot march. Just as they are unable to charge because of their formation, so they are unable to move at march rate unless they adopt a normal formation.

SHOOTING

Bowmen in an Arrowhead formation can concentrate their fire over a relatively narrow front. The lead model plus all the models along the edge of the formation shoot normally.

If the Arrowhead remains stationary in the turn, remaining models in the formation can also shoot over the heads of their fellows, even though they cannot see their target themselves. They simply add their arrows to the volley following the aim of their neighbours.

If standing and shooting against a charging enemy the Arrowhead can shoot with all of its bowmen, including those inside the formation.

CLOSE COMBAT

The Arrowhead has no flanks as such, the front of the unit extends along either side. Enemy charging from the flank are positioned against the side of the formation in the same way as described for a Lance attacked in the side while fighting a combat. See the diagram on the facing page.

All the models that are at the edge of the Arrowhead can fight if there are enemy directly in front of them in the same way as Knights in a Lance. All enemy models that are directly in front of the wedge can fight back.

The matter of which is the longest chanson, the Chanson of Guillaume or the Chanson of Gilles, has never been satisfactorily resolved. The debate is at its fiercest during the long winter evenings, when the noble families and their retainers cluster round the castle fire to keep warm, and are entertained by minstrels and travelling players.

The Bretonnians are a very proud people, and will go to extraordinary lengths to demonstrate their personal wealth and social standing. Each duke and baron thinks he is better than his neighbour, and will take every opportunity to flaunt his superiority by constantly improving his castle, recruiting more men-at-arms, and equipping his Knights with the best weapons, armour and warhorses he can afford. This exaggerated sense of pride permeates every level of society, so that even the humblest peasant toiling in the field fervently believes that his cabbages are greener, plumper and more tasty than his neighbour's.

A Bretonnian minstrel's worth is rated by memory and endurance, hence the importance of a chanson's length. The best minstrels are universally adjudged to be those who can sing for longest, not necessarily those who can sing in tune, or play their lute well. In fact, a common insult in the Empire is to accuse somebody as being "as boring as a Bretonnian minstrel".

Each duke and baron has his own minstrel, who sings chansons glorifying the exploits of his lord and all his ancestors. A simple ditty can last for half an hour, a chanson de bataille can take several hours, while a full-blown chanson, describing the life and times of an illustrious hero of the past, can last right into the early hours of the morning. The noble ladies enjoy these songs much more than their menfolk, who tend to nod off half way through the evening, or are forced to make up feeble excuses about having to "check the meutrières aren't blocked" or "hoist the petard" so they can leave the room, take the cheese out of their ears and slope off to bed.

RANK BONUS

In an Arrowhead formation the Bowmen get +1 combat bonus for each full rank behind the first, up to a maximum of 3 extra ranks (+3 bonus). A rank must be full to count.

FLANKS

An Arrowhead formation has no flanks in exactly the same way as a Lance. The long sides of the wedge are counted as its front. An enemy is not permitted to overlap onto the sides of the formation.



An enemy charging the sides of the Arrowhead does not count as charging the flank of the unit. No bonuses are earned on combat results, and no Panic test is required for a flank charge.

If an Arrowhead is already engaged in combat and is charged from the side, the enemy will end up aligned against the side of the formation. In this case enemy models aligned against the side can fight, and models directly in front of the Arrowhead can fight as normal. The Bowmen can fight either enemy unit, the original unit to their front or the unit to the side, and they can divide their attacks if you prefer.

CASUALTIES

Casualties are removed from the rearmost rank in the usual manner. When removing casualties leave models at the edge of the formation so that they can continue to shoot or fight.

If a character is slain his position can be taken by another Bowman once the combat is over.

COMBAT RESULTS

After combat is complete, Bowmen can maintain their Arrowhead formation or immediately adopt a regular formation of one or more ranks. To adopt a regular formation move the Bowmen forward, dividing the unit equally to the left and right of the leader.

Bowmen in Arrowhead formation cannot lap round an enemy's flank as can a regular unit. However, if Bowmen adopt a regular formation they can lap round that turn, assuming, of course, they won the combat and that their new formation extends to the enemy's flank.

If the enemy unit breaks and flees, Bowmen automatically adopt a regular formation if they pursue. Bowmen do not pursue whilst in an Arrowhead formation. If Bowmen hold they can adopt a regular formation or maintain their Arrowhead.



THE BRETONNIAN ARMY

The Bretonnian army list is designed so that players can choose an army to a pre-set points value. There is no upper limit to the size of an army, but 1,000 points is about the smallest size that will allow you to field a batteworthy force. Battles of 2,000 points a side will usually last an entire evening, whilst 3,000 points will give you enough troops to enable battle to rage for most of the day.

Most players prefer to collect their armies in manageable chunks of 1,000 or 500 points, starting with a 'core' force of 1,000 points and adding 500 points or so at a time. This makes it easier to plan future purchases, and gives a player time to paint models and try out the army on the tabletop before deciding what to add next.

It is usual for both players to begin the game with the same points value of troops – 2,000 points a side, for example. Before the game, each player picks an army worth up to the agreed points value. The Bretonnian player uses the Bretonnian list while his opponent uses the list for his own army. The total value for the army may be less than the total agreed, and will often be a few points short simply because there is nothing to spend the last odd points on.

The list that follows tells you what proportion of your army's points you may spend on characters, regiments, monsters and allies. All armies are subject to similar restrictions, and they are imposed to ensure that armies are reasonably well balanced and don't consist entirely of monsters or war machines.

CHARACTERS

The points allowed for characters includes the value of their armour and weapons, any magic items they have, and a steed if they are mounted.

Monster Mounts

If a character rides a monster then its points value is added to that of the character and included in the total permitted for characters. The allowance for monsters is specifically for monsters without riders.

Equipment

A character may be equipped with any of the weapons or armour indicated in the Characters Equipment List printed at the end of this section. The points values of these items are the standard values paid by ordinary troops. Champions of regiments must be equipped in the same way as their regiment, except that a Champion may carry a magic weapon or may wear magic armour instead of his standard equipment.

Magic Items

A character may carry appropriate magic items chosen from the magic item cards in Warhammer Magic. The points value is included on the cards themselves. Characters are permitted no more than the number of magic items shown on the chart below.



Character	Maximum Number of Magic Items
Champion	1
Hero	2
Lord	3

Character	Maximum Number of Magic Items
Wizard	1
Wizard Champion	2
Wizard Mage	3
Wizard Lord	4

REGIMENTS

Unit Size

Models are organised into units which we refer to as **regiments**. Regiments must be at least five models strong unless indicated otherwise in the army list. There is no upper limit on the size of a regiment. The minimum of five includes its leader, standard bearer, musician and Champion, if it has them.

Leaders

All regiments are assumed to include a leader equipped in the same way as the other troopers in the regiment and with identical characteristics. He costs the same points as the ordinary troopers, and his inclusion is intended to provide an appropriately brave and determined looking individual to lead the unit.

Standards and Musicians

All regiments may include a standard bearer and/or a musician. The usual cost for these is double the points value of an ordinary trooper. However, Knights are an important exception to this rule as noted below. Standard bearers and musicians are assumed to be equipped with the same weapons and armour as their fellows, and fight just like ordinary troopers.

Knightly Standards and Musicians

Knight units are permitted to include a standard bearer and/or musician at no extra cost. The points value of the model is the same as an ordinary Knight of that type. Knights would consider it dishonourable to go to war without their colours flying!

Magic Standards

Some regiments are allowed magic standards. These are magic items and are chosen from the magic items in the Warhammer Magic supplement. If a regiment includes a magic standard then its points value is added to that of the regiment.

Champions

Any regiment may include a **Champion**. Champions are characters, and they are always equipped exactly like the rest of their unit except that they are allowed one magic item. In the case of a magic weapon or magic armour, this can replace their standard weapon or armour. A Champion may also be the unit's leader, but does not have to be – a unit can have a separate leader and Champion model if desired.

Champions always fight as part of their unit and cannot leave it. The points value of the Champion including any magic item he has comes from the army's points allowance for characters, as described already.

MONSTERS

Monsters are beasts which have been brought along to fight beside the army. They include trained creatures, captive monsters goaded into fighting, and monsters magically bound by spells of obedience. Monsters chosen as mounts for characters are not included in the points allocation for monsters – they are included in the points for characters, as described above.

ALLIES

The Bretonnian army may include a proportion of allies up to a quarter of its total points value, chosen from the Warhammer Armies books indicated. You may choose allies from several lists if you wish. Including allies is a good way of expanding your collection, and allows you to paint include something different in your battles.

When choosing allies you may spend freely within the Characters, Regiments, and War Machines sections of the allied army list. You do not have to divide the points spent between these categories.

Note that if allies bring war machines or gunpowder weapons, the army will not be able to benefit from the Lady's Blessing (see the Special rules section).

SPECIAL CHARACTERS

After the army list you will find a section devoted to **special characters**. These represent famous individuals from the history of Bretonnia, some with special rules and magic items unique to themselves. You can incorporate these special characters into your army if you wish, in which case their points value is included in the Characters allowance as normal.



It has become standard practice amongst Warhammer players to agree with their opponent beforehand whether or not to use special characters. Some players prefer to play games without special characters, or to use them only occasionally, as they are powerful individuals whose presence will give a distinct twist to the game.

LIMITATIONS

The army list presents the player with a choice of characters, regiments, monsters and so forth. In most cases there is no limit on the number of characters, regiments, etc of any type that an army can include. For example, you could include as many Knight of the Realm regiments as you like within the total points value agreed for the army.

Some characters and regiments are limited to a maximum number. For example, you can only ever have one General or one unit of Grail Knights. These limitations are indicated in the lists.

REPRESENTATION OF PROFILES

Profiles are given in the standard format and include all the characteristic values. They do not take into account movement reductions due to armour, nor do they include armour saving throws as these can vary depending on how players choose to equip their troops. Cavalry are shown with two profiles, one for the rider and a separate profile for the mount.

M = Movement

WS = Weapon Skill

BS = Ballistic Skill

S = Strength

T = Toughness

W = Wounds

I = Initiative

A = Attacks

Ld = Leadership



ARMOUR

Armour saving throws are not included in the profiles because they can vary depending on how players choose to armour their troops. The following chart summarises the saving throws for armour.

Armour	Save	Cavalry Save
None	None	6+
Shield or light armour	6+	5+
Shield and light armour or heavy armour only	5+	4+
Shield and heavy armour	4+	3+
Cavalry with barding		Adds further +1

CHARACTERS EQUIPMENT LIST

The following chart gives all the ordinary weapons and armour that can be given to a Bretonnian character. The list is divided into two parts: Knightly characters (which includes wizards), and Commoners. Magic items are chosen from the cards in Warhammer Magic. Champions are always armed in the same manner as their regiment. Models must carry the weapons ascribed to them.



EQUIPMENT LIST

KNIGHTLY CHARACTERS

A single sword, mace, axe or other hand weapon	Free
A lance for a mounted Knight	2
Double-handed sword or axe	2
Shield	1
Light Armour	2
Heavy Armour	3
Barding for Warhorse	4
Warhorse	3



COMMONERS

A single sword, mace, axe or other hand weapon	Free
Spear	1
Halberd	2
Long Bow	3
Bow	2
Shield	1
Light Armour	2

ARMY SELECTION

Characters	0 to 75%	Up to three quarters of the points value of the army may be spent on characters. This includes the cost of monsters ridden by characters.
Knights	25%+	At least a quarter of the points value of the army must be spent on Knights. This does not include the cost of Champions who are paid for out of the Characters allowance.
Commoners	0-50%	Up to half the army's points value may be spent on regiments of Commoners. This does not include the cost of Champions who are paid for out of the Characters allowance.
War Machines	None	A Bretonnian army cannot include war machines – the code of chivalry forbids it.
Monsters	0 to 25%	Up to a quarter of the points value of the army may be spent on monsters. This does not include the cost of monsters ridden by characters, which must be paid for from the Characters allowance.
Allies	0 to 25%	Up to a quarter of the points value of the army may be spent allies chosen from any one or more of the following lists: Wood Elf, Empire, Dwarf, High Elf.

CHARACTERS

Your army may include up to 75% of its points value as characters chosen from the list below, or from the Special Characters section that follows the army list. You must always include one General, but apart from this you are free to choose as many or as few characters as you wish.

1 GENERAL OF BRETONNIA . . . 100 points

The army must include a General to lead it. This will usually either be the King of Bretonnia commanding the army in person or one of the dukes of Bretonnia entrusted with the task.

	M	WS	BS	S	T	W	I	A	Ld
Lord	4	6	6	4	4	3	6	4	9
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Sword

Weapons/Armour: The General of a Bretonnian army is always a Knight and may be armed with any combination of knightly equipment allowed by the Equipment List. See the separate Equipment List for summary and points values.

May Ride: The General may ride a Bretonnian Warhorse (+3 points) or a monster (see separate Monster List for points values).

Magic Items: The General is a Lord character and is entitled to up to three magic items chosen from the cards in Warhammer Magic.

Knightly Virtues: The General always has at least one knightly virtue and may have a second virtue. The first of these is always either the *Knight's Virtue* (5 points), the *Questing Virtue* (10 points) or the *Grail Virtue* (15 points). The second may be chosen freely from the Knightly Virtues list.

0-1 BATTLE STANDARD OF BRETONNIA . . . 80 points

The army may include a battle standard together with its bearer who will be a Knightly Champion of Bretonnia worthy of the task.

	M	WS	BS	S	T	W	I	A	Ld
Battle Standard Bearer	4	4	4	4	3	1	4	2	7
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

Equipment: Sword and Battle Standard

Weapons/Armour: The Battle Standard Bearer of a Bretonnian army is always a Knight and may be armed with any combination of knightly equipment allowed by the Equipment List. See the separate Equipment List for summary and points values.

May Ride: The Battle Standard Bearer may ride a Bretonnian Warhorse (+3 points) or a monster (see separate Monster List for points values).

Magic Items: The Battle Standard Bearer is a Champion character and is entitled to up to one magic item chosen from Warhammer Magic. This may be a magic standard thereby turning the army's banner into a magic standard.

Knightly Virtues: The Battle Standard Bearer always has at least one knightly virtue and may have a second.

The first of these is always either the *Knight's Virtue* (5 points), the *Questing Virtue* (10 points) or the *Grail Virtue* (15 points). The second may be chosen freely from the Knightly Virtues list.



HEROES 65 points

The army may include as many heroes as you wish within the normal limitations of the points available. Heroes represent warriors of exceptional prowess and courage.

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



Equipment: Sword

Weapons/Armour: A Bretonnian Hero is always a Knight and may be armed with any combination of knightly weapons/armour allowed by the Equipment List. See the separate Equipment List for summary and points values.

May Ride: A Hero may ride a Bretonnian Warhorse (+3 points) or a monster (see separate Monster List for points values).

Magic Items: A Hero is entitled to up to two magic items chosen from Warhammer Magic.

Knightly Virtues: A Hero always has at least one knightly virtue and may have a second. The first of these is always either the *Knight's Virtue* (5 points), the *Questing Virtue* (10 points) or the *Grail Virtue* (15 points). The second may be chosen freely from the Knightly Virtues list.

CHAMPIONS

Commoner Champion 30 points

Knightly Champion 35 points

Questing Knight Champion 40 points

Grail Knight Champion 50 points

Any regiment may include a Champion armed and equipped as the rest of the unit (see Equipment List for points values). Champions represent especially powerful or adept warriors. A regiment always has a Champion of the same type as the rest of the unit, so a regiment of Grail Knights will have a Grail Knight Champion. Knights of the Realm and Knights Errant may have Knightly Champions.

