



KINGDOM OF BRETONNIA

FH - 1 419 POINTS



502 pts (11.00 %) **655 pts (15.00 %)** 262 pts (6.00 %) 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



BARON #1

Baron - Standard - Infantry - 20x20

247 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Baron	4	6	3	4	4	3	5	4	9	
Royal Pegasus	8	4	-	5	(+1)	(+1)	5	3	-	
Model Rules	Heavy armour • Rallying Cry • Blessings Of The Lady • Hand Weapon									
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	Royal Pegasus • Shield • The Questing Vow • Sword Of The Quest
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PROPHETESS #1

Prophetess - Standard - Infantry - 20x20

165 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									

Options	Wizard level 4 • Lore of Battle Magic
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Core



PEASANT BOWMEN #1

Peasant Bowmen x15 - Standard - Infantry - 20x20

122 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Peasant Bowmen	4	2	3	3	3	1	3	1	7	
Bowmen Master	4	2	4	3	3	1	3	1	7	
Model Rules	Hand Weapon • Levies • Longbow • Peasantry									

Options	Villein • Standard Bearer • Musician • Defensive Stakes • Burning Braziers • Close Order
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MEN-AT-ARMS #1

Men-At-Arms x30 - Standard - Infantry - 20x20

169 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Men-At-Arms	4	2	2	3	3	1	3	1	5	
Yeoman	4	2	2	3	3	1	3	1	5	
Grail Monk	4	2	2	3	3	1	2	2	6	
Model Rules	Levies • Horde • Polearm • Close Order • Light armour • Hand Weapon • Warband • Shieldwall • Shield • Peasantry									

Options	Yeoman • Standard Bearer • Musician • Grail Monk • Blessed Triptych
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PEASANT BOWMEN #2

Peasant Bowmen x10 - Standard - Infantry - 20x20

67 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Peasant Bowmen	4	2	3	3	3	1	3	1	7	
Bowmen Master	4	2	4	3	3	1	3	1	7	
Model Rules	Hand Weapon • Levies • Longbow • Peasantry									

Options	Light armour • Villein • Skirmishers
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MOUNTED KNIGHTS OF THE REALM #1

Mounted Knights of the Realm x6 - Standard - Infantry - 25x25

165 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knights of the Realm	-	4	2	3	3	1	3	1	8	
First Knight	-	4	2	3	3	1	3	2	8	
Bretonnian Warhorse	8	3	-	3	-	-	3	1	-	
Model Rules	Close Order • Lance Formation • The Knight's Vow • Counter Charge • Swiftstride • Finest Warhorses • Blessings Of The Lady • First Charge									
Model Rules (Knights of the Realm)	Lance • Shield • Heavy armour • Hand Weapon									
Model Rules (Bretonnian Warhorse)	Iron-shod Hooves • Barding									

Options	First Knight • Standard Bearer • Musician
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KNIGHTS ERRANT #1

Knights Errant x6 - Standard - Infantry - 20x20

132 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knights Errant	-	3	2	3	3	1	3	1	7	
Gallant	-	3	2	3	3	1	3	2	7	
Bretonnian Warhorse	8	3	-	3	-	-	3	1	-	
Model Rules	First Charge • Swiftstride • The Knight's Vow • Finest Warhorses • Blessings Of The Lady • Impetuous • Close Order • Lance Formation									
Model Rules (Knights Errant)	Heavy armour • Shield • Hand Weapon • Lance									
Model Rules (Bretonnian Warhorse)	Barding • Iron-shod Hooves									

Options	Gallant • Standard Bearer • Musician
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Special



PEGASUS KNIGHTS #1

Pegasus Knights x3 - Standard - Infantry - 20x20

172 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Pegasus Knight	-	4	2	4	4	2	3	1	8	
First Knight	-	4	2	4	4	2	3	2	8	
Barded Pegasus	7	3	-	4	-	-	4	2	-	
Model Rules	The Knight's Vow • Counter Charge • Dispersed Formation • Skirmishers • First Charge • Fly(10) • Blessings Of The Lady • Lance Formation • Swiftstride									
Model Rules (Pegasus Knight)	Furious Charge • Heavy armour • Lance • Shield • Hand Weapon									
Model Rules (Barded Pegasus)	Barding • Iron-shod Hooves									

Options	First Knight
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MOUNTED YEOMEN #1

Mounted Yeomen x5 - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mounted Yeomen	-	3	3	3	3	1	3	1	6	
Warden	-	3	3	3	3	1	3	2	6	
Warhorse	8	3	-	3	-	-	3	1	-	
Model Rules	Fire & Flee • Swiftstride • Fast Cavalry • Skirmishers • Iron-shod Hooves • Open Order • Levies • Reserve Move • Peasantry									
Model Rules (Mounted Yeomen)	Cavalry Spear • Shortbow • Hand Weapon									

Options	Light armour • Shield • Feigned Flight
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Magics

