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THE OLD WORLD



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KINGDOM OF BRETONNIA

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KINGDOM OF BRETONNIA



“FOR HONOUR, FOR DUTY, FOR THE LADY!”

- Duke Gastille, the Red Hand of Brionne

THE CHIVALROUS REALM

Brettonnia is one of the great realms of the Old World, its vast armies counted amongst the most powerful of all the nations of Men. It stretches from the foothills of the Grey Mountains in the east, to the shores of the Great Ocean in the west. To the south, it is bordered by the precipitous peaks of the Vaults and to the north, its treacherous coast is lashed by the vicious tides of the Sea of Claws.

The Land Of The Bretonni

The land now known as Bretonnia was once occupied and settled by the Elves of Ulthuan. In ancient days, the Elves established magnificent harbours along Bretonnia's coast and raised gleaming cities of white stone within its verdant interior. From these ports and cities, the Elves traded with the Dwarfs of the mountains and both nations flourished. Yet, when war between the two races broke out, the Dwarfs besieged and destroyed the cities of the Elves, forcing their inhabitants to retreat back from whence they came, beyond the ocean waves. With their victory won, the Dwarfs, tired from a long and vicious war, withdrew to their mountain realm and left the land barren in their wake.

In the centuries that followed, the land became a wilderness, occupied by roving Orcs and primitive humans. Of these humans, it was the Bretonni tribe, the ancestors of the Bretonnians, which would emerge as the most powerful.

Over long centuries of warfare, the Bretonni won the fertile plains and valleys in the teeth of violent opposition from the Orcs, pushing their enemies into the inhospitable forests and uplands. Yet, the Orcs always returned, and new enemies emerged to threaten the tribes in the form of raiders from across the seas – vicious Norscans from the frozen north, and ancient Undead from the sweltering south.

A Warrior Elite

Yet, even as their enemies grew in number, many amongst the Bretonni tribes became less warlike. Gradually, the people adopted the ways of farming and animal husbandry, growing fat on the bounty of their labour and weak in the face of aggression. Thus would the Bretonni, eager to keep their hard won lands and defend their farms and villages from aggressors, adapt to overcome their enemies.

It became the custom that the most stout-hearted and belligerent amongst the Bretonni – those more concerned with hefting weapons than tools – would live as warriors, ever armed and ready to defend against rampaging enemies. Whilst these warriors split their days between sparring with their comrades and keeping silent vigil over their homes from tall watchtowers behind palisade walls, those of a less martial demeanour toiled to provide for their chosen champions.

Thus, the guardians of the Bretonni grew broad of shoulder and strong of limb, for they dined on the richest meat and finest wine that their people could produce through their toil. And they grew wealthy, gifted with the most well-crafted of weapons and armour that their people could provide through their labour. The tall watchtowers they occupied grew to become stone-built keeps, around which clustered the humble abodes of those they protected, and the finest pasture was preserved for their warhorses whilst herds of cattle looked on in bovine bemusement.







The Code Chivalric

In time, those who had been elevated as warriors by their kin began to take on the duties of leaders amongst their people, and their people were grateful to them for shouldering such troublesome responsibilities. Yet, humility and honour drove these knights, as they came to be called, to be always grateful for their lives of privilege, for whilst they must sometimes face great peril, they were fortunate indeed for the luxuries they enjoyed. Accordingly, these knights adopted a code of honour, laid down by the champions of the largest towns and villages. This code would formalise the arrangement between the knights and their people, and they would swear binding vows to adhere to this code, provided the people agreed to maintain them in the style to which they had grown accustomed.

In the time of Gilles le Breton, the code of Bretonnia's knights grew in importance, taking on a religious quality under the influence of the Lady of the Lake, the goddess revered by the land's first king. These rules, including the first and most vital in the opinion of all pious knights of Bretonnia, were later recorded by one of Gilles' heirs as the seven tenets of the Code Chivalric:

- To serve the Lady of the Lake.
- To defend the land and those that dwell upon it.
- To protect the weak from the wicked.
- To always oppose the enemies of virtue and order.
- To never give up the fight, your foes unvanquished.
- To never break faith with a friend or ally.
- To always display honour and courtesy.

The Rules Of Knightly Honour

In addition to these seven sacred tenets of the Code Chivalric, the knights of Bretonnia had long chosen to be self-governed in their deeds by five 'rules of honour', also recorded by one of Gilles' heirs during the formalisation of the Code Chivalric. To these rules, all honest and noble knights must adhere at all times, treating them with as much respect as the tenets of chivalry:

- A knight must honour the purity of hand-to-hand combat. An honourable knight must never meet a foe with slings or arrows.
- A knight must strive to accept every challenge to personal combat.
- A knight must never draw sword against a fellow knight, except in trial by combat or tourney.
- A knight must never submit to being taken captive.
- A knight must never retreat in fear, only to replace a shattered lance or retire a wounded mount.

The purpose of these rules, taken in conjunction with the tenets, is to ensure that knights maintain their personal honour at all times, be they facing the enemy upon the field of battle, or competing against their peers in a joyous test of arms. These rules and tenets teach a knight to always behave in a manner befitting their station, ensuring they enjoy the respect they deserve from all echelons of Bretonnian society, from the lowliest members of the peasant class, through the many and varied classes of freemen, such as merchants and artisans, up to and including their own knightly peers and superiors.

Crusade & Conquest

So great did the warrior pride of Bretonnia's knightly class become, and so diligent and fervent did they grow in pursuit of the ideals of the Code Chivalric, that over the centuries, vast hosts of knights would cross the mountains bordering fair Bretonnia, crusading deep into the Empire, the Border Princes and the Badlands. Other crusades have embarked upon great galleons that have carried the knights of Bretonnia and their steeds into the faraway lands of Norsca, Araby and even the mysterious Land of the Dead. The purpose of such crusades is simple: to crush the enemies of Bretonnia before they can muster upon her sanctified borders and threaten the humble existence of the peasant masses.

Knightly Penance

Yet, for all their fervent adherence to the tenets of chivalry and the rules of honour, the knights of Bretonnia are but mere mortals. As such, it is not uncommon for a hot-tempered knight to grow wrathful and strike a fellow, or for a youthful knight to falter and flee before a foe.

Should a knight break a rule of honour whilst under duress, such as in times of war, they will quickly seek to redeem themselves. For most knights, this redemption can be found in the undertaking of a noble quest or knightly errand, such as to seek out the Grail, or to hunt down and slay a vile beast. Others may prefer to pledge themselves to the service of another knight, often of an inferior rank, and to remain in service until their patron deems their honour restored. Such penitent knights, as they are known, are a common sight in Bretonnia and easily recognised for many will obscure their heraldry beneath black paint and hide their colours under sackcloth surcoats.

The Exile's Vow

Whilst time spent serving penance is not uncommon amongst the bellicose and prideful knights of Bretonnia, it is not the only punishment for a knight who breaks the rules of honour. For those whose offences are so great that no quest can hope to expunge their shame, there is but one punishment: banishment. Cast beyond the borders of their homeland, banished knights are forced to wander the Old World for the remainder of their days, stripped of their heraldry and titles, their names and deeds no longer sung of. With their perpetrators purged from memory, even the greatest acts of dishonour can be forgotten, if not forgiven.

Yet for others, banishment is a choice. Many times a knight has refused to accept penance, believing their dishonour to be the fault of another, or their noble intentions have been gravely mischaracterised as ignoble by the unbending nature of the Code Chivalric. It is not uncommon for such knights to take the Exile's Vow – removing themselves and their entire household from their homeland, undertaking great hardships to make a new home for them and their subjects in foreign lands.

Should a knight take the Exile's Vow, they are immediately considered by their peers to have proven their honour, for to willingly leave fair Bretonnia and reside in another land is unimaginable to the knightly class. Though their lands may be forfeit, their good and noble reputation shall be preserved always and, when they begin their long march into the unknown, accompanied by their closest family, their most loyal retainers and their devoted peasant-tenants, they are mourned by those left behind with the most profound sincerity.





THE REALM OF BRETONNIA

Bretonnia is a green and vibrant land, blessed with great expanses of verdant pasture and fruitful farmland, fed by the passage of great rivers. Yet for all its natural bounty, Bretonnia is a simple land, for its cities are far less industrialised than those of neighbouring human nations, and its natural resources have been preserved from plunder.

Mountain Frontiers

The frontiers of Bretonnia are marked to the east and south by great mountain chains. These harsh natural barriers do not provide the realm with much in the way of natural defences, however, for their rugged peaks harbour Orcs, Goblins and other savage beasts in numbers beyond counting.

The Grey Mountains

The cloud-wreathed peaks of the Grey Mountains mark the border between Bretonnia and the Empire. Of the scant few passes through the mountains, the Axe Bite Pass, fiercely guarded by the Castle de Montfort, is notorious for it is favoured by invading armies attempting to cross the mountains and has been the site of many bloody battles.

At their northern end, the peaks of the Grey Mountains decline into the hilly uplands of the Gisoreux Gap, the principal trade route between Bretonnia and the Empire. Accordingly, this region is guarded by many formidable castles and forts, held by warlike barons with huge retinues of knights and men-at-arms.

The Southern Mountains

Extending westwards from The Vaults, the Southern Mountains mark the border between Bretonnia and Tilea. Though the mountains are sparsely populated, they hide several vital trade routes between Bretonnia and its southern and western neighbours, and many Tilean mercenaries earn their coin by selling their swords in protection of the caravans that regularly risk the high passes in pursuit of wealth.

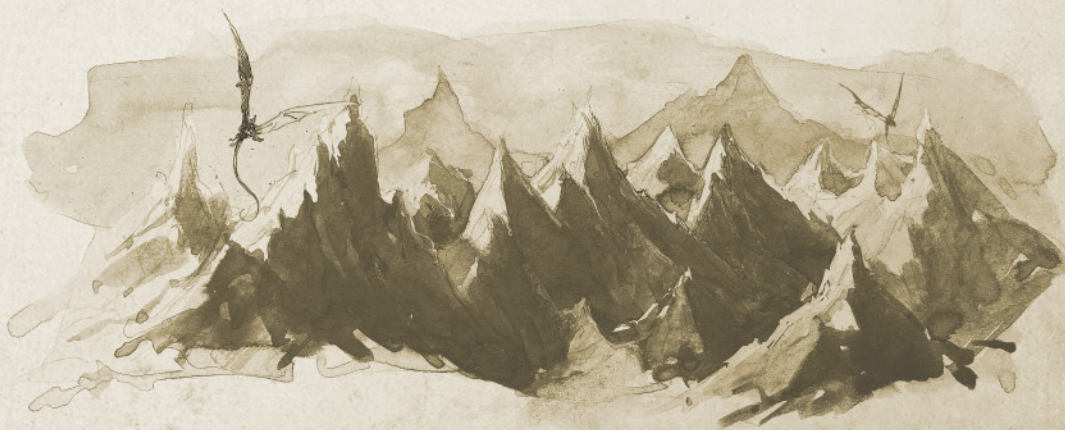
The Pale Sisters

The Pale Sisters are a range of limestone hills north of the Grey Mountains. These bare and barren hills, separated from the mountain range by the Gisoreux Gap and the River Ois, are mainly inhabited by impoverished Bretonnian shepherds and hill farmers, vassals of the distant Duke Gwynael of Gisoreux and his many barons that guard the Gap.

Here, the ancestors of the Bretonnians built great burial mounds from boulders in which they interred their chieftains and champions, before sealing them away behind huge slabs of rock. Many of these tombs, now tumbled and ruined by the passage of time, have become the lairs of monstrous creatures and undead horrors. Thus does the haunted region attract much attention from wandering treasure hunters and questing or penitent knights. The former come there hoping to uncover forgotten wealth, heedless of the dangers. The latter come in search of those very dangers, eager to vanquish the evil monsters that haunt the hills.

The Massif Orcal

The weatherbeaten crags of the Massif Orcal dominate the heartland of Bretonnia. The cliffs rise from the forest of Chalons, bare but for twisted pines and tumbled boulders. For thousands of years, this region has been a stronghold for the Orc and Goblin tribes that continually make war against the Bretonnians. Even today, tribes hide amongst the crags and, no matter how often the might of Bretonnia's armies march in to drive the savages out with fire and sword, these tribes persist.



The Great Forests

Within Bretonnia are large and trackless forests which remain unsettled and unconquered, like islands of mystery and peril in the heart of the realm. The Bretonnians continue to try and carve out new domains within these forests, but their efforts are always thwarted by the mysterious creatures of myth and chaos that reside within their dark hearts.

The Forest Of Loren

Located far to the south of Bretonnia, wedged between the Grey Mountains and The Vaults, the Forest of Loren is so vast that it changes from great oak woods shrouded in mists rising from many pools and meres on the low plains, to dark pine forests that cling to the slopes of the towering mountains. So vast is the forest that it would take a traveller days, if not weeks, to cross its trackless depths, though few would risk such a journey...

