

Chapter 1 : Warhammer Armies Project: Bretonnia 9th Ed and 8th ed update out now!

Warhammer Fantasy - Bretonnia - 6th - Free download as PDF File .pdf) or read online for free. Warhammer Armies.

History[edit] Long before the land where Bretonnia was founded, it was inhabited by the lizard men, but they were driven back by chaos and was taken by the high elves from Ulthuan after the vortex was installed to keep the demons at bay. Pretty much most regions of the old world that does not included mountain region was inhabited by the Elves. The conflict weakened the High Elves so much that the new Phoenix King, Caradryel to replace the one slain in the war ordered the retreat of every High Elves back to Ulthuan. Some High Elves refused and retreated to a nearby "special" forest later known as Athel Loren and became the Wood Elves. With no Elves in sight, humans began to settle the land. It was first inhabited by some pagan hippies who played with rocks, but they got their shit kicked by a badass nomadic human tribe called the Bretonni hence the name Bretonnia. This tribe was known to travel from the worlds edge mountains. Like every human tribes, the Bretonnis was given an invitations by Sigmar to be united as a whole , but they refused because they were pretty much a mockery of the real life French stereotype and believe they should kept to themselves due to having different culture and sheer arrogance. Unable to properly unite to face the threats, the Bretonnis are now facing annihilation much thanks to the sheer arrogance to Sigmar that led to their doom. Still they failed due to the army size and was forced to retreat to a nearby forest. It is at this time, Giles Le Breton met the lady of the lake while drinking waters from her lake. Giles le breton, facing desperation and madness, asked the lady to bless him with strength and he was fully restored. With the power to finally pull some awesome ass kicking, Gilles le Breton and others kick the shit out of the Orcs back to their settlement, united the Bretonnis and founded "Bretonnia". After the unification, Breton was dubbed the "Uniter" and became the first Royarch. Unfortunately, Breton was killed or we thought by a cunning git with a spear in one of his many campaign against the greenskin. His son Louis the Rash was then crowned the king and founded the questing knight tradition. Many evil like the Tomb Kings and Greenskins were pushed out of the Bretonnia borders. There were invasions from Araby where they invaded Estalia. Estalia were desperate so they seek help from Bretonnia and many Empire provinces. A combine holy crusade of Bretonnia and Empire were formed to kick them back to their sandy home. After that, a joint army of undead led by Heinrich and Krell plus the Skaven invaded, but was crushed after the Skaven ran away with their tail between their legs in the middle of the fight. The Bretonnians present during this revelation abandoned her, but through some convoluted nonsense all Grail Knights and Damsels are saved in in a new World, the "Haven" and probably live untainted from chaos as immortal rulers of a new Bretonnia. It was later mentioned that they may have simply lost contact with this Haven, as the Warhammer World was becoming increasingly saturated with Chaos. Want something besides knights? If there was a culture in the Old World with more of a one trick pony HA! Bretonnian culture is all about fancy soldiers on fancy horses making fancy war. One of the most common punishments for nobles who manage to commit a crime serious enough for anyone to care is to be forced to ride in a carriage rather than on a horse like a manly man. Outside of horses and the people with sharp metal that ride them, pretty much any French stereotype you can think of will probably be accurate aside from surrendering. They like fancy cheese, they like wine and they never use one vowel when five will work. The splatbook also says they like truffles. So much so that they breed a special truffle hound for finding them. Sadly no game rules exist yet to allow Emperor Karl Franz to lose his Sausage of Sigmar to a horny dog. Ironically, Bretonnians actually changed quite drastically between editions before being all but abandoned. The original rendition of Bretonnians, before they became the "Chivalric Romance Knights In Shining Armor" faction was basically the French under Louis XVI - incredibly corrupt, self-centered aristocrats with a massive problem with Slaanesh cults ruling over dirty, downtrodden peasants. Just long enough to avoid execution, presumably by truffle hound. Aside from being strictly feudal, the biggest difference between Bretonnians and the Empire is that the Bretons worship only a single deity; the Lady of the Lake , a mystical woman who gave their first ruler the power to forge the united kingdom of Bretonnia. Editions have insinuated to varying degrees that the Lady of the Lake may, in fact, actually be a Wood Elf mage and that the Wood Elves are secretly manipulating the

