

OLDHAMMER
Bretannia



**KINGS
OF
WAR**



Brettonnia Special Rules

Alignment: Good

Valiant

This is identical to the Rallying! (1) special rule, except only Commoners can benefit from it.

Knights of the Realm Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (10)	8	3+	—	5+	16	15/17	205
Horde (20)	8	3+	—	5+	32	22/24	345

Special

Headstrong, Thunderous Charge (2), Valiant

The brave and skilled Knights of the Realm are the mainstay of the armies of the Bretonnia dukedoms. They are duty-bound to defend their land until death and to maintain the standard of knightly honour.



Knights Errant Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (10)	8	4+	—	5+	16	13/15	165
Horde (20)	8	4+	—	5+	32	20/22	280

Special

Thunderous Charge (2), Inspired by Tales of Valour: They benefit +1 to their Nerve value from other Valiant units as for the Rallying! (1) special rule.

The young Knights Errant throw themselves into reckless charges to prove themselves worthy of becoming Knights of the Realm.





Questing Knights

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	—	4+	9	12/15	145
Regiment (10)	8	3+	—	4+	18	15/18	220

Special

Crushing Strength (1), Thunderous Charge (1), Fury, Valiant, Vicious (Against Monsters only)

Proven warriors and highly regarded individuals who are engaged in the holy quest for the Grail and martial perfection.



Grail Knights*

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	—	5+	10	12/14	170
Regiment (10)	8	3+	—	5+	20	15/17	260

Special

Thunderous Charge (2), Headstrong, Inspiring Regeneration (5+)

These revered living saints are devastatingly powerful, touched by the power of the Lady of the Lake.



Foot Knights

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	3+	—	5+	10	11/13	115
Regiment (20)	5	3+	—	5+	12	15/17	150

Special

Headstrong, Valiant

Options

- Exchange shields for two-handed weapons for free (gain Crushing Strength (1), lower Defence to 4+)

Grail Pilgrims

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	4+	10	-/11	80
Regiment (20)	5	4+	-	4+	12	-/15	115
Horde (40)	5	4+	-	4+	25	-/22	190

Special

Commoners, Regeneration (6+)

Battle Pilgrims are fanatically devoted to the Grail knights and will fight any who would dare to profane against them. In battle, their devotion is such that they will often stand to the last man.



Mounted Yeomen

Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	9	4+	-	4+	7	9/11	100
Regiment (10)	9	4+	-	4+	14	12/14	150

Special

Commoners, Thunderous Charge (1), Nimble

Mounted yeomen are the most privileged of the commoners, and often hold such position as heads of local militia and guildsmen. Such troops will often scout ahead of the main army and keep the knights informed of enemy movements.



Men at Arms

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	4+	10	8/10	75
Regiment (20)	5	4+	-	4+	15	12/14	110
Horde (40)	5	4+	-	4+	30	19/21	180

Special

Commoners, Phalanx

These troops serve as the Knight's retinue, guarding the borders of his domain, holding his castle, and marching beside him when he goes to war.





Peasant Militia*

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (20)	5	5+	—	3+	12	12/14	85
Horde (40)	5	5+	—	3+	25	19/21	140
Legion (60)	5	5+	—	3+	30	25/27	205

Special

Commoners, Crushing Strength (1)

When a Bretonnian army marches to war, it is often accompanied by a mass of peasants drafted in to fight. These villein fight armed with scythes, pitchforks, halberds and similiar weapons.



Archers

Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	6+	5+	3+	8	8/10	85
Regiment (20)	5	6+	5+	3+	10	12/14	115
Horde (40)	5	6+	5+	3+	20	19/21	190

Special

Commoners, Phalanx, Bows, Piercing (1), Reload!

Bretonnian Bowmen lend the force of their longbows to the Bretonnian knightly charge, softening up the enemy with a continual volley of deadly arrows. In battle they make use of wooden stakes to defend their position, causing the enemy attack to falter.



Bowmen of Bergerac [I] Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	4+	3+	10	13/15	185

Special

Commoners, Bow, Piercing (1), Elite, Stealthy, Inspiring (Commoners only), Vanguard

Bertrand and his folk wander through the wilderness regions of Bretonnia, righting wrongs and sticking up for the peasants, wherever the need may be.

Pegasus Knights

Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	10	3+	—	5+	9	12/14	170
Horde (6)	10	3+	—	5+	18	15/17	265

Special

Fly, Thunderous Charge (2), Headstrong, Valiant

Some among the knights of the Realm are borne to battle on a flying steed, the Pegasus, allowing them to soar above the battlefield to attack the vulnerable flank and rear of the foe.



