

Repanse de Lyonesse

330 points

If you choose to field Repanse de Lyonesse she replaces the General in the main army list and also the Battle Standard Bearer since she fulfils both roles. Repanse counts as a Lord and a Hero choice.

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

Vow: Repanse has the *Knight's Vow*.

Equipment: The *Sword of Lyonesse*, heavy armor and shield.

Mount: Barded Bretonnian warhorse.

Special Rules

Virtue of Devotion

Repanse is blessed with a unique virtue that protects her from hostile magic. Repanse and the unit she is with benefit from Magic Resistance (3).

Halo of Maidenly Wrath

The power of the Lady of the Lake shines from Repanse like a halo. Repanse *Causes Fear* as described in the psychology section of the rulebook.

The Fleur de Lys Banner

During the enemy's Magic phase, this banner allows the Bretonnian player to remove one dice from the opponent's pile of Power dice and add it to his own Dispel dice pile.

In addition, the Fleur de Lys Banner adds a further +1 to its combat result score.

Sword of Lyonesse

When wounded by this weapon, the target is not allowed an armor saving throw.



Baron Odo d'Outremer

Suliman le Saracen

110 points

Your army may include Baron Odo of Outremer as the Gallant for a unit of Knights of the Realm or Knights Errant. He displaces the Gallant that would normally be deployed with the unit. In addition, Suliman le Saracen must also join the unit. Both characters remain with the unit for the duration of the battle and their points cost is rolled into the unit. Odo or Suliman may be challenged and defeated just as unit champions may be challenged, but the opponent only gets victory points for them should their unit be eliminated or they are both killed during the course of the battle.

If you add Odo to a unit of Knights Errant or Knights of the Realm, that unit counts as a Rare Unit choice.

Profile	M	WS	BS	S	T	W	I	A	Ld
Odo	4	4	3	4	3	1	4	2	8
Suliman	4	4	3	4	3	1	3	2	8
Warhorse	8	3	0	3	-	-	3	1	-

Vow: Odo is a Questing Knight's Champion and has the *Questing Vow*.

Equipment: Odo is armed with the *Morning Star of Fracasse* (see the Bretonnian Army Book), heavy armor and shield. Suliman wields a double-handed scimitar (treated as a great weapon) wears light armor and carries a shield. He may not use the shield in close combat as his only weapon is the great scimitar.

Mount: Odo rides a Barded Bretonnian warhorse. Suliman rides an Arabian stallion that does not wear barding as this would slow down the Bretonnian unit he is accompanying.

Special Rules

Suliman le Saracen

Suliman has a blood-curdling war cry that can shake an opponent in close combat. At the start of every close combat phase, opponents in base contact with Suliman must pass a Leadership test or Suliman will strike first with his great scimitar, even if the opponent has charged.



Odo of Outremer

Roland le Marechal

65 points

Roland le Marechal may be taken as a Gallant for a unit of Knights Errant or Knights of the Realm. He displaces the Gallant that would normally lead the unit. Opponents receive Victory Points for Roland by eliminating him or if his unit is eliminated during the battle. Roland and the unit that he accompanies counts as a RareUnit choice.

Profile	M	WS	BS	S	T	W	I	A	Ld
Roland	4	4	3	3	3	1	3	1	8
Warhorse	8	3	0	3	-	-	3	1	-

Vow: Roland has the *Knight's Vow*.

Equipment: Sword, lance, heavy armor and shield.

Mount: Barded Bretonnian warhorse.

Special Rules

Roland's Warhorn

Bound Spell Power Level 4
 Roland can use his horn to cast a spell once per Bretonnian Magic phase. The spell requires no Power dice to cast, all the power required is provided by the horn itself and the spell will last until dispelled.

When Roland's Warhorn spell is in play, no flying creatures on the battlefield can use their ability to fly and will have to move on the ground at their normal movement rate.