	M	WS	BS	S	T	W	I	A	Ld
Grail Knight Champion	4	5	4	4	3	1	4	2	9
Questing Knight Champion	4	4	4	4	3	1	4	2	8
Knightly Champion	4	4	4	4	3	1	4	2	7
Commoner Champion	4	4	4	4	3	1	4	2	7
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

Equipment: A Champion is always armed and equipped in the same way as the rank and file members of his unit (see Equipment List for points values).

May Ride: Knightly Champions, Questing Knight Champions and Grail Knight Champions always ride Bretonnian Warhorses (+3 points).

Magic Items: A Champion character is entitled to up to one magic item chosen from Warhammer Magic.

Knightly Virtues: The Champion of a unit of Knights always has one knightly virtue. A Champion always has the same knightly virtue as the regiment to which he belongs. The points cost of Champions includes the cost of the appropriate virtue.

Commoner Champions never have knightly virtues because they are not Knights.

WIZARDS

The army may include as many battle wizards as you wish within the normal limitations of the points available. Wizards may be selected from any of the four levels of wizard at the appropriate points cost shown below.

Wizard (magic level 1) 56 points

Wizard Champion (magic level 2) 118 points

Master Wizard (magic level 3) 190 points

Wizard Lord (magic level 4) 287 points

	M	WS	BS	S	T	W	I	A	Ld
Wizard	4	3	3	3	4	1	4	1	7
Wizard Champion	4	3	3	4	4	2	4	1	7
Master Wizard	4	3	3	4	4	3	5	2	7
Wizard Lord	4	3	3	4	4	4	6	3	8
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

Magic: A Bretonnian Wizard has one Battle Magic spell per magic level.

Equipment: Sword

Weapons/Armour: A Wizard may be armed with any combination of equipment allowed by the Equipment List. See the separate Equipment List for summary and points values. Note that equipping a Wizard with knightly weapons does not make him a Knight! If Wizards wear armour they are unable to cast spells so they do not normally do so.

May Ride: A Wizard may ride a Bretonnian Warhorse (+3 points) or a monster (see separate Monster List for points values).

Magic Items: A Wizard character is entitled to magic items chosen from Warhammer Magic. The number of magic items the Wizard may have depends on his level and is indicated below.

Wizard	1 magic item
Wizard Champion	2 magic items
Master Wizard	3 magic items
Wizard Lord	4 magic items

KNIGHTS

The core of any Bretonnian army are the Knights. Your army must include at least 25% of its points value as regiments of Knights chosen from the following section of the list. It may include more if you wish. Each regiment must consist of at least five models in total including any standard bearer, musician or Champion where present. Any unit of Knights may adopt the Lance formation as described elsewhere in this volume.



0-1 UNIT OF GRAIL KNIGHTS

... 45 points

Your Bretonnian army may include one regiment of Grail Knights. Grail Knights are Knights who have fulfilled their quest and drunk from the grail. This makes them special above and beyond ordinary men. Grail Knights bear the blazon of the grail upon their shields and are sworn to defend all that is good in the Old World. All Grail Knights present in the army fight together in a single unit.

	M	WS	BS	S	T	W	I	A	Ld
Grail Knights	4	5	3	4	3	1	4	1	9
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Grail Knights wear heavy armour, carry a shield and ride barded Bretonnian Warhorses. They are armed with a sword and lance.

Save: 2+

Options: Grail Knights may carry a magic standard.

Knightly Virtues: Grail Knights have the *Grail Virtue*; they have drunk from the sacred grail and are immune to psychology.

SPECIAL RULES

Lance Formation: Grail Knights may use the Lance formation.

0-1 UNIT OF QUESTING KNIGHTS

... 41 points

Your Bretonnian army may include one regiment of Questing Knights. These Knights have vowed to quest for the grail. They go wherever the visions of the grail lead them and encounter many perils and trials on the way including wars and battles in which their courage and loyalty will be tested. All Questing Knights present in the army fight together in a single unit.

	M	WS	BS	S	T	W	I	A	Ld
Questing Knights	4	4	3	4	3	1	4	1	8
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5



Weapons/Armour: Questing Knights wear heavy armour, carry a shield and ride barded Bretonnian Warhorses. They are armed with a sword and lance.

Save: 2+

Options: Questing Knights may carry a magic standard.

Knightly Virtues: Questing Knights have the *Questing Virtue*; they have vowed to face whatever dire peril comes against them in order to be worthy of the grail and so are immune to panic.

SPECIAL RULES

Questing Knights may use the Lance formation.

KNIGHTS OF THE REALM 39 points

Your Bretonnian army may include any number of regiments of Knights of the Realm. These are Knights who have earned the right to hold a domain which they must defend to the death! Knights of the Realm are also pledged to serve their leige-lord the king and their feudal overlord the duke. A Bretonnian army will often have several regiments of Knights of the Realm each belonging to a different dukedom

	M	WS	BS	S	T	W	I	A	Ld
Knights of the Realm	4	4	3	4	3	1	3	1	7
Bret. Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Knights of the Realm wear heavy armour, carry a shield and ride barded Bretonnian Warhorses. They are armed with a sword and lance.

Save: 2+

Options: Any unit of Knights of the Realm may carry a magic standard.

Knightly Virtues: Knights of the Realm have the *Knight's Virtue*; their pride and honour as Knights means that they ignore panic caused by any fleeing troops who are not also Knights.

SPECIAL RULES

Lance Formation: Knights of the Realm may use the Lance formation.

**KNIGHTS ERRANT** 32 points

Your Bretonnian army may include any number of units of regiment of Knights Errant. These are young Knights who must prove themselves worthy to inherit their ancestral domains by brave deeds on the field of battle and other tasks requiring valour and steadfastness.

	M	WS	BS	S	T	W	I	A	Ld
Knights Errant	4	3	3	3	3	1	3	1	7
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Knights Errant wear heavy armour, carry a shield and ride barded Bretonnian Warhorses. They are armed with a sword and lance.

Save: 2+

Knightly Virtues: Knights Errant have the *Knight's Virtue*; their pride and honour as Knights means that they ignore panic caused by any fleeing commoners or allies.

Options: One unit of Knights Errant may have a magic standard.

SPECIAL RULES

Lance Formation: Knights Errant may use the Lance formation.



COMMONERS

Bretonnian troops raised from among the peasants are known as Commoners. This distinguishes them from the Knights who belong to the nobility. Your Bretonnian army can include up to 50% of its total points as regiments of Commoners. Commoners are Mounted Squires, Squires, Men-at-arms or Bowmen. Commoners are not bound by the code of chivalry and so are not barred by honour from using the longbow. Each regiment must consist of at least five models in total including any standard bearer, musician or Champion where present.

MOUNTED SQUIRES 10 points

Your army may include as many regiments of Mounted Squires as there are regiments of Knights. These are retainers of the Knights, chosen from among the peasants of their domains. Squires look after the Knight's warborses and guard his lands, pursuing brigands and keeping watch for intruders. Mounted Squires accompany the dukes and barons as outriders when out hunting and as light cavalry in battle.

	M	WS	BS	S	T	W	I	A	Ld
Mounted Squires	4	3	3	3	3	1	3	1	7
Horse	8	0	0	3	3	1	3	0	5

Weapons/Armour: Mounted Squires ride horses, and are armed with swords.

Save: 6+

Options: Any unit may have spears (+2 points per model), bows (+4 points), shields (+2 points) and/or light armour (+4 points).

SPECIAL RULES

Skirmish: Mounted Squires may *skirmish* as described in the Warhammer rulebook.

SQUIRES 5 points

Your army may include as many regiments of Squires as there are regiments of Knights. Like the Mounted Squires, their task is to look after the Knight's armour, warhorse and supervise his feudal domains. When the Knights go hunting, the foot Squires act as beaters to chase the beasts out of their lairs. In war, the foot Squires accompany the Knights as camp servants and fight in battle as skirmishers.

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

Weapons/Armour: Squires are armed with swords.

Save: None

Options: Any unit may have spears (+1 point per model) or longbows (+3 points per model).

SPECIAL RULES

Skirmish: Squires may *skirmish*.



MEN-AT-ARMS 5 points

Your army may include any number of regiments of Men-at-arms. These are retainers of the knights, chosen from among the peasants of their domains to guard their castles and accompany them to war as infantry.

	M	WS	BS	S	T	W	I	A	Ld
Men-at-arms	4	3	3	3	3	1	3	1	7



Weapons/Armour: Men-at-arms are armed with swords or other hand weapons.

Save: None

Options: Any unit may have spears (+1 point per model) or halberds (+2 points). They may also carry shields (+1 point) and/or light armour (+2 points).

BOWMEN 8 points

Your army may include any number of regiments of Bowmen. These are peasants who regularly practise archery at the village butts so as to be ready to repel raiders from their humble cottages, fields and vineyards.

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

Weapons/Armour: Sword and longbow

Save: None

Options: Any unit may have light armour (+2 points per model).

SPECIAL RULES

Arrowhead Formation: Bowmen can use the Arrowhead formation



MONSTERS

Your Bretonnian army may include up to 25% of its points value as monsters chosen from the list below. Note that this allowance is for independent monsters which are assumed to be magically bound, trained or otherwise loyal to your cause. It does not include monsters chosen as mounts for characters. Mounts for characters are chosen from this list, but the points value is added to that of the character himself.

DRAGONS

Dragon	 450 points
Great Dragon	 600 points
Emperor Dragon	 750 points

	M	WS	BS	S	T	W	I	A	Ld
Dragon	6	6	0	6	6	7	8	7	7
Great Dragon	6	7	0	7	7	8	7	8	8
Emperor Dragon	6	8	0	8	8	9	6	9	9

GRIFFON 150 points

	M	WS	BS	S	T	W	I	A	Ld
Griffon	6	5	0	6	5	5	7	4	8

HIPPOGRIFF 145 points

	M	WS	BS	S	T	W	I	A	Ld
Hippogriff	8	5	0	6	5	5	6	3	8

MANTICORE 200 points

	M	WS	BS	S	T	W	I	A	Ld
Manticore	6	6	0	7	7	5	4	4	8

PEGASUS 50 points

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

SWARMS 100 points

	M	WS	BS	S	T	W	I	A	Ld
Rats	6	3	0	3	2	5	1	5	10
Frogs	4	3	0	3	2	5	1	5	10
Lizards	4	3	0	3	2	5	1	5	10
Bats	8	3	0	3	2	5	1	5	10
Serpents	3	3	0	4	2	5	1	5	10
Insects/Spiders	4	3	0	3	2	5	1	5	10
Scorpions	4	3	0	4	2	5	1	5	10

UNICORN 90 points

Ridden by the Fay Enchantress only.

	M	WS	BS	S	T	W	I	A	Ld
Unicorn	9	5	0	4	4	3	4	2	9

WYVERN 180 points

	M	WS	BS	S	T	W	I	A	Ld
Wyvern	6	5	0	5	6	4	4	3	5

SPECIAL CHARACTERS

This section of the Warhammer Armies Bretonnia book is devoted to historical characters from the kingdom of Bretonnia. These are individuals whose fame has echoed down the ages or, in some cases, whose deeds have earned them renown amongst the current generation of Bretonnians. These characters are wholly individual. They do not all have standard characteristics, many have magic items or abilities that are unique to themselves. In some cases they may carry combinations of items they would not normally be allowed, or more or fewer items than a standard character of their type.

This section serves two purposes. Firstly, it provides the Bretonnian player with a selection of special characters

whose very presence in the army will make a significant difference to his battle plans, tactical options and chances of victory. Secondly, the special characters serve as an example of the variety that is possible within the Warhammer game, and will hopefully inspire others to invent characters for themselves.

It has become a commonly accepted convention amongst Warhammer players that special characters are used only with the prior agreement of the players. In most tournament games, where players gather from all over the world to compete against a wide variety of armies, special characters are disallowed in the interests of providing a level playing field. If you intend to include special characters in your army you must agree to do so with your opponent beforehand.

MAGIC ITEMS

Rules for magic items carried by special characters have been included in the text. Some of these are items unique to the character, others are commonly available. In both cases the rules have been included for the sake of convenience. New magic items are always unique to specific special characters, they cannot be carried by other characters, but otherwise they are subject to the usual rules for their type.

POINTS VALUES

The points value of each character is given as a total, which includes his equipment, mount, magic items, skills etc, as appropriate. The points value includes the value of the character's magic items, but a normal points value for each item is also given separately as some game rules use the points value as a basis (eg, the *Ring of Corin*). Note that these points values are rated in relation to the character – they are not necessarily directly comparable to generically available magic items.



LOUEN LEONCOEUR, THE LIONHEARTED

505 points

Your army may be led by Louen Leoncoeur, the reigning King of Bretonnia. If you decide to do this Louen replaces the General in the main army list.

Louen Leoncoeur is the king currently on the throne of Bretonnia. He has already proved his mettle in several great battles and earned himself the nickname 'Leoncoeur' which means 'the lionhearted' on account of his personal courage and disdain for danger.

Louen set out on the grail quest while he was still a young prince and after many years of questing found the grail. Shortly after his return he succeeded to the throne and was crowned by Morgiana Le Fay herself. Louen's cherished ambition as king is rumoured to be the reconquest and rebuilding of Mousillon which has been all but lost to the realm since the Affair of the False Grail and the Red Pox which followed in its wake.

Louen's Knights are constantly urging Louen to declare an Errantry War to reclaim Mousillon. However, the king has been distracted from this great task by wars along the frontier with the Empire, while the wretched Undead hordes lurk in the Grey Mountains. There is also the threat looming of a Skaven invasion from the south as they attempt to infiltrate Brionne and Bordeleaux.

	M	WS	BS	S	T	W	I	A	Ld
Louen	4	6	6	4	4	3	6	4	10
Hippogriff	8	5	0	6	5	5	6	3	8

Weapons/Armour: Louen is armed with a sword, the *Lion Lance* and the *Armour of Brilliance*.

Rides: Louen rides a Hippogriff.

Save: 3+ (*Armour of Brilliance*).

Knightly Virtues: King Louen has the *Grail Virtue*, and also the *Virtue of the Lionheart*.

SPECIAL RULES

The Virtue of the Lionheart

This virtue was granted to Louen on his coronation day by the Fay Enchantress. The virtue is unique to him, and only he can use it. In battle, Louen strikes with the strength and ferocity of his namesake, the lion. To represent this, roll D3 in the beginning of each close combat phase and add the score to Louen's Strength for the duration of that phase only. Make a separate roll for Louen's Strength each close combat phase.

MAGIC ITEMS

Louen always has the four magic items traditionally carried by Bretonnian kings: the *Crown of Bretonnia*, the *Armour of Brilliance*, the *Lion Lance* and the *Tabard of Kings*. The last two items are unique to Louen, and only he can use them.

The Crown of Bretonnia

Enchanted Item 15 points

The golden Crown of Bretonnia was blessed by the Lady before being set upon the brow of the first king of Bretonnia by the Fay Enchantress. The crown has a magical ability to enhance the character of the person wearing it.

The character who wears the crown may add +1 to any one characteristic. This must be decided before the battle begins, and the bonus lasts for the duration of the battle. Choose a characteristic and roll a D6. On a roll of 5+, you succeed. If not, choose another characteristic, and roll again, needing 4+. If you fail, you need to roll 3+ for your third choice, 2+ for your fourth choice. If you are still unlucky, your fifth choice is automatically successful.

A card for this magic item appears in Warhammer Magic.

The Armour of Brilliance

Magic Armour 75 points

The dazzling glare from the armour's polished plates makes it hard to look at the bearer.

The armour includes a shield and gives its wearer an armour saving throw of 3+. Any enemy attempting to strike the wearer of the Armour of Brilliance suffers -2 to hit.