entire Bretonnian culture to use them as expendable pawns. This is why, for example, they are subtly biased against the higher technologies used in the Empire, which would make them more inclined cut down Athel Loren for firewood. Knightly Hierarchy[edit] Knights Errant: You thought you started your career as being a squire? Nobles who are old enough to wear their armour and sit on a horse are designated as Knights Errant, and told to go off and earn glory however they can. Of course, a few Knights Errant manage to survive, which earns them the rank of Knights of the Realm: Though not technically higher in rank than Knights of the Realm, these guys are fuck-off rich enough to afford a giant, bloodthirsty flying horse instead of your garden variety land-bound kind. Bretonnians are not known to be exactly healthy when it comes to their love of horses, but it gets really insane with the winged ones: For any number of reasons, a knight may give up all his lands and titles, lay down his lance, and become a Questing Knight. These guys spend the next 10 years or so wandering around the world, looking for the Lady of the Lake while slaying big, nasty stuff along the way. Horribly, alone, and far from home. Fortunately they all carry giant weapons mostly greatswords , so their death is guaranteed to have a minimum amount of win. Of course, very few knights succeed in the quest to find the right lake. If then they are skilled enough to defeat the Green Knight they get to see the Lady, drink some Powerthirst from the grail, and become The living gods of Bretonnia, they get to live for several hundred years and kick all kinds of ass. All kings have to drink from the grail, which means that unlike in other nations there is always a badass in charge. In fluff grail knights can have all sorts of awesome powers, from killing evil creatures with a touch to healing wounds almost instantly, but on the table all they get is magical attacks except for the king, he also gets regeneration. Questing Knights and Grail Knights are technically outside the usual hierarchy with the exception of the Grail Knights who decide to regain all their titles after completing their quest, as all kings do but, especially in the case of the latter, their word carries great weight, because they are closer to the Lady of the Lake than all others with the exception of damsels and prophetesses of the lady, the magic-users of Bretonnia. Knights also tend to have a superiority complex that would put most high elves to shame, which means that no Questing Knight would allow himself to be directly led by a Knight of the Realm and Grail Knights only accept other Grail Knights as leaders usually the king or a duke. Knights that actually deign to fight shoulder-to-shoulder with peasants are so rare they are considered exemplars of empathy. This at least prevents the similar issues faced by planetary lords in the Imperium in 40k then, as this acts to weed out at least the worst of the worst if not all the worst unfortunately sigh. So basically feudalism with a nice big flavoring of Stalin-era socialism. Or so they told you at the time, but they forgot to mention that you had to pay for all your equipment, so you were left with squat. Naturally, under such conditions, many peasants simply snap. Some become bandits, but those who do not wish to be hunted down for the rest of their likely short lives instead find a ragtag band of other loonies, a dead grail knight and a pointy stick to become pilgrims, hoping to earn the blessing of the Lady usually reserved only for nobles by fighting for truth, justice and the Bretonnian way while carrying the dead knight around. Technically the King or the Fay Enchantress, the hot female pope of the Lady, can raise you to nobility, but this has only happened thrice in all history of Bretonnia one case was a peasant named Huebald who saved a noblewoman from Beastmen; he was killed in his first battle, the second was Repanse de Lyonesse AKA Joan of Ark , and your children will still be peasants. Even better, they have an awesome campaign that discourages mindless empire-building and instead rewards you for being a gallant Lady-fearing crusader.

Chapter 2 : Warhammer: Bretonnia by Mathias Eliasson - Issuu

Warhammer - 5th Edition - Army Book - Bretonnia - Download as PDF File .pdf) or read online. Scribd is the world's largest social reading and publishing site.

Named Characters[edit] Note: Under the current edition, named characters tend to be overpriced; you can pretty easily emulate most named characters from scratch and save yourself some points. That said, a few named characters do have abilities and wargear or wargear combos unique to them, so if you absolutely need to have them, go ahead. An ethereal unit with M8, decently killy for price and with the ability to teleport. Can lose wounds via combat resolution but he can also return each time House rule: The issue with him is that he excells at killing things Bretonnia can usually handle well cavalry and monsters, basically: It is worth noting that he may have some use as a warmachine hunter also if there is a skullky wizard skulking around he can pop out of the nearest puddle murder them and then dash off into the nearest hedge. On the other hand: If you can pay for her unreasonable price of entry at say, points and up, she could easily be worthwhile. Not a great choice however. Cost well over points when you put him on his hippogryph Beaquis. He also does silly things to the rest of your army and usually not things you want to happen eg. He may be fun to field against another hugely overpriced named general, but in terms of winning a battle: Generic Characters[edit] Note: Bretonnian knights are already deadly as hell on the charge. Basic combat Lord, nothing special. Prophetess of the Lady: Prophetesses are your basic Lord level caster so all the usual rules apply: Always tick up to Level 4, protect her in a unit, usual shit. They get the ward save from Blessing of the Lady just like your knights, plus an additional magic resistance 2. Lore of Life is a favorite, though Lore of Beasts can be used to create some nasty tricks if you build your army appropriately. You are required to have at least one Paladin to act as your BSB. Remember that with the lance, most units are forced to allocate at least two attacks to your paladin: Damsel of the Lady: Cheap and good for beefing up the LD of your background Peasants. Benefit the most from Lore of Beasts, always tick up to Level 2. Scroll caddying and item bearers are fine. But Damsels are still a damn HAH fine choice. While you usually want them in a lance of knights for support, they can be placed in a unit of Men at Arms or even Bowmen if you intend to roll power dice left and right for miscast damage control. You know it and love it. A paladin on a pegasus is not as effective as pegasus knights in most cases, but since without using a mostly non-competitive RAF you are limited to one unit of those, take him if you need two units covering the skies. Other than that, there are two reasons for taking a pegasus and always on a paladin, never a lord. The most obvious one is to give him a bit more of a punch: The other is to get yourself a wizard killer: He will then either flee combat or die, but it will be worth it for you either way, since dominating the magic phases is so important. Buckbeak is a good Hippogryph. It can do alright against basic units, but so could a bodyguard unit of Knights of the Realm that cost about the same. A note on monstrous mounts: Remember that they get the blessing of the lady as long as the rider has it too. Then watch him scream as two cannon balls are stopped by the fences and the third one triggers insignia of the quest. Bonus points if the ward saves the monster too. Core Units[edit] Knights of the Realm: Beware, like all knights in this army, their striking power tends to run out after the charge and heaven help you if you get flanked. Still, overall a good core unit that should, through sheer perseverance, eventually route hordes of low S opponents. Idiot Knights constantly throwing themselves into dangerous situations Young, headstrong knights eager to prove themselves. Kinda like Silver Helms from High Elves, only cheaper with worse stats. They can replace knights of the realm as your main unit as long as you keep them near your BSB and general: Also you can grab 4 of them for the cost of 1 Knight Errant. The ruby goblet, while not as potent, can give a similar buff to a second unit. Without either, you are better off just taking knights. Use them to force enemies off objectives and encourage your opposition to waste resources clearing them out. A solid defensive line unit through and through. Throw enough mud at a wall At 6 points a pop, with Defensive Stakes and Longbows, these are among the most cost-effective archers in the game. They work well in either minimum sized units, to help you in the deployment, or in 20 ish units to have some standing power good units for casters if you want to spam power dice. And remember, any effort your enemy puts into killing them is effort not put into killing your