Hidden within the forest is the fabled realm of Athel Loren. Here dwell the descendents of those Elves that did not abandon the Old World when the Dwarfs drove them from their homes, but instead hid themselves away within the arboreal gloom.

Although the King of Bretonnia claims sovereignty over the forest it is, in reality, a realm unto itself, ruled over by the Elves. The Bretonnians claim to respect the sovereignty of the forest, though in truth it is superstitious fear of the mysterious Elves and the dark spirits they consort with that prevents greedy dukes and barons from attempting to claim tracts of the forest for themselves.

The Forest Of Arden

This huge oak forest covers much of the northern quarter of Bretonnia, stretching from the Pale Sisters almost to the shores of the Great Ocean. There are many marshes and lakes within the forest as well as dense thickets and thorny underbrush. Within these darksome confines many evil creatures dwell. Vile monsters such as Dragons, Ghorgons, Jabberslythes and Cockatrices make their lairs within hidden caves and amongst the mouldering boughs of twisted trees, hidden from the righteous fury of Bretonnia's chivalric knights.

Yet, despite its warped nature, the knights of Bretonnia are drawn to the forest. An almost endless procession of brave Questing Knights and bold Knights Errant venture into the darkness, determined to seek out the monsters within and slay them in the name of the Lady of the Lake.

The Forest Of Chalons

The Forest of Chalons is altogether different from the other vast forests that shroud parts of Bretonnia, being located in the highlands, west of the rocky crags of the Massif Orcal. Extending far across a landscape of treacherous ravines and crags, everywhere knolls of weathered rock extend above its stunted and gnarled trees. It is a region honeycombed with caves and cut by fast flowing streams, and there are many waterfalls and deep yet pleasant pools filled with clear, mountain water.

Yet, the Forest of Chalons is by no means deserted. Over the years, many Grail chapels and shrines have been raised within it, many of which are guarded by hermit knights and secluded monastic orders.





The Walled Towns

The walled towns of Bretonnia are much smaller than the great cities of the Empire, since most of the population live in the countryside, tending the estates and working the farms of their knightly betters. There are also few craftsmen and little industry in the realm, for everything a knight needs can be made by their subjects. Thus, the towns are small, though well fortified, and rarely cosmopolitan.

Couronne

Couronne is traditionally the capital of Bretonnia, though the present king, Louen Orc-Slayer, keeps court from his ancestral home of Castle Brionne. Couronne is the place where Bretonnian kings and queens are crowned and where the greatest and best knights gather to attend tournaments, jousts, hunts and banquets. Located upon a high hill in the north of Bretonnia, Couronne looks out towards Westerland in the east and the Sea of Claws in the north. It is a strongly defended city, its walls immensely thick, its bastions, gatehouses and towers each a fortress in their own right. And well might Couronne be defended, for the city has been besieged by enemies many times in its long history.

Parravon

Parravon is a frontier town set in the foothills of the Grey Mountains, surrounded on all sides by chasms and approached only by a narrow bridge built upon the ruins of an earlier bridge that, according to legend, was raised by the Elves in a time long past. The walls of Parravon are high and support many tall towers, giving the defenders a commanding view of the mountain passes and lowlands. The town is held by Pavanne IV, the Duke of Parravon, who has his work cut out in defending the frontier from marauding Orcs and Goblins, and even from the ambitions of the warlike counts of the Empire.

Brionne

The towers and battlements of Brionne are broad and squat, not at all like the ancient Elven ruins upon which they were built. Here is to be found the castle of Duke Gastille, the Red Hand of Brionne, who serves his king by guarding the border with Estalia and watching the western shores for raiders. To do this, the duke relies not only on his many hot-blooded barons that hold the frontier territories between the great River Brienne and the Southern Mountains, but also on a fleet of warships crewed by a skilled navy made up of peasants, freemen and commanded by knights willing to trade their warhorse for a warship.

Quenelles

Situated on the upper reaches of the River Brienne, almost on the edge of the Forest of Loren, Quenelles is a truly splendid town where much ancient Elven architecture still stands. The region is renowned for its plentiful vineyards and the rich court of Duke Rademund III. Feasts and tournaments are held here throughout the summer, and knights travel from far and wide to prove their worth and win great oak casks of fine wine.

Bordeleaux

Though tightly confined within its great walls, Bordeleaux is still the largest port of Bretonnia. The town is held in awe and suspicion in equal measure throughout Bretonnia, for its cosmopolitan nature means many outsiders come there for trade and merchants from other realms occupy distinct districts within its walls. These districts are separated from those of the humble Bretonnians by portcullis gates, lest the strange ways of outsiders corrupt the simple minds of humble peasants.



THE KINGDOM OF BRETONNIA

BRETONNIAN HERALDRY

The knights of Bretonnia go to war magnificently bedecked in suits of heavy armour, resplendent with heraldry. The shield a knight carries, the surcoat they wear, the barding of their steed and the silken pennants that flutter from their lances all display the heraldry of the wearer and the lords they serve.



The more highly regarded a knight is by their peers, and the more senior their status within the court of their lord, the more splendid will be their panoply of war, for the knights of Bretonnia are seldom ashamed to proclaim their wealth and position through their attire. In this way, a knight can be identified as serving in the household of a particular lord by the heraldry they wear, and their status can be quickly determined from the finery and details of their attire.

Should a knight rise far enough through the chivalric ranks, their own heraldry will evolve to replace that of their lord. This evolution begins with the redrawing of fields or the altering of hues, often extending so far as the modifying or changing of devices to incorporate personal or familial themes. Thus does the heraldry of a baron reflect that of the duke they serve, yet stands apart as the heraldry of a unique individual, a lord of Bretonnia worthy of acclaim in their own right.

A Knight's Shield

The heraldry of Duke Gastille, the Red Hand of Brionne, is proudly displayed by all that fight in his name. From humble peasants to chivalrous knights, a warrior's rank and station can be determined from the quality of their shield and the intricacy of the heraldry upon it.



Humble Peasants

Peasants serving in the armies of Bretonnia are seldom well-equipped, but by ancient decree they must display the heraldry of their lords upon their shields and banners. Thus do they labour long to paint their crude shields.



Knights Errant

Young Knights Errant proudly display the heraldry and colours of the lord they are sworn to serve upon their shields and surcoats. Though lacking ornamentation, such equipment is always well made and worthy of a young noble.



Knights of the Realm

Upon earning their spurs a knight permanently joins the household of their lord, entering the ranks of their fellow knights. To mark such honour, the artificers of the court present them with finely crafted shields and armour.



Questing Knights

Before undertaking a perilous quest, it is customary for a knight to carefully record their vows on parchment, pin it to their shield, and hang their shield in their lord's hall. Thus may all read their vows and know their quest.



Grail Knights

Those knights that have drunk from the sacred Grail are blessed beings. In recognition of their honoured station, their gear is amongst the finest in the land and their heraldry intricately detailed, incorporating images of the Grail.



The Duke of Brionne

The heraldry of Brionne is that of Duke Gastille himself, one of Bretonnia's mightiest heroes. Accordingly for his station and rank, the shield the duke carries is richly wrought from silver and gold, and painted by the finest artisans.

THE COLOURS OF CHIVALRY

Each of Bretonnia's fourteen dukedoms is further divided into a number of baronies. These large estates are governed in the duke's stead by a trusted baron. These are knights both bold and loyal that have served the duke for many years, proving themselves as both humble servants of the Lady of the Lake and as chivalrous warriors.



In honour of their high rank and trusted station, barons are permitted to devise their own heraldry. Though it is customary for such personalised coats of arms to maintain a close resemblance to the duke's heraldry, much leeway is given.



These examples of baronial heraldry from the Dukedom of Brionne show how the heraldry of a baron can differ from that of their duke. Whilst all of these designs maintain the themes and motifs, the hues, patterns and even heraldic devices can be altered.



Mounted atop a Royal Pegasus, a true-hearted Paladin bearing the personal banner of Duke Gastille, the Red Hand of Brionne, leads the armies of his lord to war.

BRETONNIAN UNIFORMS

The uniforms and armour worn by the warriors of Bretonnia vary greatly depending upon their social standing and status within the Code Chivalric. Whilst humble peasants must make do with the weapons and uniforms their lords choose to equip them with, Knights of the Realm are able to invest their great wealth, arming themselves with fine weapons and well-crafted suits of armour.



As members of the knightly class, Knights of the Realm are pure blooded nobles one and all. Accordingly, though the Code Chivalric dictates that they must bear the colours and iconography of the duke or baron they serve upon their surcoats and shields, they are permitted to display aspects of their own personal or familial heraldry as well.

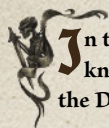
Thus many Knights of the Realm wear great helms crowned with elaborate crests depicting heraldic beasts such as bulls, hippogriffs or unicorns, or sacred symbols of Bretonnia, such as the fleur de lys or the blessed grail. Upon these great crests, it is customary for a knight to display the colours of their family, so that they might be easily identified and their valour attributed accordingly.



Mounted atop a strong limbed and fleet-footed Bretonnian destrier, a Knight of the Realm charges into the fray. His richly embroidered surcoat and barding displays the colours and heraldry of the duke he serves. From his harness hang miniature shields, painted to display the heraldry of his own family.

Unlike their knightly betters, the peasants of Bretonnia are unable to afford fine wargear. Instead, they carry heavy wooden shields and wield roughly made polearms. For their uniforms, they must make do with the humble rags of their lowly station. Over these, they will wear rough hoods or jerkins in the colours of their lord.

WAR IN THE BORDER PRINCES



In the year 2276 of the Imperial Calendar, the chivalrous Baron Carrard of Quenelles mustered a great host of bold knights to ride south and east, to crusade with him beyond the Badlands, and deep into the heart of the Land of the Dead.

A Lord's Quest

The inspiration for this holy quest came by way of portents uttered by a mysterious courtier in the hall of an exiled knight, who told of the resurrection of an ancient and powerful Tomb King, Septhah the Amaranthine. The baron was unwilling to let a potential threat go unanswered and hoped to strike down the foul Tomb King before he could even leave his sarcophagus. Alas, despite all their gallantry and heroism, it was the baron and his allies who met their end in the sun-blasted desert after Carrard was struck down by Septhah himself. Leaderless and outnumbered by the awakening Undead, the surviving knights of Quenelles were driven into the Badlands where, on the highlands overlooking the Black Gulf, the Bretonnians met the Undead in a desperate battle. Through daring heroics, and by the will of the Lady, Septhah was slain and the surviving knights returned to the Border Princes.

But by slaying such a valued commander of Nehekara's legions, the knights of Bretonnia raised the ire of Settra the Imperishable and he wasted little time in plotting retribution. At his command, skeletal legions were raised from beneath the sands to serve the ancient port-city of Zandri, the shipyards lurching into life as the construction of an invasion fleet began. News of this activity quickly reached the Border Princes, where the survivors of Baron Carrard's crusade sheltered. Realising that Settra's wrath would soon descend upon them, the Border Princes looked to their defences. Levies were conscripted, coffers were thrown open to hire mercenaries and stockpiles were assembled in preparation; if the lord of Nehekara expected to find the Border Princes unprepared, he would be sorely mistaken.

The Defenders' Muster

The vanguard of Settra's invasion force landed at the northern end of the Black Peninsula, where it wasted little time in laying siege to the settlements of Kasos and Thessos. The objective was to raze the settlements to the ground and drive scores of refugees ahead of the Undead host, sowing fear into the population of the Border Princes as it advanced towards the Citadelle Bouelia and then onwards to the large coastal town of Matorea.

However, Prince Ptolethor the Radiant, one of Settra's naval commanders and the leader of the vanguard forces, did not account for the fearsome resistance he would face. Riding to the defence of the two settlements came several infamous warriors, outcasts from their homelands who had fled to the Border Princes years before and grown powerful in this lawless and warlike land.

Through long and bitter experience of past battles against the legions of Nehekara, these fallen princes and the veteran mercenary regiments they commanded knew that the key to victory against the armies of the Undead was to bring down the foul Wizards and cadaverous Liche Priests that animated the skeletal forces. Armed with such knowledge and incentivised by promises of fortune and fame, these veteran armies were able to inflict significant damage on Ptolethor's forces in their defence of both Kasos and Thessos, but not enough to stop the prince's vast host from grinding the defences to dust and putting the garrisons to the sword. With the first part of his grim task complete, Prince Ptolethor continued his march towards the Citadelle Bouelia.





The Red Hand Rides

Having sheltered the survivors of Baron Carrard's ill-fated crusade at Louen Keep, Sir Cecil Gastonne was not at all surprised when the whispers of Settra's impending invasion reached him. The Wyrn Slayer acted decisively, summoning his banners to him and dispatching a rider to carry the news to King Louen Orc-Slayer, hoping that the king would hasten to his aid. Despite his exile from Bretonnia, Cecil was still well loved within his homeland for his heroism and skill-at-arms, and he remained a faithful guardian of the realm even from beyond its southern borders.

