

WARHAMMER ARMIES: BRETONNIA

Official Update (July 2010)

Although we strive to ensure that our army books are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, that require amendments to be made in older versions of our army books. When such issues arise we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our army books.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book, while the Amendments bring the book up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your army book, this is by no means necessary – just keep a copy of the update with your army book.

ERRATA

None

AMENDMENTS

Troop Type

Note that older versions of our army books do not list the Troop Type for each model. If this is the case with your army book, then you can find the model's Troop Type in the reference section at the back of the Warhammer rulebook.

Page 64-65 – Army List entry

Ignore this page and use the rules for 'Choosing Your Army' in the Warhammer rulebook.

Unit Strength

Delete all references to unit strength.

Page References

All references to page numbers of the Warhammer rulebook are wrong, as they refer to an older edition.

Page 40 – Forming the Lance

Replace "The unit gets a rank bonus for each complete rank of three models, rather than four." in the first paragraph with "The unit gets a rank bonus for each complete rank of three models."

Page 40 – Forming the Lance

Ignore "[...] or by adding or subtracting ranks [...]" in the second paragraph.

Page 40 – Diagram

Change the second paragraph to "As a result, the knights shaded darker grey can attack as if they were in base contact with the enemy (all of their attacks, including mounts). The light grey knight in the second rank can make a supporting attack. The light grey knight in the third rank (and fourth and so on...) cannot attack at all."

Page 41 – The Lance in combat

Add "Supporting attacks for models in the centre of the formation are made normally." to the second paragraph.

Page 42 – The Peasant's Duty

Change the second sentence to "Unit standards in units with the Peasant's Duty do not confer any additional victory points."

Page 43 – The Questing Vow

Change "[...] failed Psychology tests [...]" to "[...] failed Fear and Terror tests [...]".

Page 52 – Grail Reliquae

Change "If the unit turns [...]" in the first paragraph to "If the unit reforms [...]".

Page 52 – Grail Reliquae

Ignore "[...] though it can never be dropped or captured" in the third paragraph.

Page 54 – Defensive Stakes

Ignore "[...] turning [...]" in the second paragraph.

Page 54 – Defensive Stakes

Replace the last two paragraphs with "Defensive stakes are Obstacles, Fences."

Page 55 – Pegasus Knights, Flying Cavalry

Ignore all the text after the words "Flying Cavalry".

Page 55 – Royal Pegasus, Fly

Change to "Fly."

Page 55 – Hippogryphs, Fly
Change to “Fly.”

Page 58 – Virtue of Heroism
Change to “The Knight has the Heroic Killing Blow special rule.”

Page 59 – Virtue of Discipline
Ignore this Virtue.

Page 60 – Common Magic Items.
Note that if a magic item is listed in both an army book and the Warhammer rulebook, use the points value given in the army book, with the rule printed in the Warhammer rulebook.

Page 62 – Falcon-horn of Fredemund
Ignore “Note that this may also alter the enemies’ flee/pursuit distance.”

Page 62 – Antlers of the Great Hunt
Change to “The Knight (and any unit he is with) may roll an additional dice when pursuing and use the highest two.”

Page 63 – Sacrament of the Lady
Ignore this magic item.

Page 63 – The Verdant Heart
Change “very difficult terrain” to “dangerous terrain for all enemy models”

Page 63 – Potion Sacre
Ignore “[...] or prevent a miscast [...]”

Page 63 – Conqueror’s Tapestry
Change to “Every enemy standard bearer slain in close combat by the unit possessing the Conqueror’s Tapestry, or that was removed due to the Last Stand rule in a fight involving this unit, is worth double its normal victory points. If the bearer of the Conqueror’s Tapestry is slain, the enemy gains 50 victory points rather than 25.”

Page 66 – Lords
Ignore the third paragraph in the sidebar.

Page 68 & 69 – Core Units
Ignore the second paragraph in the sidebar.

Page 71 – Special Units
Ignore the third paragraph in the sidebar.

Page 75 – Guardian of the Sacred Sites
Change the second paragraph to “When the Green Knight is awoken, he may be placed within any forest, marshland or river terrain piece, as long as it is not impassable terrain. At least one suitable piece of terrain should be placed on the table. The

Green Knight may move normally on the turn he appears.”

Page 77 – The Fay Enchantress
Change the first sentence of *italicised* text to “*The Fay Enchantress counts as a Lord choice.*”

Page 77 – Silvaron
Ignore “Remember that even though both Silvaron and the Enchantress have magic resistance, only one of them may add their dice into dispelling a spell affecting them.”

Page 77 – The Chalice of Potions
Change the last sentence to “However, if a 6 is rolled, the Chalice runs out of power after the spell is cast and cannot be used for the remainder of the battle.”

Page 77 – Supreme Aura of the Lady
Replace Beasts of Chaos with Beastmen.

Page 79 – King Louen Leoncoeur
Ignore the second sentence of *italicised* text.

Page 79 – Beloved Son of Bretonnia
Ignore “even if normally immune to psychology.”

Page 79 – The Lion’s Shield
Ignore the third sentence.

FAQs

Q. Can a Damsel in the second rank of a Lance formation cast magic missiles through the model in front of her in the same way as, for example, a bow-armed model could shoot? (p40)

A. Yes.

Q. Can Pegasus Knights fight in the Lance formation? (p40)

A. No.

Q. A unit with the Peasant’s Duty may use the Leadership of a nearby unit of knights. If that unit of knights is within 12" of the General, but the Peasants are not themselves within 12" of the General, can the peasants use the boosted Leadership of the knights (i.e. the General’s Leadership)? (p42)

A. No.

Q. If a model with the Blessing is wounded by an attack that does not have a specified Strength, what Ward save does it receive? (p45)

A. A 6+ ward save.

Q. If two Bretonnian armies face each other, how does the Blessing of the Lady work? (p45)

A. Both players hide a dice under their palm – if they wish to pray, the dice must show a 6, if they do not wish to pray, it must show a 1. The dice are then revealed. If both players wish to pray, they both get the Blessing and then the game continues as normal (roll to see who goes first). If both players do not wish

to pray, neither army gets the Blessing and then the game continues as normal (roll to see who goes first). If one of them wishes to pray and the other does not, the praying army gets the Blessing and the other does not get the Blessing, but gets to choose whether to go first or second.

Q. Can a character riding a Royal Pegasus join a unit of Pegasus Knights? (p55)

A. No.

Q. Do the benefits of the Grail Shield, Dragon's Claw, or Virtue of Purity apply to the character's mount? (p61, 62, 59)

A. No.

Q. Can the Valorous Standard be carried by the army Battle Standard Bearer? (p63)

A. No.

Q. If a Damsel is bearing the Prayer Icon of Quenelles, can she use it to grant the blessing to a unit with the Peasant's Duty? (p63)

A. Yes.

Q. How many Victory Points are Beaquis and King Louen worth if they are slain separately? (p79)

A. Beaquis is worth 230 points, and Leoncoeur is 498 points.

Last updated 10th July 2010