

## BRETONNIAN LIST V2

### BACKGROUND

Brettonnia has grown into a powerful and influential nation under the leadership of its proud King Leoncour. At the capital of Couronne the greatest knights gather to attend their king and to accept from him such heroic quests as he chooses to set them. To the knights of Brettonnia honour is everything and it is an undoubted fact that a knight would sooner die than bring dishonour upon himself or his lord.

The realm of Brettonnia is not as ancient as that of the Empire. For many hundreds of years the various tribes that inhabited this region fought amongst themselves. Many were little more than brigands who roamed the land pillaging and looting at will. Implacable rivals vied for power whilst raids and wars despoiled the land. This long period of anarchic conflict ended with the founding of the nation under the visionary warlord Gilles Le Breton. Not only did this great warrior subjugate all the other powers in the land but he instigated the laws of chivalry that were to bind them to a common purpose. The wars of internal strife were ended with a blow of the sword and a new nation and a new vision arose from the battle's mire.

The laws of chivalry govern Bretonnian society to this day informing alike the high ideals of the knights and the simple coda of the peasants. Because these laws are now so old – and because they have been re-interpreted and occasionally misconstrued over the years – many now appear quite bizarre or pointless. However, the Bretonnians make a great thing of enforcing these laws none-the-less. For the most part they describe the feudal status of different classes, rights attaining to the ownership of property, definitions and distinctions within the strict social order, and the duties and responsibilities due to each class from the others. Much heed to paid to proper modes of address between the classes, to the means of settling petty priorities between folk of comparable standing, and to the many special forms of respect owed to superiors of distinct ranks. All this serves to keep everyone in their place especially the peasantry – who are inferior to everybody and quite right too.

The nobles of Brettonnia aspire to the high ideals of knighthood and train from early youth in the arts of war. They are skilled and hardy warriors who live to fight. They frequently engage in fiercely competitive mock battles and tourneys between themselves. Knighthood is an honour and one that can only be earned by undertaking a heroic quest – such quests usually involve slaying troublesome monsters or destroying a roving band of Orcs or Goblins. During their lives Knights will often undertake further quests and may be compelled to undertake quests as a form of penance or spiritual journey. Such Knights acquire honour and rise in status as a result, talking priority over lesser Knights and earning certain privileged titles and badges of honour.

Amongst the most renowned of all Knights are those who quest for the Grail of the Lady of Brettonnia. The Lady is the protective deity of the nation and its rulers. She is said to have aided Gilles le Breton by appearing before him on the eve of a great battle. The Lady bade Gilles drink from her grail which he did unhesitatingly. As he drank the Lady vanished and Gilles, now suddenly sure of what he needed to do, went on to destroy his enemies and become king. Since that time the Bretonnians have built

many shrines to The Lady. The greatest quest a Knight can undertake is to search for the Grail of The Lady – the damsels of The Lady grant this quest only to the bravest and most strong hearted for few who begin the quest are ever fated to succeed.

## CAPTIONS

**Bowmen.** When a lord is called to battle he brings with him such of his peasants as he feels will not be an encumbrance to him. The best of these fight as archers and their role is to dispose of those enemies that the knights do not regard as worthy opponents.

**Men-at-arms.** These are infantry trained and equipped by a lord forming his personal retinue. It is a great privilege to be raised from the soil and placed at the lord's service and a greater privilege still to die serving one's master. They are armed with pole-arms and spears – weapons deemed suitable for a peasant and just about within their ability to wield.

**Peasants.** Peasants who do not even own a bow do not make very good soldiers and are rarely taken on campaign. However if a lord should be obliged to defend his lands he would expect the peasants to take up their pitchforks and scythes on his behalf.

**Squires.** It is not only the Knights of Bretonnia that fight mounted – though few peasants can afford a horse. Squires are the middling rank of Bretonnians society – yeoman farmers with a scrap of land, servants, and such like. They carry bows and act as the army's scouts, forage parties, and escorts – roles far below the aspirations of the Knights themselves.

**Knights.** Knights belong to the higher ranks of society and are likely to be lavishly armoured and equipped. Most carry the lance – itself a badge of honour and a privilege. Every knight wears his own heraldry identifying himself and his family, and displays such badges of honour as he has earned in battle. Some knightly bands can be distinguished by these badges – for example the Knights Errant – young Knights upon their first quest – who traditionally go bare headed until such time as they have earned their helm.

**Grail Knights.** Knights that undertake a particularly daunting quest will wear some token to show this – the most daunting quest of all is the quest for the Lady's Grail. Knights who undertake this quest are called Grail Knights – they engrave the image of the Grail upon their shields and wear a Grail upon their helms. There are other quests almost as dangerous – such as the quest of the Golden Salmon – but the Grail quest is the most prestigious of all. The laws of chivalry rank knights according to the quests that they have undertaken and oblige such knights to fight banded together as befits their status.

**Characters.** The army is led by a great noble of Bretonnia such as a Duke or perhaps even the King himself. The army is always led by the highest ranking noble on the field – such is the duty of birth. Lower ranking nobles undertake secondary positions under their liege's command. In a Bretonnian army magical support may take the form of a court wizard – such wizards often come from the Empire where magic is taught – but this is rare. More commonly one of the Enchantresses of The Lady would attend to bless the army's progress and rain curses upon Bretonnias's foes.

