



BRETONNIAN ARMY

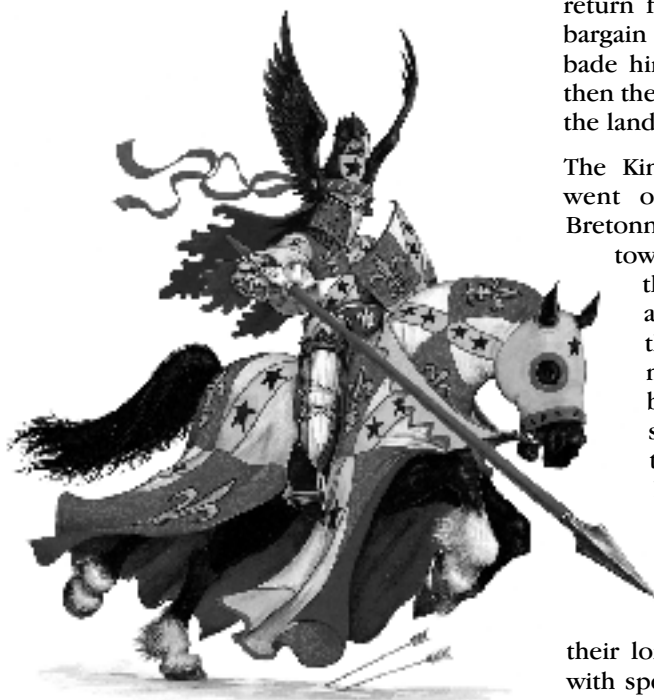
By Rick Priestley and
Stephan Hess



THE BRETONNIAN ARMY

Brettonnia has grown into a powerful nation under the leadership of its proud King Leoncoeur, the most chivalrous knight of the age. At the capital Couronne, the greatest knights in the land 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 do some dishonourable deed.

Bretonnians regard knighthood as the most worthy role for any warrior. Even the most base born aspire to earn their spurs. In Brettonnia this is quite possible, for although birthright can qualify a man for knighthood, so can heroic or noble deeds. The Bretonnians greatly respect bravery. They believe it is the sacred duty of the strong to protect the weak and for a great man to live a virtuous and courageous life as an example



to others. These ideas are embodied in the knight's code of chivalry and the countless prescribed virtues to which they aspire.



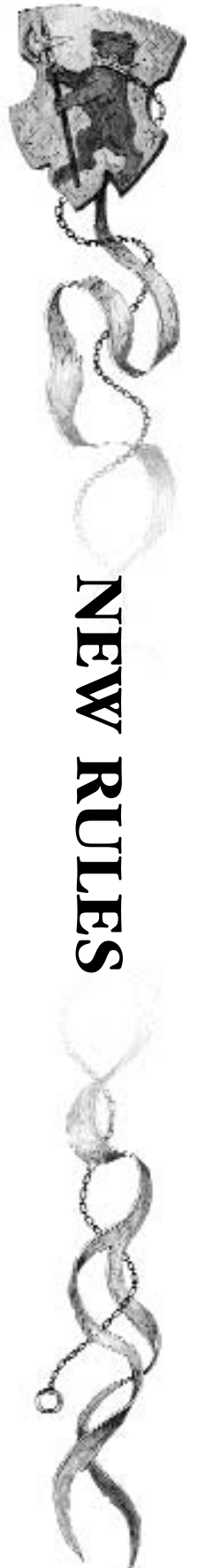
The Bretonnians are also a very religious people and it is hardly surprising that their piety is closely linked to the ideals of knighthood. The object of their veneration is a powerful and wondrously beautiful spirit whom they call the Lady of the Lake. According to tradition the Lady of the Lake appeared to the first King of Brettonnia on the eve of battle as he prayed beside the woodland pool where she dwelt. Entranced by the young King's nobility she appeared before him, promising success in battle in return for his devotion. It is said that the bargain was sealed as the Lady of the Lake bade him drink from a golden grail, since then the sign of the grail has been revered in the land of Brettonnia.