Tancred, duc de Querelles

275 points

Your army may include Tancred, Duc de Querelles. He is a Lord character and may be your army's General, but he may also function as an independent Lord character with another General leading the army.

Profile	M	WS	BS	S	T	W	I	A	Ld
Tancred	4	6	3	4	4	3	6	4	9
Warhorse	8	3	0	3	-	-	3	1	-

Vow: Tancred has the *Grail Vow*.

Equipment: Lance, the *Blade of Couronne*, heavy armor and the *Shield of the Grail Chapel*.

Mount: Barded Bretonnian warhorse.

Special Rules

Virtue of Fidelity

Tancred is blessed with the Virtue of Fidelity, which benefits him with Magic Resistance (1).

The Blade of Couronne

This ancient weapon was found in an old ruined shrine in Couronne. Doubtless it was forged to be wielded against the Undead hordes of Settra who beset the land during the Dark Age of Bretonnia.

The Sword wounds Undead creatures automatically with no armor saves allowed.

Shield of the Grail Chapel

This shield has a radiant image of the Grail on it that evil creatures cannot look upon. It counts as a normal shield.

.In addition, all Undead creatures and Daemons lose 1 Attack from their profile while in base contact with the bearer.

Bretonnian Special Characters

Bagrian, Abbot of la Maisontaal 370 points

Your army may include Bagrian, the High Priest of Taal, as a Lord character. Under the superficial appearance of an old, learned scholar, Bagrian hides the great powers of an incarnation of the wildest forces of nature.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bagrian	4	4	3	4	4	3	4	2	8

Magic: Bagrian is a Level 4 Wizard. He uses spells from the Lore of Beasts.

Equipment: *Staff of the Owl* (hand weapon).

Special Rules

Staff of the Owl

This oaken tool of magic channels the forces of nature and infuses new strength into the bearer's spells. The staff confers upon Bagrian +1 to the total roll to cast spells.

Amber Periapt

The bearer of this statuette, which represents Taal, the God of nature, is surrounded by a golden halo that protects and refreshes him as long as his faith remains true.

The periapt confers a 4+ ward save on Bagrian. In addition, once per battle, Bagrian can recover all the wounds he has lost up to that moment. He may use it at the end of any phase, but it cannot restore wounds to him if he has been killed (reduced to 0 wounds remaining).

Parchment of Bark

The lore of Taal is recorded on sheets of bark ritually taken from the holiest of birches. The Parchment counts as a Dispel Scroll.



Bertrand the Brigand and the Bowmen of Bergerac

Bertrand the Brigand And the Bowmen of Bergerac 175 points for the unit

You may add Bertrand the Brigand and the Bowmen of Bergerac as a single Rare Unit Choice. The unit consists of Bertrand the Brigand, Hugo le Petit, Gui le Gros, a standard bearer, musician and 5 Bowmen. You may add additional Bowmen to the unit at the cost of 7 points each.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bertrand	4	4	5	4	3	1	5	2	8
Hugo	4	3	4	5	4	1	2	1	7
Gui	4	2	4	3	3	1	3	1	5
Bowmen	4	2	4	3	3	1	3	1	5

Equipment: Bertrand and his henchmen are armed with sword and longbow.

Special Rules

Bertrand the Brigand

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

Bertrand possesses one Black Arrow that he may fire once per battle. The Black Arrow will always hit on a 2+ and is Strength 5.

Hugo le Petit

Hugo 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 longbow, the arrow hits with a Strength of 5.

Gui le Gros

Gui is noted for his considerable girth, which is connected to his considerable appetite for venison, meat pies, capons and beer. Although armed with a longbow, Gui carries a huge wine flagon slung over his back to refresh the bowmen in the midst of battle. There is only enough wine for the bowmen to have one drink each, so the wine flagon can only be used once.

