



# BRETONNIA



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**WARSCROLLS  
COMPENDIUM**

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# INTRODUCTION

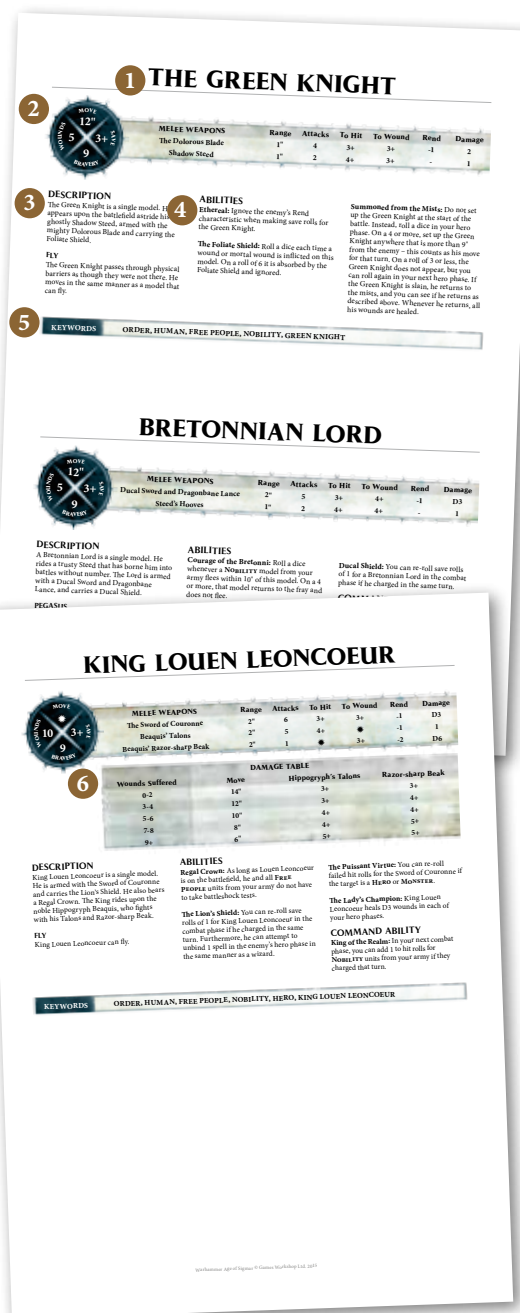
In fair Sigmaron the free people of humanity gather, preserving heraldry and cultural traditions from civilisations ground beneath the weight of unceasing strife. The clamour of warlike souls fills the heavens, united in

Sigmar's name. Though some of these lost tribes have been driven from their homelands, and others cast adrift on the tides of time, every soul amongst them dreams of wreaking bloody revenge upon the forces of Chaos.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

## WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll. For example, a rule might say that it applies to 'all **STORMCAST ETERNALS** within 12"'. This means that it would apply to models that have the **STORMCAST ETERNAL** keyword on their warscroll.
- 6. Damage Table:** Some models have a damage table that is used to determine any of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



# KING LOUEN LEONCOEUR



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Sword of Couronne	2"	6	3+	3+	-1	D3
Beaquis' Talons	2"	5	4+	*	-1	1
Beaquis' Razor-sharp Beak	2"	1	*	3+	-2	D6

Wounds Suffered	DAMAGE TABLE		
	Move	Hippogryph's Talons	Razor-sharp Beak
0-2	14"	3+	3+
3-4	12"	3+	4+
5-6	10"	4+	4+
7-8	8"	4+	5+
9+	6"	5+	5+

## DESCRIPTION

King Louen Leoncoeur is a single model. He is armed with the Sword of Couronne and carries the Lion's Shield. He also bears a Regal Crown. The King rides upon the noble Hippogryph Beaquis, who fights with his Talons and Razor-sharp Beak.

## FLY

King Louen Leoncoeur can fly.

## ABILITIES

**Regal Crown:** As long as Louen Leoncoeur is on the battlefield, he and all **FREE PEOPLE** units from your army do not have to take battleshock tests.