A card for this magic item appears in Warhammer Magic.

The Lion Lance

Magic Weapon 30 points

When the King goes to war, he wields the Lion Lance, a mighty relic weapon carried by many kings of Bretonnia in the past.

The lance confers a +2 Strength bonus when charging, exactly like a normal lance. In addition, the lance attacks relentlessly, as if it had a will of its own, and any model that is hit by the lance, but not killed, suffers a further S6 hit. The lance can only be used when charging.

The Tabard of Kings

Enchanted Item 75 points

The king of Bretonnia wears a magnificent embroidered tabard which has been passed down from king to king. The tabard is woven with powerful counter spells to protect its bearer against enemy magic.

If a spell that would harm Louen is not dispelled, the caster of the spell (or if cast from an item, the user of the item) automatically suffers D3 wounds. No save is allowed against this damage, not from armour, wards, special saves or any source whatsoever. If this damage kills the spellcaster, the spell does not work and the king is unharmed.

REPANSE DE LYONESSE

310 points

Your army may be led by Repanse de Lyonesse. If you decide to do this she replaces the General in the main army list and also the Battle Standard Bearer since she fulfils both roles!



Repanse de Lyonesse won fame as the dreaded Damselle de Guerre who rallied the battered armies of Bretonnia during the kingdom's darkest hour. This was when King Louis the Brave was slain in battle before Couronne fighting a vast Chaos horde invading Bretonnia from beyond the Sea of

Claws. Louis' army was all but destroyed. Couronne was besieged and to make matters worse the king's heir was still a child unable to lead the nation.

Chaos raiders spread out across the land burning and destroying. Everywhere Knights were hacked down as they bravely defied impossible odds. At this dark moment, amid the smoking ruins of a small village in remote Lyonesse, Repanse saw the Lady of the Lake. The Lady appeared to speak saying "Repanse, Repanse, rid my land of these foul foes, for they do offend me with their presence!"

Repanse was no more than seventeen years of age, a humble shepherdess who was devoutly religious. Inspired by her vision she donned armour that she found on a slain Knight and grabbed the reins of a terrified warhorse which was running loose. She broke open the reliquary of the village grail chapel and took up the sword she found within it. Snatching a tapestry hung on the wall she fastened it to a lance and rode forth to rally the scattered and disheartened Knights of Lyonesse.

When the retreating Knights saw a mere damsel bravely setting off to do battle with the mighty warriors of Chaos, and one who was undoubtedly favoured by the Lady of the Lake, they were shamed and felt honour bound to follow her to death or glory! While the ramparts of Couronne were cracking under the impact of the battering rams of the Chaos Lord, word was brought of a new Bretonnian army approaching fast and trampling beneath their hooves any foe in their path.

As the great doors were about to give way, the banner of the dreaded Damselle appeared leading a great host of Knights arrayed in a single lancehead formation. They cleft their way through the Chaos ranks shattering the Chaos army until Repanse was face to face with the Chaos Lord himself. When he raised his great sword above his grimacing visage he was momentarily dazzled by Repanse's radiant aura, and she beheaded him with a single sword stroke!

Couronne was saved and the remnants of the enemy were pursued to the sea and justly put to death. In gratitude, Louis the Young bestowed upon Repanse not only all the honours of knighthood but also the Dukedom of Lyonesse.

	M	WS	BS	S	T	W	I	A	Ld
Repanse	4	6	6	4	4	3	6	4	9
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Repanse is armed with the *Sword of Lyonesse*, heavy armour and a shield.

Rides: Repanse rides a barded Bretonnian Warhorse.

Knightly Virtues: Repanse is a Knight and thus has the *Knight's Virtue*. She also has the *Virtue of Devotion*.

SPECIAL RULES

The Halo of Maidenly Wrath

The power of the Lady of the Lakes shines from Repanse like a halo. Her sword and armour glow with the brilliant light of divine retribution. Her eyes shine with terrible judgement and her voice cries forth damnation upon her enemies. Repanse causes *fear* as described in the Psychology section of the Warhammer rulebook.

MAGIC ITEMS

Repanse carries two magic items, the *Sword of Lyonesse* and the *Fleur de Lys Banner*.

The Fleur de Lys Banner

Magic Standard 100 points

This banner bears the fleur de lys of the Lady of the Lake and was taken from the walls of the same grail chapel where Repanse found the Sword of Lyonesse. The touch of the Lady has made the banner as bright and shining as the day it was stitched by the maidens of Lyonesse.

The standard is the army's battle standard, and all the usual rules for battle standards apply. In addition, it has the power to draw magic from the enemy and to turn it against them. In each magic phase, including the magic phase of the enemy player, the Bretonnian player may remove one random winds of magic card from his opponent's hand. This card is then discarded. If the card is a power card or Total Power then the Bretonnian player adds +1 to the combat result of all combats fought in the following combat phase. If the Drain Magic card is drawn then the magic phase is ended immediately. If any other card is drawn there is no further effect.

Sword of Lyonesse

Magic Weapon 50 points

The Lady of the Lake led Repanse to a grail chapel where she took up this ancient warblade – the sword of a devout and honourable Knight of olden times. The Lady guided Repanse well, for the weapon has great power over enemy magic.

The Sword of Lyonesse has the power to defy all magic items except magic weapons. The magic items of any enemy models in base contact with the wielder will not work, unless they are magic weapons, in which case they work normally. The sword will therefore negate the magical powers of all wards and magic armour.

BARON ODO d'OUTREMER avec SULIMAN LE SARACEN

110 points

Your army may include Baron Odo of Outremer as Champion of a unit of Knights of the Realm or Knights Errant. You may only choose Odo if your army includes a unit of these Knights for him to lead.



Odo was one of the many Bretonnian Knights who set out for the wars in Araby against the evil Sultan Jaffar. Odo took part in the routing of Jaffar's army in Estalia and joined in the great pursuit to the sea. When the Bretonnian Knights ultimately followed Jaffar into his own parched desert lands, Odo was there. No matter how hot the sun, and despising both thirst and flies, Odo relentlessly sought out champions of Araby to challenge and slay. Though they hid in their isolated oases, Odo tracked them down and forced them to do battle under the merciless sun.

Odo was as chivalrous as he was determined, and he honoured bravery and courage in a foe. When he met and defeated Suliman, he was so impressed by the saracen's courage that he spared his life. The two warriors became firm friends, especially since Suliman, a man of honour, had no love or respect for the despot Jaffar. When Odo returned from Araby he brought Suliman with him as his faithful brother in arms.

	M	WS	BS	S	T	W	I	A	Ld
Odo	4	4	4	4	3	1	4	2	8
Suliman	4	4	4	4	3	1	4	2	7
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5
Suliman's Horse	8	0	0	3	3	1	3	0	5

Weapons/Armour: Odo is armed with the *Morning Star of Fracasse*, heavy armour and shield.

Rides: Odo rides a barded Bretonnian Warhorse.

Knightly Virtues: Odo is a Questing Knight Champion and as such has the *Questing Virtue*.

SPECIAL RULES

Suliman le Saracen

If you choose to include Odo d'Outremer in your army then Suliman will also come to the battle as Odo's retainer. Odo and Suliman always move and fight together as a team and may join a regiment if you wish. Suliman is faithful to Odo all the time so always test against Odo's Leadership unless he is slain.

Suliman is armed with a massive double-handed scimitar which he is able to wield on horseback. He wears light armour and carries a round shield. He rides a swift Arabian stallion instead of a warhorse.

Suliman has a blood-curdling war cry, unique to the tribe of Araby from which he comes. Any opponent in hand-to-hand combat with Suliman must test against his Leadership. If he fails, it means that Suliman's war cry has shaken him to the core allowing Suliman to strike first with his scimitar, regardless of relative Initiative values, who charges, or magic weapons.

MAGIC ITEMS

Odo has one magic weapon, the *Morning Star of Fracasse*.

Morning Star of Fracasse

Magic Weapon 30 points

This mighty magic weapon consists of a spiked orb on a chain which is swung with one hand. It has a will of its own as well as an enduring distrust of magic inherited from its first owner, Fracasse Langoustine, the Scourge of Araby.

The bearer strikes with a +2 Strength bonus in the first turn of any combat.

In addition, should the bearer score 1 or more wounds upon an enemy armed with a magic weapon, then the Morning Star will entwine itself around the enemy's weapon and pull it from his grasp on the D6 roll of a 4 or more. A weapon ripped away by the Morning Star is lost for the remainder of the battle.

A card for this magic item can be found in Warhammer Magic.

ROLAND LE MARECHAL 78 points

Your army may include Roland le Marechal as a champion of a unit of Knights Errant or Knights of the Realm.

The Marechal of Bretonnia is responsible for defending the Marches of Couronne which mark the frontier with Marienburg and the Empire. This is disputed land and much of it is marshy or thickly wooded. It is the scene of many battles with Empire forces and other would-be invaders. The Marechal himself seizes every opportunity to push the frontier a bit further east. Roland leads a retinue of Knights and holds numerous castles, but the region is not yet large enough or stable enough to be made into a dukedom.

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

Weapons/Armour: Roland is armed with a sword, lance, heavy armour and shield.

Rides: Roland rides a barded Bretonnian Warhorse.

Knightly Virtue: Roland has the *Knight's Virtue*.

MAGIC ITEMS

Roland has a single magic item known as *Roland's Warborn*.

Roland's Warhorn

Bound Spell 25 points

Roland carries a huge warborn carved from the tusk of a monster slain by his remote ancestor in the Dark Age of Bretonnia. When blown it releases a mighty spell, driving away flying creatures as if scared by an awesome predator bigger and more ravenous than themselves!



Roland can use his horn to cast its spell once in his magic phase. No power is required to cast the spell, the warhorn itself provides all the power needed.

Once the spell is cast all enemy flying creatures within 18" immediately take to the air and 'fly high' as described in the Warhammer rulebook. The enemy flyers must remain flying high until they pass a Leadership test taken at the start of each of their subsequent turns. Whilst flying high they cannot make any attacks against Bretonnian flyers who are flying high, although they themselves may be attacked by glancing blows in the normal way.

TANCRED, DUC DE QUENELLES

265 points

Your army may include Tancred, Duc de Quenelles. He can be chosen either as an independent character or as the army's General. If chosen as the General he replaces the General in the main army list.



The Duke of Quenelles, victor of the battle of La Maisontaal, is the avowed enemy of the Lichemaster Kemmler. This fiend lurks in the Grey Mountains and plagues the eastern frontier of Bretonnia, festering at his defeat by the Duke's army. The Duke has pledged to hunt down and slay the Lichemaster and wipe out his followers for good. To this end the king has presented him with relic weapons which are potent against the Undead.

	M	WS	BS	S	T	W	I	A	Ld
Tancred	4	6	6	4	4	3	6	4	10
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: The Duke is armed with the *Blade of Couronne*, lance, heavy armour and the *Grail Shield*.

Rides: The Duke may ride a barded Bretonnian Warhorse (+3 points) or a monster chosen from the Monsters List at the appropriate points cost.

Knightly Virtues: The Duke has the *Grail Virtue* and so is immune to psychology. In addition he has the *Virtue of Purity*.

MAGIC ITEMS

Tancred is a Knightly Lord and carries three magic items: the *Blade of Couronne*, the *Grail Shield* and the *Blessed Draught*.

The Blade of Couronne

Magic Weapon 100 points

When Tancred pledged himself to seek and slay Heinrich Kemmler, the king gave him this enchanted blade. This ancient relic weapon was found in an old ruined shrine in Couronne uncovered during the rebuilding of the west tower of the king's castle. It was doubtless forged to be wielded against the Undead hordes of Settra who beset the land during the Dark Age of Bretonnia.

Any Undead creature within 3" of the bearer at the end of a Bretonnian movement phase immediately suffers 1 wound. No armour saves are allowed. In addition, the bearer and any unit he is leading are immune to fear and terror caused by the Undead.

A card for this magic item can be found in Warhammer Magic.

Blessed Draught

Enchanted Item 10 points

Tancred carries a flask of water drawn from the holy pool where the Lady of the Lake granted him a vision of the grail.

Tancred may drink the potion at the beginning of any Bretonnian turn. For the duration of that turn, the potion increases Tancred's Strength by D6. One use only.

The Grail Shield

Magic Armour 25 points

This ancient heirloom was presented to the Duke of Quenelles because of its renowned powers against the Undead.

Like an ordinary shield, the Grail Shield confers a D6 saving throw of 6 upon its bearer. The shield bears the image of the sacred grail which shines with such a pure white light that Undead creatures cannot bear to look upon it. All Undead models within 3" of Tancred reduce their Attacks characteristic by -1 and Undead creatures with only 1 Attack cannot strike at all.



BERTRAND THE BRIGAND and the Bowmen of Bergerac

83 points

+1 extra point per Bowman in the regiment

Your army may include Bertrand the Brigand as a Commoner Champion. Bertrand may only be chosen as a Champion of a unit of Bowmen, and the regiment he leads becomes the 'Bowmen of Bergerac' at an extra points cost of 1 point per Bowman in the regiment. Bertrand is always accompanied by his faithful comrades Hugo le Petit and Gui le Gros. Note that Bertrand's two henchmen are also paid for from the Characters points allowance, but the cost of the extra Bowmen is paid for from the allowance for regiments.

	M	WS	BS	S	T	W	I	A	Ld
Bertrand	4	4	5	4	3	1	4	2	8
Hugo le Petit	4	3	4	5	4	1	3	1	7
Gui le Gros	4	3	4	3	3	1	3	1	7
Bowmen of Bergerac	4	3	4	3	3	1	3	1	7

Weapons/Armour: Bertrand and his henchmen are armed with a sword and longbow.

Save: None

SPECIAL RULES

Bertrand's Marksmanship

Bertrand is an expert archer who won fame when he slew the 'Great Flapping Monster of Chateau Mal' with his longbow. Bertrand is able to re-roll his to hit roll once in any turn if shooting with his longbow.

Hugo le Petit

Hugo le Petit is known for his immense size and great strength. He is Bertrand's right hand man and always fights with a huge staff and shoots with an enormous longbow. If he scores a hit with his powerful bow, the arrow which is like a javelin, hits with a Strength of 5.

Gui le Gros

Gui le Gros is noted for his enormous girth which is not unconnected to his considerable appetite for venison, meat pies, capons and beer, among other things. Gui has the same profile as the other Bowmen and is armed in the same way.

Gui carries a huge wine flagon slung over his back to refresh the Bowmen in the midst of battle. He can choose to pass around the wine flagon at the start of any turn. There is only enough wine for the Bowmen to have one drink each, so the wine flagon can only be used once. The effects of the wine last for the rest of the battle, however. The unit becomes exceedingly merry and becomes immune to panic. Unfortunately marksmanship is badly affected and the unit suffers a -1 to hit for the rest of the battle!

The Bowmen of Bergerac

The rest of Bertrand's regiment are chosen from the Bowmen in the main army list. However, certain special rules apply to the Bowmen of Bergerac which distinguish them from ordinary archers and so they cost an extra 1 point per Bowman.

Unlike ordinary Bowmen, the Bowmen of Bergerac may *skirmish*. If they do not skirmish they may use the Arrowhead formation just like other Bowmen. They never wear armour and so ignore this option which applies to other Bowmen. The unit can of course have a standard bearer and musician in the normal way.

MAGIC ITEMS

Bertrand carries one magic item, the *Black Arrow*.

The Black Arrow

Magic Weapon 5 points

The Black Arrow is tipped with a dragon's tooth and has black feather flights from a Carrion Crow. Bertrand only ever uses one Black Arrow in a battle which he reserves for a fitting target.

The arrow always wounds if it hits, and no ordinary armour can save against it, but magical armour saves as normal.

