

BRETTONIAN

TO THE STRONGHOLD!

v5.1

Army Trait

The Land of Chivalry

Before the first piece of terrain is placed the Bretonnian player must choose 1 of the following -

1. Place 2 boxes of open terrain before any of their terrain is placed.
2. If the Bretonnians are the passive army their camps count as fortified around each face of the box.



Peasant's Duty

Peasants suffer a -1 PIP adjustment when being activated, unless as part group. However, they add 1 additional VP to the army.

Army Characteristics

The Knight's Vow

While they still hold a Lance marker a unit with this characteristic can charge without drawing a card to activate.

Grail Knights

Grail Knights add +1 to their combat PIP draw.

Grail Knights are also Fearless

The Enchantress

The Enchantress draws 2 cards when casting a spell, discarding the lowest. She also adds 2 VP to the army

Spells

AERIAL SHIELD

Cast 5+

The enemy's missiles sparkle in the sunlight and vanish magically in mid-air causing no harm to their target.

When the spell is successfully cast upon the Enchantress herself place an *Aerial Shield token* next to her.

Aerial Shield token - All friendly units in the same or adjacent square of the Enchantress can re-draw any failed Armour rolls after being shot at.

EERIE MIST

Cast 6+

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

This spell can be cast on any 2 contiguous boxes within 3 of the Enchantress. Place an *Eerie Mist token* in both boxes.

Eerie Mist token - Blocks line of sight. In addition Command (+2)

SHIELD OF COMBAT

Cast 5+

The enemy's blows are magically deflected by unseen forces and cause no harm.

When the spell is successfully cast upon the Enchantress herself place a *Shield of Combat token* next to her.

Shield of Combat token - All friendly units in the same or adjacent square of the Enchantress can re-draw any failed Armour during combat.

LADIES FAVOUR

Cast 6+

A vision of The Lady appears to lead the Bretonnians into the midst of battle or away from danger.

Pick a visible friendly enemy unit within 4 boxes of the Enchantress. The spell affects only a single unit. The unit can be moved just as if it had received a successful activation, even if his already been activated.

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Points

50

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points
General	1	4	General on foot		2	2 +	2	50
The Enchantress	0	1	General on foot	Wizard : Level 2 The Enchantress	4	3 +	4	170
Detached General or Mounted General			or Senior General					+10
Major Hero	0	4				+ 1		+10
Brilliant	0	1					+1	+40
Minor Heroes	2	4						+10
Camp	1		1 - Per Command				+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Hippogrpyh	Monstrous Creature (II)			Fly	2	3	6 +	1		170
Pegasus	Monstrous Creature (I)			Fly	2	2	6 +	1		130

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Grail Knights		0	2	Later Knights - Lance	Veteran		Grail Knights The Knight's Vow	2	2	5 +	2		170
Knights of the Realm	●	1	7	Later Knights - Lance			The Knight's Vow	2	2	6 +	2		145
Pegasus Knights		0	2	Later Knights - Lance			The Knight's Vow Fly	2	2	7 +	2		175
Squires		0	4	Cavalry, lance				2	2	7 +	2		90
Men-at-Arms	●	2	6	Shieldwall				2	2	7 +	2		70
Peasant Bowmen	●	2	6	Bowmen			Peasant's Duty	2	2	8 +	3		70
Peasants	●	0	6	Mobs	Raw		Peasant's Duty	3	3	9 +	4		40
Trebuchet		0	1	Artillery (Catapult)			Deviates	1	1	7 +	1		60
Grail Reliquae		0	1	War wagon - no shooting	Raw		Army Standard (II)	5	3	8 +	5		90