

| 1500 Pts - Bretonnians Army | | | | | | | | | | Crociati di Re Guy | | | | | | | | | |
|--|---|----|----|----|----|----|----|----|----|--------------------|----|-----|----|----|----|------|--|--|--|
| Unit Name | ## | Mv | WS | BS | St | To | Wo | In | At | Ld | Sv | WSv | Cp | Dp | US | Cost | | | |
| Re Guy I di Bretonnia () | 1 | 4 | 6 | 3 | 4 | 4 | 3 | 6 | 4 | 9 | 2+ | | | | 2 | 186 | | | |
| General; Units within 12" may use General's Leadership; Lance; +2 Str on Charge; May switch to Magic Weapon on rnd 2 of CC; Heavy Armour; Shield; Grail Virtue; Immune to Psychology | | | | | | | | | | | | | | | | | | | |
| <i>Sword of Striking</i> | +1 'to hit' in HTH combat | | | | | | | | | | | | | | | [30] | | | |
| Warhorse | 1 | 8 | 3 | | 3 | 3 | 1 | 3 | 1 | 5 | | | | | | [0] | | | |
| Richard the Strange (BSB) | 1 | 4 | 5 | 3 | 4 | 4 | 2 | 5 | 3 | 8 | 3+ | | | | 2 | 148 | | | |
| Heavy Armour; Battle Standard; Units w/in 12" may re-roll break tests; Grail Virtue; Immune to Psychology | | | | | | | | | | | | | | | | | | | |
| <i>Valourous Standard</i> | Use 3D6 for all Ld tests (incl Break Tests) and discards highest. | | | | | | | | | | | | | | | [50] | | | |
| Warhorse | 1 | 8 | 3 | | 3 | 3 | 1 | 3 | 1 | 5 | | | | | | [0] | | | |
| Knights of the Realm | 9 | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 2+ | | | | 2 | 277 | | | |
| Lance; St+2 on charge; Heavy Armour; Shield; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.; Barding; Knightly Virtue; Immune to panic caused by units that are not Knights. | | | | | | | | | | | | | | | | | | | |
| Champion | 1 | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 2+ | | | | 2 | [18] | | | |
| Warhorse | 10 | 8 | 3 | | 3 | 3 | 1 | 3 | 1 | 5 | | | | | | [0] | | | |
| Knights of the Realm | 9 | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 2+ | | | | 2 | 277 | | | |
| Lance; St+2 on charge; Heavy Armour; Shield; Standard; +1CR; Musician; +1CR if tied; +1 Ld in rally attempts.; Barding; Knightly Virtue; Immune to panic caused by units that are not Knights. | | | | | | | | | | | | | | | | | | | |
| Champion | 1 | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 2+ | | | | 2 | [18] | | | |
| Warhorse | 10 | 8 | 3 | | 3 | 3 | 1 | 3 | 1 | 5 | | | | | | [0] | | | |
| Grail Knights | 9 | 4 | 5 | 3 | 4 | 3 | 1 | 4 | 1 | 8 | 2+ | | | | 2 | 375 | | | |
| Lance; St+2 on charge; Heavy Armour; Shield; Standard; +1CR; Musician; +1CR if tied. +1 Ld in rally attempts.; Barding; Grail Virtue; Immune to Psychology | | | | | | | | | | | | | | | | | | | |
| <i>War Banner</i> | +1 to Combat Resolution | | | | | | | | | | | | | | | [25] | | | |
| Champion | 1 | 4 | 5 | 3 | 4 | 3 | 1 | 4 | 2 | 8 | 2+ | | | | 2 | [20] | | | |
| Warhorse | 10 | 8 | 3 | | 3 | 3 | 1 | 3 | 1 | 5 | | | | | | [0] | | | |
| Bowmen | 11 | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 6+ | | | | 1 | 118 | | | |
| Longbow; 30", St3 hit; Light Armour | | | | | | | | | | | | | | | | | | | |
| Sergeant | 1 | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 7 | 6+ | | | | 1 | [10] | | | |
| Bowmen | 11 | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 6+ | | | | 1 | 118 | | | |
| Longbow; 30", St3 hit; Light Armour | | | | | | | | | | | | | | | | | | | |
| Sergeant | 1 | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 7 | 6+ | | | | 1 | [10] | | | |

Total Army Cost: 1499 Pts.

Notes:

Knights may use Lance Formation. See WD 260/Roster Notes/Warhammer Annual for details.

Lady's Blessing - Each shooting model must roll 4+ to shoot at Bret Knights or characters. Brets may lose Blessing.

A Battle Standard Bearer is required for every army but does not cost a character slot.

Dukes and Paladins may switch to magic weapon from lance in 2nd rnd of combat. Bret Warhorses do not suffer -1 Mv for barding

Casting Pool: 2

Dispel Pool: 2

Models in Army: 56

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