Lore of Battle Magic

		Casting	Range	Type	Duration	Effect
0	Hammerhand	7+	Combat		Instant	A single enemy unit the caster is engaged in combat with suffers 2D3 Strength 4 hits, each with an AP of -2.
1	Fireball	8+	24"		Instant	The target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -. This spell has the Flaming Attacks special rule.
2	Curse Of Arrow Attraction	7+	21"		Instant	Until your next Start of Turn sub-phase, you may re-roll any rolls To Hit of a natural 1 when shooting at the target enemy unit.
3	Pillar Of Fire	9+	12"		Remains in Play	Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a direction of the caster's choosing during every Start of Turn sub-phase. Any unit (friend or foe) the moving template touches or moves over suffers D3+3 Strength 3 hits, each with an AP of -2. These hits have the Flaming Attacks special rule.
4	Arcane Urgency	10+	15"		Instant	If the target friendly unit is not fleeing and has already moved during this Movement phase, it may immediately move again.
5	Oaken Shield	7+	Self		Instant	Until your next Start of Turn sub-phase, the caster and any unit they have joined gain a 5+ Ward save against any wounds suffered.
6	Curse Of Cowardly Flight	9+	15"		Instant	The target enemy unit must immediately make a Panic test. If the target unit automatically passes any Panic tests it is required to make for any reason, it must still make this test and, should it fail, it will Give Ground.

Magic items

Sword Of The Quest: This large hand-and-a-half sword has been passed down from knight to knight, aiding generations of heroes on their noble quests.

Sword of the Quest R S AP Special Rules

Single-handed Combat S+1 -1 Magical Attacks, Strike First

Double-handed Combat S+2 -2 Magical Attacks, Multiple Wounds (2), Requires Two Hands, Strike Last

Notes: The Sword of the Quest has two profiles. You must choose which the wielder will use at the start of each round of a combat.

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:

Blessed Triptych: Often when members of Bretonnia's monastic orders march to war, they will carry with them some sacred triptych taken from their holy sanctum. In the presence of such relics, humble peasants find great courage.

A unit that contains a model equipped with a Blessed Triptych gains the Stubborn special rule.

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.

Burning Braziers: Wrought iron braziers full of smouldering coals not only ward against the morning's chill, they also allow the bowmen to rain burning arrows down upon the foe.

The longbows of a unit equipped with burning braziers gain the Flaming Attacks special rule.

Cavalry Spear:

Close Order:

Counter Charge:

Defensive Stakes: Rough-hewn stakes hammered into the soft earth provide simple but effective defences against a charging enemy.

When a unit equipped with defensive stakes is deployed, the stakes are placed in base contact with its front arc and will remain there for the duration of the game, unless the unit moves – should the unit move for any reason (including reforming), the stakes are lost and are removed from play. All measurement to and from the unit is done from the unit itself – ignore the stakes.

Enemy units can charge the front of a unit equipped with defensive stakes as normal but do not have to physically cross the stakes to do so. Instead, the front rank of a charging unit moves into base contact with the stakes, making a disordered charge and becoming Disrupted. A model whose troop type is 'cavalry' or 'chariot' must make a Dangerous Terrain test if it ends its charge move in base contact with the stakes.

Dispersed Formation: With their great wings extended, Pegasus Knights descend upon the foe from on high.

Whilst in Skirmish formation, every model in a unit of Pegasus Knights must be within 2" of another model belonging to the same unit, rather than the usual 1".

Fast Cavalry:

Feigned Flight:

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.

Fire & Flee:

First Charge:

Fly:

Furious Charge:

Hand Weapon:

Heavy armour:

Horde:

Impetuous:

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.

Levies:

Light armour:

Longbow:

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:

Open Order:

Peasantry: The low-born peasants of Bretonnia habitually look to their knightly betters for leadership.

If a unit with this special rule is within 6" of a friendly model that has the Knight's Vow, the Questing Vow or the Grail Vow, and if that model is not fleeing, this unit can use that model's Leadership characteristic instead of its own. In addition, a standard carried by a unit with this special rule cannot be counted as a trophy of war. A character with this special rule can only join a unit that also has this special rule.

Polearm: R S AP Special Rules
Single-handed Combat S - Fight in Extra Rank

Double-handed Combat S+1 -1 Requires Two Hands

Notes: A polearm has two profiles. You must choose which the unit will use at the start of the first round of a combat (i.e., the first round fought following a charge). A model wielding a polearm cannot make a supporting attack during a turn in which it charged.

Rallying Cry:

Reserve Move:

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.

Shieldwall:

Shortbow:

Skirmishers:

Swiftstride:

The Knight's Vow: "...When the clarion call is sounded, I will ride out and fight in the name of liege and Lady. Whilst I draw breath, the lands bequeathed unto me will remain untainted by evil. Honour is all ..."

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.

A unit with this Chivalrous Vow cannot be joined by a character that has the Peasantry special rule. A character with this Chivalrous 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.

Warband:

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.