THE KNIGHT OF THE PERILOUS LANCE 121 points

Your army may include the Knight of the Perilous Lance as an independent character model.



No one knows the true identity of this Knight. He attends every tournament in Bretonnia and has never yet been unhorsed. He never lifts his visor and no opponent has been able to take it off to see his face. On account of his amazing prowess at the tournament, other Knights have nicknamed him 'The Perilous Lance'.

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

Weapons/Armour: The Knight of the Perilous Lance is armed with a lance, heavy armour and shield.

Rides: The Knight of the Perilous Lance rides a barded Bretonnian Warhorse.

Knightly Virtues: The Knight of the Perilous Lance is a Knightly Hero and so has the *Knight's Virtue*. He also has the *Virtue of the Joust*.

Magic Items: The Knight of the Perilous Lance does not have magic weapons. Instead, he has two unique battle skills which are known as the Perilous Lance and the Parrying Shield.

SPECIAL BATTLE SKILLS

The Perilous Lance

The Knight of the Perilous Lance has earned this name because of his unique jousting skill.

The Knight must be charging in order to use this special skill. The Knight has the uncanny ability to aim his lance at his opponent's weakest point and dodge his opponent's shield at the moment of impact. Hand-to-hand opponents therefore will always suffer a -1 penalty to their save against the Knight's lance!

The Parrying Shield

The Knight of the Perilous Lance also has a unique technique of using his shield. He is exceptionally good at parrying his opponent's weapon in hand-to-hand combat and so may re-roll any roll to save in hand-to-hand combat.

Magic Items: Tristan does not carry any magic items. Instead he has a repertoire of heroic songs of noble valour equal in their potency to many magic items.

SPECIAL RULES

Jules le Jongleur

Jules always accompanies Tristan and although he is on foot he manages to keep pace by his amazing acrobatic somersaulting. This makes Jules extremely difficult to hit with missiles or weapons and he is only hit on a score of 6. Jules is thus always moved alongside Tristan or anywhere in the regiment which accompanies Tristan.

Jules' Cutting Wit: Jules helps Tristan when he is in hand-to-hand combat by distracting Tristan's opponent with jeers and wry comments which can lash the pride of even the most terrible of foes. Jules is an excellent mimic of bestial noises and so can do this to any creature in the known world. This has the effect of robbing Tristan's opponent of his first attack!

The target of Jules' wit is always Tristan's opponent, who loses his first attack if he fails a Leadership test on hearing Jules' jibes and japes. If Jules is slain or leaves the battlefield Tristan is overcome with grief and will not sing for the remainder of the battle.

TRISTRAN LE TROUBADOUR avec JULES LE JONGLEUR

205 points

Your army may include Tristan le Troubadour as an independent character.

When Tristan le Troubadour took up the grail quest, Jules his faithful jongleur begged to go with him. Together they roam Bretonnia accepting hospitality in the castles of dukes and barons where they provide entertainment in return for a feast. As they journey through Dragon-infested country, Tristan sings his songs of noble valour to give him courage. The quest has taken Tristan to many battlefields where his talents have been greatly welcomed by the embattled Knights. Their spirits are raised and their hearts made bold by Tristan's songs.

	M	WS	BS	S	T	W	I	A	Ld
Tristan	4	5	5	4	4	2	5	3	8
Jules	4	3	3	3	3	1	4	1	7
Bret. Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Tristan is armed with a sword, lance, heavy armour and shield. Jules is unarmoured and armed only with a slapstick counting as a hand weapon.

Rides: Tristan rides a barded Bretonnian Warhorse. Jules is on foot riding a hobby horse.

Knightly Virtues: Tristan has taken up the grail quest and hopes that one day someone will compose a heroic song about his exploits. He has acquired the *Questing Virtue* and so is immune to panic. In addition, Tristan also has the *Virtue of Noble Disdain*.

SONGS OF NOBLE VALOUR



Tristan has a repertoire of heroic ballads of Bretonnia, known as *chansons*. If Tristan joins a regiment and sings one of these songs, it fills the hearts of the Knights with pride and inspires the unit to heroic deeds of valour. If a unit includes Tristan you may declare that he is singing one of the following Songs of Noble Valour at the start of the turn. The chanson lasts until the start of your next turn. Tristan can then decide to change his tune or carry on singing more verses of the same tune to maintain its effects. Naturally if Tristan is slain or is victim of a spell which stops him singing, the effect of the song is instantly ended.

Chanson de Bataille

This ballad tells of great Bretonnian victories of the past and inspires all who hear it to match or even surpass the courage and determination of their forefathers. Any unit accompanying Tristan when he sings this chanson counts an additional +1 to its combat resolution score.

Chanson du Grail

This ballad tells of the Lady of the Lake and her sacred grail. It inspires those who hear it with confidence and faith. This chanson dispels any spell cast against Tristan or the unit he is with on a score of 3+. This is a natural dispel as described in Warhammer Magic.

Chanson de Gilles

This ballad tells the story of Gilles le Breton. This inspires any who hear it with pride and honour. Any unit accompanying Tristan when he sings this chanson will count as having a Leadership of 10.

REYNARD le CHASSEUR

90 points

avec Groffe et Griffé, Chiens de Guerre

Your army may include Reynard as a Champion of a unit of Knights Errant, Knights of the Realm or Mounted Squires.



Reynard is known far and wide throughout Bretonnia for his passion for hunting. Reynard has become so expert with his great boar spear that he prefers to use this in battle rather than the traditional Knightly lance. He rides with a hawk perched on his wrist and he is always accompanied by his faithful wolf-hounds Groffe and Griffé, whose savagery and loyalty is unmatched by any hunting hounds in Bretonnia. Reynard likes nothing better than to track down a warband or Orc raiders and set the dogs on them!

	M	WS	BS	S	T	W	I	A	Ld
Reynard	4	4	4	4	3	1	4	3	7
Groffe & Griffé	8	4	0	4	3	1	4	1	6
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Reynard is armed with a sword, his boar spear, heavy armour and shield.

Rides: Reynard rides a barded Bretonnian Warhorse.

Knightly Virtue: Reynard is a Knightly Champion and as such has the *Knight's Virtue*.

Magic Items: Reynard does not have a magic item. Instead he goes into battle with his special boar spear and accompanied by his fierce hunting hounds.

SPECIAL RULES

Reynard's Boar Spear

Reynard's boar spear is a huge weapon as big as a lance. Unlike a lance it does not confer a +2 Strength bonus when Reynard charges, only the usual +1 bonus for a spear.

The boar spear has a big broad spearhead with a crossbar to stop it plunging so far into the prey that Reynard cannot pull it out! If Reynard's opponent is wounded by the boar spear, he loses D6 Attacks that turn as a result of being transfixed and held at bay by the spear. Thus the spear is effective only when Reynard attacks first in hand-to-hand combat. The spear is especially useful at holding monsters at bay.

Groffe and Griffé, Chiens de Guerre

Reynard's two wolf-hounds Groffe and Griffé always stay by their master's side in battle and viciously defend him in hand-to-hand combat. Reynard and his wolf-hounds always move and fight together. If Reynard accompanies a regiment, the wolf-hounds also accompany the regiment. Groffe and Griffé test on their master's Leadership.

If Reynard is slain, Groffe and Griffé will turn savage and run amok over the battlefield. They will sniff out large beasts and other strong smelling creatures in a savage rage and so are moved together as a pair using the Scatter dice. They will attack any enemy model they contact.

If both his beloved wolf-hounds are slain, Reynard immediately becomes subject to *hatred* of the enemy!

Reynard's Hawk

Reynard has a hunting hawk perched on his wrist. The hawk always attacks anyone who engages Reynard in close combat. This gives Reynard one extra hand-to-hand Attack which is taken into account in his profile.

Champion of a Unit of Mounted Squires

Reynard often chooses to lead his Mounted Squires in battle rather than join the other Knights. Indeed he is well known for regarding battle as a hunting expedition! If leading a unit of Mounted Squires, the unit will follow Reynard's example and become subject to the *Knight's Virtue*, and so will ignore panic caused by any fleeing models who are not Knights.

ARMAND D'AQUITAINE

235 points

Your army may include Armand d'Aquitaine as the Battle Standard Bearer of your army. If so he replaces the Battle Standard Bearer described in the main list.



The Battle Standard Bearer of Bretonnia is always a Knight of exceptional valour because he has the honour of carrying the sacred Battle Standard of Bretonnia. The standard depicts the Lady of the Lake herself and it is claimed that this is the very same banner that was carried by Gilles le Breton over a thousand years ago.

Armand d'Aquitaine won the honour of bearing this holy and venerable banner by beating all the other contending Knights in the great Tournament of Couronne. Armand is one the youngest Knights ever to become a Grail Knight having gone on the Quest directly after his errand of Knighthood and relinquishing all claim to the dukedom of Aquitaine held by his elder brother. Armand guards the banner night and day in the grail chapel of Couronne and sleeps upon the threshold with his shield as a pillow.

	M	WS	BS	S	T	W	I	A	Ld
Armand	4	5	4	4	3	1	4	2	9
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Armand is armed with a sword, heavy armour and shield.

Rides: Armand rides a barded Bretonnian Warhorse.

Knightly Virtue: Armand has the *Grail Virtue* which means that he is a Grail Knight and is immune to psychology. In addition, he has the *Virtue of Knightly Ardour*.

MAGIC ITEMS

Armand has one magic item which is the *Banner of the Lady of the Lake*.

Banner of the Lady of the Lake

Magic Standard 75 points

If Armand d'Aquitaine appears in your army as the Battle Standard Bearer of Bretonnia, he always carries the Banner of the Lady of the Lake. This is the very same sacred banner carried by Gilles le Breton. It was blessed by the Lady of the Lake herself and bears her image. Under this banner, Gilles le Breton united Bretonnia and rode to victory in every battle.

The banner inspires such dread in the enemy that those fighting the unit carrying the banner lose the combat bonus they would otherwise derive from their rear ranks. If the banner is carried by the army's Battle Standard Bearer any Knights who fail a Break test can re-roll the result, no matter where they are on the battlefield.

A card for this magic item can be found in *Warhammer Magic*.



Your army may include Jasperre le Beau as an independent character.



Jasperre is the foremost slayer of Dragons in the realm of Bretonnia. It was he who slew the Dragon Malgrimace and rescued Isabeau, the king's daughter, from its very jaws. This was just one of the monsters slain by Jasperre in his never ending quest for the grail.

Jasperre rides a Pegasus which is a wise choice of mount for one who seeks to slay Dragons and rescue damsels from high towers!

	M	WS	BS	S	T	W	I	A	Ld
Jasperre	4	5	5	4	4	2	5	3	8
Pegasus	8	3	0	4	4	3	4	2	5

Weapons/Armour: Jasperre is armed with a sword, the *Virtuous Lance*, heavy armour and shield.

Rides: Jasperre rides a Pegasus.

Knightly Virtue: Jasperre has the *Questing Virtue*, which means that he is immune to panic and may lead a unit of Questing Knights. In addition he has the *Virtue of Valour*.

MAGIC ITEMS

Jasperre carries three magic items: the *Virtuous Lance*, the *Helm of the Dragonslayer* and the *Claw of Malgrimace*.



Helm of the Dragon Slayer

Magic Armour 10 points

Jasperre's helm is blackened with the fire of his many encounters, yet it carries the good wishes of the Lady herself, and will continue to protect him for so long as he keeps to his chivalric vows.

While wearing the helm, Jasperre is immune to the effects of breath from any kind of Dragon. This protection only applies to Dragons' breath, not to any other kind of similar attack, for example Hydras' breath.

Claw of Malgrimace

Enchanted Item 50 points

Jasperre wears about his neck the talon of Malgrimace, the ferocious Dragon from whose clutches he rescued the king of Bretonnia's daughter. The claw has the power to protect Jasperre against lesser beasts – for Malgrimace was the greatest Dragon of his time, and his power lingers on after his death.

The claw works against any monstrous foe, not just Dragons but Hippogriffs, Griffons and so forth. At the start of the combat phase the Bretonnian player rolls a D6 and this score is deducted from the number of Attacks the monster can make against Jasperre. If Jasperre is unfortunate enough to be fighting two or more monsters he can spread the penalty over his opponents as he wishes.

The Virtuous Lance

Magic Weapon 15 points

When Jasperre set out on his grail quest, he took the *Virtuous Lance* from the grail chapel of Sancerre, fancying that its long steel shaft and keen tip would make it an ideal weapon to employ against Dragons. He was well guided by the Lady in his choice, for the weapon has never failed him and many are the Dragons who have felt its sharp point piercing their scales. The lance is festooned with ladies' favours tied on by grateful damsels rescued by the dashing Jasperre.

The magic of the lance works only when Jasperre charges a large monster. Against other targets it counts as a normal lance. It will affect any large monster, including Griffons and Hippogriffs, as well as scaly creatures such as Dragons. The lance adds not +2 to Jasperre's Strength when he charges, as a normal lance does, but +4. In addition, each wound inflicted against the monster causes not 1 wound but D3. Roll for any saves the model is permitted before multiplying up the wounds caused. Once you have established how many wounds have been inflicted roll a D6 and add the number of wounds caused to the score. If the total is 6 or more the *Virtuous Lance* has pierced the monster's heart and slain it!

BOHEMOND 'BEASTSLAYER', DUKE OF BASTONNE

200 points

Your army may include Bohemond de Bastonne as an independent character.

Bohemond of Bastonne is the duke of the vast domain of Bastonne in the heartland of Bretonnia. This dukedom is perhaps the oldest in the realm and the Duke is traditionally one of the King's most important nobles. Bohemond fulfilled the grail quest before succeeding to the dukedom, and the king himself requested him to accept the lordship of his ancestral lands rather than become a hermit Knight in the grail chapel of Bastonne.

Bohemond's vast estates are almost entirely rural. His castle of Bastonne is located on a high, craggy rock overlooking the forest of Châlons. From here Bohemond and his mighty retinue of Knights wage constant war against the Orcs, Skaven and other vile creatures infesting the mountainous wilderness in the heart of Bretonnia.

	M	WS	BS	S	T	W	I	A	Ld
Bohemond	4	5	5	4	4	3	5	3	9
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Bohemond is armed with the *Beast Mace of Bastonne*, heavy armour, *Bohemond's Shield* and barding for his steed.

Rides: Bohemond rides a barded Bretonnian Warhorse.

Knightly Virtues: Bohemond is a Grail Knight and so has the *Grail Virtue*. In addition he has the *Virtue of the Impetuous Knight*.



MAGIC ITEMS

Bohemond carries two magic items: the *Beast Mace of Bastonne* and *Bohemond's Shield*.



The Beast Mace of Bastonne

Magic Weapon 30 points

Bohemond's huge mace is an awesome weapon, as weighty with magic as it is heavy with iron. Its shaft is carved from the thigh bone of a Dragon slain by Bohemond, and its bulbous head was wrought from meteoric iron by Dwarf Runesmiths.

The Beast Mace adds +2 to Bohemond's Strength and each wound inflicted equals not 1 wound upon the enemy models but D3 wounds. Roll for any saves the enemy model is permitted before multiplying up the wounds caused.

Bohemond's Shield

Magic Armour 30 points

When Bohemond reached the end of his quest the Lady of the Lake bade him wash the dragon's blood off his shield. The waters of the sacred lake cleansed the shield and imbued it with magical power.

The shield confers an armour saving throw of 6, just like a normal shield. In addition, should an enemy strike Bohemond with a magic weapon roll a D6 for each hit, one at a time. On a roll of 6 the enemy weapon is snapped in two, parried by the shield, and destroyed. Resolve enemy hits that are not parried by the shield in the normal way, but once the weapon is broken all further hits from that weapon are ignored.