The King won a resounding victory and went on to secure the new realm of Brettonnia, building many fine cities and tall towers. Chapels were built to honour the Lady of the Lake and people from all over Brettonnia came to worship the benign spirit. Since that time many pure and noble knights have been granted visions of the grail as a sign of the continuing devotion of the Lady of the Lake to the people of Brettonnia.

The Bretonnian army is based upon its knights. They are supported in battle by groups of loyal retainers in the service of their lords. Foot troops are mostly armed with spears, glaives, or other pole-arms, or with longbows.



THE KINGDOM OF BRETONNIA



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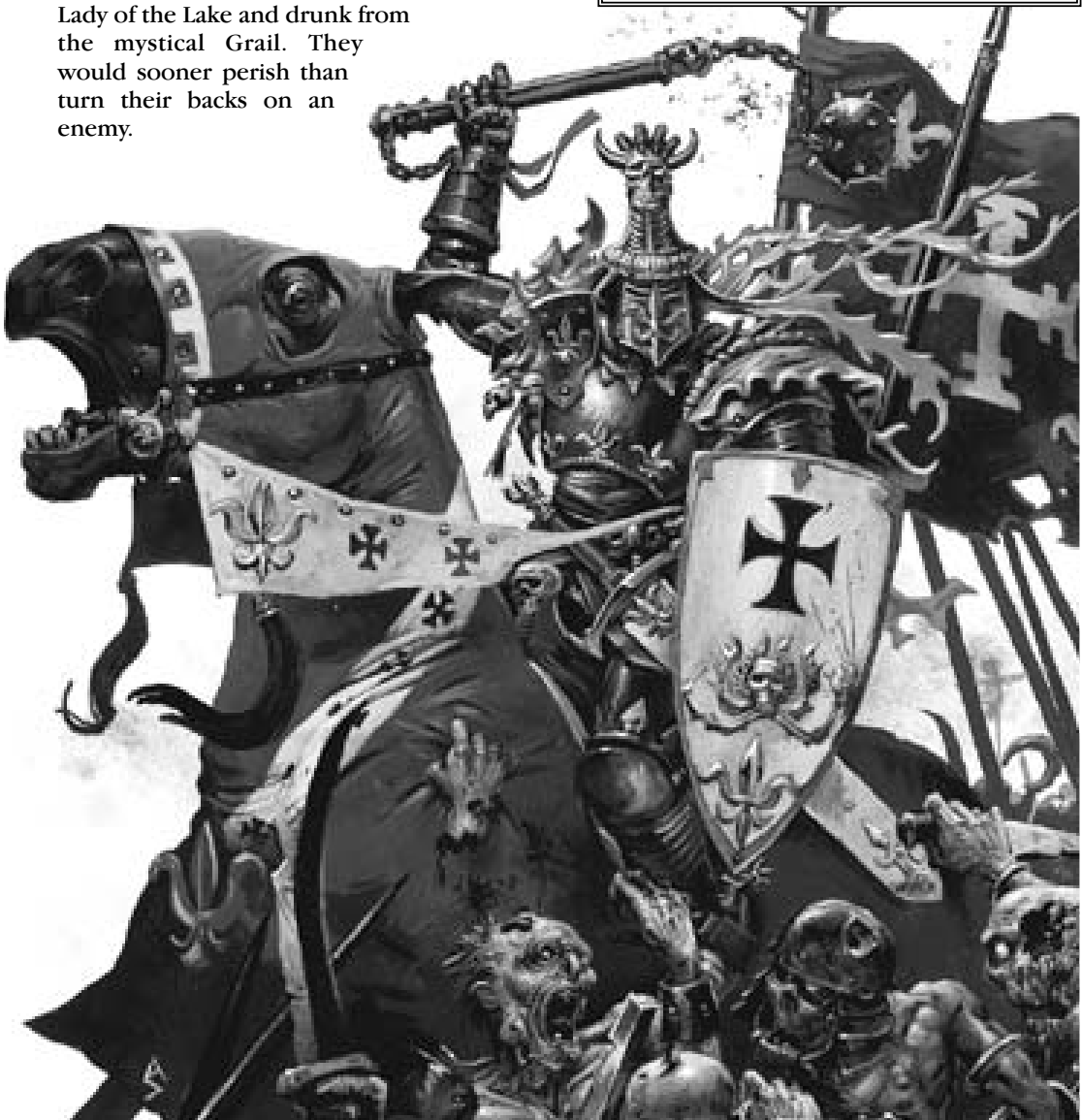
In addition the knights' own squires fight from horseback, performing many of the arduous duties for which heavily armoured knights are unsuited: such as foraging, scouting, and harassing the enemy from a distance. Squires ride smaller horses of poorer quality and carry an assortment of arms including bows as well as spears, swords, axes and the like. Once battle has joined they frequently fight close to their masters, protecting the flanks of the knights from envelopment or clearing a path to enable the knights to deliver their devastating charge.