Knights. Also, never ever, ever, ever give them Light Armor or make them Skirmishers, or bother about musician or standard bearer. Special Units[edit] Questing Knights: Oh and 1 point of Initiative, not that it matters. Second, the fact that they strike hard even if charged helps them face high mobility units silver helms, flying monsters. These three factors make them ideal at protecting your flanks, where they will likely be away from the BSB and facing the likes of Vargheists and Chaos Knights. Even if they die, they will bring the pain to whatever attacked them. Many players ignore them, but they do fill a role. At 55 points a pop, you better be willing to sink some points into them. With skirmish and T4, they are tough to kill too without resorting to magic. Do right by them, by keeping them away from things immune to their stomp and by making sure they only attack massed infantry when supported, and they will do right by you, guaranteed. Losing 70 points for fleeing combat is not fun. They seem like one of your worst choices in the army because they compete with the vastly superior pegasus knights. However, this would be looking at them the wrong way: They can also grant cover to the pegasus or be shot in their stead, and both scenarios favor you. Also, unlike what is commonly believed, it is unlikely that they will lose combat against elven or dwarven warmachine crews assuming you take at least 6 men with a champion and buy them shields still cheap enough to consider them. If you have the spare points, however, it can be worth to take a unit of up to 12 two ranks of six assuming, again, that they are working in synergy with pegasi. This gives these guys a go-to role as objective-holders and makes them pretty good screeners; their balls-out toughness for a Peasant unit is often enough to make weedier units think twice about fighting them. Rare Units[edit] Grail Knights: These guys can be uber destructive but oh BOY are they expensive one of the most expensive Knight units in the game. While their worth has been somewhat reduced in an edition that favours massed infantry so much, they remain a great option to kill monsters and smaller, elite unit. Chaos Warrior statline means they are decent enough in prolonged combat too although this is a waste of their potential and should be seen as more of a last resort. Like Questing Knights, their immunity to fear and terror helps them greatly in protecting flanks, although they cannot receive charges from monsters as well. Unlike questing knights, they can also be used in the center of your army to punch through enemy units or simply to intimidate your opponent. An option to consider. Do you like winning? Then take this 90 point stone thrower that hits on S5 If at all possible, place them behind bowmen so they get the cover from the fence and get the craftsman to help with the indirect fire. These are the basics of the Bretonnian army. After that do whatever you feel, use peasants if you want to recreate a peasant rebellion or a Crusades era army. Buying Your Army[edit] Unfortunately GW knows that you will need boxes of Knights to build your army, you will get neither enough in a single box nor a decent price. The basic plastic set can do either of the Core choices, but in typical GW fashion you will pay much more for Questing and Grail knights. Putting a hand on the reigns or pointing heroically will do fine. There is an alternative for those who love mass conversions for themed armies and that is the "Legion of the Grail Damned" route. Another route for obtaining cheap knights is fireforge games. All in all a perfect way to say fuck you GW! Another good thing to remember; if you use 3rd party miniatures in GW stores staff members will tell you to fuck off out the door and ban you, all before your models get out of the carry case. You cannot play this army without Knights, so embrace the men of horse and steel. Grail Pilgrims are a solid flank unit. Trebuchet are good take 2 and surround them with meatshields Magic Items[edit] Vows of Bretonnia: Remember that a character may not join a unit with a vow higher than his own ex: Take that into consideration when planning your characters and their bodyguards. Your standard vow, it allows you to ignore panic from peasants who are the most likely to run anyway. Nothing special, but it comes for free and most magic item options are available without the other vows, so this should be your pick unless you want something specific.

Chapter 3 : Warhammer Armies: Bretonnia (5th Edition) - Warhammer - Age of Sigmar - Lexicanum

Warhammer Armies: Bretonnia (5th Edition) army book for the Bretonnian Heraldry. Colour.

All of the featured human nations are based in the Old World. Kingdom of Bretonnia[edit] Bretonnia is based on real-world medieval France ; its name is clearly derived from the French province of Brittany and it draws heavily from Arthurian legends which are associated with Medieval Brittany; for instance with The Lady and The Green Knight who both have parallels in Arthurian lore. Though originally received by the Warhammer community as too idealistic for the Warhammer atmosphere, further source books have revealed the underlying arrogance of Bretonnian knights and their casually cruel treatment of their lowborn citizens. Bretonnia was founded when the Knight Lord Giles drove the hordes of Orcs and Chaos out of Bretonnia in the name of the Lady, the goddess in whom the Bretonnians place their faith. Since then Bretonnia has been divided and collectively ruled by the King of Bretonnia and his twelve Dukes and their families. Each Duke, in turn, rules over several barons and earls, each having great swathes of land and are able to call upon dozens of knights from the lesser nobility that they rule. However, this religion is only exclusive to the aristocracy, as peasants are considered unworthy to worship Her and any caught doing so are brutally punished. Bretonnian knights train extensively from boyhood in riding and heavy armor combat, specializing in two kinds of weapons, the longsword and the lance; completely abstaining from using ranged weapons, which they consider dishonorable. Their blacksmiths are the best human armorers in the world, second only to the Elves and Dwarfs in craftsmanship. Though indoctrinated in the art of knightly chivalry similar to that which is practiced in Arthurian legend , Bretonnians generally believe that chivalrous acts and responsibilities only apply to their fellow aristocrats and do not extend the same courtesies and respect to their peasant citizens. Bretonnian knights are born exclusively from the nobility of Bretonnia as peasants cannot afford the cost of the armor and weapons required to be a knight, to say nothing of the upkeep necessary to keep horses and maintain equipment. These part-time soldiers are paid a marginal wage and are provisionally given basic armor and carry pikes or spears as their armaments. Though organized and markedly courageous, they are mostly poorly trained and under-supplied as their lords will rarely spare the time and resources to properly equip them. As such, men-at-arms often rely on salvaged or captured arms and other war gear from the battlefield. Additionally, Bretonnian armies are supplemented by the Fey Enchantresses women who are mysteriously abducted by fey spirits when they are young, raised by the Lady and endowed with magical powers and the famed Pegasi Riders knights trained to ride highly-temperamental winged horses exclusively raised by Bretonnian breeders and serve as the kingdoms aerial forces. For heavy firepower, Bretonnia has only one major siege weapon, the trebuchet. While boasting impressive range, the siege weapon is as inaccurate to fire as it is cumbersome to load. These are usually kept far to the rear of Bretonnian armies along with their peasant longbowmen who rank even less than Men-at-Arms. Thus, Bretonnian armies rely on powerful charges from their many heavily armed and armored knights in order to achieve victory. Bretonnian knights are arguably the best heavy cavalry in Warhammer Fantasy, along with being the most varied. For support units, they have the Pegasi and the Enchantresses and for basic units, Bretonnian armies can also contain cheap and expendable peasant longbowmen and men-at-arms to serve as fodder. The Empire is based upon the real-world Holy Roman Empire with heavy Germanic influences, especially during the early modern period. The Empire benefits from a great diversity of units and magic. They also field an extensive variety of black-powder weapons, but its core troops are quite weak in comparison with those of other races. This region used to belong to the Empire when it was referred to as Westerland, but is now fiercely independent. Marienburg is a single city-state and is not covered by its own army book for Warhammer Fantasy Battle. Although the previous edition of Empire Army book contains a listing for a Marienburg army. The fractious city-states of Tilea embrace trade, exploration and civil war with equal passion. The bulk of armies in these lands are made up of powerful Legions, fighting on behalf of the wealthy rulers of the many republics and principalities, but there are also wandering mercenary armies who serve the self-proclaimed Merchant Princes and often fight further north in the service of the Empire. Merchant Prince armies can be represented by the

