

WARHAMMER AGE OF SIGMAR

BRETONNIA



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

In fair Sigmaron the free people of humanity gather, preserving heraldry and cultural traditions from civilisations ground beneath the weight of unceasing strife. The clamour of warlike souls fills the heavens, united in

Sigmar's name. Though some of these lost tribes have been driven from their homelands, and others cast adrift on the tides of time, every soul amongst them dreams of wreaking bloody revenge upon the forces of Chaos.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

- Title:** The name of the model that the warscroll describes.
- Characteristics:** Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.
- Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll. For example, a rule might say that it applies to 'all **STORMCAST ETERNALS** within 12"'. This means that it would apply to models that have the **STORMCAST ETERNAL** keyword on their warscroll.
- Damage Table:** Some models have a damage table that is used to determine any of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



KING ON HIPPOGRYPH



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword of the King	2"	6	3+	3+	-1	D3
Hippogryph's Talons	2"	5	4+	*	-1	1
Hippogryph's Razor-sharp Beak	2"	1	*	3+	-2	D6

Wounds Suffered	DAMAGE TABLE		
	Move	Hippogryph's Talons	Razor-sharp Beak
0-2	14"	3+	3+
3-4	12"	3+	4+
5-6	10"	4+	4+
7-8	8"	4+	5+
9+	6"	5+	5+

DESCRIPTION

A King on Hippogryph is a single model. He is armed with the Sword of the King and carries a Lion Shield. He also bears a Regal Crown. The King rides upon a noble Hippogryph, which fights with its Talons and Razor-sharp Beak.

FLY

This model can fly.

ABILITIES

Regal Crown: Do not take battleshock tests for friendly **BRETONNIAN** units while they are within 24" of this model.

Lion Shield: This model can attempt to unbind 1 spell in each enemy hero phase. In addition, in the combat phase, re-roll save rolls of 1 for this model if it made a charge move in the same turn.

Sword of the King: Re-roll failed hit rolls for the Sword of the King if the target is a **HERO** or **MONSTER**.

Champion of the People: At the start of your hero phase, heal D3 wounds that have been allocated to this model.

COMMAND ABILITY

King of the Realm: If this model uses this ability, then in your next combat phase add 1 to hit rolls for friendly **NOBILITY** units within 24" of this model that made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, HERO, KING ON HIPPOGRYPH

ENCHANTRESS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Enchantress' Blessed Blade	1"	3	4+	4+	-1	1
Unicorn's Enchanted Horn	1"	1	4+	3+	-1	2
Unicorn's Silvershod Hooves	1"	3	4+	4+	-	1

DESCRIPTION

An Enchantress is a single model. She rides to battle on an elegant Unicorn and wields a Blessed Blade. The Unicorn defends its mistress with its Enchanted Horn and Silvershod Hooves.

ABILITIES

Chalice of Potions: In your hero phase, you can re-roll one failed casting roll for this model. If you do and the result of the re-roll is a 2 before any modifiers are applied, then you cannot use this ability again for the rest of the battle.

Saintly Guardians: In the combat phase, re-roll failed hit rolls for friendly **GRAIL KNIGHTS** units while they are within 10" of this model.

Spiteful Glance: At the start of the combat phase, pick an enemy unit within 3" of this model and roll 2D6. The enemy unit suffers 1 mortal wound if the result of the roll is equal to or higher than its Bravery characteristic.

Blessed: In your hero phase, heal D3 wounds that have been allocated to this model.

MAGIC

An Enchantress is a wizard. She can attempt to cast two spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Divine Favour spells.

DIVINE FAVOUR

Divine Favour has a casting value of 6. If successfully cast, pick a friendly **BRETONNIAN** unit that is visible to the caster and within 16" of them. Until your next hero phase, add 1 to hit rolls for that unit's melee weapons.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, HERO, WIZARD, DAMSEL, ENCHANTRESS

SACRED PROTECTOR



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Glowing Blade	1"	4	3+	3+	-1	2
Shadow Steed	1"	2	4+	3+	-	1

DESCRIPTION

A Sacred Protector is a single model. He appears upon the battlefield astride his ghostly Shadow Steed, armed with a Glowing Blade and carrying a Shield of the Ancient Forests.

FLY

This model passes through physical barriers as though they were not there. It moves in the same manner as a model that can fly.