At any time in the battle, the owning player may have the unit drink from the flagon. Once this is done, the unit is Immune to Panic for the remainder of the battle. However, the effects of the wine are strong and the entire unit suffers a -1 to hit penalty when shooting their bows for the rest of the battle.

Bretonnian Special Characters

“The Black Knight” The Knight of the Perilous Lance 140 points

Your army may include the Knight of the Perilous Lance as a Hero choice, but he may not be your army's General. This mysterious character attends every tournament and has never been unhorsed. He never lifts his visor and no opponent has been able to take it off to see his face. He often goes by the mantra of The Black Knight because of his role as the spoiler at Jousts and he has taken up the ritual of wearing all black livery to hide his true identity.

Profile	M	WS	BS	S	T	W	I	A	Ld
Black Knight	4	5	3	4	4	2	5	3	8
Warhorse	8	3	0	3	-	-	3	1	-

Vow: The Black Knight has the *Knight's Vow*.

Equipment: Sword, lance, heavy armor and shield.

Mount: Barded Bretonnian warhorse.

Special Rules

Virtue of the Joust

The Black Knight may re-roll failed rolls to hit when charging with his lance.

The Perilous Lance

Although he uses simple, mundane lances in combat, the Knight of the Perilous Lance is so skilled at picking out weak spots in armor that opponents suffer a -1 saving throw penalty in close combat, regardless of whether he is using his lance or a hand weapon.

Parrying Capability

The Black Knight is so skilled in the use of his shield that he may re-roll failed armor saves.



Tristan le Troubadour Jules le Jongleur 269 points

Your army may Tristan the Troubadour and Jules the Jester as one Hero choice. Neither can be the General of the Army. Victory points are awarded separately for the characters: 204 pts for Tristan and 65 for Jules.

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

Vow: Tristan is a Questing Knight and has the Questing Vow. Jules has *The Peasant's Duty*. Tristan believes his lance is blessed by The Lady, which is why he uses it as a Questing Knight.

Equipment: Sword, lance, heavy armor and shield. Jules has a simple hand weapon.

Mount: Barded Bretonnian warhorse.

Special Rules

Virtue of Purity

Tristan starts the game with the Blessing of the Lady, even if the army did not pray. His Ward Save is 5+ regardless of the strength of the attack.

Valorous Ballads

Tristan has a repertoire of heroic ballads capable of emboldening the hearts of those around him and exhorting them to greater effort and valor. At the start of each turn, the Bretonnian player may declare which song Tristan is singing. The effects of that song last until the start of the next turn. Tristan may then continue singing the same song or start a new one. Tristan can sing only one song at a time and will cease immediately if he flees or is slain (the song no longer has an effect).

Battle Hymn of Quenelles

This song recounts the great victories of Bretonnia. Tristan adds +1 combat resolution to any fight he is in as long as he is singing this song.

The Grail Choral

This slow, measured melody speaks of the most holy Lady of the Lake. While singing this song, Tristan and any unit he is in gain Magic Resistance (2).

Anthem of the Uniter

The rousing chorus of this song leads all warriors of Bretonnia to sing and instills fire in their bellies.

Bretonnian Special Characters

Tristan and any unit he is in are *Stubborn* while he sings this song.

Jules the Jester

Once Trampled...

Jules used to scurry alongside Tristan wherever he went. However, an unfortunate accident at the Battle of Castle Reunart brought a stop to this practice.

Jules must start the game within 6" of Tristan, but may move freely after that. He may join any unit with *The Peasants Duty*, but may not join any other unit (including a unit that Tristan has joined).

Acrobatic

Jules is incredibly difficult to hit and has a 2+ Ward Save against all non-magical attacks.

I Will Taunt You a Second Time

In battle, Jules hurls a constant stream of abuse, taunts, stones and other assorted things at the enemy. This constant bombardment can distract even the most determined (or Undead) of foes. All enemy models within 6" of Jules suffer a -1 penalty to their to hit rolls in close combat.