Dogs of War army list, but the main Tilean armies have no official book, relying on unofficial sources written by independent players. They are far from the threat of Chaos, this land is home to a kingdom, akin to the Iberian peninsula prior to the Reconquista along with some Renaissance Italy influences. Estalia was once occupied by forces from Araby which mirrors the real life Iberian peninsula which was once under Moorish control but these were driven out by a combined effort by other Old World human realms. There is no official Estalian army book or list published by Games Workshop at this time. However, one could use a Dogs of War army list as a basis for a royal or mercenary force from the peninsula or use one of the unofficial books published by independent players. Norsca is a wild country based on Scandinavia. The tribal and Viking like Norse worship a large pantheon of gods, the most significant of which are the Chaos Gods, and are often found among the ranks of the Warriors of Chaos forming the majority of the Hordes as both marauder foot soldiers and Chaos Warrior shock troops. This nation is reminiscent of medieval Russia and relatively similar to the Slavic countries. In the most recent incarnation, the Kislevites fantasy Russians, with Boyars, Kossars and the Tsar and Tsarina all being very similar adaptations of Russian realities. Kislevites can be taken as allies by some armies, and can be fielded as their own army through an Army Book published as a supplement with White Dwarf in [1]. Albion is an island surrounded by mist and fog. Unofficial army books produced give army lists reminiscent of the Ancient Britons and Anglo-Saxons. Cathay - based upon ancient China. Earlier background describes it as being divided into several theocratic states comprising a large empire ruled by the "Sultan of All Araby". The southern half of Ind is covered in forests containing a high concentration of Beastmen. There is an island just off shore of Ind, the equivalent of Sri Lanka, mostly covered by forests on which a High Elf fortress known as the Tower of the Sun is situated. A collection of smaller islands are bunched up close to Ind, one of which has another High Elf outpost known as the Tower of Stars. Just inside the nation of Ind is a coastal city called the City of Spires. The rulers of Ind are said to be attended by many servants and slaves, as well as being wealthy and generous. The Sea of Claws is roughly equivalent to the real world Baltic Sea. The Sea is mentioned in many of the settings sourcebooks and maps. Its name comes from its abundance of sea creatures. On the shores of Sea of Claws are Empire, Kislev, Bretonnia, Norsca and also the great city of Marienburg roughly equivalent to 17th century Amsterdam. On the shores of sea is located Norsca city of Olricstaad. Elves[edit] The Elves were the third civilized race to walk the world. Brought from creation by the Old Ones, the Elves showed an adeptness to magic. Torn asunder many thousands of years ago by a great civil war, there are three major nations of Elves. The dark elves are sworn enemies of the high elves and try incessantly to invade their former homeland. Dark elves enjoy nothing more than inflicting pain and suffering on others, and they frequently launch raids throughout the Old World in order to capture more slaves to feed their hunger for cruelty. Their priestesses, the Witch elves of Khaine, perform blood rituals to rejuvenate their youth. Without them the daemons of chaos would overrun the entire world. They appear to be neither good nor bad, as likely to kill lost travelers as to aid them. They are mortal enemies to the Beastmen, and wage a mostly unnoticed war against them. The Dwarfs live in city fortresses dug into the mountains of the Old World. Their Chaos brethren occupy one huge towering city in the lands to the south east of the Old World. Dwarfs are the greatest craftsmen in the Warhammer World and in addition to enjoying fine arms and armor, they implement the best heavy infantry and artillery in the game. Dwarf armies are well suited to defensive warfare, however due to their lack of mobility, they do not do well when forced to go on the offensive. Dwarfs are legendary for their ability to never forget nor forgive a wrong against them, their finely crafted weapons and armor, their ability to consume large quantities of ale, extreme stubbornness, mistrust of elves, and hatred of greenskins. Dwarfs are the closest ally to Humanity, although the Elves of Ulthuan have united with the Humans as well in the last few hundred years. Chaos Dwarfs[edit] Chaos Dwarfs "are an offshoot of the Dwarven race. Originally they were Dwarves, but began to worship the Gods of Chaos and broke off to form a new society. This schism is similar to the one between the High Elves and Dark Elves. In many ways, Chaos Dwarves are the mirror-images of Dwarves. Where Warhammer Dwarves shun most magic save for Runic magic, which is unique to this race Chaos Dwarves have embraced it; where Dwarves worship their Ancestor Gods, Chaos Dwarves have turned to the worship of the evil Hashut, Father of Darkness; where Dwarves abhor slavery and "greenskin" races Goblins, Orcs and the like, Chaos Dwarves hold masses of