The Pegasus is a creature found in the Grey Mountains – its possession is regarded as a great blessing and capturing and taming such a creature is a quest requiring great courage and a considerable head for heights.

Unicorns are rare creatures from the Loren forests – they have magical powers and can only be ridden by those favoured by The Lady.

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points Value	Min /Max	Special
Bowmen	Infantry	3/1	3	0	-	3	55	-/-	-
Men-at-arms	Infantry	3	3	6+	-	3	45	1/-	-
Peasants	Infantry	3	3	0	-	3	30	-/4	*1
Squires	Cavalry	3/1	3	6+	-	3	90	1 /4	-
Knights	Cavalry	3	3	4+	-	3	110	1/-	*2
Grail Knights	Cavalry	3	3	4+	-	3	120	-/1	*3
General	General	+2	-	-	9	1	125	1	-
Hero	Hero	+1	-	-	8	1	80	-/2	-
Enchantress	Wizard	+0	-	-	7	1	45	-/1	-
Pegasus	Monstrous Mount	+1	-	-	-	-	+15	-/1	*4
Unicorn	Monstrous Mount	+1	-	-	-	-	+15	-/1	*5

## ARMY RULES

The Bretonnian army is essentially an army of Knights and it is the Knights' contribution to the battle that counts – never mind the pot-washers and clod-breakers. To represent this, the Bretonnian army calculates when it must withdraw from the battle in a different way to other armies. Instead of counting all of its units at the start of the game, count only the number of units of Knights and Grail Knights. Once the army has lost a half or more of its units of Knights/Grail Knights it must withdraw. commoners that they are!

## SPECIAL RULES

**Peasants.** A unit of peasants suffers an additional –1 Command penalty when given an order. However, this penalty is waived if the peasant unit is part of a brigade that includes at least non-peasant unit. Peasants cannot use initiative to charge – though they can use initiative to evade as usual. When they charge they receive no bonus attack modifier for doing so.

**Knights.** A Knight unit will always use its initiative to charge an enemy if possible and cannot be given orders instead. They will never use their initiative to evade. Knights are unaffected by enemy that cause terror in combat, they don't suffer the usual -1 Attack modifier.

**Grail Knights.** All the rules described for Knights also apply to Grail Knights. In addition, if the unit is charging against an enemy in the open it receives an additional +1 Attack modifier in the same way as chariots and monsters.

**Pegasus.** The pegasus can be ridden by a general, hero or Enchantress and adds +1 Attack to the rider as well as allowing the character to fly.

**Unicorn.** Only an Enchantress can ride a unicorn. The unicorn adds +1 to the Enchantress's Attacks. Once per battle the unicorn's magical power adds +1 to the dice when casting a spell. The player must announce that the unicorn's magic before rolling to see if the spell works.

## SPELLS

### AERIAL SHIELD

4+ to cast

Range – affects friends within 15cm

*The enemy's missiles sparkle in the sunlight and vanish magically in mid-air causing no harm to their target.*

The spell is cast upon the Enchantress herself and affects all friendly units within 15cm of the stand.

The spell lasts until the end of the opposing player's following turn.

All friendly units within 15cm of the Enchantress can re-roll any failed Armour rolls during the Shooting phase. This applies all Armour rolls whether from ordinary missile fire, dragon breath, spells, and so forth.

The re-roll also applies to Armour rolls taken for hits that have been suffered whilst charging at an enemy unit that shoots prior to contact. In this case the re-roll only applies if the Enchantress is within 15cm of the unit at the start of its charge move: it does not matter if the Enchantress is more distant once the unit has completed its charge.

Note that only a single re-roll is permitted regardless of how many Enchantresses are within range or what other factors apply. It is never permitted to re-roll a re-roll in any circumstances.

### SHIELD OF COMBAT

4+ to cast

Range n/a

*The enemy's blows are magically deflected by unseen forces and cause no harm.*

An Enchantress can cast this spell upon a unit that she has joined.

The spell lasts until the end of the opposing player's following turn.

The unit can re-roll any failed Armour rolls during the Combat phase. This does not include hits suffered from enemy missile-fire during a charge, as these are deemed to be shooting hits and are encompassed by the Aerial Shield spell.

Note that only a single re-roll is permitted regardless of what other factors apply. It is never permitted to re-roll a re-roll in any circumstances.

### EERIE MIST

4+ to cast  
Range 30cm

*An eerie mist rises about the enemy unit stifling the sights and sounds of battle.*

This spell can be cast on any enemy unit within range regardless of whether the Enchantress can see it or not.

The spell lasts until the end of the opposing player's following turn.

The unit cannot use its initiative. Any order given to the unit, or to any brigade of which it is a part, suffers a -1 Command penalty.

### LADY'S FAVOUR

5+ to cast  
Range 30cm

*A vision of The Lady appears to lead the Bretonnians into the midst of battle or away from danger.*

The spell can be cast on any unengaged friendly unit within range regardless of whether the Enchantress can see it or not. The spell affects only a single unit, never a brigade.

The unit can be moved just as if it had received an order in the Command phase. Character stands that have joined the unit will not move with it: they remain where they are.