

Bretonnian Allegiance Abilities

Battle Traits

Blessings of the Fey: The Bretonnians have a close kinship with Alarielle and the Sylvaneth. In ancient times, they were sworn protectors of the woodland in Ghyrán, and in turn were provided protection by the spiritual energy of the woodland spirits. Although such power has faded, some remnants remain to protect the Bretonnians in battle.

Each time a **NOBILITY** unit suffers a wound or mortal wound, roll a dice. On a 6 or more, that wound is ignored. If the damage characteristic of the weapon (after rolling random values) that caused the wound is 3 or higher, then add 1 to the result of the dice. A unit loses this ability if they retreat or any models in the unit flee due to battleshock.

Lance Formation: Bretonnians are the masters of all cavalry tactics, the most common formation they use being the Lance formation. This formation allows the Bretonnians to blitz through the enemy lines to ready themselves for another charge. At the end of the combat phase in which any unit of Knights of the Realm, Knights Errant, Pegasus Knights or Grail Knights charged this turn, the unit may move D6" as if it could Fly. This move may take them out of combat, and doesn't count as a retreat move.

Command Traits

1. **Virtue of Heroism:** Whenever this model rolls a wound roll of 6 or more against an enemy **HERO** or **MONSTER**, the damage is dealt as mortal wounds instead of regular damage.
2. **Virtue of Stoicism:** Friendly **BRETONNIAN** units within 6" of this model may roll an additional dice for battleshock tests and choose the lowest.
3. **Virtue of Purity:** This model may add 1 to their rolls for the Blessings of the Fey.
4. **Virtue of the Joust:** This model may re-roll failed hit rolls in any turn it charges.
5. **Virtue of Duty:** Enemy units within 3" of this model must add 1 to their battleshock tests.
6. **Virtue of the Impetuous Knight:** Add D3" to any charge rolls this model makes.

Bretonnian Artefacts

1. **Damsel's Locket** - *A locket from a fair and beautiful Damsel, it has been blessed with powerful protections that will not falter no matter how far apart the two are.*
Halve the damage characteristic of any weapon targeting this model rounding up.
2. **Silver Mirror** - *This mirror is wrought in finely crafted silver and blessed with magical enchantments that will reflect enemy magic right back at them.*
One per game after successfully unbinding an enemy spell, the bearer of this item immediately successfully casts that spell at the same casting value. The enemy may attempt to unbind this spell as if it were your hero phase.
3. **Prayer Icon** - *This icon is a gift from the time when Fey and Bretonnian's were closely aligned. The bearer can pray to the icon for the Fey to give him and his people the strength they need to protect them from danger.*
Once per game, in your hero phase, the bearer may reveal this item. Until your next hero phase, all friendly **BRETONNIAN** units within 6" add 1 to their rolls for the Blessings of the Fey.
4. **The Champion's Sword** - *Each Bretonnian King must have a Champion and each is gifted a powerful sword. While that Champion stays true to the ideals of a Bretonnian, the sword will act as an implement of righteous fury to smite any who shall stand in the Champion's way.*
While this model has the Blessing of the Fey, it may re-roll failed wound rolls.
5. **Sword of the Quest** - *Many Bretonnians heed the calling of the Quest, to leave their countrymen and seek out the Lady. Those that do, must overcome many trials and best powerful monsters on their way.*
Increase the rend of one of this models weapons by 1. In addition, this model may add 1 to their hit rolls against enemy models with 5 or more wounds.
6. **Armour of the Midsummer Sun** - *This set of armour is finely wrought and imprinted with the elements of a midsummers day. In the battlefield, this armour gleams marvelously as if the bearer has bought midsummer here itself.*
Enemy models targeting this model with a missile weapon must subtract 1 from their hit rolls.

Lore of the Feytouched

Every **BRETONNIAN DAMSEL WIZARD** in a Bretonnian allegiance may take one additional spell from the list below. Either select the spell before the battle or roll to determine it randomly.