slaves and are allied with or are overlords of many greenskin tribes and peoples. They are even responsible for the creation of the Black Orcs. Chaos Dwarves are depicted as having a rather Mesopotamian look; they wear Assyrian-style armor and sausage-curved beards. The main physical difference between them and ordinary Dwarves is that Chaos Dwarves have long tusks jutting up out of their lower jaws. Their capital city is in the form of a huge ziggurat, called Zharr-Naggrund. They hate or despise all outsiders, and especially hate other Dwarves, who see their existence as an intolerable dishonor to the Dwarf race, meriting extinction. Chaos Dwarves were introduced through the magazine *White Dwarf*, and even given a limited rulebook of their own. Unfortunately, the model range never caught on, and was slowly abandoned. However, Games Workshop has recently hinted they may try rereleasing the Chaos Dwarves figurine line much to the enjoyment of its loyal cult following.

Fictional ecology[edit] Inspired by the Fomorians of Celtic myth, they are depicted as humanoid, cyclopean creatures with barbed tails and beak-like snouts, with skins that varied from a dark green to a muddy brown colour. They are described as being part Daemon. The Fimir inhabit the wetlands of the Warhammer world, typically within crudely constructed fortifications resembling nothing more than a pile of rocks. From these locations, the Fimir raid the homes of humans, taking captives for daemonic sacrifices. The Fimir loathe sunlight, and are followed by wreaths of mist to shield them from it, and their homes are always shrouded by it. Fimir society is divided into a caste system, consisting of Meargh, the Dirach, the warriors, and the Shearl. The Meargh - also known as witch-hags - are the leaders of Fimir colonies, as well as the only females. The Dirach - described as "daemon-friends" - are a caste of wizards specialising in the worshipping of Daemons. The warrior caste - consisting of Fimm warriors, Fianna Fimm elite warriors, and the various nobles - take the brunt of raiding and fighting. The Shearls - the slaves of a Fimir settlement - exist only to work and die. The ruling Meargh hold the clans together. However the Meargh is sterile and therefore unable to breed. So as to replenish their numbers the Fimir kidnap young fertile human women to use as breeding stock. There are two Fimir miniatures at the "correct scale" i. One can also find Fimir by Nick Bibby the size of ogres, although these obviously do not integrate well with the "correctly" scaled models. Original concept sketches of the miniatures made by Jes Goodwin represented human-sized creatures and the published characteristics of the Fimir reflected this fact. However, when Nick Bibby started to sculpt the Fimir miniatures, he made them ogre-sized, leading to them being disproportionately weak for the size of their figurine in WFB. It was officially decided that this was the fault of the authors.

Chapter 4 : Races and nations of Warhammer Fantasy - Wikipedia

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Anthony Reynolds, Nigel Stillman. All the players that have contributed with feedback and ideas. This book is completely unofficial and in no way endorsed by Games Workshop Limited. No challenge to their status intended. All Rights Reserved to their respective owners. Bretonnia, your definite guide to Bretonnia, the most chivalrous and honourable realm in the Old World. The knights of Bretonnia are renowned throughout the Warhammer world for their skill at arms, their bravery and chivalry, and for their undying faith in their goddess, the Lady of the Lake. When it marches to war the Bretonnian army is an impressive sight to behold, with the proud ranks of knights backed up with scOrcs of lowborn peasants. Heed the call to arms of the valiant Knights of Bretonnia, noblest of men and guardians of a kingdom founded upon the principles of chivalry and the protection of the weak. They do battle in the name of the Lady of the Lake and for the glory of the King, crusading against the forces of evil and smiting the unholy with righteous fury. This section describes the history of Bretonnia, from its founding by Gilles le Breton over one and a half thousand years ago, through centuries of terrible invasions and strife, to the current reign of King Louen Leoncoeur. Each and every troop type in the Bretonnian army is examined here. You will find a full description of the unit, alongside the complete rules for any special abilities or options they possess. This section also includes the Virtues of the Chivalric Knight, detailing vows and honours that are only available to the Bretonnians, and the Blessed Heirlooms of Bretonnia – magical artefacts that are unique to the army – along with rules to use them in your games. The army list takes all of the characters, warriors, monsters and war machines from the Muster of Bretonnia section and arranges them so that you can choose an army for your games. Units are classed as characters Lords or Heroes , Core, Special or Rare, and can be taken in different quantities depending on the size of the game you are playing. Bretonnia contains everything you need to play the game with your army, there are other books and updates to be found. For the other books in the series and the latest rules updates, visit: Its Knights, the epitome of chivalry, are brave and resolute, resplendent in their shining armour, prepared to mete out justice to evil-doers with lance and sword. They worship the Lady of the Lake, noble goddess of these fair lands who would grant her blessing to her beloved champions. Bretonnia is a feudal, traditional land of Knights and Peasants. To lose honor is just about the worst thing imaginable to a Knight of Bretonnia, who would rather die with honor than live without it. Individual heroism is very important to the Bretonnian Knight, and tales of Paladins fighting Dragons and of Heroes facing off against countless foes are the kind of things the people of Bretonnia dream of. From this realm come the noble Knights of Bretonnia. Charging into battle in the name of the Lady of the Lake and their king, they are a fearsome force to behold. When the Knights are used in combination with the loyal Men-at-Arms commoners, the Bretonnians can stand against any foe that threatens their homeland. The Knights of Bretonnia are feared and respected throughout the world. They are warriors of valour and honour, forever guarding a land founded upon the most heroic of ideals. In the name of the Lady of the Lake and for the glory of duke and king, they sweep aside evil on the field of battle, for none can stand against their glorious charge. Bretonnia is a feudal society. The Peasants serve the Knights in return for protection, while the Knights are obligated to provide military assistance to their Lords in return for certain rights to own land, to levy taxes, and to receive aid and command military forces in times of war. At the top of this hierarchy is the King. Beneath the King are the Dukes. Beneath them is another layer of nobility – Earls and Barons. Each Knight including the higher nobles has a force of Men-at-Arms, chosen from the most physically able of the peasantry. In theory, all commoners can be called upon by a Knight to serve him in battle. However, since many who do not already serve as Men-at-Arms are either simple-minded or physically impaired in some fashion, these types of Peasants usually serve only as bowmen levies. In addition to this earthly hierarchy, the lands of Bretonnia are also ruled over by spiritual and mystical leaders – the Fay Enchantress, her Damsels, and the Grail Knights – who are all devoted to the Lady of the Lake. The division is enshrined in law, and the laws governing the