**The Lion's Shield:** You can re-roll save rolls of 1 for King Louen Leoncoeur in the combat phase if he charged in the same turn. Furthermore, he can attempt to unbind 1 spell in the enemy's hero phase in the same manner as a wizard.

**The Puissant Virtue:** You can re-roll failed hit rolls for the Sword of Couronne if the target is a **HERO** or **MONSTER**.

**The Lady's Champion:** King Louen Leoncoeur heals D3 wounds in each of your hero phases.

## COMMAND ABILITY

**King of the Realm:** In your next combat phase, you can add 1 to hit rolls for **NOBILITY** units from your army if they charged that turn.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, NOBILITY, HERO, KING LOUEN LEONCOEUR

# THE FAY ENCHANTRESS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fay Enchantress' Blessed Blade	1"	3	4+	4+	-1	1
Silvaron's Enchanted Horn	1"	1	4+	3+	-1	2
Silvaron's Silvershod Hooves	1"	3	4+	4+	-	1

## DESCRIPTION

The Fay Enchantress is a single model. She rides the Unicorn Silvaron and wields a Blessed Blade. Silvaron defends his mistress with his Horn and Hooves.

## ABILITIES

**Chalice of Potions:** Once in each of your hero phases, the Fay Enchantress can peer into the chalice and use it to stir up the magical power needed to cast one of her spells. If she does so, roll a single dice instead of making a normal casting roll. On a roll of 2 or more the spell is cast and cannot be unbound. On a roll of 1 the casting attempt is a failure, and the chalice cannot be used again for the rest of the battle.

**Grail Guardians:** You may re-roll failed hit rolls for units of **GRAIL KNIGHTS** from your army within 10" of the Fay Enchantress in the combat phase.

**Spiteful Glance:** Before the Fay Enchantress makes any attacks in the combat phase, you can select a model within 3", roll two dice and add their results together. If the total is higher than the model's Bravery, its unit suffers a mortal wound.

**Supreme Aura of the Lady:** In your hero phase, select the Fay Enchantress or a **FREE PEOPLE** model within 6" of her; that model heals D3 wounds.

## MAGIC

The Fay Enchantress is a powerful wizard. She can cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Favour of the Fay spells.

## FAVOUR OF THE FAY

The Fay Enchantress stokes the fires of nobility and courage in the hearts of her followers, blessing them with the power to strike down their foes. Favour of the Fay has a casting value of 6. If successfully cast, pick one unit of **FREE PEOPLE** within 16". Until your next hero phase, you can add 1 to all hit rolls for that unit's melee weapons. If that unit is **NOBILITY**, you can add 2 to all these hit rolls instead.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, NOBILITY, HERO, WIZARD, DAMSEL OF THE LADY, FAY ENCHANTRESS

# THE GREEN KNIGHT



## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
The Dolorous Blade	1"	4	3+	3+	-1	2
Shadow Steed	1"	2	4+	3+	-	1

## DESCRIPTION

The Green Knight is a single model. He appears upon the battlefield astride his ghostly Shadow Steed, armed with the mighty Dolorous Blade and carrying the Foliate Shield.

## FLY

The Green Knight passes through physical barriers as though they were not there. He moves in the same manner as a model that can fly.

## ABILITIES

**Ethereal:** Ignore the enemy's Rend characteristic when making save rolls for the Green Knight.

**The Foliate Shield:** Roll a dice each time a wound or mortal wound is inflicted on this model. On a roll of 6 it is absorbed by the Foliate Shield and ignored.

**Summoned from the Mists:** Do not set up the Green Knight at the start of the battle. Instead, roll a dice in your hero phase. On a 4 or more, set up the Green Knight anywhere that is more than 9" from the enemy – this counts as his move for that turn. On a roll of 3 or less, the Green Knight does not appear, but you can roll again in your next hero phase. If the Green Knight is slain, he returns to the mists, and you can see if he returns as described above. Whenever he returns, all his wounds are healed.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, NOBILITY, GREEN KNIGHT

# BRETONNIAN LORD



## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ducal Sword and Dragonbane Lance	2"	5	3+	4+	-1	D3
Steed's Hooves	1"	2	4+	4+	-	1

## DESCRIPTION

A Bretonnian Lord is a single model. He rides a trusty Steed that has borne him into battles without number. The Lord is armed with a Ducal Sword and Dragonbane Lance, and carries a Ducal Shield.