An intriguing feature of the Bretonnian army is the single unit of Grail Knights. These are the most powerful knights in the whole kingdom, having undertaken the binding oath on behalf of the Lady of the Lake and drunk from the mystical Grail. They would sooner perish than turn their backs on an enemy.

SPECIAL BRETONNIAN ARMY RULE

Knighly Arrogance

The Bretonnian army is essentially an army of Knights and it is the Knights' contribution to the battle that counts – never mind about 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. Casualties amongst other troops are ignored... grubby little commoners that they are!





Machevort the Merciless, Duke of Parravon, prepares to defend the city against a horde of Orcs and Goblins. Situated between the Massif Orcal and the Grey Mountains, the fortified city of Parravon is constantly plagued by Orc and Goblin attacks. As well as protecting the lush lands of central Bretonnia from marauding greenskins, in its strategic position at the western end of Axebite Pass, Parravon must also defend the kingdom's borders against occasional invasions by the Empire.

The city of Parravon boasts a set of impressive fortifications, and its thick walls have never been breached. Because of its location, and the almost constant state of martial activity, the city holds a huge garrison of Knights and men-at-arms.

The Knights of Parravon are renowned for their courage and grim determination. Their armour is dull steel, and they ride black or dark grey horses. Small groups of Knights constantly patrol the river valley and the mountain foothills, hunting down rampaging beasts, destroying isolated bands of Orcs and Goblins, and looking for signs of intruders. While on patrol, the Knights never remove their helmets, or any part of their armour, a strange tradition which is

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BRETONNIAN ARMY SELECTOR

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points per Unit</i>	<i>Min/Max</i>	<i>Special</i>
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	Gen	+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

Special Rules

1. Peasants. Peasants are unruly and ill disciplined, if not actually unwilling combatants. A unit of Peasants suffers an additional -1 Command penalty when given an order. However, this penalty is waived if the unit is part of a brigade, which includes units other than Peasants. Peasants are not allowed to use Initiative to charge, though they are allowed to evade as usual. When they do charge they receive no bonus Attack modifier for doing so.

2. Knights. All Bretonnian Knights are serious nutters, mad keen to get stuck into the enemy, and completely convinced of their invulnerability. This is a result of centuries of determined inbreeding by the Bretonnian aristocracy so that the whole lot of them are almost completely fearless, if not too bright. 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.

3. Grail Knights. Basically your nutter's nutter! Grail Knights roam the countryside of Bretonnia pursuing visions of the Grail and fighting especially large and dangerous monsters in order to earn the favour of the Lady of the Lake. 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.

4. Pegasus. The Pegasus can be ridden by a General, Hero or Enchantress and adds +1 Attack to the rider, as well as allowing him/her to fly.

5. Unicorn. Only an Enchantress can ride a Unicorn. Enchantresses are the handmaidens of the Lady of the Lake and take the role of wizards in other armies. The Unicorn adds +1 to the Enchantress's Attacks. The Unicorn also adds +1 to the dice when casting a spell once during the battle. The player must announce that he is using the power of the Unicorn before rolling for the spell.