THE GREEN KNIGHT

170 points

Your army may include the Green Knight as a character model. If you decide to use the Green Knight he may not join a unit, and is always bound to guard a terrain feature which he cannot leave (see special rules below).

The Green Knight is a well known figure in Bretonnian folklore. He appears to those questing for the grail and guards the mysterious glades, lakes or stone circles where the Lady of the Lake appears. He challenges any Questing Knight who seeks the grail to mortal combat. This is the last and final test of the grail quest. If the Questing Knight can defeat the Green Knight, he will eventually reach the grail. Any Knight unworthy of the grail will never defeat the Green Knight and will either flee or be slain. The Green Knight himself cannot be slain, no matter how grievous the wounds inflicted on him. If his head is struck off, he will pick it up and ride off with it!

The Green Knight is the champion of the Lady of the Lake. It is said that he is Gilles le Breton, changed and become immortal. Whoever or whatever he is, the Green Knight guards her sacred places from evil. Not only does he challenge Questing Knights, but he slays any monsters, Orcs or other foul creatures that profane the sacred places with their presence. He wears strange green armour entwined with ivy and rides among the trees and bushes unseen to suddenly appear, with drawn sword before his adversary. He says but three words in Old Bretonnian: 'None Shall Pass!' There is no choice but to fight or die.

Whenever the Bretonnians are preparing for battle near to a place sacred to the Lady of the Lake, the Green Knight appears and takes part in the battle in order to defend the sacred place against the foe.

	M	WS	BS	S	T	W	I	A	Id
The Green Knight	4	6	3	5	5	1	6	1	10
Green Knight's Warhorse	8	4	0	4	4	1	4	1	5

Weapons/Armour: The Green Knight is armed with the *Dolorous Blade*, heavy armour and shield.

Rides: The Green Knight rides a barded Bretonnian warhorse. This steaming and fuming otherworldly beast is however a much fiercer mount than those ridden by mortal Knights.

Save: 2+

SPECIAL RULES

Causes Fear

The Green Knight's awesome and other-worldly appearance, issuing his challenge in a deep, resonant voice that seems to echo from the depths of time, instils dread in his adversaries. The Green Knight therefore causes *fear* as described in the Warhammer rulebook.

Hermit Knight

The Green Knight shuns the company of any other Knights and lives as a hermit guarding the sacred places of the Lady of the Lake. He will not join any unit and always fights alone and single handed.

The Green Knight can be deployed as normal or he can be placed anywhere on the battlefield outside the enemy deployment zone. If so he must begin the battle within 6" of a terrain feature which is believed to be sacred to the Lady of the Lake. Such a feature might be a ruined grail chapel, a stone circle, a dolmen, a wood representing a sacred grove, a hill, a stream, a pond or even a lake! This is the place where the Green Knight magically appears before the battle starts and the place he is guarding. When the battle begins he may move about the battlefield as you wish.

Regeneration

Although the Green Knight has only 1 wound on his profile he has uncanny powers of regeneration. A mortal blow that would surely slay any ordinary Knight will often only stun the Green Knight. Within moments he is restored whole and ready to exact retribution. He has even been known to pick up his own severed head and replace it on his shoulders!

If the Green Knight is wounded, instead of removing him as a casualty straight away, roll a dice at the end of the close combat phase. On any score except a 1, the wound is regenerated. If the Green Knight does not regenerate, instead of being removed as a casualty he flees as if broken in hand-to-hand combat and cannot be rallied. He flees directly back to the terrain feature he is guarding and disappears. Any troops in the way part or shift aside to let him through. His own side count him as fleeing for Panic tests.

Immune to Psychology

The Green Knight is immune to psychology.

Natural Dispel

The Green Knight has a natural dispel of 2+ as described in the Warhammer Magic rulebook.

The Dolorous Blade

Magic Weapon 70 points

The Dolorous Blade is a mighty sword of immense size and weight which the Green Knight wields with the apparent ease of a willow wand.

The Green Knight has only 1 Attack, but so mighty is the Attack that no armour saves are allowed against the Dolorous Blade and each wound inflicted causes not 1 wound but D6. Alternatively, the Green Knight can swing the Dolorous Blade about his head, defying all foes to approach. If he does this then he fights with D6 Attacks, but saves apply as normal and each blow causes only 1 wound as for a normal blade.



THE GREEN KNIGHT

MORGIANA LE FAY, Fay Enchantress of Bretonnia

429 points

The Fay Enchantress of Bretonnia is the prophetess of the Lady of the Lake. No one knows her true origin, but she appears in legends and fables dating back to the Dark Age of Bretonnia. One of her most significant appearances is in the epic troubadour saga known as the 'Chanson de Gilles', which celebrates the deeds of Gilles le Breton. It was she who mysteriously took away the mortally wounded Gilles to the Isle de Lys to be healed. There have been a succession of Fay Enchantresses over the centuries, but no one knows for sure how the Lady of the Lake chooses her prophetess.

The current Fay Enchantress of Bretonnia is known by the name Morgiana. She is a recluse and difficult to find. An important task for any Knight on the grail quest is to find her and ask for favours and advice as to where to look for the grail. One of her known abodes is the Isle de Lys in the middle of the Lac de Châlons where the Lady of the Lake appeared to Gilles, but she has been found elsewhere in equally remote places. Whenever Bretonnia is threatened with danger, or a new king is to be crowned, or some matter arises which requires her counsel, the king, or the Grail Knights will send out Knight Errants to find her. There are times when she has deigned to grace the Bretonnian army with her presence

when it marches to battle. She rides upon a Unicorn inspiring the Knights to astounding deeds of heroic valour and bestowing her magical favours upon the bravest and best among them.

	M	WS	BS	S	T	W	I	A	Ld
Morgiana	4	3	3	3	3	3	6	1	9
Unicorn	9	5	0	4	4	3	4	2	9

EQUIPMENT: Sword

RIDES: The Fay rides a Unicorn and is one of the few Human characters who are able to do this.

SPECIAL RULES

FAVOURS OF THE FAY

At the start of the battle, after both sides have deployed but before the first turn, any Knightly characters in the Bretonnian army may beg a *favour* from the Fay Enchantress. The Fay Enchantress reserves her favours for brave and worthy Knights, and is most likely to grant a favour to a young reckless Knight whose courage and devotion burns most fiercely.

Nominate the characters you wish to gain favours and roll a D6 for each in turn. A Knight Errant Champion will always be granted a favour, other Champions are granted a favour on the D6 roll of 4 or more, Heroes on a 5 or more, and a Lord on a 6. Special characters will not be granted favours.

If the character is granted a favour he accepts a token of his promise to the Fay, which he ties to his lance or helm. This may be a scarf or even a tress of her flowing hair. The Knight makes his pledge of honour never to run from a fight – this is known as the *ban*. If a Knight breaks his ban this has dire consequences both for him and for the Fay Enchantress herself. A Knight breaks his ban if he does not take up a challenge issued by an enemy, unless there is another Knight who is also under a ban to take it up instead. A Knight also breaks his ban if he flees.

Should a Knight break his ban he immediately suffers 1 wound and the Fay Enchantress herself suffers 1 wound too. No saves of any kind are allowed against these wounds – they are a consequence of the Knight's broken promise.



FAVOURS

The different favours are listed below. A Knight may only be granted one favour, and any single favour can only be granted once.

Daemon Slaying

If the Knight wounds a Daemon in hand-to-hand combat then roll a D6. On the roll of a 2 or more the Daemon takes a further D6 wounds with no daemonic armour saves or armour saves allowed. On the roll of a 6 the Daemon is destroyed automatically.

Dragon Slaying

If the Knight wounds a Dragon in hand-to-hand combat then roll a D6. On the roll of a 2 or more the Dragon takes a further D6 wounds with no saving throw allowed for its scaly skin. On the roll of a 6 the Dragon is slain automatically.

Banishing

If the Knight wounds an Undead creature in hand-to-hand combat then roll a D6. On the roll of a 2 or more the enemy model takes a further D6 wounds with no saves of any kind allowed. On the roll of a 6 the creature is slain automatically.

Wizard Slaying

If the Knight wounds a Wizard in hand-to-hand combat then roll a D6. On the roll of a 2 or more the enemy model takes a further D6 wounds with no saves of any kind allowed. On the roll of a 6 the Wizard is slain automatically. A Wizard is any model with the ability to cast spells, including appropriate units of Chaos Daemons.

Fortune

When fighting hand-to-hand combat the Knight can re-roll any one dice roll to hit, to wound or save during each close combat phase.

Justice

If the Knight does not carry a magic weapon, any magic weapon wielded by an enemy who is fighting him counts as a normal weapon of its type. If the Knight carries a magic weapon of his own, a magic weapon of greater points value counts as a normal weapon of its type – other magic weapons work as normal.

Bravery

A Knight with this favour must issue a challenge each turn in hand-to-hand combat. If his challenge is met then he adds +1 to all his dice rolls to hit that turn and +1 to his Strength.

DEFENDERS OF THE FAY

If the Fay Enchantress joins a unit of Knights Errant, they will swear to defend her to the death. The unit cannot be broken in hand-to-hand combat while the Fay accompanies it. If the Fay is slain while accompanying the unit, any remaining Knights Errant become subject to *hatred* of the enemy.

UNICORN



The Fay Enchantress is one of the few human beings who has ever managed to befriend and ride a Unicorn. These fabled beasts still roam wild in the Forest of Loren and other deep forests in Bretonnia.

Horn Attack: When a Unicorn charges it uses its horn like a lance to pierce its enemy. This confers the same +2 Strength bonus as a charging lance, so the Unicorn has a Strength of 6 when it charges into combat.

Natural Dispel: A Unicorn radiates an aura of magic power that can nullify the effect of other magic. If a spell is cast against the Fay Enchantress, or the unit she is with, then it may be dispelled on the D6 roll of a 4, 5 or 6. A dispelled spell has no effect.

Daemon Aura: A Unicorn's magic power extends to its attacks, shrouding it in magic. This disrupts the daemonic aura of a Chaos Daemon and cancels out its daemonic saving throw in the same way as a magic weapon.

WIZARD RIVALRIES

Fay Enchantresses are renowned for being jealous of their position, and dislike other wizards, especially male ones. No-one knows why this be should so. The court wizards sometimes shut themselves up in the top room of an inn and discuss the matter over a keg of wine. Sad to say, the conclusion they inevitably arrive at by the time the wine runs out (which can be many hours indeed) is that the Fay Enchantress is a woman, and therefore completely irrational.

The court wizards, who are formally educated in the Empire, are extremely wary of the Fay Enchantress and resent the influence she has with the king.

Many still tell of the magical joust which broke out between the Fay Enchantress and the court wizard at the great Tournament of Couronne in the reign of King Jean le Bon. Everyone stopped watching the Knights and turned to watch the spectacular magical contest. Before the day was out the king had to order all his Knights to search the long grass for a toad answering to the name of his best court wizard!

Among the dukes and barons, some only recognise the Fay Enchantress while others prefer wizards of the school of Altdorf, who will usually be their own relatives. This is especially the case when a baron has only one daughter who cannot inherit his domain. It is her husband who will succeed to her father's lands. Thus the baron might send his only daughter to Altdorf so that she – and therefore his own blood line – retains control of the inheritance by resorting to magic to influence her husband if necessary!

MAGIC ITEMS

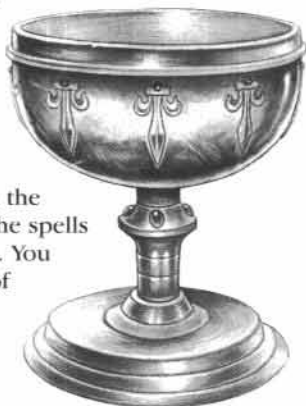
The Fay Enchantress has four magic items: the *Chalice of Potions*, *Morgiana's Mirror*, a *Toad Power Familiar* and the *Girdle of Gold*.

The Chalice of Potions

Enchanted Item 40 points

The Fay Enchantress's Chalice of Potions holds a magical potion distilled from lilies gathered by her on the eve of battle.

The power of the chalice depends upon the lilies she selects and the spells she weaves over them. You may choose any one of the following colours of lily for the potion.



The chalice can be used by the Fay Enchantress at the start of any Bretonnian turn. When she pours the contents of the chalice onto the ground the potion vapourises into magical energy. The potion's magic takes effect immediately. At the start of each of his subsequent turns, the Bretonnian player must roll a D6. On the roll of a 1 the effect of the potion is exhausted. The chalice can only be used once per battle.

Red. The healing effects of the potion's vapours protect those around the Fay Enchantress. All Bretonnian models touching the Fay Enchantress, including the Fay herself, automatically discount the first wound they suffer in any one turn. Whilst the potion lasts each model may ignore 1 wound per turn in this way.

Yellow. The potions vapours burn with a pure intensity that dazzles any enemy models touching the Fay Enchantress. Any enemy models touching the Fay Enchantress will require a D6 roll of 6 to hit in hand-to-hand combat. Note that this applies regardless of who or what they attack so long as they are touching the Fay.

White. The chalice discharges an enveloping mist which completely surrounds the Fay Enchantress and any unit she is with. It is impossible to shoot missile weapons at the unit enveloped by the mist.

Violet. The chalice discharges a powerful violet coloured mist which coils around the Fay Enchantress like a serpent. Any enemy model touching the Fay Enchantress must roll a D6 at the start of the hand-to-hand combat phase. If the dice roll is greater than the enemy's Toughness then the foe has succumbed to the choking mist and is killed automatically.

Blue. The chalice discharges a blue cloud which drifts over the battlefield and settles over any one enemy war machine. The war machine cannot fire whilst it is under the cloud. Each time it attempts to fire it will misfire if it is a cannon, stone thrower, or other weapon with a suitable misfire chart, or it will simply fail to work.

Morgiana's Mirror

Wizards Arcana 10 points

Morgiana's Mirror enables her to peer into the hearts and minds of enemy wizards, so that she can discern their intentions and prepare herself against them.

Morgiana can use the mirror once at the start of the game. The Bretonnian player nominates one enemy wizard, and his opponent must reveal all of that wizard's spells.

During the game Morgiana can use the mirror to enhance her ability to fight a Mental Duel. If she plays a Mental Duel counter card, or if a Mental Duel counter is played against a spell she has cast, then she may add a further +1 to her normal D6 dice roll to determine who wins the duel.

Power Familiar - a Toad

Wizards Arcana 30 points

The Fay Enchantress has a toad Familiar, said to be a wizard who once displeased her sufficiently to curse him in this way. It pleases her to keep him languishing as a toad, croaking in the lake beside her abode, or in a leather bag hung from her girdle.

Thanks to the power of the Familiar the Fay Enchantress is permitted to draw 1 additional card from the Winds of Magic each magic phase. The Familiar cannot be harmed, and if the Fay Enchantress is slain it will hop off and lose itself amongst the grass and bushes. This card can only be used by the Fay Enchantress.



The Girdle of Gold

Ward 60 points

The Fay Enchantress wears a shining belt around her waist which is called the Girdle of Gold. It is woven with magical protection and defies her enemies to strike at her. Thanks to its power she can accompany Knights into battle, and yet wear no armour, the power of the Girdle of Gold protecting her instead.

The Fay Enchantress has a special save of 4+ against each wound inflicted upon her. Note that this is a special saving throw similar to a save from a ward, it is not an armour save and it is not modified by the strength of the attack, nor is it negated by attacks that negate armour saves such as cannons for example. The Girdle of Gold cannot protect the Fay Enchantress from wounds suffered as a result of broken bans as described in the section on Favours.