Yet, unbeknownst to Cecil, a massive Orc Waaagh! had erupted from the foothills of the Pale Sisters and rampaged across the Marches of Couronne, drawing the king, as well as the dukes of Gisoreux, Artois and Couronne into a conflict in the northernmost reaches of Bretonnia. Though the king was unable to ride to the Border Princes himself, he immediately sent word to his dukes in the south, imploring them to hasten to the aid of their estranged countryman. When the king's messenger arrived in the court of Duke Gastille, the Red Hand of Brionne, he needed little encouragement from his Prophetess and chief advisor, Lady Élisée Duchard, to marshal his forces and make for the Border Princes.

Declaring an Errantry Crusade to quickly raise a force of brash young knights, eager to prove themselves in battle, the Red Hand of Brionne and the Lady Élisée rode swiftly south-east, through the Old Dwarf Pass towards their goal. Upon arriving in the Border Princes, news reached the duke that Prince Ptolethor's Undead forces had laid siege to the Citadelle Bouelia. Worse was word that a much larger fleet, commanded by Settra himself, had been sighted in the Black Gulf, with the coastal town of Matorea lying directly in its path.

But not all of the tidings were filled with woe, for Sir Cecil had mustered his forces and marched on Matorea in order to meet Settra's hordes head-on. Without hesitation, the duke hastened towards the Citadelle with the hope of lifting the siege before it was too late.

As the duke's army neared the Citadelle Bouelia, the sky above darkened portentously. Cresting a hill, the wide plain from which the formidable stone castle reared came into view – and a morbid sight awaited them. Even following the lengthy battles at Kasos and Thessos, Ptolethor's Undead legion was vast; rank upon rank of sun-bleached skeletons marched towards the walls of the Citadelle in macabre unison, slowly and tirelessly eroding the fortress' defences like crashing waves against the shore. Whilst the duke surveyed the enemy host, his eyes settled upon the form of a great, skeletal beast striding through the ranks of the Undead; a rider shrouded by a dusty canopy commanding its movements. The air around the beast swirled with the tell-tale signs of malign sorcery as banners fluttered in a non-existent breeze and nearby regiments of skeletons jerked into action with unnatural urgency. Lady Élisée Duchard appeared at the duke's side and quickly confirmed his suspicions; hidden beneath the ancient sunshades on the back of the Necrolith Bone Dragon lurked the Liche Priest Neferkare the Hierophant, the being responsible for raising Prince Ptolethor's army.

With his target in sight, the duke barked orders to his archers to rain fire upon the foe and for his knights to shatter their battlelines with lance and sword. Whilst his forces engaged the enemy, he would descend from the skies atop his Royal Pegasus and strike down the Wizard perched atop the Bone Dragon and put an end to the magic animating the Undead army.



Battle Of The Citadelle

The Undead reacted slowly to the arrival of the duke's forces. Entire ranks of skeletal warriors fell beneath volleys of flaming arrows loosed by the Bretonnian peasantry before the soldiers of Nehekara had even turned to face the threat. Gradually, as the Liche Priest Neferkare acknowledged the arrival of the Bretonnians, the Undead reformed their ranks to address the foe. Led by Lady Élisée, the charging knights of Brionne had covered the ground between the crest and the Undead ranks swiftly, their lances levelled. The thunderous charge of the knights exploded into the clamour of battle as the tremendous weight of galloping warhorses struck the Nehekaran phalanxes, lances splintered against bronze-face shields and devout battle cries rose from the brave Knights of Brionne.

Riding her unicorn to battle beside the Knights of Brionne, Lady Élisée flexed her arcane might, expertly unravelling the skein of magic by which the Liche Priests controlled the Undead forces. As Neferkare felt the Winds of Magic shift unexpectedly towards Lady Élisée and his ability to resurrect the hordes of warriors crushed beneath the charging knights diminish, he turned his great skeletal mount towards the Prophetess. However, before the behemoth could reach its prey, the Red Hand of Brionne descended from the heavens, his lance poised to strike at the Liche Priest. At the last moment, the broad head of the Necrolith Bone Dragon snapped around, unleashing a torrent of foetid breath that engulfed both the duke and his noble steed. Yet the duke's charge could not be thwarted and, as the iron-shod hooves of his Royal Pegasus shattered the skull of the skeletal beast, the Red Hand of Brionne's lance skewered the shrivelled heart of his enemy.

Even as the tortured screams of the slain Liche Priest echoed in his ears, the duke and his Pegasus crashed to the earth – humbled and near-fatally wounded by the beast's desiccating breath. Moments after the duke had fallen, as he struggled to gasp for air and grasp his sword, a roaring mummified warrior, bedecked in golden armour and ancient finery rose above him. Enraged at the death of his Hierophant, Prince Ptolethor held his centuries-old blade high in preparation to strike down the injured duke. Before his blade could fall, a powerful gale arose, knocking the prince sprawling to the dirt, as Lady Élisée, having seen her duke plummet from the sky and battled her way to his side, unleashed a torrent of elemental energy at Ptolethor.

This brief distraction bought the duke time to offer a prayer to the Lady of the Lake and drag himself to his feet. As he implored the Lady for her aid, the power of the Grail flooded through him, healing the worst of his wounds and engulfing him in a pale silvery light. Mere moments after the Red Hand of Brionne had found his feet and drawn his weapon, Prince Ptolethor had also regained his footing and hurled himself at the duke. The duel between the two generals lasted for what felt like an eternity; though Duke Gastille was the superior warrior, the Prince's Undead fortitude allowed him to sustain as much damage as the duke was able to inflict. However, without the regenerative magic of his Hierophant, Prince Ptolethor began to falter before the Red Hand's onslaught and was at last struck down by the Grail Knight as the battle reached its end. Though victory had been won, there was little respite for the gallant knights of Brionne – Matorea lay many miles away and its defenders would need the aid of the duke's army if they were to turn back Settra's forces.



The Host Of The Wyrmlayer

Whilst the Red Hand of Brionne was raising his Errantry Crusade, the infamous Bretonnian exile Sir Cecil Gastonne, the Wyrmlayer, had already begun making preparations to meet the advancing Undead armies of Nehekhara. Long had the Wyrmlayer hoped that he would one day return to the good graces of those he used to serve. As such, Cecil saw the protection of Bretonnia's south-easterly borders as his sworn duty, and no threat to fair Bretonnia would pass through his lands unchecked or unchallenged, be they man, monster or Undead.

The knights of Cecil's household were fearsome fighters and veterans of a dozen campaigns, and each of them had chosen to join their lord in exile and give their life in his service if need be. Alongside these gallant knights stood many peasant soldiers; bold and courageous warriors who had proven themselves in battle at the Wyrmlayer's side. In addition to these more traditional Bretonnian fighters, Sir Cecil had many mercenary fighters in his service; their loyalty secured by coin from his treasury, their respect earned by his prowess as a warrior and commander.

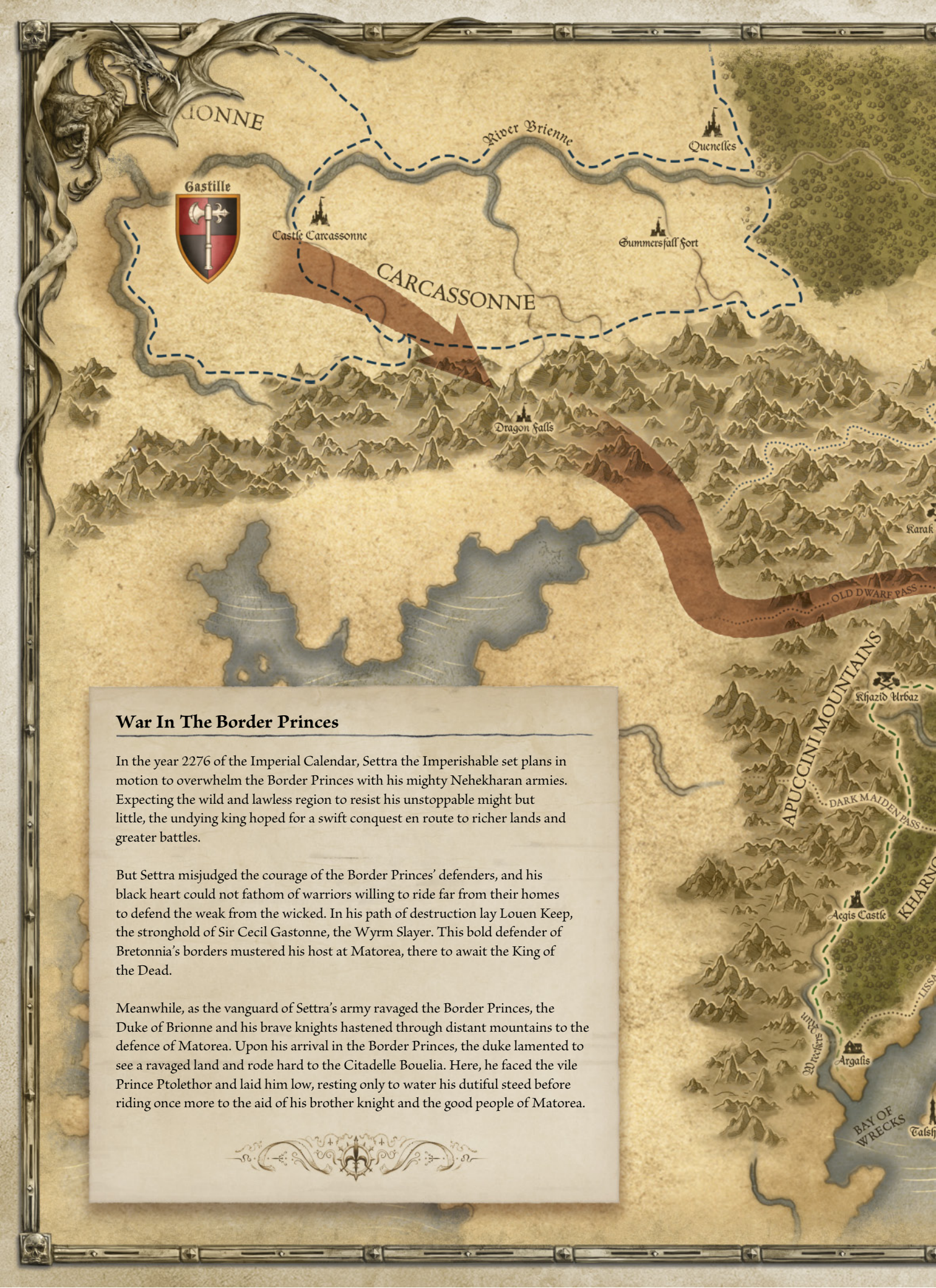
With the approach of the Undead hordes, Cecil threw open his coffers once more, recruiting brigands, mercenary gunners and even outcast Wizards to his ranks. The Wyrmlayer cared little for the past crimes of a mercenary, his honour was tarnished enough that fighting in such questionable company would do little to damage it further. What mattered was that he purge the land of evil. With a force assembled, the likes of which was seldom seen in the Border Princes, the Wyrmlayer ordered his host to make for Matorea – unaware that, at that very moment, Duke Gastille and the Knights of Brionne rode towards the Border Princes.

The Defence Of Matorea

Upon his arrival at Matorea, the Wyrmlayer found a populace ruled by fear. Even whilst the army of Prince Ptolethor had all but annihilated a number of settlements to the west, the people of the coastal town had held their nerve as they prepared their defences. However, news of a larger Undead fleet leaving the port of Zandri, commanded by Settra the Imperishable himself had unleashed a wave of panic which resulted in a mass exodus of fearful common folk.

Cecil wasted little time in taking charge of the situation and demanded that the town's commanders present themselves to appraise him of the situation. From a fractured group of mercenary captains, the Wyrmlayer learned that the town's defences were crumbling as whole regiments fled from their posts and joined the huddled refugees that were abandoning the settlement. Sir Cecil quickly stemmed the flow of fleeing soldiers by dividing his own forces up amongst those of the town, bolstering the defences ten-fold and swiftly restoring order. What remained of the panicked populace took heart under the Wyrmlayer's confident command and within a week of his arrival, the town of Matorea stood ready to face the royal host of Settra with steely resolve.

Sir Cecil awaited the arrival of the Nehekhara fleet with great unease; whilst all necessary preparations had been made, his greater concern was for how long his rag-tag army could hold Settra at bay without reinforcement. So, as heavy rain clouds chased away the sun and the dark sails of Settra's fleet loomed on the horizon, the arrival of an outrider carrying news of the duke's victory at the Citadelle Bouelia and their imminent arrival at Matorea was a most welcome relief...



War In The Border Princes

In the year 2276 of the Imperial Calendar, Settra the Imperishable set plans in motion to overwhelm the Border Princes with his mighty Nehekharan armies. Expecting the wild and lawless region to resist his unstoppable might but little, the undying king hoped for a swift conquest en route to richer lands and greater battles.