THE QUESTING KNIGHT'S TALE

Galeron de Valois approached the ford across the forest stream. On the opposite bank he spied another knight also riding towards the ford. Like himself, he displayed the fleur de lys of a Questing Knight. Galeron knew what to expect and spurred his warhorse onwards to the water's edge. Then he heard the deep-voiced challenge of his unknown adversary, muffled by his closed visor but no less menacing for that.

"None shall pass," he seemed to be saying. Galeron rode on into the water. "None shall pass!" The knight repeated his challenge and lowered his lance.

Galeron raised his visor. "I defy you!"

"Then you shall die!" came the reply and the stranger aimed his lance and spurred his warhorse to the gallop.

Galeron immediately did likewise. The two knights clashed in mid stream. Both broke their lances upon each other's shields and swaying in their saddles reached the opposite banks. There they paused and Galeron lifted his visor once more. "You joust well sir knight, why not join me in my quest rather than slay me - there is no honour in slaying a fellow Bretonnian!"

At this Galeron's adversary raised his visor. "I spare your life," he said, and added "I had no intention of taking it!"

"Nor I of letting you," replied Galeron "It was a noble jest!"

Now that Galeron and the stranger had greeted each other in the customary manner of Questing Knights, they sat down to share a flagon of wine. Galeron enquired as to the stranger's name, which was Joinville de Roq, a knight from a distant part of Bretonnia. They spoke of their exploits so far in their quest for the grail and were amazed to learn that they had both recently experienced the same dream. In this dream each had seen a stone circle in the midst of a dark forest. Within the circle were horned bestial creatures dancing. In the middle of the circle was a shining chalice.

The two knights debated the possible meaning of the dream. Both agreed that it was a sign from the Lady of the Lake that the grail itself was in the possession of evil creatures who would profane it with their foul rituals. It was this dream which had led both of them to the very forest where they now made camp.

Galeron awoke in the darkest hour of the night and beheld the stars between the branches of the trees. The fire had died down to a few glowing embers. Joinville was already awake. Both knights listened to the noise that had woken them. Wafting through the forest came the sound of ritual drumbeats and eerie chanting.

Both knights were accustomed to sleeping in their armour and without speaking, got up and untethered their warhorses. They mounted up

and as stealthily as they could, rode along the forest track, relying on the horses to find their own way.

The sound of drumming and chanting grew louder. Foul though the noise was, the clanking of armour and harness would not be heard above it. The knights approached a glade lit by flaming torches and paused between the great oaks, concealed by the shadows. They saw the very scene revealed to them in the dream. The sacred grail about to be defiled by the drooling mouths of capering Beastmen!

Galeron and Joinville grinned at each other and shut their visors. They each made the sign of the grail and drew their swords. Their noble battle cries rang out into the night and brought the chanting to a sudden stop. The knights charged into the stone circle hacking and slaying Beastmen on all sides. They had the advantage of total surprise and in the confusion more than a score of Beastmen were hewn down without returning a single blow. The rest fled into the shadows. Galeron and Jonville spurred their horses in pursuit. This was a mistake.

No sooner had they ridden among the trees than they were set upon by the Beastmen, this time armed and bellowing for vengeance. Galeron felt the crude weapons battering on his shield and helmet as he wielded his sword to left and right. It was almost impossible to see the foe, but he heard their cries as his sword struck flesh. It was not until he found himself slashing at thin air and branches that he knew that all had been slain. Then he raised his visor and looked for his companion Joinville.

As he gazed towards the flickering torches still lighting the stone circle, he saw Joinville, slumped in the saddle. His warhorse standing still, surrounded by slain Beastmen. Galeron rode up beside Joinville and dismounted. He helped him from the saddle and saw that Joinville's surcoat was stained red with blood. "I'm dying," whispered Joinville. "It is not my fate to reach the grail."