## PEGASUS

Some Bretonnian Lords ride Pegasi; these have a Move of 16" rather than 12".

## FLY

A Bretonnian Lord on a Pegasus can fly.

## ABILITIES

**Courage of the Bretonni:** Roll a dice whenever a **NOBILITY** model from your army flees within 10" of this model. On a 4 or more, that model returns to the fray and does not flee.

**Dragonbane Lance:** You can add 1 to the wound rolls and Damage of a Lord's Ducal Sword and Dragonbane Lance if he charged in the same turn. You can also re-roll all failed hit rolls with this weapon if the target is a **MONSTER**.

**Ducal Shield:** You can re-roll save rolls of 1 for a Bretonnian Lord in the combat phase if he charged in the same turn.

## COMMAND ABILITY

**Lord of the Realm:** In your next charge phase, you can re-roll charge rolls for this model and all units of **NOBILITY** from your army within 15" when you determine their charge distance.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, NOBILITY, HERO, BRETONNIAN LORD

# PALADIN



## MELEE WEAPONS

Relic Weapon

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

## DESCRIPTION

A Paladin is a single model. He goes to war armed with a Relic Weapon and carrying a Paladin's Shield.

## ABILITIES

**Paladin's Shield:** Add 1 to the save rolls for the Paladin so long as he did not charge in the same turn.

**Heroic Blow:** Instead of making his usual attacks, a Paladin can attempt to slay his foe with a single mighty swing of his Relic Weapon. If he does so, choose a target as normal, but make only 1 attack instead of 4. If this attack hits, the Relic Weapon inflicts D6 mortal wounds on the target. You do not need to make a wound roll and your opponent cannot make a save roll for this attack.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, NOBILITY, HERO, PALADIN

# PALADIN STANDARD BEARER



## MELEE WEAPONS

Master-forged Sword

Destrier's Iron-shod Hooves

Range

1"

1"

Attacks

5

2

To Hit

3+

4+

To Wound

3+

4+

Rend

-1

-

Damage

1

1

## DESCRIPTION

A Paladin Standard Bearer is a single model. He is armed with a Master-forged Sword and carries the Grail Banner. He rides into battle upon a fearsome Destrier that lashes out with Iron-shod Hooves.

## ABILITIES

**The Grail Banner:** Add 1 to the Bravery of all **PEASANTRY** and **NOBILITY** units from your army within 15" of any Grail Banners. In addition, if the Paladin Standard Bearer slays a **MONSTER** or a **HERO**, then from that point onwards, **PEASANTRY** and **NOBILITY** units from your army within 15" of him do not need to take battleshock tests.

**Follow Me to Glory!:** If a Paladin Standard Bearer makes a successful charge, you can re-roll charge rolls in the same charge phase for any units of **NOBILITY** in your army so long as the Grail Banner is visible to them.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, NOBILITY, HERO, TOTEM, PALADIN, PALADIN STANDARD BEARER



# DAMSEL OF THE LADY



## MELEE WEAPONS

Staff of Purity

Steed's Hooves

Range

1"

1"

Attacks

1

2

To Hit

4+

4+

To Wound

3+

4+

Rend

-1

-

Damage

D3

1

## DESCRIPTION

A Damsel of the Lady is a single model. She is armed with a Staff of Purity.

### PUREBRED HORSE OR PEGASUS

Some Damsels ride Purebred Horses, granting them a Move of 12"; others ride Pegasi, increasing their Move to 16". Both steeds attack with their Hooves.

### FLY

A Damsel of the Lady on a Pegasus can fly.

## ABILITIES

**Aura of the Lady:** In your hero phase, select the Damsel or a **FREE PEOPLE** model within 6" of her; that model heals one wound.

## MAGIC

A Damsel of the Lady is a wizard. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Blessing of the Lady spells.

