



KINGDOM OF BRETONNIA

FAST AND FURIOUS - 504 POINTS



374 pts (19.00%) **0 pts (0.00%)** 130 pts (7.00%) **0 pts (0.00%)** **0 pts (0.00%)** **0 pts (0.00%)** **0 pts (0.00%)**

Characters **Core** **Special** **Rare** **Mercenaries** **Allies**

(50 Max) (25 Least) (50 Max) (25 Max) (20 Max) (25 Max)

Characters

PROPHETESS #1

Prophetess - Standard - Infantry - 20x20

135 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Prophetess	4	4	3	3	3	3	3	2	8	
Model Rules	Lore of the Lady • Shield Of The Lady • Wizard(level 3) • Blessings Of The Lady • Hand Weapon • Magical Attacks • Magic Resistance(-2) • Aura Of The Lady									

DUKE #1

Duke - Standard - Infantry - 20x20

239 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Duke	4	7	3	5	4	4	5	5	9	
Royal Pegasus	8	4	-	5	(+1)	(+1)	5	3	-	
Model Rules	Blessings Of The Lady • Hand Weapon • Rallying Cry • Heavy armour • The Grail Vow									
Model Rules (Royal Pegasus)	Fly(10) • First Charge • Stomp Attacks(2) • Swiftstride • Iron-shod Hooves • Counter Charge • Armour Bane(1) • Barding									
Model Rules (Royal Pegasus)	Fly(10) • First Charge • Stomp Attacks(2) • Swiftstride • Iron-shod Hooves • Counter Charge • Armour Bane(1) • Barding									

Options	Lance • Royal Pegasus
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Special

QUESTING KNIGHTS #1

Questing Knights x5 - Standard - Infantry - 20x20

130 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Questing Knight	-	5	2	4	3	1	4	1	8	
Paragon	-	5	2	4	3	1	4	2	8	
Bretonnian Warhorse	8	3	-	3	-	-	3	1	-	
Model Rules	Swiftstride • Blessings Of The Lady • First Charge • Close Order • Finest Warhorses • Lance Formation • The Questing Vow									
Model Rules (Questing Knight)	Heavy armour • Great Weapon • Shield • Hand Weapon									
Model Rules (Bretonnian Warhorse)	Barding • Iron-shod Hooves									

Magics

Model Rules

Aura Of The Lady: The Handmaidens of the Lady and their loyal companions are ever in the presence of their goddess, and a magical aura hangs like silvery light in the air about them.

Any unit this character has joined gains the Magical Attacks special rule.

Barding:

Blessings Of The Lady: Prior to battle, it is the custom of all pious servants of the Lady to kneel and pray most fervently for her blessings and protection.

Once deployment is complete, instead of rolling off to determine which player takes the first turn, the Kingdom of Bretonnia army may kneel and pray for the Blessings of the Lady. If it does so, the opposing player counts as having won the roll-off and the Lady's Blessing is granted, giving all models in the Kingdom of Bretonnia army with this special rule:

- A 6+ Ward save against any wounds suffered.
- A 5+ Ward save against any wounds suffered that were caused by an attack with a Strength of 5 or higher.

Note that if there is no roll-off to determine which player takes the first turn, the Kingdom of Bretonnia army cannot kneel and pray for the Blessing.

Note also that, should two Kingdom of Bretonnia armies face one another, neither may kneel and pray for the Blessings of the Lady. The Lady will not give her blessings to those that wage internecine wars, and no knight would presume to ask!

Losing The Blessing: Unlike other special rules, the Blessings of the Lady can be lost during a game. Any model or unit that flees, or any character that refuses a challenge, will immediately lose this special rule.

Note that, for the purposes of this special rule, Falling Back in Good Order does not count as fleeing.

Close Order:

Finest Warhorses: The Warhorses of Bretonnia are bred to bear the weight of a fully armoured knight.

When a unit with this special rule makes a Charge, Flee or Pursuit roll, it may re-roll any dice that roll a natural 1, before discarding any dice that are required to be discarded.

First Charge:

Great Weapon:

Hand Weapon:

Heavy armour:

Iron-shod Hooves: counts as a hand weapon

Lance:

Lance Formation: Bretonnian knights make use of a powerful formation called the 'Lance'.

A unit consisting of models with this special rule may adopt a Lance formation, as described on page 110.

Lore of the Lady: The magical powers of the Handmaidens of the Lady all resemble religious observance as much as they do sorcery. With hands clasped in devotion and rapturous joy upon her brow, a Damsel or Prophetess beseeches her goddess to protect and empower her dutiful followers.

Magic Resistance:

Magical Attacks:

Rallying Cry:

Shield:

Shield Of The Lady: To march to war in the company of a Handmaiden of the Lady is a great privilege, and the Knights of Bretonnia consider it their sacred duty to protect these emissaries of their goddess from harm.

If this character has joined a unit that has a Unit Strength of 10 or more, and that has a Chivalrous Vow (see page 108), they may voluntarily 'retire' to the rear of the unit at any time, moving through the ranks and taking up a position away from the combat. Should they do so, they are no longer within the fighting rank and cannot make any attacks or have attacks directed against them. However, they continue to confer benefits to the unit in the form of Leadership and special rules, and may cast spells as if they were within the fighting rank.

Swiftstride:

The Grail Vow: "...That which is sacrosanct, I shall preserve. That which is sublime, I will protect. That which threatens, I will destroy, for my holy wrath doth know no bounds..."

A model with this Chivalrous Vow has the Immune to Psychology, Magical Attacks and Stubborn special rules. In addition, models with this Chivalrous Vow always benefit from the Blessings of the Lady special rule and do not have to pray at the start of the game. However, a model with this Chivalrous Vow cannot refuse a challenge.

A unit with this Chivalrous Vow can only be joined by a character that also has this Chivalrous Vow or by a Handmaiden of the Lady. A character with this Vow cannot join a unit with the Peasantry special rule.

The Questing Vow: "...I set down my lance, symbol of duty. I spurn my home and those whom I love, taking up instead the tools of my Quest. I give my body, heart and soul to the Lady whom I seek..."

A model with this Chivalrous Vow has the Stubborn special rule and can re-roll any failed Fear, Panic or Terror test. In addition, a model with this Chivalrous Vow does not have to make a Panic test when a friendly unit with the Peasantry special rule is destroyed whilst within 6" of it, or when it is fled through by a friendly unit with the Peasantry special rule. However, a model with this Chivalrous Vow cannot be equipped with a lance (be it magical or mundane).

A unit with this Chivalrous Vow cannot be joined by a character that has the Knight's Vow or the Peasantry special rule. A character with this Chivalrous Vow cannot join a unit with the Peasantry special rule.

Wizard:

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Prophetess #1



Duke #1



Questing Knights #1