Just then, the torches mysteriously perished plunging the stone circle in darkness. The air became damp and a strange mist began to rise from the ground. In the centre of the circle, where the knights had seen a shining chalice, they now saw an apparition condensing from the mist. It was the image of a Lady of incomparable beauty who seemed to be rising up from the very earth itself. In her hands she held out a chalice more wonderful than the one they had seen earlier. This was indeed the true grail.

Both knights knelt as the Lady drifted towards them.

She offered the grail to Galeron, but Galeron, like the noble knight he was, raised up Joinville's bloody lips to the chalice and watched as he sipped the life-giving essence.



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MAGIC

To the Bretonnians' sorcery is the gift of the Lady of the Lake – the guardian spirit of Bretonnia whose handmaidens are the fair Enchantresses of that land. This gives Bretonnian armies a distinct type of magic based around protective rather than aggressive spells.

AERIAL SHIELD

4+ to cast.....Range 15 cm

The enemy's missiles vanish magically in mid-air, causing no harm to their target.

An Enchantress can cast this spell upon herself. Once cast, the spell lasts until the beginning of the following Bretonnian turn.

Once the spell is cast, all Bretonnian units up to 15cm from the Enchantress may re-roll any failed Armour rolls from shooting. The re-roll applies to failed Armour rolls against hits suffered from conventional missile fire, Dragon breath, magical attacks, or any other kind of shooting attack suffered during the Shooting phase.

The re-roll also applies to any failed Armour rolls during a charge where the enemy shot at chargers but only if the Enchantress was within 15cm of the unit at the start of its charge move. This rule is intended to make it clear whether a re-roll is allowed or not, because shooting is assumed to take place at any convenient point during the charge and it would otherwise be difficult to tell whether the re-roll applied.

Note that only a single re-roll is allowed regardless of how many Enchantresses may be within range or what other factors apply – it is never permitted to re-roll an Armour re-roll in any circumstances.

SHIELD OF COMBAT

4+ to cast.....Range n/a

The enemy's blows are magically deflected from causing harm.

An Enchantress can cast this spell upon a unit she has joined. Once cast the spell lasts until the Shooting phase of the following Bretonnian turn.

Whilst the spell lasts the Bretonnian unit the Enchantress has joined may re-roll any failed Armour roll for hits suffered in combat. Note that this does not include hits caused by enemy shooting at chargers as these are deemed to be shooting hits even though they count towards combat.

Only a single Armour re-roll is permitted for each hit suffered, regardless of how many Enchantresses may have joined the unit or what other factors apply – it is never permitted to re-roll an Armour re-roll in any circumstances.



EERIE MIST

4+ to cast.....Range 30 cm

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

This spell can be cast on any enemy unit in range regardless of whether the Enchantress can see it or not. The enemy unit cannot use its initiative whilst the miasma persists and any order given to the unit or brigade of which it is a part will suffer a further -1 Command penalty.

The spell lasts until the end of the opposing player's next turn. Remember that a unit can only be affected by one *Eerie Mist* at a time.

LADY'S FAVOUR

5+ to cast.....Range 30 cm

A vision of The Lady of the Lake appears to lead the Bretonnians into battle.

The spell can be cast on any friendly unit within 30cm range regardless of whether the Enchantress can see it or not.

If successful, the unit can be moved just as if it had received an order in the Command phase. Remember, as with all spells, a unit can only be affected by one *Lady's Favour* in a turn and affects only a single unit, never a brigade, and only the unit itself will be affected, not characters who might have joined it.

ARMY OVERVIEW

By Stephan Hess

Shiny armour, a sea of lances, pennants flying in the wind or as Rick would put it, 'a bunch of serious nutters'. Everybody has their own vision of what a Bretonnian army is and unsurprisingly they are all very close to each other.

The first, the very first, unit everybody considers are the Knights. The Knights' profile is that of ordinary Warmaster Knights, because Bretonnian Knights are not so much stronger than other Knights that they justify a better profile (even the Grail Knights 'only' get an additional attack when they charge). That the Knights have to charge on initiative and are never allowed to evade reflects their warlike and aloof state of mind quite well.