SPELLS

The Fay Enchantress of Bretonnia is a level 4 wizard with four spells. These spells are unique to the Fay Enchantress and cannot be used by any other wizard of any kind, not even another Bretonnian wizard. These spells are *Spiteful Glance*, *The Mist of Châlons*, *The Doom of Dol* and *The Beguilement of Blondel*.

The Fay Enchantress is unique among wizards in that her magic derives from the Lady of the Lake herself. She has not been taught her magical art at any of the colleges of magic. Instead, she has learned an age-old tradition passed by word of mouth from one Fay Enchantress to the next. The magic she uses flows through the earth and wells up at places sacred to the Lady of the Lake.

The energy is drawn up through the roots of a lily, known as the 'fleur de lys', that grows only in these places. The Fay gathers these plants to use as ingredients in her magic. She can make them into potions, entwine them around a wand or wear them as a floral diadem. She may even eat them or drink the potions to gain their magic. She must gather the lilies on the eve of battle since the plants must be fresh in order to be magically potent.

To avoid being turned into a frog, the opponent can attempt to counter the Spiteful Glance in the usual fashion. If he fails the victim is turned into a frog. Frogs can't do anything except croak and hop around but on the plus side they can't be harmed (and so don't need a profile and don't earn victory points for the enemy). Frogs cannot cast spells or use counter magic, nor can they be victims of further spells. Frogs are assumed to hide somewhere while the battle rages on around them.

The Mist of Châlons

This spell needs 2 power cards to cast. White mist, like that which rises from the places sacred to the Lady of the Lake, gathers around any unit within 24" of the Fay Enchantress. The mist enshrouds the unit so that it can barely be seen. Missiles may not be shot at or from the models within the mist. The models in the mist may not march move, but otherwise they may move or charge as normal. The mist will follow and continue to shroud the unit. If the models in the mist engage in hand-to-hand combat, the mist surrounds them, but not the enemy, so hand-to-hand opponents suffer a -1 to hit penalty. The spell remains in play once cast.

The Doom of Dol

This spell requires 3 power cards to cast. The Fay Enchantress pronounces the doom of a single character or monster on the opposing side. She also names a Bretonnian character on her own side who will slay the 'doomed' enemy model. So, for example, in the midst of battle the Fay Enchantress may suddenly declare something like "Sir Jehan Maldemer! The Dwarf king is doomed to perish by your sword!" Naturally this inspires the named Knight to go all out to accomplish that very deed of valour and fulfil the prophecy.

If the Bretonnian character she names engages in hand-to-hand combat with the 'doomed' enemy model, the Bretonnian will count S10 while fighting his 'doomed' adversary. The spell remains in play once cast. If the Bretonnian character is slain by the 'doomed' opponent, the spell is destroyed as if it had been destroyed by a Destroy Magic counter card.

The spell cannot be cast again while it is still in play.

The Beguilement of Blondel

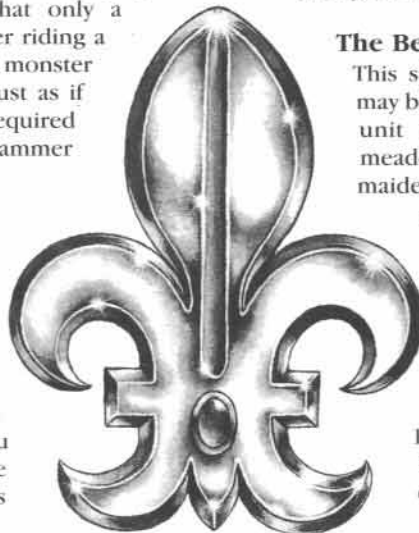
This spell requires 1 power card to cast. It may be cast on any unit within 24". The target unit is beguiled with visions of verdant meadows full of wild flowers and beautiful maidens, or whatever alternative paradise exists in their imagination! They may even believe they have already been slain in battle and gone to heaven. Consequently the unit will do absolutely nothing, and become languid and entranced and will neither move, nor shoot nor fight in the following turn unless it passes a Leadership test to snap out of the beguilement. The spell lasts one turn once cast.

Spiteful Glance

It is unwise to annoy the Fay Enchantress of Bretonnia, for she may turn you into a frog! It is a widely held belief among Bretonnian peasants that many of the frogs lurking in the lakes and ponds around her abode are Questing Knights who failed to perform a task for her. The only way to save these unfortunates from languishing as frogs until eaten by a fish or a heron is for the fairest damsel in the village to kiss them. Needless to say few if any Knights have been saved in this way!

In battle the spite of the Fay Enchantress is reserved for the enemies of Bretonnia. She can attempt to turn an enemy character whom she can see into a frog by casting her *Spiteful Glance*. Note that only a character can be targeted. If a character riding a monster is turned into a frog, then the monster rolls on the Monster Reaction Table just as if the rider were slain. Line of sight is required for this spell as described in Warhammer Magic.

The range at which an enemy character can be turned into a frog by the Spiteful Glance depends on how many power cards are used to cast the spell. The spell can be cast using just one power card. Each power card played adds D6" to the range at which a victim can be turned into a frog. So, for example, if you declare only one power card, the range will be D6". If you declare three cards the range becomes 3D6".



BRETONNIAN TACTICS

THE KNIGHTLY CHARGE

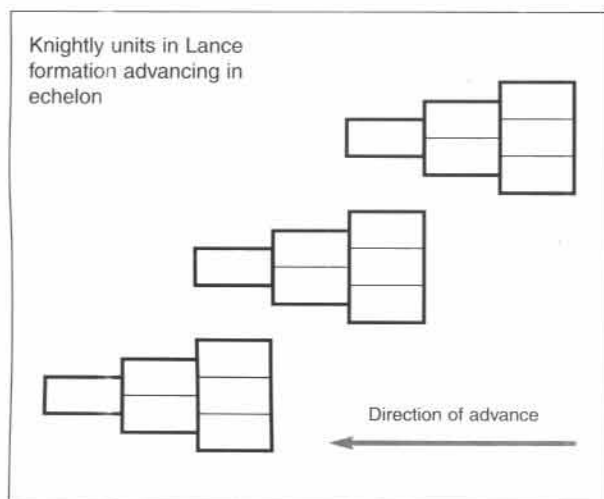
Traditionally there is only one Bretonnian battle tactic – the thunderous and irresistible charge of many brave, reckless and utterly confident Knights! All the Bretonnian commander has to worry about is where, when and how to unleash it upon the enemy.

Bretonnian Knights have several advantages over many other shock cavalry and elite troops: they can use the Lance formation; the Bretonnian Warhorse suffers no movement penalty for bearing a heavily armoured Knight; Knights and Knightly characters have knightly virtues which make them psychologically better than most other troops; and Knightly units do not pay double points for standards and musicians. All of these reflect the fact that Knights are the pre-eminent troops in Bretonnia. The Bretonnian army does not include war machines and devious troop types found in many other armies and has to rely on the Knights and powerful Knightly characters.

If you want to use these advantages to win, then you should do what a true Bretonnian commander would do – make sure you have plenty of Knights in your army and allow them to get to grips with the enemy without delay.

RAISE POWERFUL KNIGHTLY UNITS

How you organise your Knightly units will have a great effect on how well they do in battle. The Bretonnian Knights can use the Lance formation which brings more Knights into combat with the enemy than in a normal formation and also a better advantage of ranks than is possible in a normal formation. Remember though, that you do not have to use this formation all the time nor do all the units have to adopt it. The Lance is a deep formation which is vulnerable from the flank. The flanks can be protected by using several Lance formations in echelon or having small units of infantry to fend off enemy who might get behind the flank of big Knightly units.



The Lance formation is a great threat to the enemy so it is bound to attract enemy missiles, war machines, magic and everything else that the enemy can throw at it. It will often be better to have Knightly units numbering 10 or even 15 models. Small units of six models in Lance formation can be handy if following as a second wave after the bigger units, or as a mobile reserve or the general's bodyguard. Otherwise they can be whittled down to one or two Knights if the enemy concentrate their shots against them.

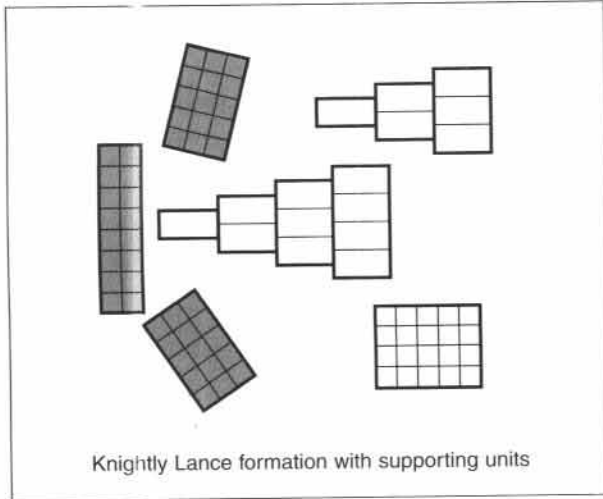
Every Knightly unit should have a leader, standard bearer and musician. The standard can be a magic standard which either adds to the unit's fighting power or protects it from missiles or magic. It also makes good sense to make the leader a Champion equipped with a magic item, especially something that improves his foe-slaying ability. The unit can be augmented by one or more heroes similarly equipped with magic weapons and knightly virtues giving such wonderful advantages as an extra charge distance or the ability to counter-charge. Such a unit will be very powerful.

BE BOLD AND DECISIVE!

You may be able to have several Knightly units, but not very many which are this powerful, so you must be very decisive as to which part of the enemy army to attack and then attack it quickly. Any opponent who has fought Bretonnians before will try to get you to waste the effort of your best Knightly units charging something which isn't worthwhile. The best adversaries for your Knights are the enemy's best troops!

SUPPORT THE KNIGHTS WITH MORE KNIGHTS AND INFANTRY

The Knights have great hitting power when they charge, but this is lost if the enemy charge them instead, and also in any subsequent rounds of hand-to-hand combat. The Knightly unit can be held by big enemy units and ground down in a slogging match. This is why it is useful to have a second wave of Knights to throw into the melee or Squires or men-at-arms to support the Knights against hard enemy who refuse to budge.



GO HUNTING WITH SQUIRES

Squires, whether mounted or on foot, are very useful troops to have in your Bretonnian army. They can skirmish and will be able to tackle all kinds of enemy and all kinds of terrain which the Knights, men-at-arms and bowmen cannot deal with effectively. The Mounted Squires can keep pace with the Knights, or go off ahead to counter any threats to the knightly charge before the enemy even thinks of it. Small units of devious enemy who might menace the flanks of the Knights can be shot down or chased off, as can the crews of enemy war machines.

Squires can also be used to follow up after the Knights, and if necessary charge in to help them out in a stiff fight.

BASTIONS OF MEN-AT-ARMS AND BOWMEN

The Bretonnian men-at-arms can be quite well equipped if you wish or lightly equipped to make them cheaper in larger numbers. Either way, you can deploy a large unit of them as a solid bastion on the battlefield. These troops will be able to tackle similar units of enemy in massed ranks and even if they can't beat them, they may be able to hold them up. The Knights can shelter behind the bastions of infantry and charge out between them at the right moment. Another ploy might be to charge in with the men-at-arms and pin the enemy, following this up later with charging Knights to deliver the decisive blow.

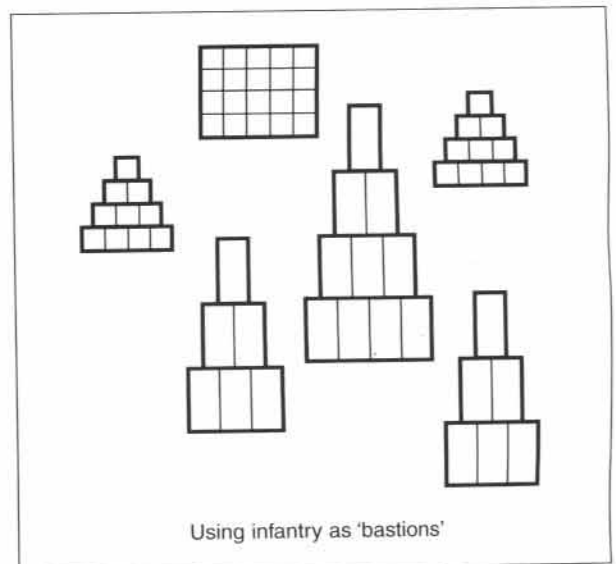
You may wish to make your men-at-arms a bit more hard-hearted and ready to stand their ground. If so, remember that a Knightly Hero or another character can always ride over and assume command. Furthermore, what better place is there for a poor Knightly character who cannot afford a warhorse to stand, than in the company of his faithful men-at-arms!



Since Bowmen can adopt the Arrowhead formation, and can be armoured, they can also form bastions on the battlefield. The Bowmen will of course have to be rather more static than the other troops in order to make their shooting more effective so it makes sense to throw these bastions as far forward as possible to bring most of the enemy battle line within range. There is no point in the Bowmen being too far back that they cannot support the Knights properly with their volleys of arrows. The Knights will of course tend to engage the enemy well beyond the middle of the battlefield. Indeed it is good if they do, so that the beaten foe flee off the battlefield altogether! Most of the time the Knights will succeed in riding them down.

TRUST IN FAITH AND THE FAY ENCHANTRESS

This is the Bretonnian motto where magic is concerned! There is no need for your Bretonnian army to be any more vulnerable to enemy magic than any other army. You can include wizards and, if you wish, you can enlist the support of the Fay Enchantress. She is a very powerful character and if there are not enough points to give every character a magic weapon, she can give them a favour for free. She can also turn enemy wizards into frogs! In addition, there are knightly virtues which can counteract the effects of magic.



2,000 POINT SAMPLE ARMY

The Army of the Duc de Brionne



The army of the Duc de Brionne is a typical example of a 2,000 point Bretonnian army. You can use it exactly as it appears below, or as a basis for designing your own force.

This is the army of a mighty Bretonnian duke. The core of the army are the duke's retinue of valiant, impetuous and supremely confident knights, backed up by Men-at-arms and Bowmen. They never ask how many enemy there are, just where they are!

Bretonnian duke's retinue is always ready to defend his dukedom from marauding Orc raiders and countless other enemies as well as the usual Dragons and monsters which prowl the surrounding countryside menacing the peasants.

The principle tactic (or rather the only tactic) of the duke's army is to charge the enemy immediately and win the battle! Most Bretonnian armies use similar tactics.

GASTON DUC DE BRIONNE

Bretonnian General

	M	WS	BS	S	T	W	I	A	Ld
Lord	4	6	6	4	4	3	6	4	9
Bret. Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: The Duke is armed with a hand weapon and a lance. He rides to battle on a barded Bretonnian warhorse.

Magic Items: The Duke carries the *Parrying Blade* and wears the *Armour of Brilliance*.

Save: 1+

Knightly Virtues: The Duke is a Knight of the Realm and so has the *Knight's Virtue*. He also has the *Virtue of Knightly Ardour*.

Total Points: 239

BARON JEHAN DE MONTFORTE

Battle Standard Bearer

	M	WS	BS	S	T	W	I	A	Ld
Battle									
Standard Bearer	4	4	4	4	3	1	4	2	7
Bret. Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: The Battle Standard Bearer is armed with a hand weapon, lance, heavy armour and shield. He rides to battle on a barded Bretonnian warhorse.

Save: 2+

Knightly Virtues: The Battle Standard Bearer is a Knight of the Realm and so has the *Knight's Virtue*.

Total Points: 98

ISABEAU: DUKE'S DAUGHTER,

Wizard Champion

	M	WS	BS	S	T	W	I	A	Ld
Wizard Champion	4	3	3	4	4	2	4	1	7
Bret. Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: Isabeau is armed with a sword, and rides a Bretonnian Warhorse.