Lake Elementals

Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	7	4+	—	5+	9	-/14	150
Horde (6)	7	4+	—	5+	18	-/17	220

Special

Crushing Strenth (1), Shambling, Pathfinder, Regeneration (5+)

Fenbeasts, Tree Kin, or Naiads are magically summoned to protect the sacred places of the Lady of the Lake.



Greater Lake Elemental

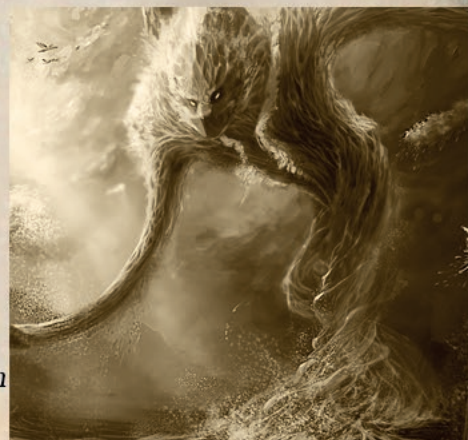
Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	4+	—	5+	8	-/18	190

Special

Crushing Strenth (2), Shambling, Pathfinder, Regeneration (5+)

Treeman and gigantic naiad shaped water elementals fight alongside the Damsel of the Lady who called them into battle.





Subjugated Monster

Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	5+	8	15/17	125

Special

Crushing Strength (2)

Options

- Breath Attack (10) for 15pts
- Ensnare for 30pts
- Vicious for 15pts
- Regenerate (5+) for 30pts

This mighty beast has been won and tamed by a valiant knight or summoned by the magic of the Grail.



Trebuchet

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	5+	4+	1	8/10	80

Special

Commoners, Indirect, Blast (D6+2), Piercing (3), Reload!

Catapults and trebuchets are used in siege as well as to launch huge block of stone into the heart of enemy ranks.



Ballista

War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	-	5+	4+	1	8/10	55

Special

Commoners, Blast (D3+2), Piercing (3), Reload!

A torsion-powered giant crossbow, whose bolts can easily skewer several enemy warriors.

Lord on Hippogryff Hero (Mon)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	3+	-	5+	7	15/17	200

Special

Fly, Crushing Strenth (1), Thunderous Charge (2), Headstrong, Inspiring

Only mighty heroes can ride a hippogryff, for these beasts are fierce and strong-willed. These masterful warriors and inspirational leaders follow the Path of Virtue and take the fight to the enemy.



Grail Lord Hero (Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	8	3+	-	5+	5	13/15	170

Special

Crushing Strenth (1), Thunderous Charge (2), Headstrong, Regeneration (5+), Inspiring, Individual

Brettonian Lords are powerful nobles and knights whose deeds are recounted throughout Bretonnia, including Earls, Barons and the Dukes themselves.



Damsel of the Lady Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	5+	-	4+	1	11/13	60

Special

Heal (2), Individual

Options

- Heal (4) for 20pts
- LightningBolt(3) for 20pts
- WindBlast(5) for 30pts
- Surge(5) for 30pts
- Mount on a horse (+15 pts) increasing Speed to 9 and changing to Hero (Cav)





Questing Paragon

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	4+	4	12/14	90

Special

Crushing Strength (2), Fury, Inspiring, Individual, Vicious (against Monsters only)

Options

- Mount on a Barded Warhorse (+30 pts) increasing Speed to 8, obtaining Thunderous Charge (1) and changing to Hero (Cav)



Paladin of the Realm

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	5+	3	11/13	70

Special

Crushing Strength (1), Headstrong, Individual, Valiant

Options

- Mount on a Barded Warhorse (+20 pts) increasing Speed to 8, obtaining Thunderous Charge (1) and changing to Hero (Cav)



Battle Standard Bearer

Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	5+	-	4+	1	10/12	55

Special

Headstrong, Individual, Inspiring

Options

- Mount on a Barded Warhorse (+20 pts) increasing Speed to 8 and De 5+ and changing to Hero (Cav)

Lance Formation

Unofficial Rule

Brettonnian Knights often form up into a powerful formation called the 'Lance'. This formation enables the Knights to charge deep into enemy units, angled so as to maximise the number of attacking Knights.

Forming the Lance

Only Troops and Regiments of cavalry units may form Lance formation. Hordes of knights are arranged as usual.

Knights in Lance formation form up into ranks only three models wide. Where most cavalry need five models for the rank, Knights in Lance formation needs only three models.

- ✦ Lance formation Troops consisting of 6 models, arranged three models wide in two ranks.
- ✦ Lance formation Regiments consisting of 9 models, arranged three models wide in three ranks.



Troop



Regiment

For movement, a Lance is treated like any other unit, and has flanks and rears just like other units.