The Knights do not get any special formation like the lance formation from Warhammer where the unit is arranged in a pyramidal formation with every figure on the outside edge having an attack when the unit charges. It would have been possible in Warmaster, but as soon as the first stand is lost it would look ridiculous. Also, while the lance would work with the brigade rule, the brigaded lances would often look weird, and more importantly the lance would create a lot of problems in close combat. The lance would need special rules or interpretations not only for close combat but also for retreats, drivebacks, evades and some other situations.

The Knights are essentially just Knights, but they still get a major special rule and this special rule reflects the unique nature of the army better than any formation ever could. Only Knight units (including Grail Knights, of course) are considered for calculating the breakpoint. This nicely reflects the typical Bretonnian knightly attitude (the General, of course, is a knight) towards their fellow underlings. Here you have an army that really understands the true meaning of expendable. This allows the Bretonnian General to use tactics different from those of the other generals.

It is advisable to have at least one Hero per 1,000 points – that's 750 points spent. Depending on your taste you will now have 90 to 250 points left to spend on your commoners (of course you do not have to

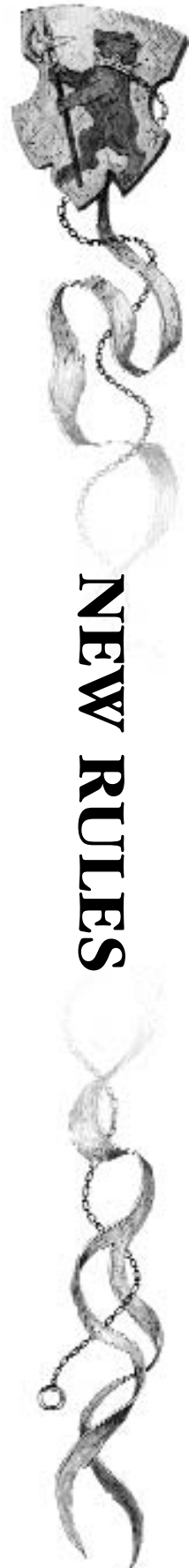
take all the Knights you can). Squires are a good choice as they are very well suited to the role of light cavalry and will protect the knights from unwanted charges. Bowmen and Men-at-arms are ordinary infantry useful for: manning ramparts, holding strategically important positions, giving missile support and dying in place of the Knights. Last and certainly least, the most expendable unit ever are the Peasants. Again, the rules reflect nicely the character of Peasant units. They are not too enthusiastic about fighting, will not charge if they can prevent it and even when they do, they are not terribly good at it. Most importantly when attacked they will fight as well as anybody else without affecting the break point and at 30 points a stand they are cost effective and expendable.

No unriden monsters and no war machines allows us to jump directly to the characters. The General is only human and it is human to have a Command value of 9. This allows him to be supported by up to two Heroes. And of course a Wizard. Again the Bretonnians are special, they do not have wizards or shamen but Enchantresses and they do not cast spells but pray, but for us mere mortal Warmaster players this makes no difference, they are just Wizards.

Even a glance at the spell (prayer) list will tell you that the spell choice is different. There is no 'shooting' spell for one. The effects of the spells are engineered so that you might imagine any of the Knights has prayed for it. Please Lady of the Lake protect me from shooting, from the swords of the heathen, please do not let the enemy move away, or please let me charge the enemy now!

We had a discussion about how long the effect of the spells should last and I'm happy that the spells last a maximum of one turn. Having them last until dispelled would have made them too powerful, would have changed one of the basic concepts of Warmaster magic, and would have created unforeseeable problems.

Taking a step back and looking at the army list, I'd say it is a nice little Warmaster list with a twist. It has some (but not too many) special rules that really add a bit of colour and 'fluff' to the army but is also fitting to the background of the Bretonnians and finally the models are absolutely beautiful.



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