Reynard le Chasseur Groffet & Griffé 100 points

Your army may include Reynard le Chasseur and his two war hounds as the champion of a unit of Knights Errant, Knights of the Realm or Mounted Yeomen. Reynard usurps the Gallant or Warden that would normally be with the unit. Victory Points for Reynard and his hounds is only awarded if Reynard is killed on the battlefield or if his unit is eliminated. No points are awarded for the killing of the hounds alone. Reynard, his hounds and the unit they accompany are treated as a Rare Unit Choice.

Profile	M	WS	BS	S	T	W	I	A	Ld
Reynard	4	4	3	3	3	1	3	2	8
Warhounds	8	4	0	4	3	1	4	1	6
Warhorse	8	3	0	3	-	-	3	1	-

Vow: Reynard has the *Knight's Vow*.

Equipment: Sword, Boar Spear, heavy armor and shield..

Mount: Barded Bretonnian warhorse.

Special Rules

Boar Spear

Although not a magical weapon, Reynard wields a spear that grants the usual +1 Strength bonus when he charges with it. The spear has a big broad head with a crossbar to prevent it from plunging too deep into an opponent (preventing Reynard from pulling it out).

If Reynard wounds an opponent in combat with the Boar Spear, the opponent must roll 6's to hit Reynard or any other opponent in close combat. If Reynard scores the wounds after the opponent has attacked, the affect of the Boar Spear will carry over to the next close combat phase as long as Reynard is still fighting the same model. This effect can only go against multi-wound opponents, but is effective in holding large monsters at bay.

Groffe & Griffé, Chiens de Guerre

Reynard has two wolfhounds that always stay by his side and viciously defend him in close combat. The hound models must remain in base contact with Reynard throughout the battle. They test on their master's Leadership.

Should Reynard be slain, the hounds are move together as a pair using the Scatter dice for direction. They will charge any enemy unit that is in their charge arc.

Bretonnian Special Characters

Should both of Reynard's hounds be slain, he will be subject to *Hatred* against 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. The hawk functions like an additional hand weapon and gives Reynard one more attack to his profile (though no strength bonus is awarded for charging, etc.)

Champion of the Yeomen

Reynard was a Champion of Mounted Yeomen before he became a Knight. Because of his well-known story, a unit of Mounted Yeomen will benefit from the *Knight's Vow* if Reynard is with them.

Armand d'Aquitaine

245 points

Your army may include Armand d'Aquitaine as the Battle Standard Bearer. If so, he replaces the Battle Standard bearer as described in the army book.

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

Vow: Armand has the *Grail Vow*.

Equipment: Sword, heavy armor and shield. He carries the Banner of the Lady (See Bretonnian Army Book).

Mount: Barded Bretonnian warhorse.

Special Rules

Virtue of the Impetuous Knight

Armand and any unit he is with adds +d6" for the first charge they declare (roll after declaring the charge). If the charge is failed the unit will not add the extra d6" and it is treated as a failed charge. The ability may not be attempted after a failed charge.

Virtue of Knightly Ardour

Armand is gifted with a second virtue, the Virtue of Knightly Ardour. Models wounded in the turn that Armand charges may not attack back in that combat phase.

Jasperre le Beau The Dragonslayer 255 points

Your army may include Jasperre le Beau, the Dragonslayer, as a Hero character in your army. He may be the General of the Army if there is not a Bretonnian Lord present. Jasperre counts as two Hero Choices

Profile	M	WS	BS	S	T	W	I	A	Ld
Jasperre	4	5	3	4	4	2	5	3	8
Pegasus	8	3	0	4	4	3	4	2	7

Vow: Jasperre has the *Questing Vow*.

Equipment: Sword, the *Sword of Virtues*, *Helm of the Dragon Slayer*, *Claw of Malgrimace*, heavy armor and shield.

Mount: Jasperre rides a Royal Pegasus.