But Settra misjudged the courage of the Border Princes' defenders, and his black heart could not fathom of warriors willing to ride far from their homes to defend the weak from the wicked. In his path of destruction lay Louen Keep, the stronghold of Sir Cecil Gastonne, the Wyrml Slayer. This bold defender of Bretonnia's borders mustered his host at Matorea, there to await the King of the Dead.

Meanwhile, as the vanguard of Settra's army ravaged the Border Princes, the Duke of Brionne and his brave knights hastened through distant mountains to the defence of Matorea. Upon his arrival in the Border Princes, the duke lamented to see a ravaged land and rode hard to the Citadelle Bouelia. Here, he faced the vile Prince Ptolethor and laid him low, resting only to water his dutiful steed before riding once more to the aid of his brother knight and the good people of Matorea.



THE BATTLE OF MATOREA

With the darkness of night filling the skies, the black ships of Settra's fleet began to disgorge their Undead cargo onto the beaches before Matorea. As the royal host approached, Sir Cecil Gastonne, the Wyrmslayer, looked to the west. From beyond the horizon, the knights of Brionne approached, though whether they would arrive to find the defenders embattled, or that Settra's forces had swept through Matorea and on towards distant Bretonnia, he could not say...

Historical Recreation

The Battle of Matorea was fought between an army of Bretonnian Exiles led by Sir Cecil Gastonne, the Wyrmslayer, and the undying legions of the Tomb Kings of Khemri, commanded by Settra the Imperishable himself. To represent this, the players should write three muster lists (one for the attacker and two for the defender) as follows:

The Attacker

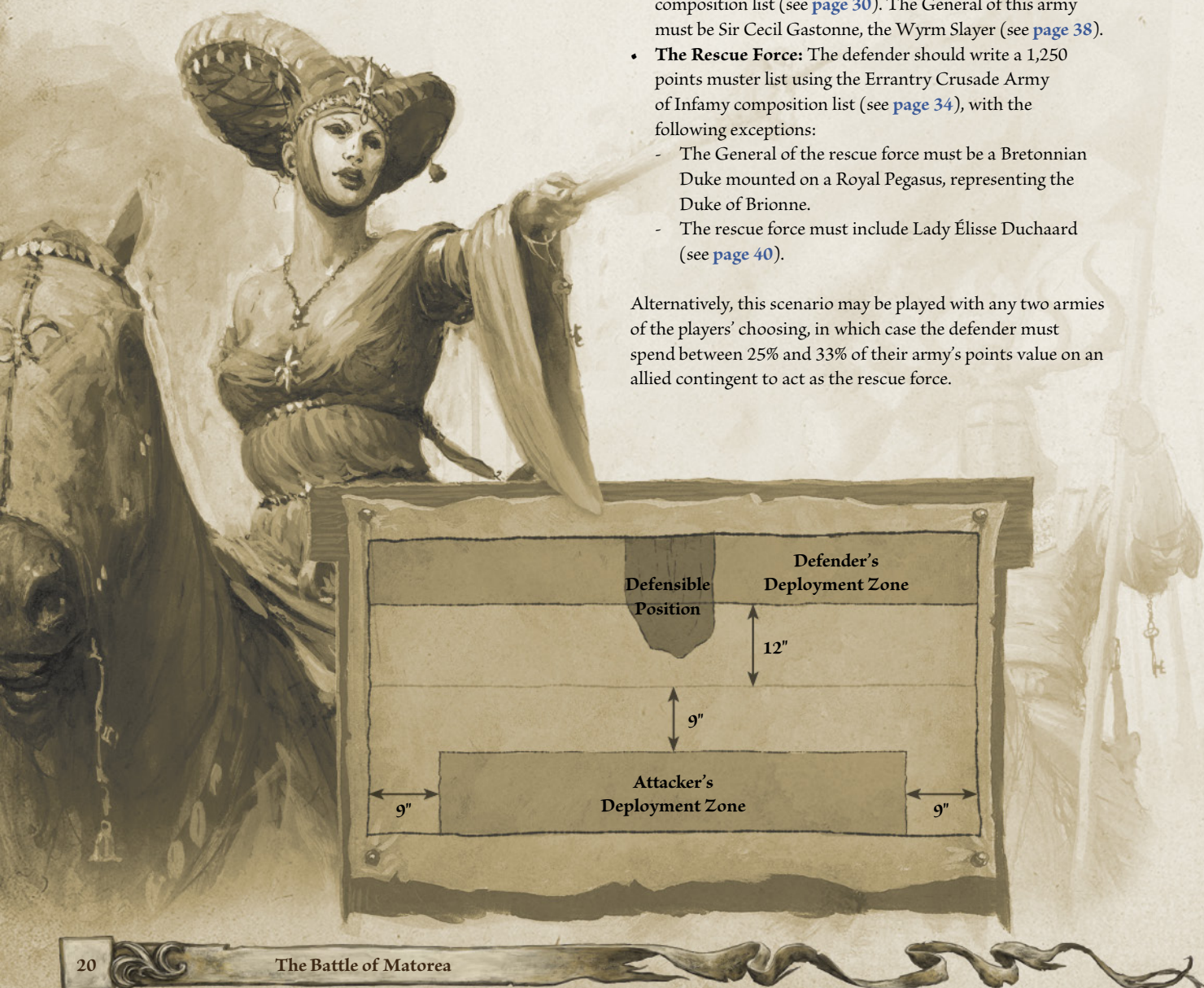
The attacker should write a single 3,000 points muster list using the Tomb Kings of Khemri Grand Army composition list found in *Warhammer: the Old World – Ravening Hordes*.

The Defender

The defender should write two muster lists, one representing their main force, the other representing the rescue force:

- **Main Force:** The defender should write a 1,750 points muster list using the Bretonnian Exiles Army of Infamy composition list (see [page 30](#)). The General of this army must be Sir Cecil Gastonne, the Wyrmslayer (see [page 38](#)).
- **The Rescue Force:** The defender should write a 1,250 points muster list using the Errantry Crusade Army of Infamy composition list (see [page 34](#)), with the following exceptions:
 - The General of the rescue force must be a Bretonnian Duke mounted on a Royal Pegasus, representing the Duke of Brionne.
 - The rescue force must include Lady Élisée Duhaard (see [page 40](#)).

Alternatively, this scenario may be played with any two armies of the players' choosing, in which case the defender must spend between 25% and 33% of their army's points value on an allied contingent to act as the rescue force.



Set-up

Place terrain as described in the *Warhammer: the Old World* rulebook. In addition, place a defensible position as shown on the map opposite:

Defensible Position: A defensible position is a hill measuring up to 16" at its widest point, featuring a single rock-strewn slope. A rock-strewn slope may be no more than 8" wide and counts as dangerous terrain. Atop the hill is a flat area measuring no more than 8" along its longest side. One edge of this flat area must be bordered by staked defences, as described opposite.

Deployment

The defender deploys their main force within the defender's deployment zone, as shown on the map opposite. Once complete, the attacker deploys their entire army within the attacker's deployment zone.

First Turn

In this scenario, the attacker will automatically take the first turn.

Game Length

The battle will last for six rounds or until one side concedes.

Scenario Special Rules

Reinforcements: The defender's rescue force gains the Ambushers special rule. However, from the beginning of round two onwards, the defender rolls a single D6 for their entire rescue force during each of their Start of Turn sub-phases (rather than rolling a D6 for each individual unit). Upon its arrival, the entire rescue force enters the battle as reinforcements from the western board edge. In other words, all units within the rescue force must be placed on the edge of the battlefield to the right of the defender's deployment zone. Any units belonging to the rescue force that cannot be placed on the battlefield during the turn it arrives may be left in reserve and can be brought on as described previously during the following turn.

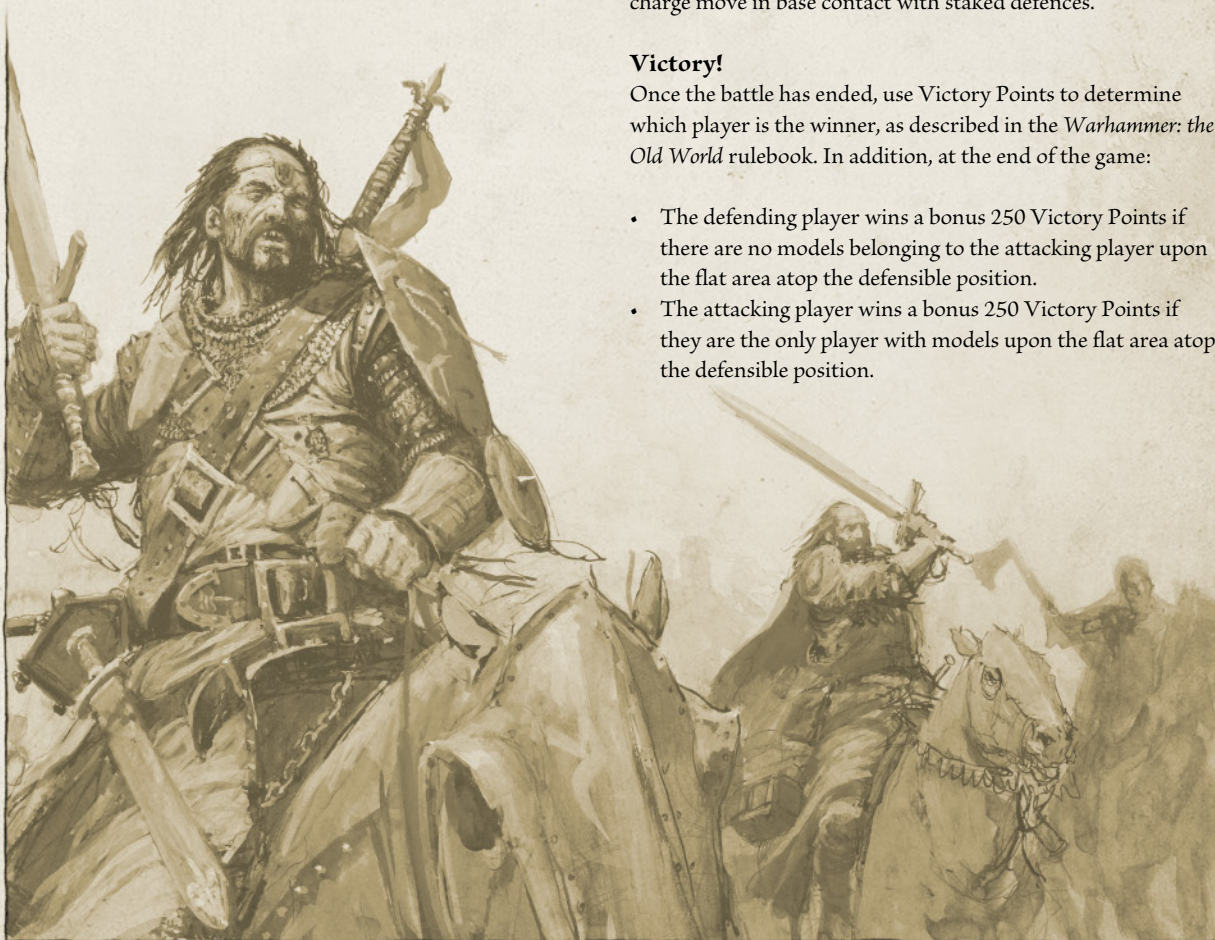
Fresh from victory at the Citadel Bouelia, all units in the reserve force benefit from the Blessings of the Lady special rule without having to pray at the start of the game.

Staked Defences: Staked defences count as a low linear obstacle. However, unless it has the Fly (X) special rule, any unit that charges an enemy behind staked defences makes a disordered charge and becomes Disrupted. In addition, any model whose troop type is 'cavalry' or 'chariot' must make a Peril test (as if it had fled through an enemy unit) if it ends its charge move in base contact with staked defences.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described in the *Warhammer: the Old World* rulebook. In addition, at the end of the game:

- The defending player wins a bonus 250 Victory Points if there are no models belonging to the attacking player upon the flat area atop the defensible position.
- The attacking player wins a bonus 250 Victory Points if they are the only player with models upon the flat area atop the defensible position.









Clad in gleaming armour, fine surcoats and ornate shields bearing their personal heraldry, the blessed Grail Knights of Bretonnia charge forth to battle beneath glorious banners.



A unit of Questing Knights, armed with great weapons.



A field trebuchet and its crew of humble peasants.



A ragged procession of Grail Pilgrims bears aloft a sacred reliquae, the holy spirit clinging to the remains of the fallen knight at its heart filling their humble peasant hearts with courage.



A Bretonnian Paladin bearing the Battle Standard of his Duke.



A bold Paladin that has sworn the Vow of the Questing Knight, armed with a great weapon.





A Damsel of the Lady of the Lake.