1. **Touch of Nobility** - The Damsel gives a blessing to an otherwise unruly rabble for their noble intent. Touch of Nobility has a casting value of 4. If successfully cast, pick a **BRETONNIAN** unit within 12". That unit immediately gains the **NOBILITY** keyword for the rest of the battle and gains the benefits Blessings of the Fey if they do not already have it (Even if they have lost it during the battle).
2. **Harmonic Convergence** - The Damsel scrys the future in her mirror and guides the Bretonnians to sure victory. Harmonic Convergence has a casting value of 6. If successfully cast, select a friendly **BRETONNIAN** unit within 18". Until your next Hero phase, that unit may re-roll hit, wound and save rolls of 1.
3. **Feytouched Enchantment** - The Damsel infuses the long lost power of the Fey into the weapons of those noble of heart. Feytouched Enchantment has a casting value of 6. If successfully cast, select a friendly **BRETONNIAN NOBILITY** unit within 12". Until your next Hero phase, that unit increases the rend of all it's weapons by 1 except the attacks of their mounts.
4. **Ancient Steeds** - The Damsel calls upon the ancestors of the noble steeds the Bretonnians use, infusing the spirits into the mounts. Ancient Steeds has a casting value of 6. If successfully cast, select a friendly **BRETONNIAN** unit which is mounted. Until your next Hero Phase, increase the movement characteristic of that unit by 6" and the mounts may re-roll 1's to hit.
5. **Rejuvenation** - The Damsel calls forth the powers of the Fey to rejuvenate even the most injured. Rejuvenation has a casting value of 6. If successfully cast select a friendly **BRETONNIAN** unit within 12". You can either heal D3 wounds that have been allocated to it or, if no wounds are currently allocated to the unit, you may return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.
6. **Fury of the Fey** - The Damsel calls down the wrath of their fey kin upon the battlefield. Fury of the Fey has a casting value of 7. If successfully cast, select an enemy unit on the battlefield. That unit immediately suffers D3 mortal wounds, or D6 mortal wounds if it is within 3" of a terrain feature.

Warscroll Battalions

Peasant Militia

Organisation

A Peasant Militia battalion must consist of the following:

- 1 Noble Champion
- 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.

Defenders of the Realm

Organisation

A Defenders of the Realm battalion must consist of the following:

- 1 Bretonnian Lord
- 1 Noble Standard Bearer
- 1 Damsel of the Lady
- 3 units of Knights of the Realm
- 1 unit of Knights Errant
- 1 unit of Questing Knights or Grail 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.

The Defenders Duty: The Defenders of the Realm are never braver than when defending their lands from vile evil. You can choose to re-roll battleshock tests for any unit from the Defenders of the Realm.

Royal Air Force

Organisation

A Royal Air Force battalion must consist of the following:

- 1 King on Hippogryph
- 3 units of Pegasus Knights

Abilities

Strike from the Skies: The Royal Air Force strikes hard and fast from the skies above catching those below unaware. Each unit in this battalion may re-roll failed charges.

The Kings Own: The Pegasus Knights in this battalion are the personal bodyguard and favoured Knights of the King. At the end of the combat phase, one unit of Pegasus Knights within 6" of the King on Hippogryph from this battalion may pile-in and attack again.

Ancient Bonds Renewed

Organisation

A Ancient Bonds Renewed battalion must consist of the following:

- 1 Defenders of the Realm
- 3-6 **SYLVANETH** units

Abilities

Bonds Renewed: This band of Bretonnians has renewed their sacred pledges to protect the glades of Ghyran and fight alongside the Sylvaneth. The **SYLVANETH** units in this battalion benefit from the Blessings of the Fey in a Bretonnian Allegiance.

Feytouched: Being in such close proximity to the Sylvaneth and glades of Ghyran the blessings of the fey are much stronger than ordinary. Whenever a **BRETONNIAN** unit in this battalion that has the Blessings of the Fey rolls a 6 or more to wound, the attack deals mortal wounds instead of their normal damage.

Pitched Battle Profiles

Bretonnian	Unit Size				
Unit	Min	Max	Points	Battlefield Role	Notes
*Field Trebuchet	1	1	200	Artillery	
*Knights Errant	5	20	110/400	Battleline	
*Knights of the Realm	5	20	120/440	Battleline	
*Men-At-Arms	10	40	60/200	Battleline	
Bretonnian Lord	1	1	140	Leader	
Damsel	1	1	100	Leader	
*King on Hippogryph	1	1	360	Leader	
Noble Champion	1	1	80	Leader	
Noble Standard Bearer	1	1	80	Leader	
Enchantress	1	1	160	Leader	
*Sacred Protector	1	1	180	Leader	
*Battle Pilgrims	6	30	50		
Grail Knights	5	20	180		
*Mounted Yeomen	5	20	90		
*Peasant Bowmen	10	30	100		Battleline if BRETONNIAN and General is a Noble Champion
*Pegasus Knights	3	12	160		Battleline if BRETONNIAN and General is a King on Hippogryph
Questing Knights	5	20	180		
<i>Peasant Militia</i>			<i>180</i>	<i>Warscroll Battalion</i>	
<i>Defenders of the Realm</i>			<i>180</i>	<i>Warscroll Battalion</i>	
<i>Royal Air Force</i>			<i>140</i>	<i>Warscroll Battalion</i>	
<i>Ancient Bonds Renewed</i>			<i>120</i>	<i>Warscroll Battalion</i>	
Allies: Collegiate Arcane, Free Peoples, Stormcast Eternals, Sylvaneth, Wanderers					