two classes are very different. The notion that all people are basically equal seems laughable to most Bretonnians. Every Bretonnian is born into one class or the other, and it is almost impossible to change. A noble is someone who can show that all his ancestors for five generations were nobles. As the names and pedigrees of all members of the nobility are recorded in the Registers of the Peerage, this is merely a matter of showing all your ancestors are in those registers. Everyone else is a peasant. Thus, in particular, the children of a noble and a peasant are peasants. Since a peasant cannot inherit a noble fief, landed nobles never marry peasants. The relations between nobles and peasants influence all aspects of Bretonnian society and so are treated repeatedly in this book. The basic relationship, however, is simple. Peasants live to serve their lords. The nobles, in return, should protect the peasants and provide justice. Lords do, however, have other duties than to their peasants, most notably to their own lords, and these other duties are generally regarded as more important. In the whole of Bretonnian history, only three peasants have been raised to the nobility. The children of an ennobled peasant are not themselves nobles, as their grandparents, on at least one side, are peasants. Thus, unless they were also ennobled, by the agreement of the King and Fay Enchantress, the noble line would die out immediately. No records are kept from before the time of Gilles the Uniter. The High Elves had fought a long and exhausting war against the Dwarfs. Finally, with new threats looming over their own distant homeland in the west, the Elves abandoned their colonies in the Old World, leaving behind them the ruins of their great fortresses and palaces along the coast. They also left behind a kindred of their race who refused to go. The Dwarfs gained little from the retreat of the Elves. Their own homeland in the Worlds Edge Mountains was devastated by earthquake and volcanic eruption. Soon afterwards, many of the strongholds in the Old World fell to Orcs, Goblins and other enemies. Even to this day there are no more than one or two Dwarf strongholds west of the Grey Mountains. Thus the western part of the continent was left open for settlement by new peoples. Into this wilderness came tribes of Orcs, Goblins and men, among them the warlike and noble Bretonni. Ahead of them lay many centuries of struggle against the Orcs and Goblins for possession of the best and most fertile lands. During this dark time the Bretonni learned how to forge metal weapons, ride horses into battle and build strongholds of stone. These tribes faced centuries of constant warfare with the Greenskins who overran the land, but the tribes slowly established themselves, driving the Orcs and Goblins back. Attempts to penetrate the Forest of Loren were less successful, leaving only a handful of survivors, all driven mad by the Fay magic of the place. Within a few hundred years, the Forest of Loren was believed to be a place of power outside the realm of men. Even while Sigmar was welding the tribes east of the Grey Mountains into an Empire, the Bretonni were still divided under the rule of several independent dukedoms. These often fought each other when they would have been better off uniting against the Orcs. The dukes and their Knights dominated the fertile valleys and plains, while the Orcs and Goblins infested the forests, hills, mountains and wilderness regions. When Sigmar Heldenhammer was unifying the tribes of the Empire, he called upon the Bretonni to join his alliance. The leaders of the twenty tribes refused, however, disdaining to bow to a foreigner. Sigmar fought the Greenskins without the Bretonni and forged his Empire. The Bretonni were to remain feuding tribes for almost another thousand years. These areas form the basis for the current Dukedoms, though two, Cuileux and Glanborielle, have been absorbed into other regions. Cuileux was the first to fall, in A massive horde of Orcs, led by the warlord Gragabad, poured out of the Massif Orcal and overran their lands. The horsemen of Cuileux rode out in a last, desperate battle, and though the Greenskins fell like wheat before the scythe, there were too many, and the knights of Cuileux perished to the last man. In the wake of this disaster, the armies of Quenelles and Brionne rode forth and routed the weakened Orcs. Instead, the two Dukes chose to duel, the winner taking Cuileux as part of his dukedom. The lord of Brionne was hit down, and Quenelles was expanded. The destruction of Cuileux marks the beginning of the wars that culminated in the unification of the kingdom. In Balduin, the young Duke of Brionne, led his armies to victory, defeating the hordes of Gragabad and slaying the warlord in single combat. Afterwards, the axe was adopted as the symbol of Brionne in memory of this event. This victory did not stop the Orcs, however, and around the northern lands were overrun by Greenskins, Beastmen pouring from the Forest of Arden and Norse raiders striking from the sea. The northern tribes were driven back into their strongholds, reduced to defending their castles whilst enemies roamed across their lands at will. In -4 Orcs poured from the mountains and

forests in numbers never seen before or since. In the following year, the Duke of Bastonne was killed repelling the attack on his lands and was succeeded by Gilles le Breton, the Unifier. What is known about Gilles is a mixture of fact and fable. Knowledge of reading and writing has never been widespread in Bretonnia and the early history of the realm was not written down until centuries after the events. The Orcs struck all the dukedoms at once, so that none of the dukes could come to the assistance of any other. Indeed, the dukes hardly had time to gather together Knights to defend their own dukedoms. Brave though they were, the Knights of that time were unable to turn back the Orcs and many fell defending their castles and domains in small hastily gathered armies or even alone. The dukedoms of the north were overrun. To make matters worse, Chaos raiders crossed the Sea of Claws and began ravaging the northern coasts, attacking with uncanny timing and accuracy. No sooner had the Orcs and Goblins rampaged through the region, than the Undead hordes completed the desolation. In the east and south, restless Goblin tribes came down out of the Grey Mountains to pillage and burn.