ABILITIES

Ethereal: When making save rolls for this unit, ignore the attacking weapon's Rend characteristic.

Shield of the Ancient Forests: Roll a dice each time you allocate a wound or mortal wound to this model. On a roll of 6+ that wound is negated and has no effect.

Summoned from the Mists: Instead of setting up this model on the battlefield, you must place it to one side and say that it is set up in the mists. In each of your movement phases, roll a dice for this model. On a roll of 3 or less the model remains in the mists – you must roll again in your next movement phase. On a roll of 4+, set up this model anywhere on the battlefield, more than 9" from any enemy models. This counts as its move for that movement phase.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, SACRED PROTECTOR

BRETONNIAN LORD



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ducal Sword and Dragonbane Lance	2"	5	3+	4+	-1	D3
Steed's Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A Bretonnian Lord is a single model. He rides a trusty Steed that has borne him into battles without number. The Bretonnian Lord is armed with a Ducal Sword and Dragonbane Lance, and carries a Ducal Shield.

PEGASUS

Some Bretonnian Lords ride a Pegasus; these have a Move characteristic of 16" rather than 12".

FLY

A Bretonnian Lord on a Pegasus can fly.

ABILITIES

Dragonbane: Add 1 to hit rolls for the Ducal Sword and Dragonbane Lance if this model made a charge move in the same turn. In addition, re-roll failed hit rolls for the Ducal Sword and Dragonbane Lance if the target is a **MONSTER**.

Ducal Shield: In the combat phase, re-roll save rolls of 1 for this model if it made a

charge move in the same turn.

COMMAND ABILITY

Lord of the Realm: If this model uses this ability, until your next hero phase re-roll failed charge rolls for friendly **NOBILITY** units that are within 15" of this model when the charge roll is made.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, HERO, BRETONNIAN LORD

NOBLE CHAMPION



MELEE WEAPONS

Relic Weapon

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A Noble Champion is a single model. He goes to war armed with a Relic Weapon and carrying a Champion's Shield.

ABILITIES

Relic Weapon: Add 1 to the Damage characteristic of the Relic Weapon if the target is a **DAEMON** or **DEATH** unit.

Virtue of Empathy: In the battleshock phase, friendly **PEASANTRY** units can use this model's Bravery characteristic when they take a battleshock test if they are within 6" of this model when the test is taken.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, HERO, NOBLE CHAMPION

NOBLE STANDARD BEARER



MELEE WEAPONS

Relic Weapon

Destrier's Iron-shod Hooves

Range

1"

1"

Attacks

4

2

To Hit

3+

4+

To Wound

3+

4+

Rend

-1

-

Damage

1

1

DESCRIPTION

A Noble Standard Bearer is a single model. He is armed with a Relic Weapon and carries a Valorous Banner. He rides into battle upon a Destrier that lashes out with Iron-shod Hooves.

ABILITIES

Relic Weapon: Add 1 to the Damage characteristic of the Relic Weapon if the target is a **DAEMON** or **DEATH** unit.

Valorous Banner: In the battleshock phase, you can re-roll battleshock tests for friendly **NOBILITY** units that were within 12" of this model when the test was taken.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, HERO, TOTEM, NOBLE STANDARD BEARER

DAMSEL



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Purity	1"	1	4+	3+	-1	D3
Mount's Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A Damsel is a single model. She is armed with a Staff of Purity.

PUREBRED HORSE OR PEGASUS

A Damsel can ride a Purebred Horse; if she does, she has a Move characteristic of 12". Alternatively, she can ride a Pegasus; if she does, she has a Move characteristic of 16". Both mounts attack with their Hooves.

FLY

A Damsel on a Pegasus can fly.

ABILITIES

Soothing Aura: In your hero phase, you can heal 1 wound allocated to a friendly **BRETONNIAN** model that is within 6" of this model.

MAGIC

A Damsel is a wizard. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Divine Blessing spells.

DIVINE BLESSING

Divine Blessing has a casting value of 5. If successfully cast, pick a friendly **BRETONNIAN** unit that is within 16" of the caster. Until your next hero phase, roll a dice each time you allocate a wound or mortal wound to that unit. Add 1 to the dice roll if the unit has **NOBILITY** keyword. On a roll of 6+, the wound is negated and has no effect.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, HERO, WIZARD, DAMSEL

KNIGHTS ERRANT



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Pendant Lance and Blade	2"	1	4+	4+	-	1
Warhorse's Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Knights Errant has 5 or more models. They ride to war on mighty warhorses, driving their foes before them in a thunder of Hooves, and striking at them with Pendant Lances and Blades. On their left arms they carry Knight's Shields.