A noble Paladin mounted upon a Bretonnian Warhorse and bearing the Battle Standard of his Duke.



OUTCAST NOBILITY

It is not uncommon to find outposts of Bretonnian society and culture scattered far and wide – tiny feudalistic realms where the Lady of the Lake is revered and in which the traditions of the Code Chivalric are upheld, to a greater or lesser extent, by knightly lords of often questionable honour.

Exiled Lords

It is perhaps a measure of the Bretonnian people and their love affair with noble deeds and chivalrous acts of self-sacrifice that the scattered vassal states of Bretonnia's many exiles are often spoken of fondly in their former homeland. This is especially true of those knights that have confronted accusations of dishonour head-on and chosen to take the Exile's Vow rather than serve a penance they believe unjustified for actions they do not regret. To the people of Bretonnia, stubbornly choosing exile over humility is considered noble indeed. Yet, such exiled nobles continue to serve their homeland, enacting the wishes of their distant king and bringing war to Bretonnia's enemies on far flung battlefields, hoping to expunge their dishonour and to one day be welcomed home.

In contrast, of those unconscionable villains whose actions have earned them banishment from Bretonnia very little is spoken. Where an exiled knight might venture into the wilderness in the company of their most trusted retainers and members of their household, those despicable knights whose actions lead to banishment are forced to travel into the unknown alone with their ignominy. Destitute and impoverished, such disgraced knights invariably fall in with worse company, attracting the companionship of brigands, cutthroats and mercenaries of questionable character. For some, there is glory to be found leading an army of desperados to conquest in the wildernesses beyond the borders of the nations of Man. But for most, only a lonely and unremembered death awaits, the forgotten knight bleeding their lifeblood into the cold soil far from their homeland.

The Limits Of Chivalry

Whilst the means by which a knight can find themselves cast from their homeland varies, and the fates of those facing banishment or choosing exile can differ, there is one thing that unites all expatriated members of the Bretonnian nobility – honour of questionable measure. For though a knight that serves a king is bound by the tenets of the Code Chivalric and governed by the rules of honour, an outcast is, by definition, a knight without honour, one set free from the constraints of the Code Chivalric.

Though there are those outcast lords that stubbornly adhere to the Code Chivalric come what may, there are more who take the view that their honour can hardly be diminished further by the deeds they commit whilst languishing in exile. Thus do many exiles take to the field of battle in the company of soldiers no true Bretonnian knight would deign to share the field of glory with. Brigands and mercenaries fill the ranks of Bretonnia's exiled lords, often wielding shunned and unchivalrous black powder weapons, or manning great, booming field guns.

But well-justified are these exiles in employing unscrupulous tactics on the battlefield, for their households are small and the number of bold Bretonnian knights they boast in their retinues can only decrease with each battle waged. Thus, for the chivalrous knightly class of Bretonnia, such unknightly conduct is quite acceptable amongst outcasts, and many an exile has earned the right to return to their homeland through acts that, were they committed by a chivalrous peer, would warrant tremendous acts of penance.



When a knight chooses exile over penance, it is common that they amend the heraldry they wear accordingly. For most, this serves to distance the knight from their household and set them apart as an outcast. For some, this is done in protest against what they consider to be unjust treatment.



In their exile, some knights choose to shun the heraldry of their homeland entirely, creating instead new coats of arms. Such designs are often defiant, revealing much about the bearer to anyone familiar with the subtle nuance of heraldic imagery.

Alternatively, many exiles choose to deface their heraldry. Some will remove the devices, displaying only a plain or divided field in its place. Others will obscure their coats of arms entirely behind black paint, thus hiding their identity from the world.



A bold knight, cast out from the court of Brionne for some long-forgotten indiscretion, leads his faithful Yeoman Guard to battle in lawless lands.

KINGDOM OF BRETONNIA

BRETONNIAN EXILES



This Army of Infamy composition list is designed to be used with the Kingdom of Bretonnia army list found in *Warhammer: the Old World – Forces of Fantasy*, and alongside the ‘Forming Units’ and ‘Warhammer Armies’ sections of the *Warhammer: the Old World* rulebook.



If you wish to field an army of Bretonnian Exiles in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Forces of Fantasy*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Bretonnian Exiles army:

Army Of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Baron per 1,000 points
- 0-1 Damsel
- Paladins, Outcast Wizards and Sergeants-at-Arms

Core

At least 25% of your army's points value must be spent on:

- 1+ unit of Knights of the Realm on Foot and/or Mounted Knights of the Realm
- 1+ unit of Yeoman Guard and/or Peasant Bowmen
- 0-1 unit of Knights Errant per 1,000 points
- Men-at-Arms and Mounted Yeomen

Special

Up to 33% of your army's points value may be spent on:

- Squires and Pegasus Knights
- 0-1 unit of Battle Pilgrims per 1,000 points

Rare

Up to 33% of your army's points value may be spent on:

- Questing Knights and Border Princes Brigands
- 0-1 Field Trebuchet per 1,000 points
- 0-1 Border Princes Bombard per 1,000 points

Mercenaries

Up to 25% of your army's points value may be spent on mercenaries, including:

- Free Company Militia and Empire Archers (see the Empire of Man army list on page 59 of *Forces of Fantasy*)

Note that mercenary units drawn from another army list gain the Mercenaries special rule and become subject to the ‘Misbehaving Mercenaries’ rules, as described on page 279 of the Warhammer: the Old World rulebook.

Battle Standard Bearer

A single Paladin in your army may be upgraded to be your Battle Standard Bearer for no additional cost. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Kingdom of Bretonnia magic items lists.



BRETONNIAN EXILES

SPECIAL RULES

On this page you will find a full description for each of the army special rules that apply to an army built using the Bretonnian Exiles Army of Infamy composition list. These are in addition to the Kingdom of Bretonnia special rules found on page 107 of *Forces of Fantasy*. In case of contradiction, the special rules below take precedence over the Kingdom of Bretonnia special rules.

Banished Lords

Though once-noble knights and lords find themselves banished from the lands of Bretonnia, many seek to find an end to their exile and return to the Lady's light.

Barons and Paladins within a Bretonnian Exiles army cannot have the Grail Vow. However, the following characters and units may replace the Knight's Vow with the Exile's Vow for free:

- Baron or Paladin
- Knights of the Realm on Foot
- Knights Errant
- Mounted Knights of the Realm
- Pegasus Knights

The Exile's Vow

"... Though my time within the lands of the Lady has come to pass, my time serving her has not. By my hand and her mercy, my honour shall be restored, even if it is to be my final quest in this life..."

The Exile's Vow is a Chivalrous Vow, as described on page 108 of *Forces of Fantasy*. A model with this Chivalrous Vow has the Stubborn and Veteran special rules. In addition, a model with this Chivalrous Vow does not have to make a Panic test when a friendly unit with either the Levies or Peasantry special rule is destroyed whilst within 6" of it, or when it is fled through by a friendly unit with either the Levies or Peasantry special rule.



Reclaimed Glory

Those banished from Bretonnia know that it is through deeds, not prayers, that the Lady may look favourably upon them once again.

A Bretonnian Exiles army cannot pray for the Blessings of the Lady at the beginning of the game. However, should a unit with the Blessings of the Lady special rule make an overrun move or make contact with a fleeing enemy unit during a charge or pursuit move, that unit will immediately gain the benefits of the Blessings of the Lady special rule as if it had prayed at the start of the game. Additionally, should a character with the Blessings of the Lady special rule kill an enemy character in a challenge, they (and any unit they have joined) will immediately gain the benefits of the Blessings of the Lady special rule.

However, should the benefits of the Blessing of the Lady special rule be lost during a game, they cannot be regained again in this way.



"Does evil approach on this fair day? If so, then it approaches rough lands, but they are lands I claim as my own and I do not wish to welcome it! If this evil thinks to find us weak in this barren place, it shall discover that when the flower of Bretonnia grows from parched earth, it grows thorns!"

*Sir Cecil Gastonne,
the Wyrn Slayer*

BOLD CRUSADERS

The chivalrous knights of Bretonnia are nothing if not fervent in their desire to defend their lands and the humble peasants that dwell within them. So great is their zeal, that it is quite common for a lord of Bretonnia to summon their warriors and declare a crusade against any potential foe, even those that might think themselves safe in their faraway homeland.

The First Crusade

In the year 1448 of the Imperial Calendar, some 470 years after the blessed Gilles united the land, news reached Bretonnia that Estalia, its southerly neighbour, had been invaded by enemies and faced certain defeat. Upon hearing this news, there were some amongst Bretonnia's dukes and barons reluctant to ride so far to defend such distant lands. Yet, their views were quickly changed when their king, Louis the Righteous, granted the Grand Masters of several Knightly Orders from the Empire permission to cross his lands en route to Estalia. Seeing at last the opportunity to claim glory, and honour the tenets of the Code Chivalric by riding to the aid of the Estalians, the dukes petitioned their king to summon his knights and ride south with the dour warriors of the Empire.

Ceding to their petitioning, in order to protect his own borders from advancing enemy armies, King Louis agreed and sent out a call to all knights of his realm who wished to win glory in distant lands to muster at Aquitaine. Thus was the first crusade launched, with the gleaming and chivalrous knights of Bretonnia riding to war in a faraway land in the company of the austere knights of the Empire.

Against such an army of noble warriors, Empire and Bretonnian alike, the enemies of Estalia stood little chance and, as the crusading knights swept through the land, the invaders were driven before them, harried beyond the Southern Sea and into their far-off homelands. And so the first crusade was deemed a great success, and a proud tradition was established amongst the knights of Bretonnia.

Errantry Crusades

In the years since the first crusade, the armies of Bretonnia have frequently ridden to war in faraway lands, bringing glory to themselves and honouring the Lady of the Lake in all they do. Over time, the simple act of going on-crusade to confront evil wherever it lurks has, like so many things in Bretonnia, evolved to become an integral part of the Code Chivalric, complete with its own traditions and customs passionately upheld by all knights.

One such tradition derives from the ancient custom of the 'Errand of Knighthood', a practice whereby aspiring young Knights Errant, alone or in the company of their peers, are set tasks by their lords to prove their worth and earn their spurs. Where in ages past this errand might have entailed the hunting and slaying of a monster that plagued the land, it has become customary for a band of Knights Errant to be tasked with going on-crusade and returning with trophies that attest to their deeds, returning to their homes, there to be honoured as Knights of the Realm.

Indeed, in calamitous times, when enemies amass on all sides, the lords of Bretonnia will use this custom to their benefit, mustering large numbers of Knights Errant in defence of the realm. Thus are Errantry Crusades declared, drawing together knights from dukedoms and baronies far and wide into colourful warhosts that proudly display the heraldry of hundreds of households. Far from home, Knights Errant can earn great glory on the field of battle, proving their worth in the eyes of their elders.



All true knights of Bretonnia feel the urge to crusade into distant lands and confront evil wherever it may lurk. Thus, when a lord of Bretonnia declares a crusade, knights from all across the realm will seek leave of their duties at home and ride to answer the call.



Because crusading armies attract bold knights from far and wide, it is usual to see a tremendous array of heraldry upon display, even within a single regiment. On crusade, knights from as far afield as Couronne and Carcassonne, Parravon and Lyonesse ride shoulder to shoulder.


In amongst such a startling array of colours and patterns, charges and devices, it is not uncommon for knights to adapt their heraldry to include symbols of their purpose. For those that return, these emblems form a lasting element within their heraldry and are viewed as a mark of honour.



Bearing the heraldry of a dozen dukedoms, a host of crusading knights charge across the scalding sands to bring their wrath to bear against the enemies of fair Bretonnia.

KINGDOM OF BRETONNIA

ERRANTRY CRUSADE

 This Army of Infamy composition list is designed to be used with the Kingdom of Bretonnia army list found in *Forces of Fantasy*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.



If you wish to field an Errantry Crusade army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Forces of Fantasy*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to an Errantry Crusade army:

Army Of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Duke
- 0-1 Baron or Prophetess per 1,000 points
- 1+ Paladin
- Damsels and Sergeants-at-Arms

Core

At least 33% of your army's points value must be spent on:

- 1+ unit of Knights Errant per 1,000 points
- 0-1 unit of Battle Pilgrims may be taken as a Core choice
- Knights of the Realm on Foot, Squires and Mounted Knights of the Realm

Special

Up to 50% of your army's points value may be spent on:

- Men-at-Arms, Peasant Bowmen, Battle Pilgrims, Questing Knights and Pegasus Knights

Rare

Up to 33% of your army's points value may be spent on:

- Grail Knights and Mounted Yeomen
- 0-1 Field Trebuchet

Mercenaries

Up to 25% of your army's points value may be spent on mercenaries, including:

- Empire Knights and Inner Circle Knights (see the Empire of Man army list on pages 64 & 65 of *Forces of Fantasy*)

Note that mercenary units drawn from another army list gain the Mercenaries special rule and become subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.