Magic Items: *Chalice of Sorcery*

Save: 6+

Total Points: 156

GRAIL KNIGHTS

The unit of Grail Knights consists of 6 Grail Knights including a standard bearer.

	M	WS	BS	S	T	W	I	A	Ld
Grail Knights	4	5	3	4	3	1	4	1	9
Bret. Warhorse	8	3	0	3	3	1	3	1	5



Weapons/Armour: The Grail Knights are armed with hand weapons, lances, heavy armour and shields and ride barded Bretonnian Warhorses.

Save: 2+

Knightly Virtues: Grail Knights have the *Grail Virtue*.

Total Points: 270

François dismounted from his horse and led his tired steed to the small stream he had spotted a little way back. Leaving his horse to drink its fill from the cool waters, the Questing Knight wandered a short distance from the stream, lost in thought.

For the past two weeks, François had travelled the depths of the Forest of Arden in search of a fabulous white hart that he had seen often in his dreams. Why the Lady of the Lake had granted him these visions he could not say, but François was certain his quest for the beautiful creature was somehow linked to his quest for the grail itself. Unfortunately, he had seen no trace of the animal since venturing into the forest, and now, tired and hungry, he was beginning to think he was wasting his time.

Dispirited, François turned to go back and then stopped in shock, gazing upon the wondrous form of the white hart itself, standing scant feet away from him and regarding him with soft, intelligent eyes. All about him, François could sense a stillness in the forest, as if everything, even the wind, had paused to watch what he would do next. With growing apprehension, François realised he did not know what to do. The Knight had been so consumed by the chase that he had not paused to consider what he would actually do if he found the hart. In his soul, he knew confronting the creature meant something important, but he was unsure how it would aid him in his quest for the grail. As if sensing his thoughts, the white hart turned and slowly walked from him. In his mind, the Knight heard a single word: *Follow*.

QUESTING KNIGHTS

The unit of Questing Knights consists of 6 Questing Knights including a standard bearer.

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

Weapons/Armour: The Questing Knights are armed with hand weapons, lances, heavy armour and shields and ride barded Bretonnian Warhorses.

Save: 2+

Knightly Virtues: Questing Knights possess the *Questing Virtue*.

Total Points: 246

KNIGHTS OF THE REALM

The unit of Knights of the Realm consists of 10 Knights of the Realm including a standard bearer.

	M	WS	BS	S	T	W	I	A	Ld
Knights of the Realm	4	4	3	4	3	1	3	1	7
Bret. Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: The Knights of the Realm are armed with hand weapons, lances, heavy armour and shields and ride barded Bretonnian Warhorses.

Save: 2+

Knightly Virtues: Knights of the Realm possess the *Knight's Virtue*.

Total Points: 390

KNIGHTS ERRANT

The unit of Knights consists of 6 Knights Errant including a standard bearer.

	M	WS	BS	S	T	W	I	A	Ld
Knights Errant	4	3	3	3	3	1	3	1	7
Bret. Warhorse	8	3	0	3	3	1	3	1	5

Weapons/Armour: The Knights Errant are armed with hand weapons, lances, heavy armour and shields and ride barded Bretonnian Warhorses.

Save: 2+

Knightly Virtues: Knights Errant have the *Knight's Virtue*.

Total Points: 192

BOWMEN

The unit consists of 15 Bowmen including a standard bearer and musician.

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

Weapons/Armour: Hand weapon and longbow.

Save: None

Total Points: 136

BOWMEN

The unit consists of 10 Bowmen including a standard bearer and musician.

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

Weapons/Armour: Hand weapon and longbow.

Save: None

Total Points: 96

MEN-AT-ARMS

The unit consists of 16 men-at-arms including a standard bearer and musician.

	M	WS	BS	S	T	W	I	A	Ld
Men-at-arms	4	3	3	3	3	1	3	1	7

Weapons/Armour: Hand weapon, spear, light armour and shield.

Save: 5+

Total Points: 162

Total army points value
1985 points

THE QUESTING KNIGHT'S TALE

Galeron de Valois approached the ford across the forest stream. On the opposite bank he spied another knight also riding towards the ford. Like himself, he displayed the fleur de lys of a Questing Knight. Galerón knew what to expect and spurred his warhorse onwards to the water's edge. Then he heard the deep-voiced challenge of his unknown adversary, muffled by his closed visor but no less menacing for that.

"None shall pass," he seemed to be saying. Galerón rode on into the water. "None shall pass!" The knight repeated his challenge and lowered his lance.

Galerón raised his visor. "I defy you!"

"Then you shall die!" came the reply and the stranger aimed his lance and spurred his warhorse to the gallop.

Galerón immediately did likewise. The two knights clashed in mid stream. Both broke their lances upon each other's shields and swaying in their saddles reached the opposite banks. There they paused and Galerón lifted his visor once more. "You joust well sir knight, why not join me in my quest rather than slay me – there is no honour in slaying a fellow Bretonnian!"

At this Galerón's adversary raised his visor. "I spare your life," he said, and added "I had no intention of taking it!"

"Nor I of letting you," replied Galerón "It was a noble jest!"

Now that Galerón and the stranger had greeted each other in the customary manner of Questing Knights, they sat down to share a flagon of wine. Galerón enquired as to the stranger's name, which was Joinville de Roq, a knight from a distant part of Bretonnia. They spoke of their exploits so far in their quest for the grail and were amazed to learn that they had both recently experienced the same dream. In this dream each had seen a stone circle in the midst of a dark forest. Within the circle were horned bestial creatures dancing. In the middle of the circle was a shining chalice.

The two knights debated the possible meaning of the dream. Both agreed that it was a sign from the Lady of the Lake that the grail itself was in the possession of evil creatures who would profane it with their foul rituals. It was this dream which had led both of them to the very forest where they now made camp.

Galerón awoke in the darkest hour of the night and beheld the stars between the branches of the trees. The fire had died down to a few glowing embers. Joinville was already awake. Both knights listened to the noise that had woken them. Wafting through the forest came the sound of ritual drumbeats and eerie chanting.

Both knights were accustomed to sleeping in their armour and without speaking, got up and untethered

their warhorses. They mounted up and as stealthily as they could, rode along the forest track, relying on the horses to find their own way.

The sound of drumming and chanting grew louder. Foul though the noise was, the clanking of armour and harness would not be heard above it. The knights approached a glade lit by flaming torches and paused between the great oaks, concealed by the shadows. They saw the very scene revealed to them in the dream. The sacred grail about to be defiled by the drooling mouths of capering Beastmen!

Galerón and Joinville grinned at each other and shut their visors. They each made the sign of the grail and drew their swords. Their noble battle cries rang out into the night and brought the chanting to a sudden stop. The knights charged into the stone circle hacking and slaying Beastmen on all sides. They had the advantage of total surprise and in the confusion more than a score of Beastmen were hewn down without returning a single blow. The rest fled into the shadows. Galerón and Joinville spurred their horses in pursuit. This was a mistake.

No sooner had they ridden among the trees than they were set upon by the Beastmen, this time armed and bellowing for vengeance. Galerón felt the crude weapons battering on his shield and helmet as he wielded his sword to left and right. It was almost impossible to see the foe, but he heard their cries as his sword struck flesh. It was not until he found himself slashing at thin air and branches that he knew that all had been slain. Then he raised his visor and looked for his companion Joinville.

As he gazed towards the flickering torches still lighting the stone circle, he saw Joinville, slumped in the saddle. His warhorse standing still, surrounded by slain Beastmen. Galerón rode up beside Joinville and dismounted. He helped him from the saddle and saw that Joinville's surcoat was stained red with blood. "I'm dying," whispered Joinville. "It is not my fate to reach the grail."

Just then, the torches mysteriously perished plunging the stone circle in darkness. The air became damp and a strange mist began to rise from the ground. In the centre of the circle, where the knights had seen a shining chalice, they now saw an apparition condensing from the mist. It was the image of a Lady of incomparable beauty who seemed to be rising up from the very earth itself. In her hands she held out a chalice more wonderful than the one they had seen earlier. This was indeed the true grail.

Both knights knelt as the Lady drifted towards them.

She offered the grail to Galerón, but Galerón, like the noble knight he was, raised up Joinville's bloody lips to the chalice and watched as he sipped the life-giving essence.



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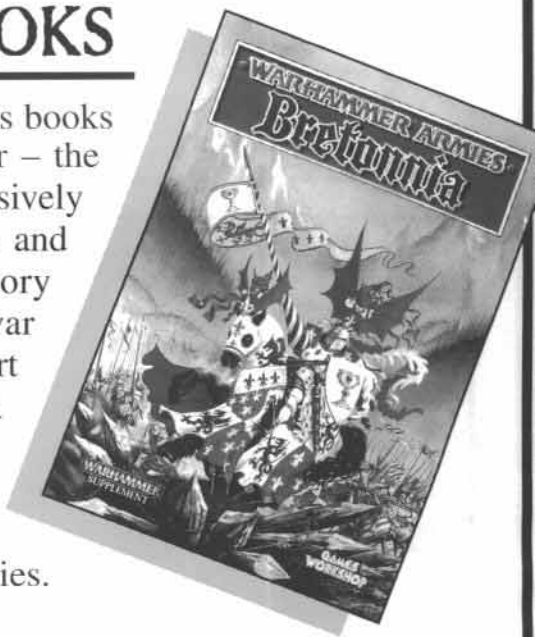
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In Warhammer - the game of fantasy battles - mighty armies clash in mortal combat. This boxed set contains all you need to get started in the Warhammer hobby, including rulebook, Battle book (detailing the myriad fantastic races and creatures which populate the Warhammer world), card templates, quick reference cards, dice and two superb sets of finely crafted plastic Citadel miniatures.

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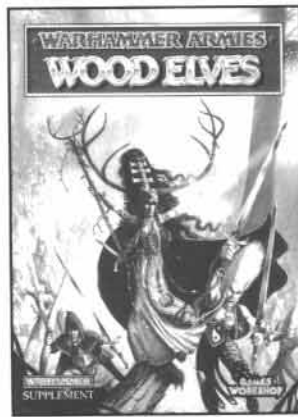
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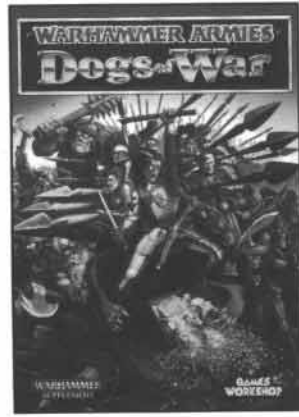
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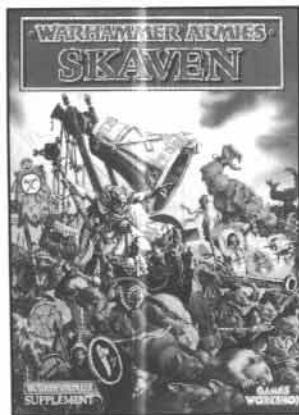
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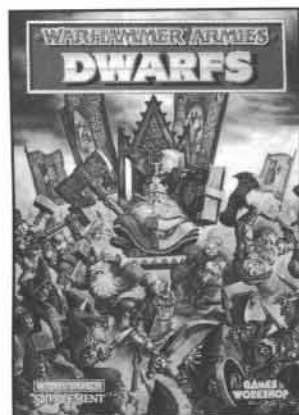
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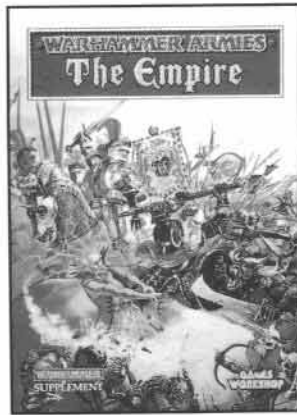
Dwarfs are skilful and determined warriors. This Warhammer Armies book describes the armies of the Dwarfs and includes a detailed history of this hardy and unforgiving race.



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COLLECTING YOUR ARMY

After you have read through the Bretonnian book you are bound to be eager to collect your Bretonnian army. The best way to start is to recruit the core units first. These are the basic regiments which form the backbone of your army. You can later expand these units by adding more troops to enlarge your army.

It's a good idea to collect the army in small, manageable steps. An army of around 1,000 points is a good starting point, since it is small enough to assemble and paint quickly and still gives you a battle-worthy force. You can expand the army later by collecting in 1,000 point stages. The first 1,000 points should include at least one or two core units of the army. These can be readily assembled by using the plastic boxed sets augmented with a few blister packs, especially for command groups and characters.

You will also need to find your General. Every army must have a General to lead it. He is the only model which you *must* include, so you need to choose a suitable character model when you collect the first 1,000 points of the army.

When you expand your army to 2,000 or even 3,000 points, you can always use him as a Hero but you *must* appoint another special character to take over his command.

Once you have your core units and General, you are ready to begin

looking at some of the other regiments which can be included in your army. On the other hand, you could choose to continue to expand any of the core units by adding more rank and file troops, a standard bearer, musician or a champion if the unit has not already got one.

The roster sheet shows a 1,000 point army which we have worked out as an example of the sort of army you can start with. This is a typical army of a Bretonnian Duke. It includes the Duke himself as the General, a core unit built using the plastic boxed set and other units. As well as being the starting point for a bigger collection, the army is also a self-contained tactical force. It includes enough units and characters to make it ready for battle immediately against any equivalent sized army.



A 1,000 point Bretonnian army ready for painting

WARHAMMER® ROSTER SHEET

ARMY OF THE DUC D'ARTOIS

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
GUIDO L'AMBARD DUC D'ARTOIS Army General Sword, lance, heavy armour, shield, barded warhorse. Bretonnian warhorse	4	6	6	4	4	3	6	4	9	2+	Grail Virtue (Immune to psychology) Any unit within 12" may test against Guido's Ld.	128
6 GRAIL KNIGHTS Sword, lance, heavy, armour, shield, barded warhorse standard bearer. Bretonnian warhorse	4	5	3	4	3	1	4	1	9	2+	Grail Virtue (Immune to psychology), may use the Lance formation.	270
10 KNIGHTS OF THE REALM Sword, lance, heavy armour, shield, barded warhorse standard bearer. Bretonnian warhorse	4	4	3	4	3	1	3	1	7	2+	Knight's Virtue (Ignore Panic caused by fleeing commoners), may use the Lance formation.	390
10 BOWMEN Sword, longbow, standard bearer, musician.	4	3	3	3	3	1	3	1	7	none	May use the Arrowhead formation.	96
10 MEN AT ARMS Sword, spear, light armour, shield, standard bearer, musician.	4	3	3	3	3	1	3	1	7	5+		108

THE GENERAL



BRETONNIAN GENERAL

PROFILE	M	WS	BS	S	T	W	I	A	LD
General	4	6	6	4	4	3	6	4	9
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

Our initial 1,000 point army is just about the right size for the retinue of a Bretonnian duke. The dukes of Bretonnia are the most powerful nobles in the land after the King himself. They owe their loyalty to the King and also have the task of defending their own domain against invaders. The Duke's army is made up of all the barons and knights within his dukedom plus his own retinue of knights, squires and men-at-arms from his castle and also bowmen raised from among the peasants on the barons' lands. The General is equipped as a Knight and is in fact a Grail Knight, which

is the highest level of Bretonnian chivalry. He will lead the Grail Knights in person. When we come to expand the army we can make our General more powerful by giving him magic items and Knightly Virtues or we could appoint a new General from among the special characters.



BRETONNIAN GENERAL BLISTER PACK

GRAIL KNIGHTS

Every dukedom in Bretonnia has a contingent of Grail Knights who guard the sacred grail chapels of the Lady of the Lake. All of these Knights are veterans of many battles and long quests. Grail Knights are therefore the best of all Knights. They are the best fighters and have the *Grail Virtue* which means that they are immune to psychology.