## BLESSING OF THE LADY

The Damsel can call upon the Lady of the Lake to bestow her blessing on her followers and protect the virtuous from harm. Blessing of the Lady has a casting value of 5. If successfully cast, pick one unit of **FREE PEOPLE** within 16". Until your next hero phase, roll a dice whenever that unit suffers a wound or mortal wound. Add 1 to that roll if the unit is **NOBILITY**. On a 6 or more, that wound is ignored.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, NOBILITY, HERO, WIZARD, DAMSEL OF THE LADY

# KNIGHTS ERRANT



## MELEE WEAPONS

Pendant Lance and Blade

Charger's Hooves

Range

2"

1"

Attacks

1

2

To Hit

4+

4+

To Wound

4+

4+

Rend

-

-

Damage

1

1

## DESCRIPTION

A unit of Knights Errant has 5 or more models. They ride to war on Chargers, driving their foes before them in a thunder of Hooves, and striking at them with Pendant Lances and Blades. On their left arms they carry Heraldic Shields.

### CAVALIER

The leader of this unit is a Cavalier. A Cavalier makes 2 attacks with his Pendant Lance and Blade rather than 1.

## BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Banner Bearers if it charged in the same turn.

## TRUMPETER

Models in this unit can be Trumpeters. If a unit includes any Trumpeters, roll three dice instead of two when it charges and use the two highest scores to determine how far each model can move.

## ABILITIES

**Eager to Impress:** You can re-roll failed hit rolls of 1 for this unit if it is within 18" of a **DAMSEL OF THE LADY** when it attacks (you can instead re-roll all failed hit rolls if the unit also has 10 or more models).

**Lances:** You can add 1 to the wound rolls and Damage of this unit's Pendant Lances and Blades if it charged in the same turn.

**Heraldic Shields:** You can add 1 to save rolls for this unit in the combat phase if it charged in the same turn.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, NOBILITY, KNIGHTS ERRANT

# KNIGHTS OF THE REALM



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pendant Lance and Blade	2"	1	3+	4+	-	1
Charger's Hooves	1"	2	4+	4+	-	1

## DESCRIPTION

A unit of Knights of the Realm has 5 or more models. They go to war armed with Pendant Lances and Blades, and carry Heraldic Shields. They ride Chargers that are trained to stave in the skulls of the enemy with their flashing Hooves.

## GALLANT

The leader of this unit is a Gallant. A Gallant makes 2 attacks with his Pendant Lance and Blade rather than 1.

## BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Banner Bearers if it charged in the same turn.

## TRUMPETER

Models in this unit can be Trumpeters. If a unit includes any Trumpeters, roll three dice instead of two when it charges and use the two highest scores to determine how far each model can move.

## ABILITIES

**Virtue of Knightly Temper:** Add 1 to the Bravery of this unit whilst it is within 8" of any **FREE PEOPLE HERO** from your army.

**Massed Cavalry:** A Knight of the Realm makes an extra attack with his Pendant Lance and Blade whilst its unit has 10 or more models.

**Lances:** You can add 1 to the wound rolls and Damage for this unit's Pendant Lances and Blades if it charged in the same turn.

**Heraldic Shields:** You can add 1 to the save rolls for this unit in the combat phase if it charged in the same turn.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, NOBILITY, KNIGHTS OF THE REALM

# QUESTING KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Knightly Greatblade	1"	2	3+	3+	-1	1
Charger's Hooves	1"	2	4+	4+	1	1

## DESCRIPTION

A unit of Questing Knights has 5 or more models. They ride Bretonnian Chargers that trample the foe beneath their Hooves, and wield Knightly Greatblades and Heraldic Shields.

## PARAGON

The leader of this unit is a Paragon. A Paragon makes 3 attacks rather than 2 with his Knightly Greatblade.

## BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Banner Bearers if it charged in the same turn.

## LUTIST

Models in this unit can be Lutists. If a unit includes any Lutists, roll three dice instead of two when it charges and use the two highest scores to determine how far each model can move. You may re-roll the dice if there is an enemy **MONSTER** within 12".