Chapter 5 : Warhammer Army Book - Wikipedia

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Contents [show] Background The Land of Bretonnia is a feudal , traditional society where the peasants serve the knights in return for protection, while the knights are bound to militarily serve their lords in return for certain rights and titles. At the top of this feudal hierarchy is the King. Beneath the Kings are the Dukes. Beneath them is another layer of nobility , the Marquesses , the Earls , the Viscounts , and the Barons in descending order. Each Knight including the higher nobles has his own force of Men-at-Arms chosen from the most physically able peasants. In return for serving his knightly lord, each peasant is given a small tract of land for his family and can be expected to be called upon for service in times of war. The lands of Bretonnia are also ruled by spiritual and mystical leaders, the Fay Enchantress, her Damsels, and the Grail Knights, who are all faithful servants to the Lady of the Lake. The Lady of the Lake gets her servants by stealing all children with magical ability by the age of three. The girls become wizards in service to the Lady, her damsels. The males are never seen again. For reasons of religious devotion parents allow this awful custom. The Knights of Bretonnia are divided into four categories. Knights Errant are young sons of nobles who must prove themselves in battle. If successful, they become Knights of the Realm, are granted their own small plot of land to govern, and are obliged to defend Bretonnia should they be called. Questing Knights are brave individuals who renounce their titles and worldly possessions and journey to faraway lands in hopes of being deemed worthy by the Lady of the Lake to become Grail Knights. Grail Knights are the most powerful and revered individuals in all of Bretonnia, second only to the Lady. They are living saints who represent the fearsome power of Bretonnia and answer only to the Lady herself. The Kingdom of Bretonnia is made up of 14 duchies: Each of these, with the exception of Mousillon see below , is ruled by its own Duke, who in turn has various nobles and knights who serve under him. The great castle of the King is in the fortified city of Couronne, traditionally the capital. The Forest of Loren is within the borders of Bretonnia, but is considered to be the forbidden realm of the Wood Elves. Bretonnia is, in many ways, similar to the fairy-tale kingdom of Lyonesse or Logres under King Arthur , with noble knights who live by a series of vows to uphold the virtues of honor and chivalry and beautiful damsels who are rescued by courageous, dragon-fighting heroes. The degree to which Bretonnia reflects this image varies from between editions of Warhammer. In the most recent edition 7th , there is a darker side to Bretonnia: The divide between the luxurious lifestyle of the knights and the miserable poverty of the peasants is exaggerated well beyond the historical truths of the Middle Ages. In the 5th edition, however, things were exaggerated the other way, with the knights being far more noble and caring for their peasants more than in the real world. In 6th edition their behavior was more balanced, with the knights dedicated to protecting the lands of Bretonnia and its subjects, but still holding a dim view of commoners. Revisions - Warhammer Fantasy Battles There have been two distinct and contrasting portrayals of Bretonnia in the development of Warhammer. In the third edition rulebook, Bretonnia was akin to a dark and corrupt version of France under the absolutist monarchies of Louis XIV and later kings. Meanwhile the background as developed by Nigel Stillman took Bretonnia in a high fantasy, Arthurian direction. Warhammer Fantasy Battle second and third editions When originally introduced into the Warhammer Old World, the Bretonnians were rather different from their current portrayal. The third edition book Warhammer Armies saw the introduction of the infamous foot knights, retainers, brigands, as well as peasant levies and cannon. Despite once being a model for fashion and modernity throughout the Old World, Bretonnia had degenerated into a kingdom thoroughly riven with corruption. The general air of Bretonnia also had elements of Versailles under Louis XIV, and possibly France immediately before the French Revolution , with the nobility described as foppish and ineffective, wearing powdered wigs and travelling in sedan chairs. Warhammer Fantasy Battle Fourth and fifth editions While this dark concept of Bretonnia lived on in the first edition of Warhammer Fantasy Roleplay , Games Workshop began to move away from it when the fourth edition of Warhammer was introduced. The noble elements behind the grime remained, but Bretonnia was now resplendent in shining armour. Fourth edition Bretonnia saw crossbowmen, cannons, retainers, and mounted men-at-arms and

