Bretonian Army Special Rules

Knight's Virtue – Ignore Commoner Panic (10 pts)

Bretonnian Knights don't expect much from the commoners who fight alongside them, so when they run away, it is greeted with a yawn rather than worry. All knightly units (Knights of the Realm, Questing Knights and Grail Knights but not Knights Errant) ignore the rout of non-knightly units for the purpose of making a morale check. For "lessers" to run away is expected, and therefore nothing to worry about.

Questing Virtue - What is this "panic" you speak of?! (20 pts)

Questing Knights have taken the Knight's Virtue even further. They are so valorous and noble that they don't even know the meaning of the word "panic." They never check morale due to a friendly unit routing. Just doesn't happen.

If they do not use a magic item, Questing Knights must use either flail or mace.

Grail Virtue – Numbers Don't Matter! (30 pts)

Grail Knights are never bothered by being outnumbered. To them, it is a side effect of being elite. To reflect this, Questing Knights never suffer the -1 morale penalty for being Outranked. Note that they may still be outranked (and their opponents will benefit), but they themselves ignore the negative morale effect.

In addition, they have the Questing Virtue as well.

Bretonian Warhorse (Free, Virtues a tad expensive)
Ignores the movement penalty for wearing barding.

Characters:

Any one unit provides a tier 3 character slot. Every other tier 3 character slot can be swapped for a tier 2 character slot. Every other tier 2 character can be swapped for a tier 1 character slot. You do not have to use all slots, and it is not necessary to have max. characters in any tier, nor do you have to fill a slot before using a higher lvl tier. Example: An army brings 4 units to the field. He has four tier 3 slots, or two tier 3 and two tier 2, or two tier 3, one tier 2 and one tier 1. He can choose only to field one tier 3 character and one tier 1 character.

Tier 1

Duke of Bretonia
Character on foot **70 points**

MS	SS	SV	W	AT	MV	ML
6	0	0	3	2	4	A

Equipment: Hand Weapon
Options: Up to 3 magic items. Make buy questing virtue for 7,5 points or grail virtue for 11,5 points. May ride pegasus or hippogrif.
Special Rule:
Either alone or with a unit of knights.
Knights virtue
Must ride a mount.

A Lady of the lake
Character on foot **82,5 points**

MS	SS	SV	W	AT	MV	ML
2	0	0	3	1	4	B

Equipment: Hand weapon.
Options: May ride warhorse and use barding. May ride a pegasus. Up to 3 magic items.
Special Rule:
No noble spirit: A damsel cannot join commoners.
Master Wizard

Tier 2

Baron
Character on foot **60 points**

MS	SS	SV	W	AT	MV	ML
5	0	0	2	2	4	A

Equipment: Hand Weapon
Options: Up to 2 magic items. Make buy questing virtue for 7,5 points or grail virtue for 11,5 points. May ride pegasus or hippogrif.
Special Rule:
Either alone or with a unit of knights.
Knights virtue
Must ride a mount.

Damsel
Character on foot **37,5 points**

MS	SS	SV	W	AT	MV	ML
2	0	0	2	1	4	C

Equipment: Hand weapon.
Options: May ride warhorse and use barding.
Up to 2 magic items.
Special Rule:
No noble spirit: A damsel cannot join commoners.
Wizard

Tier 3

Veteran Knight
Character on mount **92,5 points**

MS	SS	SV	W	AT	MV	ML
5	0	2	2	2	7	A

Equipment: Barded warhorse, Heavy armour, Shield, Lance, Hand Weapon
Options: Up to 1 magic items. Make buy questing virtue for 7,5 points or grail virtue for 11,5 points.
Special Rule:
Either alone or with a unit of knights.
Knights virtue

Sergeant
Character on foot **40 points**

MS	SS	SV	W	AT	MV	ML
4	4	0	2	2	4	C

Equipment: Hand weapon.
Options: Armour and melee weapons from the Armoury. Can take a longbow for + 25 points.
Special Rules:
How does it work again?: A Sergeant cannot join a trebuchet crew.
Not a Noble: A Sergeant cannot join any unit of knights.

Royal Hippogrif
Monster Mount **75 points**

MS	SS	SV	W	AT	MV	ML
3	0	4	5	3	4	C

Special Rules:
Mount: To bring a griffon in battle it needs a rider. Only characters with the griffon option can be chosen as rider.
Winged: The griffon follows the rules for winged creatures in conqueror.