## ABILITIES

**The Questing Vow:** Double the Damage of a Knightly Greatblade if the target is a **MONSTER**.

**Heraldic Shields:** You can add 1 to save rolls for this unit in the combat phase if it charged in the same turn.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, NOBILITY, QUESTING KNIGHTS



# GRAIL KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword and Sacred Lance	1"	2	3+	4+	-1	1
Destrier's Iron-shod Hooves	1"	2	4+	4+	-	1

## DESCRIPTION

A unit of Grail Knights has 5 or more models. These devoted Knights are armed with Swords and Sacred Lances, and carry Grail Shields bearing proud heraldry. They ride into battle atop powerful Destriers that trample the foe beneath their Iron-shod Hooves.

## GRAIL BANNER BEARER

Models in this unit can be Grail Banner Bearers. You can re-roll battleshock tests for a unit that includes any Grail Banner Bearers if it charged in the same turn.

## TRUMPETER

Models in this unit can be Trumpeters. If a unit includes any Trumpeters, roll three dice instead of two when it charges and use the two highest scores to determine how far each model can move.

## ABILITIES

**Grail Shields:** You can add 1 to save rolls for this unit in the combat phase if it charged in the same turn.

**Lances:** Add 1 to the wound rolls and Damage of this unit's Swords and Sacred Lances if it charged in the same turn.

**The Grail Vow:** You can re-roll all failed hit rolls for this unit if, before rolling the dice, you hold aloft a grail or goblet and shout 'For the Lady' in a heroic voice.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, NOBILITY, GRAIL KNIGHTS

# PEGASUS KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lance and Blade	2"	2	3+	4+	-	1
Pegasus' Hooves	1"	2	4+	4+	-	1

## DESCRIPTION

A unit of Pegasus Knights has 3 or more models. Each is armed with a Lance and Blade and a Heraldic Shield. They ride Pegasi, which lash out with their Hooves.

## FLY

Pegasus Knights can fly.

## GALLANT

The leader of this unit is a Gallant. A Gallant makes 3 attacks with his Lance and Blade rather than 2.

## BANNER BEARER

Models in this unit can be Banner Bearers. You can re-roll battleshock tests for a unit that includes any Banner Bearers if it charged in the same turn.

## TRUMPETER

Models in this unit can be Trumpeters. If a unit of Pegasus Knights includes any Trumpeters, roll four dice instead of two when it charges and use the two highest scores to determine how far each model can move.

## ABILITIES

**Lances:** Add 1 to the wound rolls and Damage of a Pegasus Knight's Lance and Blade if he charged in the same turn.

**Heraldic Shields:** You can add 1 to save rolls for this unit in the combat phase if it charged in the same turn.

**Swooping Charge:** A unit of Pegasus Knights can be chosen to pile in and attack twice, instead of only once, during a turn in which they charged.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, NOBILITY, PEGASUS KNIGHTS

# BATTLE PILGRIMS



## MELEE WEAPONS

Reliquary Sword

Range

1"

Attacks

1

To Hit

5+

To Wound

4+

Rend

-

Damage

1

## DESCRIPTION

A unit of Battle Pilgrims has 6 or more models. The Battle Pilgrims are armed with Reliquary Swords and Pilgrim Shields.

## GRAIL RELIQUAE

A unit of Battle Pilgrims can have one Grail Reliquae. A Grail Reliquae has 3 Wounds instead of 1 and makes 3 attacks rather than 1. Whilst a unit of Battle Pilgrims includes a Grail Reliquae, it has the **NOBILITY** keyword.

## ABILITIES

**Inspired Fervour:** You can add 1 to any hit rolls for a unit of Battle Pilgrims that has a Grail Reliquae. If the unit has 10 or more models, you can add 1 to any wound rolls as well.

**Pilgrim Shields:** You can re-roll save rolls of 1 for this unit, or save rolls of 1 and 2 if it has a Grail Reliquae.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, PEASANTRY, BATTLE PILGRIMS

# MEN-AT-ARMS



## MELEE WEAPONS

Polearm

Range

2"

Attacks

1

To Hit

5+

To Wound

4+

Rend

-

Damage

1

## DESCRIPTION

A unit of Men-at-arms has 10 or more models. The unit is armed with Polearms and Tower Shields.

## WARDEN

The leader of this unit is a Warden. A Warden makes 2 attacks rather than 1.