CAVALIER

The leader of this unit is a Cavalier. Add 1 to the Attacks characteristic of the Cavalier's Pendant Lance and Blade.

BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Banner Bearers if it made a charge move in the same turn.

TRUMPETER

Models in this unit can be Trumpeters. Roll 3D6 instead of 2D6 when you make a charge roll for a unit that includes any Trumpeters, and then pick two of the dice to determine the result of the roll.

ABILITIES

Eager to Impress: In the combat phase, re-roll hit rolls of 1 for this unit if it was within 18" of a **DAMSEL** at the start of the phase.

Pendant Lances: Add 1 to the wound rolls and Damage characteristic of this unit's Pendant Lances and Blades if it made a charge move in the same turn.

Knight's Shield: In the combat phase, re-roll save rolls of 1 for this unit if it made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, KNIGHTS ERRANT

KNIGHTS OF THE REALM



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pendant Lance and Blade	2"	1	3+	4+	-	1
Warhorse's Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Knights of the Realm has 5 or more models. They go to war armed with Pendant Lances and Blades, and carry Knight's Shields. They ride warhorses that are trained to stave in the skulls of the enemy with their Hooves.

GALLANT

The leader of this unit is a Gallant. Add 1 to the Attacks characteristic of the Gallant's Pendant Lance and Blade.

BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Banner Bearers if it made a charge move in the same turn.

TRUMPETER

Models in this unit can be Trumpeters. Roll 3D6 instead of 2D6 when you make a charge roll for a unit that includes any Trumpeters, and then pick two of the dice to determine the result of the roll.

ABILITIES

Massed Cavalry: Re-roll hit rolls of 1 for this unit if it contains 10 or more models when the hit roll is made.

Pendant Lances: Add 1 to the wound rolls and Damage characteristic of this unit's Pendant Lances and Blades if it made a charge move in the same turn.

Knight's Shield: In the combat phase, re-roll save rolls of 1 for this unit if it made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, KNIGHTS OF THE REALM

QUESTING KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Knightly Greatblade	1"	2	3+	3+	-1	1
Charger's Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Questing Knights has 5 or more models. They ride Bretonnian Chargers that trample the foe beneath their Hooves, and wield Knightly Greatblades and Knight's Shields.

PARAGON

The leader of this unit is a Paragon. Add 1 to the Attacks characteristic of the Paragon's Knightly Greatblade.

BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Banner Bearers if it made a charge move in the same turn.

LUTIST

Models in this unit can be Lutists. Roll 3D6 instead of 2D6 when you make a charge roll for a unit that includes any Lutists, and then pick two of the dice to determine the result of the roll.

ABILITIES

The Questing Vow: Add 1 to the Damage characteristic of a Knightly Greatblade if the target has the **MONSTER** keyword. In addition, you can re-roll charge rolls for this unit if there is an enemy unit with the **MONSTER** keyword within 12" of it when the charge roll is made.

Knight's Shield: In the combat phase, re-roll save rolls of 1 for this unit if it made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, QUESTING KNIGHTS

GRAIL KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword and Sacred Lance	1"	2	3+	4+	-1	1
Destrier's Iron-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Grail Knights has 5 or more models. They are armed with Swords and Sacred Lances, and carry Knight's Shields. They ride into battle atop powerful Destriers that trample the foe beneath their Iron-shod Hooves.

GRAIL BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Grail Banner Bearers if it made a charge move in the same turn.

TRUMPETER

Models in this unit can be Trumpeters. Roll 3D6 instead of 2D6 when you make a charge roll for a unit that includes any Trumpeters, and then pick two of the dice to determine the result of the roll.

ABILITIES

Sacred Lances: Add 1 to the Damage characteristic of this unit's Swords and Sacred Lances if the target of its attacks is a **DAEMON** or **DEATH** unit. In addition, add 1 to wound rolls made for, and the Damage characteristic of, this unit's Swords and Sacred Lances if it made a charge move in the same turn.