A unit of Grail Knights can be the spearhead of our army, leading the knightly charge into battle. A unit of six Grail Knights, enough to use the Lance formation, can be raised from six blister packs including a standard bearer.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Grail Knight	4	5	3	4	3	1	4	1	9
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

GRAIL KNIGHTS BOXED SET AND BLISTER PACK



GRAIL KNIGHTS UNIT

KNIGHTS OF THE REALM



Knights are the core units of the Bretonnian army. There are four grades of Knights to choose from: Grail Knights, Questing Knights, Knights of the Realm and Knights Errant.

The Knights of the Realm are barons and knights who own castles and feudal lands of their own. They are pledged to serve the duke and ultimately the King, and they also fight to defend their own lands

against invaders. There are more Knights of the Realm than any other grade of Knight. You can have any number of units of these, whereas you can only have one unit of each of the other orders of chivalry. Knights of the Realm are therefore the first and most important core unit to collect.

Bretonnian Knights can fight in the Lance formation which works best with units of six or ten models.



KNIGHTS OF THE REALM BOXED SET AND BLISTER PACKS

PROFILE	M	WS	BS	S	T	W	I	A	LD
Knight of the Realm	4	4	3	4	3	1	3	1	7
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

This unit can be raised from two boxes of plastic Knights plus four blister packs to give us a leader, standard bearer, and two other Knights. Alternatively we could use three boxes of Knights and add a blister pack for the leader or standard bearer. Since each Knight is painted in his own personal heraldry it is very easy to change your mind about which unit to put him in. As we

expand the army it is worth continually increasing the number of Knights of the Realm to enable us to have either one big unit or two or three smaller units. The more Knights in the Bretonnian army the better!



A UNIT OF KNIGHTS OF THE REALM

BRETONNIAN BOWMEN

PROFILE	M	WS	BS	S	T	W	I	A	LD
Bowman	4	3	3	3	3	1	3	1	7

The next core unit to consider are Bowmen. They can support the army with their shooting skills, softening up the enemy ready for the knightly charge! More importantly they can shoot at enemy missile troops, war machine crews and reduce the ranks of big blocks of enemy spearmen. All of this will make it much easier for your Knights to break through the enemy lines.

Bretonnian Bowmen can use the Arrowhead formation in battle which works best with units of six, ten or fifteen models. A unit of ten can be raised using the box set of plastic Bowmen plus a command blister for the leader, standard bearer and musician.



BRETONNIAN BOWMEN BOXED SET AND COMMAND BLISTER PACK



A BRETONNIAN BOWMEN UNIT



BRETONNIAN MEN-AT-ARMS BLISTER PACK AND COMMAND PACK

MEN-AT-ARMS

PROFILE	M	WS	BS	S	T	W	I	A	LD
Man-at-arms	4	3	3	3	3	1	3	1	7



A BRETONNIAN MEN-AT-ARMS UNIT

Men-at-arms provide the solid infantry for the Bretonnian army. It is well worth raising a small unit of these which you can later expand. We have decided to start with a modest basic unit of ten.

Infantry units are great for protecting the flanks of mounted troops, facing off against enemy units so that the Knights can concentrate on smashing the enemy's centre.

This unit can be raised using two blister packs of ordinary troops and one command blister to provide the leader, standard bearer and musician.

KNIGHTS OF THE REALM



Knights are the core units of the Bretonnian army. There are four grades of Knights to choose from: Grail Knights, Questing Knights, Knights of the Realm and Knights Errant.

The Knights of the Realm are barons and knights who own castles and feudal lands of their own. They are pledged to serve the duke and ultimately the King, and they also fight to defend their own lands

against invaders. There are more Knights of the Realm than any other grade of Knight. You can have any number of units of these, whereas you can only have one unit of each of the other orders of chivalry. Knights of the Realm are therefore the first and most important core unit to collect.

Bretonnian Knights can fight in the Lance formation which works best with units of six or ten models.



KNIGHTS OF THE REALM BOXED SET AND BLISTER PACKS

PROFILE	M	WS	BS	S	T	W	I	A	LD
Knight of the Realm	4	4	3	4	3	1	3	1	7
Bretonnian Warhorse	8	3	0	3	3	1	3	1	5

This unit can be raised from two boxes of plastic Knights plus four blister packs to give us a leader, standard bearer, and two other Knights. Alternatively we could use three boxes of Knights and add a blister pack for the leader or standard bearer. Since each Knight is painted in his own personal heraldry it is very easy to change your mind about which unit to put him in. As we expand the army it is worth continually increasing the number of Knights of the Realm to enable us to have either one big unit or two or three smaller units. The more Knights in the Bretonnian army the better!



A UNIT OF KNIGHTS OF THE REALM

EXPANDING THE ARMY



Our 1,000 point army is a small but very effective hard hitting force. It should do well against an equivalent sized enemy army, especially if it is used decisively. Do not hold back the Knights for they may be vital to your success!

The next stage is to expand the army first to 2,000 points and then to 3,000 points or maybe even more. The next 1,000 points should include character models since our initial army lacks characters to lead the units.

The leaders of the knightly troops can be raised up to champion status just by paying extra points to equip them with magic items. The General can also be given magic items and another Knightly Virtue. The infantry units can be given commoner champions and these can also have magic items. Grail Knights may be given a magic banner as well. The army becomes a lot more powerful for a few points.

This is also a good time to consider adding a Battle Standard Bearer, one or two heroes and a wizard. The Bretonnian army list has a generous character allowance and since the army does not feature gimmicks such as war machines, it makes up for it by having plenty of exceptionally powerful characters.

There are several paladins of Bretonnian chivalry among the special characters who will dramatically increase the fighting potential of your army. Alternatively you can create your own. Remember that Bretonnian knightly characters can have Knightly Virtues as well as magical weapons.

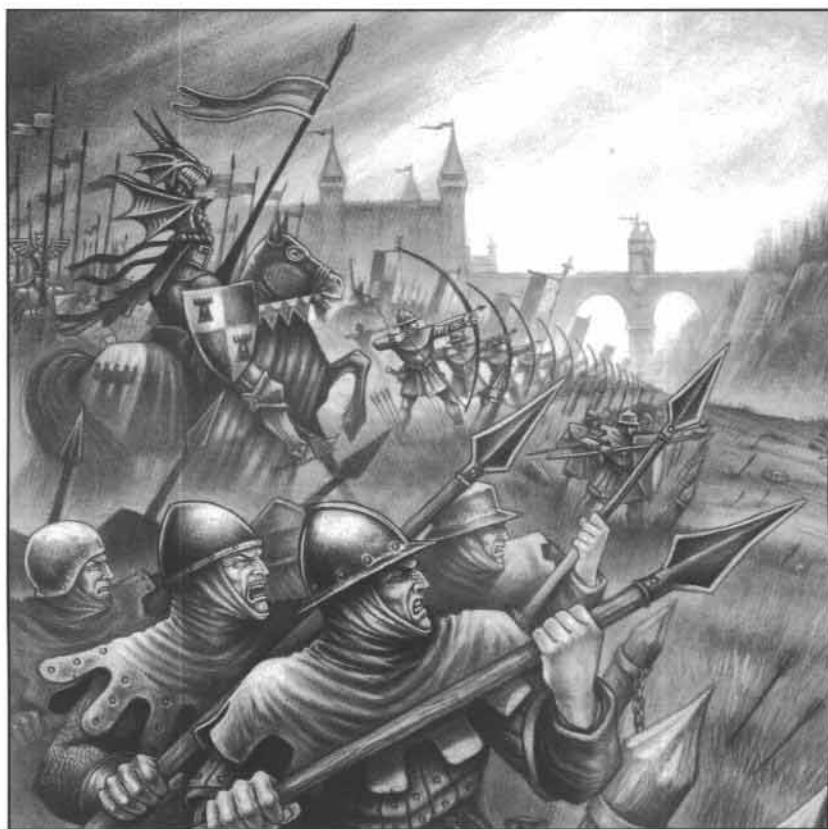
We could consider raising two more units of Knights – the Questing Knights and the Knights Errant. These are both powerful attacking forces. Of course, you could continue to increase the number of Knights of the Realm instead. At this point it is time to think about your tactics; do you want to use big units of knights, several small ones or a combination of the two.

After considering more Knights, there is a choice of more troops to support them. If you want to raise another unit of Bowmen, you could opt for the Bowmen of Bergerac which includes the special character Bertrand and his two henchmen, Gui le Gros and Hugo le Petit. Then there are the Men-at-arms who can always use more men. Squires are very useful to the Bretonnian army because they can skirmish. Mounted Squires armed with javelins are uniquely Bretonnian and good at hunting down all those irritating and dishonourable units like bolt throwers. If the foe are lurking in the bushes send in the Foot Squires as beaters to drive them into the open so that the Knights can ride them down.

Finally there are wizards. Your Knights pose such a threat to the enemy that you can expect to come up against enemy magic. Magic items and Knightly Virtues can help to protect your Knights, but you might want to hurl some magic back. In the Bretonnian army you can choose to have a fairly conventional wizard wielding battle magic or go for the Fay Enchantress of Bretonnia with her unique and special powers.

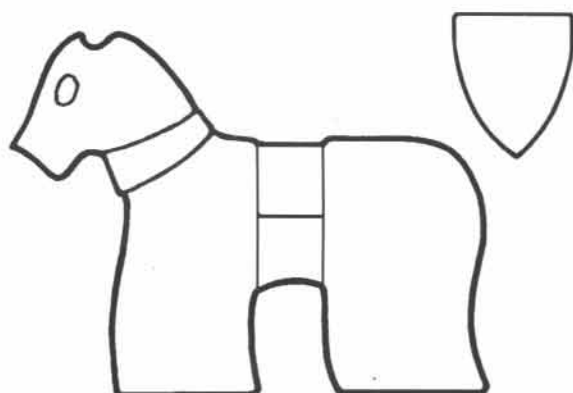
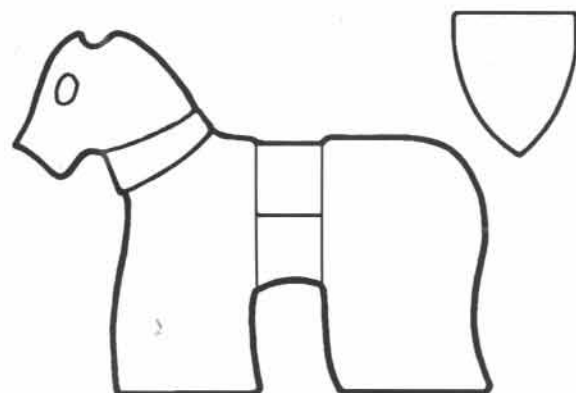
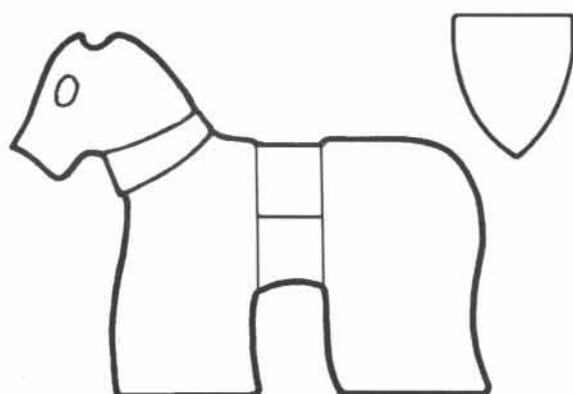
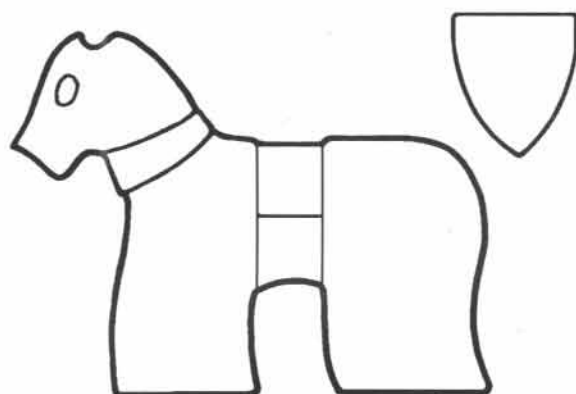
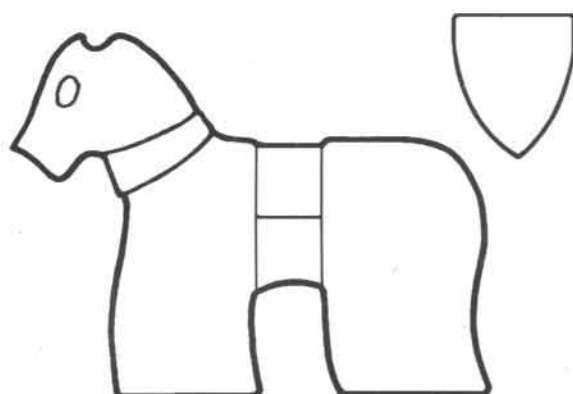
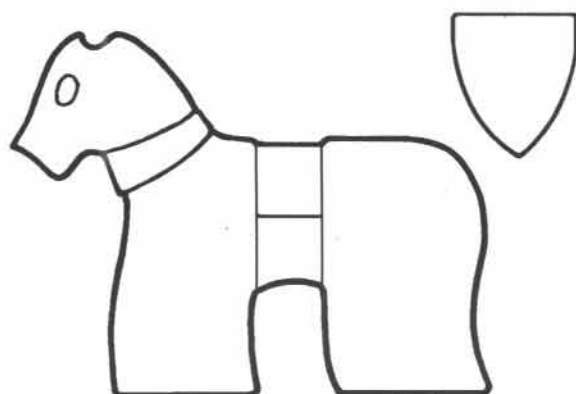
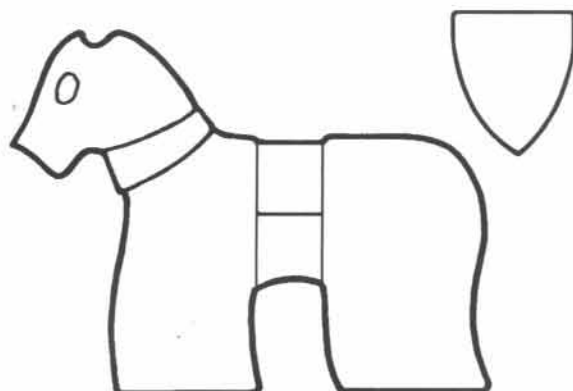
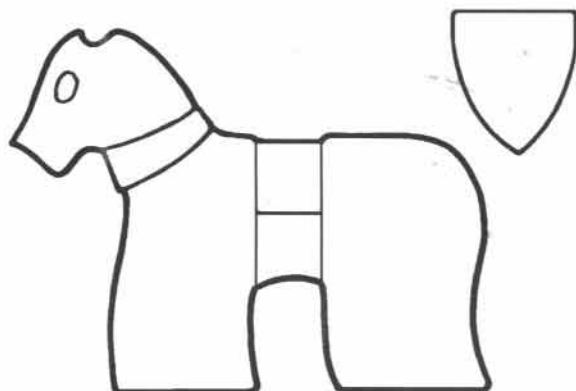


The Fay Enchantress, together with Knightly Heroes riding flying monsters, the Bretonnian King and the Green Knight might also be considered when the army is expanded to 3,000 points. Your Bretonnian army can expect to face all the awesome characters and exotic troops that your opponent can throw at you, so be prepared!



PLANNING YOUR HERALDRY

Photocopy or trace this page and you can use it to design your own heraldry.





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0139

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