## DRUMMER

Models in this unit can be Drummers. Add 1 to the charge rolls of a unit that includes any Drummers.

## TRUMPETER

Models in this unit can be Trumpeters. Add 1 to the run rolls of a unit that includes any Trumpeters.

## STANDARD BEARER

Models in this unit can be Standard Bearers. Add 1 to the Bravery of all models in a unit that includes any Standard Bearers, or 2 if there is a **HERO** from the **NOBILITY** in your army within 15".

## RELIC BEARER

Models in this unit can be Relic Bearers. Whilst any Relic Bearers stand, this unit can attempt to unbind one spell in each enemy hero phase as if it were a wizard.

## ABILITIES

**Rowdy Mob:** You can add 1 to hit rolls for this unit if it has 20 models or more, or add 2 if it has 30 models or more.

**Tower Shields:** You can add 1 to save rolls for this unit so long as it did not charge in the same turn.

**Virtue of Empathy:** You can add 1 to hit rolls for this unit whilst it is within 8" of a **PALADIN** from your army.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, PEASANTRY, MEN-AT-ARMS

# PEASANT BOWMEN



## MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Longbow	20"	1	5+	4+	-	1

## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Skinning Knife	1"	1	5+	5+	-	1

## DESCRIPTION

A unit of Peasant Bowmen has 10 or more models. They are armed with Longbows and Skinning Knives. Some Peasant Bowmen prepare Stakes to protect them against enemy charges, and Burning Braziers to set their arrows aflame.

### VILLEIN

The leader of this unit is a Villein. A Villein makes 2 attacks with his Longbow rather than 1.

### DRUMMER

Models in this unit can be Drummers. Add 1 to the charge rolls of a unit that includes any Drummers.

### TRUMPETER

Models in this unit can be Trumpeters. Add 1 to the run rolls of a unit that includes any Trumpeters.

## STANDARD BEARER

Models in this unit can be Standard Bearers. Add 1 to the Bravery of all models in a unit that includes any Standard Bearers, or 2 if there is a **HERO** from the **NOBILITY** in your army within 15".

## RELIC BEARER

Models in this unit can be Relic Bearers. Whilst any Relic Bearers stand, this unit can attempt to unbind one spell in each enemy hero phase as if it were a wizard.

## ABILITIES

**Arrowstorm:** Once during the battle this unit can shoot an Arrowstorm in their shooting phase; when they do so you can triple the number of attacks made by their Longbows. If the unit has 20 models or more, quadruple the number of attacks instead. Peasant Bowmen cannot shoot an Arrowstorm if there are any enemy models within 3".

**Stakes:** After set-up is complete, you can place a line of stakes in front of each unit of Peasant Bowmen in your army. The stakes must be placed within 1" of the unit. Roll a dice for any enemy models that finish a charge move within 1" of the stakes. On a roll of 6 that model's unit suffers a mortal wound.

**Burning Braziers:** You can re-roll wound rolls of 1 for Longbows wielded by units with Burning Braziers.

**Virtue of Empathy:** You can add 1 to hit rolls for this unit whilst it is within 8" of a **PALADIN** from your army.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, PEASANTRY, PEASANT BOWMEN



# MOUNTED YEOMEN



## MISSILE WEAPONS

Yeoman's Bow

Range

Attacks

To Hit

To Wound

Rend

Damage

18"

1

4+

4+

-

1

## MELEE WEAPONS

Hunting Spear

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

1

4+

4+

-

1

Palfrey's Sharp Teeth

1"

2

4+

5+

-

1

## DESCRIPTION

A unit of Mounted Yeomen can have any number of models. They are armed with Yeoman's Bows and Hunting Spears, and sometimes bear small Wooden Shields. They ride lightweight Palfreys that bite their enemies with their Sharp Teeth.

## WARDEN

The leader of this unit is a Warden.

A Warden makes 2 attacks with a Hunting Spear rather than 1.

## STANDARD BEARER

Models in this unit can be Standard Bearers. Add 1 to the Bravery of all models in a unit that includes any Standard Bearers, or 2 if there is a **HERO** from the **NOBILITY** in your army within 15".