Special Rules

Virtue of Audacity

Against enemies with a higher Strength than himself (before modifications for weapons, etc.) Jasperre may re-roll any failed rolls to hit and to wound..

Helm of the Dragonslayer

While wearing the helm, Jasperre is immune to the effects of breath from any kind of dragon. This protection only applies to dragon's breath, not to any other kind of similar attack such as Hydras' breath or magic spells cast by a dragon or a dragon rider.

Claw of Malgrimace

Jasperre wears about his neck the talon of Malgrimace, the dragon from whose clutches he rescued Louen Leoncoeur's daughter.

The claw works against any *Large*, monstrous foe that is in base contact with Jasperre. At the start of the close combat phase, the Bretonnian player rolls a d6 and the score is deducted from the number of attacks the monster has that phase. If there are more than one monster in base contact with Jasperre, only 1 d6 is rolled, but the attacks can be deducted from either foe (the Bretonnian player may allocate them as he wishes).

Brettonnian Special Characters

Sword of Virtues

Jasperre chose the Sword of Virtues from the grail chapel of Sancerre when he set out on his grail quest. It is a magical great weapon, but it retains its normal abilities (+2 Strength, strike last, etc.)

In addition, when Jasperre is fighting a Large monster, the sword confers a +4 to Strength modifier, rather than the normal +2 for a great weapon. Against Large monsters, after armor saves are made, the Sword of Virtues does not one, but d6 wounds.

Bohemond 'Beastslayer' Duke of Bastonne 275 points

Your army may Bohemond the Beastslayer as a Lord character in your army. He may be the General of the Army if you wish. Bohemond counts a Lord and Hero Choice.

Profile	M	WS	BS	S	T	W	I	A	Ld
Bohemond	4	6	3	4	4	3	6	4	9
Warhorse	8	3	0	3	-	-	3	1	-

Vow: Bohemond has the *Grail Vow*.

Equipment: *The Beast Mace of Bastonne*, *Bohemond's Shield*, and heavy armor.

Mount: Barded Bretonnian warhorse.

Special Rules

Virtue of the Impetuous Knight

Armand and any unit he is with adds +d6" for the first charge they declare (roll after declaring the charge). If the charge is failed the unit will not add the extra d6" and it is treated as a failed charge. The ability may not be attempted after a failed charge.

Beast Mace of Bastonne

The Beast Mace adds +2 to Bohemond's strength and each wound inflicted (after armor saves) inflicts not 1 but d3 wounds.

Bohemond's Shield

Bohemond's shield confers an armor save of 6, just like a normal shield. In addition, should an enemy strike Bohemond with a magic weapon in close combat, roll a d6 for each hit scored, one at a time. On a roll of 6 the enemy weapon is destroyed and all subsequent hits scored in that round are ignored.

Any hits scored prior to the weapon being destroyed are worked out normally and the character may continue fighting with a mundane hand weapon in subsequent combat rounds.



Bohemond the Beastslayer. Any Green Knight conversion can be used for Bohemond (his barding has the same frill effect as the Green Knight).

Almaric of Gaudar 160 points

Your army may include Almaric of Gaudar as a Hero character in your army. He may be the General of the Army if a Bretonnian Lord is not preset..

Profile	M	WS	BS	S	T	W	I	A	Ld
Almaric	4	6	3	4	4	2	5	3	8
Warhorse	8	3	0	3	-	-	3	1	-

Vow: Almaric has the *Grail Vow*.

Equipment: Hand weapon, shield and heavy armor. (Almaric does not wield a lance).

Mount: Barded Bretonnian warhorse.

Special Rules

Virtue of Stoicism

Almaric and any unit he has joined may re-roll failed Break tests.

Blessing of Gaudar

At the start of the combat phase, an Undead unit in base contact suffers d6 wounds with no armor save allowed. The wounds are distributed as shooting when appropriate. These wounds count toward combat resolution.