Knight's Shield: In the combat phase, re-roll save rolls of 1 for this model if it made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, GRAIL KNIGHTS

PEGASUS KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lance and Blade	2"	2	3+	4+	-	1
Pegasus' Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Pegasus Knights has 3 or more models. They are armed with Lances and Blades, and carry Knight's Shields. Each rides a Pegasus that lashes at the foe with their Hooves.

FLY

Pegasus Knights can fly.

GALLANT

The leader of this unit is a Gallant. Add 1 to the Attacks characteristic of the

Gallant's Lance and Blade.

BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Banner Bearers if it made a charge move in the same turn.

TRUMPETER

Models in this unit can be Trumpeters. Roll 3D6 instead of 2D6 when you make a charge roll for a unit that includes any Trumpeters, and then pick two of the dice

to determine the result of the roll.

ABILITIES

Swooping Charge: Add 1 to wound rolls and 1 to the Damage characteristic of this unit's Lances and Blades if it made a charge move in the same turn.

Knight's Shield: In the combat phase, re-roll save rolls of 1 for this model if it made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, NOBILITY, PEGASUS KNIGHTS

BATTLE PILGRIMS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Reliquary Sword	1"	1	5+	4+	-	1

DESCRIPTION

A unit of Battle Pilgrims has 6 or more models. The Battle Pilgrims are armed with Reliquary Swords and Pilgrim Shields.

GRAIL RELIQUAE

A unit of Battle Pilgrims can have one Grail Reliquae. A Grail Reliquae has a Wounds characteristic of 3 instead of 1. Add 2 to the attacks characteristic of the Grail Reliquae's Reliquary Sword.

ABILITIES

Inspired Fervour: Add 1 to hit rolls for this unit if it includes a Grail Reliquae when the hit roll is made. In addition, add 1 to any wound rolls for this unit if it has 10 or more models when the wound roll is made.

Pilgrim Shields: Re-roll save rolls of 1 for this unit. Re-roll save rolls of 1 or 2 instead if this unit includes a Grail Reliquae when the save roll is made

KEYWORDS

ORDER, HUMAN, BRETONNIAN, PEASANTRY, BATTLE PILGRIMS

MEN-AT-ARMS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Polearm	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Men-at-arms has 10 or more models. The unit is armed with Polearms and Tower Shields.

WARDEN

The leader of this unit is a Warden. Add 1 to the Attacks characteristic of a Warden's Polearm.

DRUMMER

Models in this unit can be Drummers. Add 1 to charge rolls for this unit if it includes any Drummers.

TRUMPETER

Models in this unit can be Trumpeters. Add 1 to run rolls for this unit if it includes any Trumpeters.

STANDARD BEARER

Models in this unit can be Standard Bearers. You can re-roll battleshock tests for this unit if it includes any Standard Bearers when the test is taken.

ABILITIES

Rowdy Mob: Add 1 to hit rolls for this unit if it has 20 models or more when the hit roll is made. Add 2 to hit rolls instead if it has 30 models or more when the hit roll is made.

Tower Shields: Add 1 to save rolls for this unit unless it made charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, PEASANTRY, MEN-AT-ARMS

PEASANT BOWMEN



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Longbow	20"	1	5+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Skinning Knife	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Peasant Bowmen has 10 or more models. They are armed with Longbows and Skinning Knives. Some Peasant Bowmen prepare Stakes to protect them against enemy charges, and Burning Braziers to set their arrows aflame.

VILLEIN

The leader of this unit is a Villein. Add 1 to the Attacks characteristic of the Villein's Longbow.

DRUMMER

Models in this unit can be Drummers. Add 1 to charge rolls for this unit if it includes any Drummers.

TRUMPETER

Models in this unit can be Trumpeters. Add 1 to run rolls for this unit if it includes any Trumpeters.

STANDARD BEARER

Models in this unit can be Standard Bearers. You can re-roll battleshock tests for this unit if it includes any Standard Bearers when the test is taken.

ABILITIES

Arrowstorm: Once per battle, at the start of your shooting phase, you can declare that this unit will fire an Arrowstorm. If you do, add 2 to the Attacks characteristics of this unit's Longbows until the end of the phase. Add 3 to the Attacks characteristics instead if this unit has 20 or more models when the Arrowstorm is declared. A unit cannot use this ability if it is within 3" of any enemy units at the start of its shooting phase.