bowmen as well as knights - both mounted and on foot. With the introduction of the fifth edition army, the knights were good and generous, and the cannon and crossbow had vanished along with much of the darker Bretonnian history. A different and much nobler king was introduced and the Bretonnian army became very distinct from that of the Empire, taking on its Arthurian flavour with special rules to protect its knights from unchivalric weapons such as guns, as well as explaining how they could continue to survive next door to a powerful realm such as the Empire. The army introduced the Foot and Mounted Squires and the Men-at-Arms were armed with either spears or halberds. Two new specialized formations were introduced, the Arrowhead formation for the archers and the Lance formation for all levels of knights. The concept of Bretonnia since the fifth edition owes a lot to mediaeval chivalric romances. Most obviously in the fifth edition, three distinct knightly troop types were introduced: Knights embark on quests for the Grail and the goddess of the country is the Lady of the Lake. Another of the legendary figures of Bretonnia is the Green Knight, based in many ways on the character encountered by Sir Gawain. However, Arthurian legends are not the only influence. The geography of Bretonnia is analogous to that of France, as its political division into duchies. The most recent source of background material regarding the kingdom is *Knights of the Grail: A Guide to Bretonnia* in which each prior edition of Bretonnia has been used as a guide, more thoroughly than the manner typical of a Warhammer army book. The complex nature of relations between noble, merchant and peasant, external relations with the Empire, The Wasteland and other realms, as well as the issue of religion among the nobility and the peasantry can also be found. A more detailed view of the local idioms, cultural differences and points of interest in each of the Duchies are present. A separate adventure supplement has been released for the afflicted Duchy of Mousillon, *Barony of the Damned*, in which the rise of Mallobaude, the Black Knight and would-be claimant to the ducal throne, is detailed, along with further information on several points of interest within the land. Sixth edition This image of goodness and light once again acquired a tarnish with the advent of the sixth edition of Warhammer. The chivalric knights and the special rules survived, but the background darkened, and the source of Bretonnian faith was questioned. Current writing hints that the Bretonnian state religion is a manipulation instigated by the Elven colony of Athel Loren. This, however, fails to address how Bretonnian damsels can learn magic unknown to the Wood Elves; also in actual gameplay terms there is nothing to stop Bretonnians fighting Wood Elves. The Sixth edition also brings the state of the low-born peasantry more into focus. It tells of the ninety percent tax which they must pay to their Lord, and the "absolute, destitute poverty" in which they live. It also highlights their role in the military. The men at arms are volunteers who are selected on Midsummer day. While they receive a generous wage for their service, much of this is taken back by their Lord to pay for various military expenses, including funeral arrangements. It also dispels common peasant myths that skilled peasant warriors can eventually become Knights, instead stating that the nobles do not want to have commoners mixed among them. This, along with grim tales of short peasant lives, seems to seal the impression that Bretonnia is a feudal land in which the poorer majority are oppressed. Grail Pilgrims fight with a Reliquae in a unit of Pilgrims, not dissimilar to the 3rd edition War Altar. Other changes are that Squires no longer fight with the army, instead their place as skirmishing troops is taken by a single unit of regular Bowmen who have been upgraded to skirmish and their place as light cavalry has been taken by Mounted Yeomen. The "Lance" formation has been modified, losing its distinctive triangular shape in favour of a rectangle that fits in better with the rest of the game system, [7] and Bowmen can be upgraded to use flaming arrows if so desired. Symbolic of relinquishing their worldly possessions and setting out on a personal Grail quest, 6th Edition Questing Knights now set aside their lances in favour of great swords. The first Duke, Landuin, is reputed to be the finest knight of the Companions of Gilles le Breton and presumably the finest Knight ever. However after his untimely death the land fell into darkness and the name is now associated with evil, a refuge for vile men, dishonoured knights and creatures of evil. The first major incident to tarnish the name of Mousillon involved the Duke Merovech in the Imperial year, during a victory banquet held to celebrate the defeat of an invasion of Bretonnia by the Skaven. But the knights and nobles who attended were disgusted to see his halls decorated with impaled criminals and the meals served by shambling servants who more resembled the undead than living men. In a drunken fury Merovech accused the other nobles of insulting his hospitality, causing the King to challenge him. There is no evidence to suggest he

was a Vampire, however. The rest of Bretonnia denounced him and invaded Mousillon, many of his own knights denouncing him and swearing allegiance to Lyonesse. After a bloody final battle, Merovech was slain. However in recent years rumours of a self-appointed Duke have begun to circulate, a black-armoured knight who is assembling the evil men and creatures that dwell there. It has been rumored that the current King, Louen Leoncoeur whose name carries a vague resemblance with Richard Lionheart , is planning to lead a fresh invasion of Mousillon. It is no secret that many Bretonnians would love to see Mousillon burned to the ground and destroyed once and for all. One good example of this is the Sacrament of the Lady, which causes the wizard to generate two times the amount of power dice, but cannot cast spells. Without the ability to cast spells, Damsels with this item are effectively taking up points while doing nothing. The increasing of the number of models needed to gain rank bonuses has little effect on this army with regards to knightly formations, as the three-wide lance formation introduced in sixth edition is still in use. The reduction in strength for mounted two-handed weapons has left Questing Knights weakened and left the Bretonnian army without a hard hitting unit in prolonged combats. Eighth Edition The eighth edition returned many things to the way they were in sixth. Questing Knights now get the same strength bonus for their great weapons as men fielded on foot. Firing in 2 ranks as well as volley fire gives additional deployment options for peasant bowmen, as well as offensive possibilities for damsels in the second rank of a lance. Overall, the defenders of the realm can continue to hold their own until receiving updated rules. The current Bretonnia army book was printed in 6th edition. The "changes" referenced in the 7th and 8th edition paragraphs reference how the changing to the core rulebook has affected how the 6th edition book adapts to play with the new rules, not that there has been a new Bretonnia book for each edition. Neither article is incorrect.

Chapter 6 : Warhammer Armies: Bretonnia (6th Edition) - Warhammer - Age of Sigmar - Lexicanum

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Chapter 7 : Warhammer/Tactics/8th Edition/Bretonnia - 1d4chan

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Chapter 8 : Bretonnia codex pdf free download

The Land of Chivalry Bretonnia is a land of honour and martial tradition. Its Knights, the epitome of chivalry, are brave and resolute, resplendent in their shining armour, prepared to mete out.

Chapter 9 : Bretonnia army book 8th edition | Bretonnia

Bretonnia is one of the main factions in Warhammer Fantasy Battle. It is a human nation roughly modeled on a combination of medieval France, a tiny pinch of England and every medieval tale of chivalry ever (especially the legends of King Arthur).