Battle Standard Bearer

A single Paladin in your army may be upgraded to be your Battle Standard Bearer for no additional cost. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Kingdom of Bretonnia magic items lists.



ERRANTRY CRUSADE SPECIAL RULES

On this page, you will find a full description for each of the army special rules that apply to an army built using the Errantry Crusade Army of Infamy composition list. These are in addition to the Kingdom of Bretonnia special rules found on page 107 of *Forces of Fantasy*. In case of contradiction, the special rules below take precedence over the Kingdom of Bretonnia special rules.

Crusading Knights

When chivalrous knights gather in large numbers to embark upon a sacred crusade or errantry war, they become gripped by a religious fervour, swearing fresh vows to the Lady of the Lake.

Within an Errantry Crusade army, the following characters and units gain the Crusader's Zeal special rule. In addition, any of the following characters or units that have the Knight's Vow may replace it with the Crusader's Vow for free:

- Baron or Paladin
- Knights of the Realm on Foot
- Battle Pilgrims
- Knights Errant
- Mounted Knights of the Realm
- Questing Knights
- Grail Knights
- Pegasus Knights
- Mounted Yeomen

Crusader's Zeal

Filled by a ferocious zeal, the brave defenders of Bretonnia rush towards the foe, their lust for battle driving them across great distances.

A unit with this special rule increases its maximum possible charge range by 1" and, when it makes a Charge roll, may apply a +1 modifier to the result. In addition, a unit with this special rule gains the Impetuous special rule.

The Crusader's Vow

"...To journey far beyond the borders of fair Bretonnia, into the lair of my foe. To take the battle to the enemies of the Lady of the Lake, wherever they might linger. This is my sacred vow..."

The Crusader's Vow is a Chivalrous Vow, as described on page 108 of *Forces of Fantasy*. A model with this Chivalrous Vow has the Veteran special rule. In addition, a model with this Chivalrous Vow does not have to make a Panic test when a friendly unit with the Peasantry special rule is destroyed whilst within 6" of it, or when it is fled through by a friendly unit with the Peasantry special rule.

A unit with this Chivalrous Vow cannot be joined by a character with the Peasantry special rule. A character with this Chivalrous Vow cannot join a unit with the Peasantry special rule.

Earn Your Spurs

During an Errantry Crusade, Knights Errant pursue the enemy with great fervour, seeking out trophies that speak of their knightly prowess and bear witness to their valorous acts.

Any enemy standard captured by a unit of Knights Errant is worth 100 Victory Points as a trophy of war. In addition, whilst within 6" of a friendly model with the Grail Vow, or any Lord of Bretonnia, a unit of Knights Errant may re-roll any rolls To Hit of a natural 1.



The Green Knight

The Green Knight may be included in any Kingdom of Bretonnia army made using any army composition list. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
The Green Knight	-	7	3	4	4	4	6	4	9	275
The Shadow Steed	8	4	-	4	-	-	4	1	-	-

Troop Type: Heavy cavalry (named character)

Base Size: 30 x 60 mm

Unit Size: 1

Equipment:

- **The Green Knight:** The Dolorous Blade (see opposite), heavy armour and shield
- **The Shadow Steed:** Iron-shod hooves (counts as a hand weapon) and barding

Special Rules: Aura of the Fay, Blessed Knight, Ethereal, Guardian of the Sacred Sites, Immune to Psychology, Loner, Move through Cover, Rallying Cry, Terror, Unbreakable, Unstable

Aura Of The Fay

The Green Knight is a supernatural being of great power. Should he be vanquished by a foe, he disappears into thin air, only to reappear once more and return to the fray.

When the Green Knight loses his last Wound, he is removed from play as usual, but is not slain. His controlling player may attempt to awaken him again during any of their Start of Turn sub-phases in which he is not on the battlefield, using the Guardian of the Sacred Sites special rule (as described opposite). However, each time the Green Knight is slain, he is weakened, and suffers a -1 modifier to the dice roll when attempting to awaken him, and a -1 modifier to his Wounds characteristic (to a minimum of 1).

Note that the enemy player can only win Victory Points for the Green Knight if he is not on the battlefield at the end of the game.

The Green Knight

The Green Knight is amongst the most well-known figures of Bretonnian folklore. He is a popular character in the plays and puppet shows of wandering troubadours and courtly bards alike, and everyone in the land – young or old, peasant or noble – cheers his acts of heroism with equal enthusiasm. In such performances, the Green Knight always appears bedecked in a pale green livery of intertwining vines and roots, long plumes of ivy cascading from his great helm. Yet, little do many realise that these tales are bound in fact. The Green Knight is the sacred protector of Bretonnia, the chosen champion of the Lady of the Lake. Many are the tales of an eerie twilight falling upon the land and a green mist rising, heralding the arrival of the Green Knight – a spectral figure with glowing eyes, mounted upon a steed of shadow.



Blessed Knight

The Green Knight is the eternal champion of the Lady of the Lake, and her blessings are always upon him, protecting him from the weapons of her enemies.

The Green Knight has a 5+ Ward save against any wounds suffered.

Guardian Of The Sacred Sites

The Green Knight appears unexpectedly before his foes, bursting from within the bole of the most ancient trees, or galloping furiously from still lakes or rushing waterfalls.

The Green Knight is not placed on the battlefield during deployment – he slumbers until he is awakened during the game. During any of your Start of Turn sub-phases in which the Green Knight is not on the battlefield (even if he was removed from play as a casualty during a previous turn), you may attempt to awaken him by rolling a D6. On a roll of 1-2, he continues to slumber until your next turn at least. On a roll of 3+, the Green Knight awakens. If the Green Knight has not yet been awakened by the start of round five, he awakens automatically.

When the Green Knight awakens, he may be placed completely within any ‘natural’ terrain feature anywhere on the battlefield. For the purposes of this rule, a ‘natural’ terrain feature includes any woods, or any difficult or dangerous terrain (as described on page 269 of the *Warhammer: the Old World* rulebook). It does not include any constructions, such as walls or buildings. Before the game starts, the players should agree upon which terrain features are natural and which are not.

In addition, rather than moving normally during the Remaining Moves sub-phase, if the Green Knight is completely within a natural terrain feature and is not engaged in combat, you may remove him from the battlefield and replace him so that he is completely within a different natural terrain feature anywhere on the battlefield. The Green Knight cannot move again during this Movement phase.

Note that when the Green Knight appears within a natural terrain feature, he must abide by the 1" rule. In other words, the Green Knight cannot be placed within 1" of an enemy unit.

The Dolorous Blade

The Dolorous Blade is a sword of great weight that glows with an eerie light. In battle, the Green Knight wields it with awesome strength and skill.

The Dolorous Blade	R	S	AP	Special Rules
Rapid strikes	Combat	S	-1	Extra Attacks (D6), Magical Attacks
Deadly blows	Combat	S+2	-1	Armour Bane (1), Magical Attacks, Multiple Wounds (2)

Notes: *The Dolorous Blade has two profiles. You must choose which the wielder will use at the start of each round of combat.*

Named Character



The Champion of the Lady

The Green Knight is the chosen champion of the Lady of the Lake, the sworn protector of her sacred sites. Often, he appears before lonely Questing Knights, lost in the deep forests of Bretonnia, challenging them in her name and testing their worth. Those able to strike his spectral form a mortal blow tell of his body dispersing like mist on the wind, and the landscape itself changing, revealing a path that leads to the culmination of their quest and an audience with the Lady herself.

At other times, he will appear in the midst of battle, bursting from a copse of trees or galloping furiously from the mists that cling to a still lake. At such times, he will throw in his lot with the defenders of Bretonnia, fighting ferociously alongside the Knights of the Realm, only to disappear once more when the battle is won.

SIR CECIL GASTONNE, THE WYRM SLAYER

Well-loved in Bretonnia was Sir Cecil Gastonne, for wherever he rode, evil fiends were laid low by his hand. And well respected was he also, for in any joust or tourney in which he competed – and there were many – he easily outmatched his opponents, unhorsing them with alacrity and compelling them to yield before him.



Yet amongst his many great deeds, the feat that secured his status as a champion of his duke was his epic battle with Norndrak the Tyrant, a great black-scaled wyrm that terrorised the good people of Bastonne for a full season. Gastonne swore an oath to slay Norndrak, his quest leading him to the Dragon's lair, where he challenged the beast in a voice filled with confidence and free of fear. Enraged, Norndrak emerged to face Cecil in a battle that would last for three days and three nights before, exhausted and outclassed, the wyrm exposed its neck and Gastonne severed the beast's head with a mighty swing of his axe.

With the Dragon slain, Cecil expected the Lady of the Lake to appear and bestow upon him the gift of a sip from the Grail as reward for his valour, but to the victorious knight, no such vision presented itself. Even when the Duke of Bastonne had Norndrak's hide fashioned into a protective garment and presented it to Cecil, addressing him proudly as 'the Wurm Slayer', Gastonne accepted the gift and title with little grace. Thus began the tragic fall of one of Bretonnia's favoured sons...

Bitter and embarrassed, Cecil brooded for many weeks, desperate to understand how he had failed to earn the Lady's favour. Even in prayer, Cecil was unable to find answers to his plight, which served only to replace his embarrassment with frustration. His anger boiled over during a banquet hosted by the Duke of Brionne where, deep in his cups, Cecil challenged a visiting Grail Knight to a duel; hoping that besting a champion of the Lady in single combat would finally see him become worthy of her favour.

Bound by the rules of honour, the knight begrudgingly accepted Cecil's drunken challenge and the two duelled in the packed hall. The fight was short and decisive, the Grail Knight disarming the wine-addled Cecil and commanding that he yield to avoid further embarrassment. Thinking the duel over, the victor turned his back upon Cecil who, in a fit of rage, retrieved his fallen weapon and swung for his opponent's back. Only through the intervention of the Prophetess of Brionne, whose magic stalled Cecil's blow, was the knight spared.

Apprehended by his fellow knights, Gastonne was brought before Duke Gastille, who was incensed at the violation of the Code Chivalric. The Duke decreed that Cecil must seek penance by pledging himself to the Grail Knight until his honour had been restored, but Gastonne declared that he would rather face exile than suffer the embarrassment of penance; for though his actions had been foolish and rash, only the Lady herself could pass judgement upon him.

Thus, with his attendants by his side, Cecil left Bretonnia to carve out a new home in the Border Princes, trusting that through hardship the Lady of the Lake would grant him an opportunity to become a virtuous knight once more.



Sir Cecil Gastonne, The Wyrml Slayer

Sir Cecil Gastonne is a Baron. He may be included in any Kingdom of Bretonnia army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Sir Cecil Gastonne	4	7	3	4	4	3	5	4	9	165

Troop Type: Regular infantry (named character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: Sorrow's End (see below), Dragonhide Cloak (see below), heavy armour and shield
Special Rules: Blessings of the Lady, Rallying Cry, The Wyrml Slayer, the Exile's Vow

The Wyrml Slayer

The exploits of the Wyrml Slayer are not only famous within the lands of Bretonnia, but also amongst its enemies.

Should Sir Cecil Gastonne kill an enemy model whose troop type is 'monstrous infantry', 'monstrous cavalry', 'monstrous creature' or 'behemoth' during any Combat phase, he gains the Terror special rule for the remainder of the game.

Dragonhide Cloak

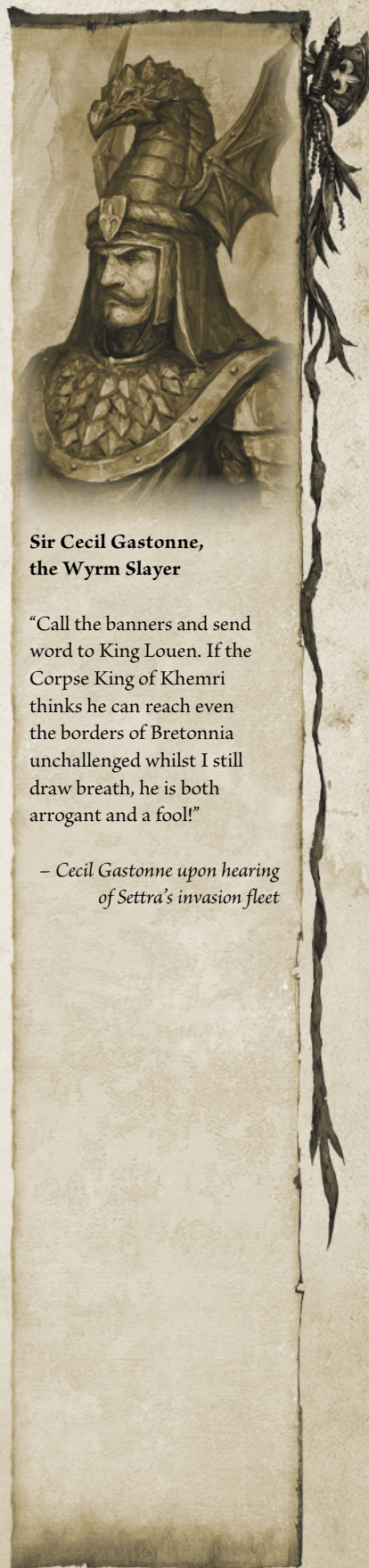
After slaying the dragon Norndrak the Tyrant, Sir Cecil had the creature's hide fashioned into a cloak, which is said to be near-impervious to mundane weapons and can even ward off intense flame.