Stakes: When you set this unit up, you can declare that it is protecting itself with a barricade of sharpened stakes (you can use the stake models provided with this unit as a reminder of this if you wish). An enemy unit that finishes a charge move within 3" of a unit protected by stakes suffers D3 mortal wounds. The protection of the stakes is lost for the rest of the battle if this unit moves or is attacked by an enemy unit in the combat phase.

Burning Braziers: Re-roll wound rolls of 1 for Longbows used by a unit with burning braziers. The benefit of the burning braziers is lost for the rest of the battle if this unit moves or is attacked by an enemy unit in the combat phase.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, PEASANTRY, PEASANT BOWMEN

MOUNTED YEOMEN



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Yeoman's Bow	18"	1	4+	4+	-	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunting Spear	2"	1	4+	4+	-	1
Palfrey's Sharp Teeth	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Mounted Yeomen can have any number of models. They are armed with Yeoman's Bows and Hunting Spears, and sometimes bear small Wooden Shields. They ride lightweight Palfreys that bite their enemies with their Sharp Teeth.

WARDEN

The leader of this unit is a Warden. Add 1 to the Attacks characteristic of the Warden's Hunting Spear.

TRUMPETER

Models in this unit can be Trumpeters. Add 1 to run rolls for this unit if it includes any Trumpeters.

STANDARD BEARER

Models in this unit can be Standard Bearers. You can re-roll battleshock tests for this unit if it includes any Standard Bearers when the test is taken.

ABILITIES

Scouts: After deployment but before the first battle round, this unit can make a move as if it were the movement phase (though it cannot run).

Wooden Shields: In the combat phase, re-roll save rolls of 1 for this model if it made a charge move in the same turn.

KEYWORDS

ORDER, HUMAN, BRETONNIAN, PEASANTRY, MOUNTED YEOMEN

FIELD TREBUCHET

WAR MACHINE



MISSILE WEAPONS

Rocks and Masonry

Range	Attacks	To Hit	To Wound	Rend	Damage
12"-48"	☼	4+	3+	-2	D6

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Rocks and Masonry
4 models	4"	2
3 models	3"	2
2 models	2"	1
1 model	1"	1
No models	0	0

CREW



MELEE WEAPONS

Crew's Tools

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	5+	5+	-	1

DESCRIPTION

A Field Trebuchet consists of a Trebuchet and a unit of five crew. The Trebuchet can hurl Rocks and Masonry at the foe, and its crew defend themselves in close combat with a variety of Tools.

ABILITIES

Heavy Artillery: This model can only move if its **CREW** are within 1" of it at the start of the movement phase. If its Crew are within 1" of the Trebuchet in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The Crew are in cover while they are within 1" of their war machine.

Arcing Shot: This unit can shoot at enemy units that are not visible to it. If it does, subtract 1 from the hit roll for the unit's Rocks and Masonry attack.

Seismic Impact: Roll a dice before making the hit roll for a Rocks and Masonry attack. If the roll is less than the number of models in the target unit, the attack scores a hit without needing the hit roll to be made.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, FIELD TREBUCHET

CREW

KEYWORDS

ORDER, HUMAN, BRETONNIAN, PEASANTRY, CREW

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Bretonnian Lord on foot	Noble Champion
Bretonnian Lord on Hippogryph	King on Hippogryph
The Fay Enchantress	Enchantress
The Green Knight	Sacred Protector
Louen Leoncouer	King on Hippogryph
Paladin on Pegasus	Bretonnian Lord on Pegasus
Paladin on Warhorse	Bretonnian Lord
Prophetess of the Lady	Damsel

PITCHED BATTLE PROFILES

UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Field Trebuchet	1	1	220	Artillery	
Knights Errant	8	24	200	Battleline	
Knights of the Realm	8	24	220	Battleline	
Men-at-Arms	16	48	120	Battleline	
Bretonnian Lord	1	1	140	Leader	
Damsel	1	1	100	Leader	
King On Hippogryph	1	1	400	Leader	
Noble Champion	1	1	80	Leader	
Noble Standard Bearer	1	1	80	Leader	
Enchantress	1	1	160	Leader	
Sacred Protector	1	1	200	Leader	
Battle Pilgrims	6	30	80		
Grail Knights	5	20	180		
Mounted Yeomen	5	20	100		
Peasant Bowmen	16	48	200		
Pegasus Knights	3	12	200		
Questing Knights	5	20	180		