## TRUMPETER

Models in this unit can be Trumpeters. Add 2 to the run rolls of a unit that includes any Trumpeters.

## ABILITIES

**Scouts:** After set up is complete, a unit of Mounted Yeomen can make a move as if it were their movement phase. The unit can run when making this bonus move.

**Wooden Shields:** You can add 1 to save rolls in the combat phase for models with Wooden Shields if they charged that turn.

**Virtue of Empathy:** You can add 1 to hit rolls for this unit whilst it is within 8" of a **PALADIN** from your army.

## KEYWORDS

ORDER, HUMAN, FREE PEOPLE, PEASANTRY, MOUNTED YEOMEN

# FIELD TREBUCHET

## WAR MACHINE



### MISSILE WEAPONS

Rocks and Masonry

Range

12"-48"

Attacks



To Hit

4+

To Wound

3+

Rend

-2

Damage

D6

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Rocks and Masonry
4 models	4"	2
3 models	3"	2
2 models	2"	1
1 model	1"	1
No models	0	0

## CREW



### MELEE WEAPONS

Crew's Tools

Range

1"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

## DESCRIPTION

A Field Trebuchet consists of a Trebuchet War Machine that can hurl Rocks and Masonry at the foe, and a Crew of 5 Peasants, who defend themselves with a variety of Tools.

## ABILITIES

**Siege Artillery:** A Field Trebuchet can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the Field Trebuchet in the shooting phase, they can fire the war

machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

**Virtue of Courage:** Peasantry Crew do not need to take battleshock tests while there is a **PALADIN** from your army within 8".

**Arcing Shot:** This War Machine can shoot at enemy units that are not visible to it.

**Hard to Miss:** Roll a dice before making a Rocks and Masonry attack. If the roll is less than the number of models in the target unit, the attack scores a hit without needing to make a hit roll.

## WAR MACHINE

### KEYWORDS

ORDER, WAR MACHINE, FIELD TREBUCHET

## CREW

### KEYWORDS

ORDER, HUMAN, FREE PEOPLE, PEASANTRY, CREW

## BRETONNIA

# DEFENDERS OF THE REALM

### ORGANISATION

A Defenders of the Realm battalion consists of the following units:

- 1 Bretonnian Lord
- 1 Paladin Standard Bearer
- 1 Damsel of the Lady
- 3 units of Knights of the Realm
- 1 unit of Knights Errant
- 1 unit of Questing Knights, Grail Knights, or Pegasus Knights

### ABILITIES

**Form the Lance:** Few foes can hope to stand before the Defenders of the Realm when they are charging full-tilt in their distinctive lance formation. You can re-roll wound rolls of 1 for models from the Defenders of the Realm if they charged in the same turn.

**Virtue of Stoicism:** The Defenders of the Realm are never braver than when charging the enemy. You can choose to re-roll battleshock tests for any unit from the Defenders of the Realm if they charged that turn.

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## BRETONNIA

# PEASANT MILITIA

### ORGANISATION

A battalion of Peasant Militia consists of the following units:

- 1 Paladin
- 2 units of Men-at-Arms
- 2 units of Peasant Bowmen
- 1 unit of Battle Pilgrims or a Field Trebuchet

### ABILITIES

**The Peasant's Duty:** It is the commoner's lot in life to stand firm in the face of the enemy and defend his lord's land whilst he is off chasing glory on the battlefield. You can re-roll hit rolls of 1 for models in a Peasant Militia battalion if they did not move in the preceding movement phase.

**In It Together:** The peasants of the Free People draw courage, and some small measure of solace, from knowing that they're not alone in their misery when their low-born countrymen stand beside them. Add 1 to the Bravery of all models in a Peasant Militia unit whilst it is within 6" of another unit from the battalion.



# SUBSTITUTE WARSCROLLS

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The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Bretonnian Lord on foot. ....	Paladin
Bretonnian Lord on Hippogryph ....	King Louen Leoncoeur
Prophetess of the Lady ....	Damsel of the Lady
Paladin on Warhorse ....	Bretonnian Lord on Steed
Paladin on Pegasus ....	Bretonnian Lord on Pegasus