The Armour Piercing characteristic of any non-magical weapon used to attack Sir Cecil is reduced by 2. In addition, Sir Cecil is immune to the Killing Blow and Multiple Wounds (X) special rules. If he suffers an unsaved wound from an attack with either of these special rules, he loses a single Wound. Finally, Sir Cecil has a 3+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule.

Sorrow's End

This enchanted axe has brought about the end of all manner of monsters, both man and beast alike.

	R	S	AP	Special Rules
Sorrow's End	Combat	S+1	-1	Magical Attacks, Monster Slayer, Multiple Wounds (2)



**Sir Cecil Gastonne,
the Wyrml Slayer**

"Call the banners and send word to King Louen. If the Corpse King of Khemri thinks he can reach even the borders of Bretonnia unchallenged whilst I still draw breath, he is both arrogant and a fool!"

– Cecil Gastonne upon hearing of Settra's invasion fleet



LADY ÉLISSE DUCHAARD

Lady Élisse Duchaard is the Prophetess of the Duke of Brionne and a herald of the Lady of the Lake's will. As such, Élisse holds a position of great influence at court, her sage council regularly tempering the Duke's otherwise fiery attitude towards his subject's trials and tribulations. However, it is not just within the glistening palaces and noble courts of Bretonnia that Élisse carries out the Lady's will, for when the clarion call of battle summons the knights of Brionne to war, she too answers without pause.



Mounted atop her faithful unicorn Ariandir, the Prophetess of Brionne rides alongside the Duke and his knights – each of whom would willingly give their life in order to ensure her safety. This selfless devotion does not come without cause, for not only is Élisse a physical embodiment of the power of the Lady of the Lake, but her arcane skill had saved the lives of many within the Duke's army – including the Duke himself – and aided the army of Brionne in finding victory on many occasions.

Late one winter, when a horde of Beastmen invaded the Duke's southern borders, it was Élisse's magic that lent the knights the strength they needed to strike down the great monsters that accompanied the children of Chaos. When Waaagh! Lance-Snappa' raided and pillaged its way across the farmlands of Brionne, Élisse conjured forth a burning blade to cut down the Orc Warboss in short order even as the knights escorting her set about the Warboss' guards with zealous fury. As Prince Ptolethor the Radiant sought to strike down Duke Gastille at the battle for the Citadelle Bouelia, it was a torrent of force from Élisse's staff that sent the Tomb Prince sprawling to the earth and earned the wounded knight the precious seconds he needed to regain his feet.

Tutored by the mystical Fae Enchantress herself, Lady Élisse is near-unequalled within Bretonnia in the art of protective magic and thwarting the arcane efforts of her enemies. By unravelling the strands of magic that form the spells of her foes, Élisse is able to not only rebuff their harmful effects, but redirect the arcane energy towards the one who cast it. This surge of power strikes back at the caster with the force of a knight at full tilt, causing them great pains and much suffering as their spells are thwarted and the raw power of the Winds of Magic courses through their bodies.

As the enemies of fair Bretonnia circle ever closer, with Orc Waaaghls growing in size, the ancient dead stirring fitfully in their unhallowed graves and the shadow of Chaos looming ever longer and more darkly upon the horizon, the knights of Brionne and their hot-headed Duke will find themselves taking to the battlefield time and time again in the coming years. Yet, they do not speed towards the perils of war without aid, for wherever those who are faithful to the Lady and to Brionne ride, they shall ride in the company of Lady Élisse.



Lady Élisée Duchard

Lady Élisée Duchard is a Prophetess. She may be included in any Kingdom of Bretonnia army made using any army composition list that includes this option. She must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Lady Élisée Duchard	-	4	3	3	4	5	3	2	8	225
Ariandir	10	4	-	4	-	-	5	2	-	-

Troop Type: Monstrous cavalry (named character)

Base Size: 40 x 60 mm

Unit Size: 1

Equipment:

- **Lady Élisée Duchard:** Hand weapon, Chalice of Brionne (see below) and the Staff of the Elements (see below)
- **Ariandir:** Hooves and horn (counts as a hand weapon)

Magic: Lady Élisée Duchard is a Level 3 Wizard. She knows spells from the Lore of Elementalism.

Special Rules: Arcane Backlash, Armour Bane (2, Ariandir only), Armoured Hide (1), Aura of the Lady, Beguiling Aura, Blessings of the Lady, Counter Charge, Lore of the Lady, Magical Attacks, Magic Resistance (-2), Shield of the Lady, Stomp Attacks (1), Swiftstride

Arcane Backlash

Lady Élisée is adept in the art of protective magic, easily redirecting harmful spells back at those who attempt to harm her allies.

Lady Élisée may apply a +1 modifier to any of her Dispel rolls. In addition, should she roll any natural double when making a Dispel roll (not including rolls of a natural double 1), the spell is unbound and the casting Wizard immediately loses a single Wound.

Chalice Of Brionne

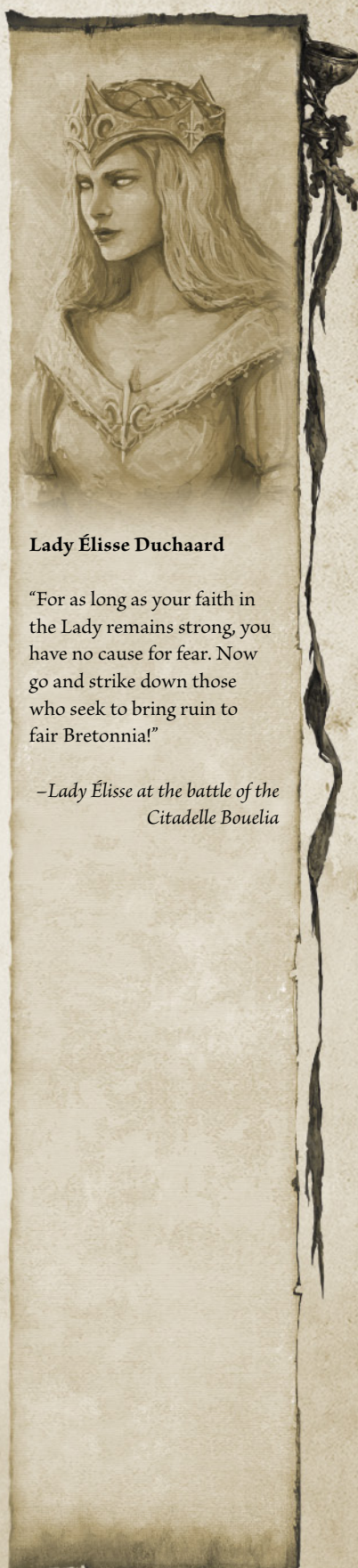
This gilded relic draws power away from those who would harm the servants of the Lady.

Whilst within this model's Command range, enemy characters that attempt to use any special rule or magic item that requires them to make a Leadership test (Rallying Cry, for example) suffer a -2 modifier to their Leadership characteristic (to a minimum of 2).

The Staff Of The Elements

This gnarled wooden staff acts as a conduit for the Winds of Magic, allowing Lady Élisée to better manifest the power of the elements.

If you wish, Lady Élisée may discard two of her randomly generated spells (rather than the usual one) and instead select two signature spells from the Lore of Elementalism and/or the Lore of the Lady.



Lady Élisée Duchard

"For as long as your faith in the Lady remains strong, you have no cause for fear. Now go and strike down those who seek to bring ruin to fair Bretonnia!"

—Lady Élisée at the battle of the Citadelle Bouelia

Character



Outcast Wizards

Throughout the Old World, there are those that practise the mystical arts in secrecy, hiding their magical prowess and arcane knowledge from their neighbours and maintaining the appearance of wise scholars or learned physicians. Such caution is sensible, for in many regions the practise of magic is outlawed and Wizards are frequently prosecuted by ignorant magistrates or persecuted by zealous priests. Thus do many Outcast Wizards find themselves driven to the edges of civilisation, fleeing their homes ahead of angry mobs. Such fugitives often seek shelter in the courts of exiled nobles from distant lands, proffering their services as counsellors and advisers. These Wizards are often willingly embraced for they bring with them valuable knowledge of the strange and foreign lands such exiled lords invariably find themselves obliged to settle in.

Outcast Wizards

	M	WS	BS	S	T	W	I	A	Ld	Points
Outcast Wizard	4	3	3	3	3	2	3	1	7	45

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: An Outcast Wizard is a Level 1 Wizard. Every Outcast Wizard knows spells from one of the following Lores of Magic:

- Battle Magic
- Daemonology
- Dark Magic
- Elementalism
- Illusion
- Necromancy

Options:

- May be mounted on a Warhorse+12 points
- An Outcast Wizard may:
 - Be a Level 2 Wizard+30 points
 - Be a Level 3 Wizard+60 points
 - Purchase magic items up to a total of.....75 points

Special Rules: Magical Attacks, Magic Resistance (-1), Untutored Arcanist

Untutored Arcanist

Many Outcast Wizards are poorly schooled in the arcane arts. Thus, when their spellcasting falters, great calamity can befall them.

When required to roll on the Miscast table, a Wizard with this special rule must roll an extra D6 and discard the highest result.

Warhorse

	M	WS	BS	S	T	W	I	A	Ld	Points
Warhorse	8	3	-	3	-	-	3	1	-	+12

Troop Type: Light cavalry

Base Size: 25 x 50 mm

Unit Size: 1

Equipment: Iron-shod hooves (counts as a hand weapon)

Special Rules: Fast Cavalry, Swiftstride



Yeomen Guard

	M	WS	BS	S	T	W	I	A	Ld	Points
Yeoman Guard	4	3	3	3	3	1	3	1	6	5
Warden	4	3	3	3	3	1	3	2	6	+6
Grail Monk	4	3	2	3	3	1	2	2	6	+7

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Hand weapons, light armour and shields

Options:

- The entire unit must take one of the following:
 - HalberdsFree
 - Polearms (see below)+1 point per model
 - Thrusting spearsFree
- Any unit may:
 - Upgrade one model to a Warden (champion)+6 points per unit
 - Upgrade one model to a Grail Monk (see below)+7 points per unit
 - Upgrade one model to a standard bearer+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Purchase a magic standard worth up to25 points
- A Grail Monk may be equipped with a Blessed Triptych+25 points

Special Rules: Close Order, Horde, Peasantry, Shieldwall, Veteran, Warband

Grail Monk

To those servants of the Lady that live in exile far from Bretonnia, the sight of a Grail Monk amongst their ranks is most welcome.

A Grail Monk is a command group model that follows all of the rules for a champion. In other words, a unit that contains both a Warden and a Grail Monk contains two champions.

Blessed Triptych

Even far from their homes, the humble soldiers of Bretonnia still find great courage in the presence of holy relics.

A unit that contains a model equipped with a Blessed Triptych gains the Stubborn special rule.

Polearm	R	S	AP	Special Rules
Single-handed	Combat	S	-	Fight in Extra Rank
Double-handed	Combat	S+1	-1	Requires Two Hands

Notes: A polearm has two profiles. You must choose which the unit will use at the start of the first round of a combat (i.e., the first round fought following a charge). A model wielding a polearm cannot make a supporting attack during a turn in which it charged.

Representing This Unit In Your Games

Painted in the colourful uniforms of their lord rather than a peasant's rags, or featuring components from other kits, Bretonnian Men-at-Arms are ideal for representing Yeoman Guard.

Infantry



Yeomen Guard

Though an outcast, a baron might start their life of exile in the company of many loyal knights. However, the passage of time, constant hardships and deadly conflicts an exile must endure can take their toll. Thus do outcast nobles come to increasingly rely upon low-born soldiers to fill the ranks of their retinues. Of those peasant Men-at-Arms that accompany an exiled lord into new lands, those that endure, surviving privations and war to prove their loyalty and their bravery, might be rewarded with the rank of Yeoman Guard. These veteran soldiers have earned that which is considered most valuable to a Bretonnian peasant – a modicum of respect from their lord and the knights they fight beside.

Infantry



Outlaws & Brigands

The Border Princes is a wild and lawless land, home to outcasts and exiles, fallen nobles and failed politicians from all corners of the Old World. These petty lords come to the region in the hopes of starting a new life, of recreating what they have lost – power, wealth and influence – on the edges of civilisation.