Royal Pegasus
Monster Mount **35 points**

MS	SS	SV	W	AT	MV	ML
2	0	0	2	2	8	D

Equipment: Hand weapon.
Special Rules:
Mount: To bring a pegasus in battle it needs a rider. Only characters with the pegasus option can be chosen as rider.
Winged: The pegaus follows the rules for winged creatures in conqueror.

Bretonian Armoury

Armour

Item	Cost	Effect
Shield	3,5	6+ save
Light armor	3,5	6+ save
Light armor and shield	7	5+ save
Heavy armor	7,5	5+ save
Heavy armor and shield	11	4+ save
Warhorse	13,5	6+ save, 8” move
Barded Warhorse	17,5	5+ save, 8” move
Light armor and warhorse	17	5+ save, 8” move
Heavy armor and warhorse	21	4+ save, 8” move
Heavy armor, shield and warhorse	24,5	3+ save, 8” move
Heavy amor and barded warhorse	25	3+ save, 8” move
Heavy armor, shield and barded warhorse	28,5	2+ save, 8” move

Melee Weapons

Item	Cost	Effect	Shield?
Mace	7,5	AP 1	Yes
Great Weapon	5	AP 2	No
Lance	5	AP 2 on charge	Yes
Spear	5	AP 1 if set	Yes
Flail	10	AP 1, negates shield	Yes
Additional hand weapon	2,5x MS	Adds 1 attack	No
Pike	7,5	AP 1, AP 2 if set	No

Core Troops

Knights of the Realm
5 models **150 points**
+15 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
4	0	2	1	1	8	B

Equipment: Warhorse, Barding, Heavy armour, Shield, Lance and Hand weapon.
Special Rule: Knights Virtue

Knights Errant
5 models **110 points**
+11 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
3	0	3	1	1	8	C

Equipment: Warhorse, Heavy armour, Shield, Lance and Hand weapon.

Knights on foot
20 models **220 points**
+5,5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	0	4	1	1	4	B

Equipment: Heavy armour, Shield and Hand weapon.
Options: May take maces, +60 points for 20 maces, additional maces cost +1,5 points per mode.
Special Rule: Knights Virtue.

Men-at-Arms
20 models **180 points**
+4.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
3	0	5	1	1	4	D

Equipment: Light armour, Shield and Hand weapon
Special Rule: Commoners.

Archers
5 models **50points**
+10 points per model, max. ?

MS	SS	SV	W	AT	MV	ML
1	3	0	1	1	4	D

Equipment: Longbow, Hand weapon.
Special Rule: Commoners.

Specialists of the Realm:

There can never be more Specialists of the Realm units in a Bretonian army than there are Core troops.

Questing Knights
5 models **190 points**
+19 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
4	0	2	1	1	8	A

Equipment: Horse, Barding *(MV reflect this)*, Heavy armour, Shield, Mace and Hand weapon.
Options: May take flails instead of maces, 5 flails for 10 points, additional maces for +1 point per model.
Special Rules: Questing Virtue.

Grail Knights
5 models **210 points**
+14 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
5	0	2	1	1	8	A

Equipment: Horse, Barding *(MV reflect this)*, Heavy armour, Shield, Lance and Hand weapon.
Special Rules: Grail Virtue.

Pegasus Knights
3 models **200 points**
+ x points per model, max. 6

MS	SS	SV	W	AT	MV	ML
4	0	4	3	1	8	B

Equipment: Pegasus, Heavy armour, Shield, Lance and Hand weapon.
Special Rule: Knights Virtue, Winged.

Mounted Scouts
5 models **100 points**
+10 points per model, max. 12.

MS	SS	SV	W	AT	MV	ML
3	1	4	1	1	8	C

Equipment: Warhorse, Hand weapon.
Special rule: Skirmishers, Commoners.

Skirmishing Archers
5 models **60 points**
+6 points per model, max. ?

MS	SS	SV	W	AT	MV	ML
1	3	0	1	1	4	D

Equipment: Longbows, Hand weapons
Special Rules: Skirmishers, Commoners.

Trebuchet
3 crew + Trebuchet **60 points**

MS	SS	SV	W	AT	MV	ML
1	3	0	1	1	2 (4)	D

Equipment: Crew has hand weapon.
Special Rules: Commoners and the Trebuchet follow the rules for stonethrowers.