But it is not just the great and the good that come to the Border Princes in their shame; outlaws and brigands flock there, eager to exploit the lawlessness that thrives in a region best known for its ever changing rulers and governments. These thieves and vagabonds excel in such an unstable environment, preying upon the weak and destitute, and selling their services as mercenaries to the wealthy and strong.

Border Princes Brigands

	M	WS	BS	S	T	W	I	A	Ld	Points
Brigand	4	3	3	3	3	1	3	1	6	4
Desperado	4	3	3	3	3	1	3	2	7	+7

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 10+
Equipment: Hand weapons and light armour

Options:

- Any model in the unit may take one of the following:
 - Additional hand weapon.....+2 points per model
 - Shield.....+1 point per model
- Any model in the unit may take one of the following:
 - Pistol.....+2 points per model
 - Blunderbuss (see below).....+4 points per model
 - Crossbow.....+3 points per model
- Any unit may:
 - Upgrade one model to a Desperado (champion).....+7 points per unit
 - Upgrade one model to a standard bearer.....+5 points per unit
 - Upgrade one model to a musician.....+5 points per unit
- A Desperado may purchase magic items up to a total of.....50 points
- 0-1 unit per 1,000 points may:
 - Replace the Open Order special rule with Close Order.....Free
 - Replace the Open Order special rule with Skirmishers.....Free
- A unit of Skirmishers may take one of the following special rules:
 - Ambushers.....+2 points per model
 - Scouts.....+1 point per model

Special Rules: Horde, Impetuous, Levies, Motley Crew, Open Order, Warband

	R	S	AP	Special Rules
Blunderbuss	12"	3	-1	Multiple Shots (D3), Volley Fire

Notes: A model armed with a blunderbuss suffers no negative modifiers for firing at long range, for using the Multiple Shots (D3) special rule, or whilst making a Stand & Shoot charge reaction.

Representing This Unit In Your Games

Painted in the heraldic colours of their employer, or featuring components from other kits, both Bretonnian Men-at-Arms and Empire Militia are ideal for representing Border Princes Brigands.



Border Princes Bombard

	M	WS	BS	S	T	W	I	A	Ld	Points
Bombard	-	-	-	-	7	3	-	-	-	100
Crew	4	3	3	3	3	3	3	3	7	-

Troop Type: War machine

Base Size: 50 x 50 (war machine), 25 x 25 (crew)

Unit Size: 1

Equipment: Bombard (see below), hand weapons and light armour

Special Rules: Levies, Skirmishers

	R	S	AP	Special Rules
Bombard	48"	8	-3	Armour Bane (2), Cannon Fire, Cumbersome, Move or Shoot, Multiple Wounds (D3+1)

Notes: This weapon shoots like a cannon, using the 'Cannon Fire' special rule. This weapon uses the Bombard Misfire table.

Bombard Misfire Table

D6 Result

- 1 **Destroyed:** The weapon explodes with a thunderous noise, leaving a hole in the ground and a cloud of black smoke hanging in the air. The model is destroyed and immediately removed from play.
- 2-3 **Malfunction:** The charge misfires, terminally inconveniencing one of the crew and knocking the war machine over. It can be righted, but it will take time. The crew immediately loses one Wound and the model fails to shoot this turn.
- 4-5 **Pffft:** The fuse has gone out. As far as mishaps go, it is not very serious, but one of the crew will be feeling rather foolish! The model fails to shoot this turn.
- 6 **Boom!** The bombard discharges with an ear-splitting boom, the powerful report knocking the gun from its carriage. This weapon shoots this turn, as if a '2' had been rolled on the Artillery dice, rather than a 'Misfire'. However, it will take some time to right the toppled gun. This weapon cannot shoot during the next round.

Representing This Unit In Your Games

Accompanied by crew models taken from Empire war machines, both Empire and Dwarf cannon are ideal for representing these mercenary weapons.

War Machine



Mercenary War Machines

In the lawless expanses of the Border Princes, sophisticated weapons of war are in short supply. Whilst the armies of more civilised lands make great use of devastating artillery, designed by brilliant engineers and crafted by expert smiths and artisans, the ad hoc armies of the many outlaw princes and robber barons of the region must rely on more archaic war machines. Those mercenaries with access to primitive bombards and field guns are in great demand and, though they charge a premium for their services, there is no shortage of willing employers. Even the exiled nobles of Bretonnia have been known to employ mercenary gunners, preferring to use such ignoble weapons against their foes than have them fight for their enemies.



Magic Items



Treasures Of The Wilderness

In the best traditions of the zealous Bretonnians, artefacts and heirlooms wielded in battle by great heroes of the past or carried about the persons of noble servants of the Lady are considered blessed, even magical, by bold crusaders and ignominious outcasts alike. To those that dedicate themselves to crusading into distant lands, the weapons and armour of similarly inclined forebears have particular significance, their very existence reminding their wielder of those that went into the unknown before them and returned victorious. By contrast, in the rugged and lawless realms of exiled lords weapons of dubious honour might be favoured, for when a knight's honour has been questioned, they often feel justified in acting accordingly.

KINGDOM OF BRETONNIA

MAGIC ITEMS

The following pages expand upon the Kingdom of Bretonnia magic items found in *Forces of Fantasy*. These magic items are unique to Kingdom of Bretonnia armies and can be purchased in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Crusader's Lance.....60 Points

In the hands of young Bretonnian heroes throughout the kingdom's many errantry wars, this keen lance has struck down scores of Orcs, Goblins and Beastmen.

	R	S	AP	Special Rules
Crusader's Lance	Combat	S+2	-2	Armour Bane (2), Furious Charge, Hatred (all enemies), Magical Attacks

Notes: The Crusader's Lance may only be taken by a model in an Errantry Crusade Army of Infamy whose troop type is 'cavalry' or 'monster' only. The Crusader's Lance can only be used during a turn in which the wielder charged. In subsequent turns (or if the wielder did not charge), the model must use its hand weapon instead.

Frontier Axe.....30 Points

Enchanted to ensure it never lost its razor-sharp edge while felling lumber, this tool, turned weapon of war, can sever limbs and sunder armour in a single swing.

	R	S	AP	Special Rules
Frontier Axe	Combat	S+2	-3	Magical Attacks, Multiple Wounds (2), Requires Two Hands

Notes: The Frontier Axe may only be taken by a model in a Bretonnian Exiles Army of Infamy.

Sword Of The Stout Hearted.....25 Points

Imbued with the courage of Gilles le Breton himself, this sword fills the wielder with the fortitude to face down any enemy.

	R	S	AP	Special Rules
Sword of the Stout Hearted	Combat	S+2	-1	Armour Bane (1), Immune to Psychology, Magical Attacks, Requires Two Hands

Foebreaker.....20 Points

Even those tough enough to survive a pummeling from this mighty warhammer are left disoriented and staggered by its heavy blows, making them vulnerable to any further onslaught.

	R	S	AP	Special Rules
Foebreaker	Combat	S+1	-	Magical Attacks

Notes: Any enemy model that suffers one or more unsaved wounds from the Foebreaker must immediately make a Toughness test. If the test is failed, the wounded model suffers a -1 modifier to its Weapon Skill and Attacks characteristics (to a minimum of 1) until the end of the next Combat phase.

Magic Armour

Anointed Armour.....45 Points

Whilst the wearer's faith in the Lady of the Lake holds fast, so too shall the wards of protection placed upon this armour.

Models with the Grail Vow whose troop type is 'infantry' or 'cavalry' only. The Anointed Armour is a suit of heavy armour. In addition, as long as the wearer has the Blessing of the Lady, they are immune to the Killing Blow and Multiple Wounds (X) special rules. If the wearer suffers an unsaved wound from an attack with either of these special rules, they lose a single Wound. Should the wearer ever lose the Blessing of the Lady, this effect is lost.

Ironspike Shield.....20 Points

Covered in large, sharpened spines, this deadly looking shield is as dangerous as any mace.

The Ironspike Shield may only be taken by a model in a Bretonnian Exiles Army of Infamy. The Ironspike Shield is a shield. Whenever an opponent rolls a natural 1 To Hit or To Wound the wielder of the Ironspike Shield in combat, they immediately suffer a Strength 3 hit with an AP of -1.

Talismans

Grail Pendant.....40 Points

The power of the Lady floods through her most devoted warriors, giving them strength to endure the most grievous wounds.

Models with the Grail Vow only. Single use. When the wearer of the Grail Pendant loses their last Wound, roll a D6. On a roll of 2+, the Wound is not lost.

Lucky Heirloom*.....25 Points

Though it may appear as junk to others, some warriors dare not enter the fray without some charm they had about their person when they first escaped death.

A Lucky Heirloom may only be taken by a model in a Bretonnian Exiles Army of Infamy. Once per round, the bearer of the Lucky Heirloom can re-roll a single failed roll To Hit or To Wound, or re-roll a failed Armour Save or Ward Save roll.

Magic Standards

Banner Of The Lady's Grace.....75 Points

This finely crafted standard depicts the Lady's first meeting with Gilles le Breton, the first king of Bretonnia, inspiring courage and valour in all who fight alongside it.

A unit carrying the Banner of the Lady's Grace ignores all negative modifiers to its Leadership characteristic.

Crusader's Tapestry.....40 Points

Those that fight beneath this silken banner are inspired to ever greater acts of heroism, hoping that maybe their own exploits will be woven into its rich history.

The Crusader's Tapestry may only be taken by a model in an Errantry Crusade Army of Infamy. A unit carrying the Crusader's Tapestry gains the Frenzy special rule.

Banner Of The Zealous Knight.....25 Points

Filled with religious vigour, those who ride into battle under this imposing standard are eager to close with the enemy as swiftly as possible.

The Banner of the Zealous Knight may only be taken by a model in a Bretonnian Exiles Army of Infamy. A unit carrying the Banner of the Zealous Knight gains the Vanguard special rule.

Banner Of Honourable Warfare.....25 Points

Though no knight would ever take to the field of battle with bow or sling, those who fight under the banner pursue those who do with extreme prejudice.

A unit carrying the Banner of Honourable Warfare must re-roll any failed rolls To Hit made during the first round of combat when engaged with an enemy equipped with any missile weapons.



Enchanted Items

The Seal Of Parravon.....35 Points

Those with the skill-at-arms to win the famed tourney of Parravon are masters of their chosen weapons and carry the Seal of Parravon as a token of their victory.

When the bearer of the Seal of Parravon makes a roll To Hit, a roll of a 3+ is always a success, regardless of the target's Weapon Skill.

Crusader's Clarion.....25 Points

Upon hearing the sound of this gilded trumpet, the warhorses beneath the gallant knights of Bretonnia thunder into battle with renewed strength and vigour.

The Crusader's Clarion may only be taken by a model in an Errantry Crusade Army of Infamy that is mounted on a Bretonnian Warhorse only. On a turn in which the bearer of the Crusader's Clarion charged, their mount and all mounts in the unit they have joined have a +1 modifier to their Strength characteristic.

Wyrmbreath Vial.....20 Points

By consuming the deep red liquid contained within this vial, it is said that the drinker can summon forth the fury of the great Dragons that dwell in the mountain ranges surrounding the Border Princes.

A Wyrmbreath Vial may only be taken by a model in a Bretonnian Exiles Army of Infamy. Single Use. The Wyrmbreath Vial is a breath weapon with the following profile:

R	S	AP	Special Rules
N/A	4	-1	Breath Weapon, Flaming Attacks, Magical Attacks

Arcane Items

Heart Of The Wilds40 Points

Gifted to Damsel Elliea long ago by the Wood Elves of Athel Loren, this thrumming, mossy stone flows with magical power, drawing upon the strength of nature to fuel its wielder's arcane efforts.

The bearer of the Heart of the Wilds may apply a +1 modifier to any of their Casting rolls whilst within any 'natural' terrain feature. For the purposes of this rule, a 'natural' terrain feature includes any woods, or any difficult or dangerous terrain (as described on page 269 of the *Warhammer: the Old World* rulebook). It does not include any constructions, such as walls or buildings. Before the game starts, the players should agree upon which terrain features are natural and which are not.

Diadem Of Power35 Points

When accompanying their baron's knights into battle, damsels and prophetesses have donned this jewel-studded band to help them channel the more destructive power that they wield in order to smite the Lady's enemies.

The Diadem of Power may only be taken by a model in an Errantry Crusade Army of Infamy. When attempting to cast a Magical Vortex, Magic Missile or an Assailment spell, the bearer of the Diadem of Power gains a +1 modifier to their Casting roll.

Flamestrike Wand15 Points

Crafted from the charred branch of an ancient oak that was almost totally consumed in a forest fire, this wand allows the bearer to summon forth that same devastating inferno.

The Flamestrike Wand may only be taken by a model in a Bretonnian Exiles Army of Infamy. Single Use. The bearer of the Flamestrike Wand may cast the Fireball spell from the Lore of Battle Magic (see page 321 of the *Warhammer: the Old World* rulebook) as a Bound spell with a Power Level of 3.



