

# Brettonnian Tactics

With the new Brettonnian Preview Army List published in White Dwarf No. many Brettonnian players would have a sigh of relief: While the Army List from Ravening Hordes let every Brettonnia fan expect the worst from the forthcoming Armybook, things became better with the release of the new Preview Army list. Nonetheless there are some modifications to the old WFB 4/5 army list which every Brettonnian general should take into consideration. In the following we try to give you a short overview about the strength and weaknesses of your army.

## The Lance

The Brettonnians are a typical shock attack army and therefore depend on speed. Unlike other armies they lack of heavy support troops like canons or mortars. Also their choice in ranged weapons is very limited. Their only strength are the Knights: they are fast and deadly if you use them wisely. One of their greatest advantages is the special formation called the Lance. This formation consists of a single Knight in the front, two Knights behind him, three behind them and so on, forming a pointed wedge. It allows you to attack all enemy models directly in front of the wedge. Another advantage of the Lance is that you get a better rank bonus (i.e. with only 10 models you get a rank bonus of +2). How much models you use in your Lance mostly depends on your opponent: If the enemy unit consists of models with many attacks or is hard to break, I recommend to use smaller units. Example: Mercenary Units with Pikes can attack out of four (!) rows. The average 20-men unit will have 20 attacks! Attacking with 15+ knights would be silly and deadly. The chance that more than half of your unit will be killed during the charge is very high. Better attack with two smaller units, one from front, one from flank (your opponent loses his rank bonus if you attack his flank or back).

**Don't forget:** The most important thing in battle is to cause as much casualties as possible when charging, as the knights only benefit from the strength bonus during the charge. If you can't break your enemy during the charge, subsequent turns could become really hard for your knights.

## The Blessing of the Lady of the Lake

This is an important advantage of the Brettonnian Knights. Each enemy shooter and war machine has to roll a 4, 5 or 6 before he is allowed to shoot at your knights. This can be really hard for shooty Armies like Wood Elves or Armies with heavy support weapons like the empire.

## Lords & Heros

I always try not to use more than about a fourth of the Army value for Lords and Heroes. (i.e. for a 2000 point army around 500 points).

## Duke

The Duke is a good fighter. WS 6, S/T 4 and A 4 make him a awesome fighter for just 100 points. For another +36 points you can give him a barded horse, armour, lance and shield. It is always worth to give him the Grail virtue, which makes him immune to psychology. A nice magical item like the Morning Star of Fracasse is also a nice addition.

If you can afford it, mount him on a Hippogriff. This does not only give you the opportunity to fly, you also get 4 additional S 5 attacks and the model causes Terror, which means, you don't have to give the Duke the Grail Virtue.

### **Prophetess of the Lady**

Use her only in greater battles (2500+ points) as she is very expensive. If you take a Prophetess, upgrade her to Lvl 4 (+ 35 points) which gives you 4 additional Power dice and 2 additional Dispell dice. Equip her with Dispel scrolls and perhaps the Silver Mirror (if you have enough points left).

### **Paladin**

For 84 points you get a good Warrior with full equipment (horse, barding, armour, lance, shield). It is wise to give him the Grail virtue. The lance of the quest (+2 S) would be a nice addition.

Don't forget: Your army must include one Paladin who must be upgrade to a Battle Standard Bearer at no additional cost.

### **Damsel of the Lady**

I recommend to use two of the Maidens. Equip them with 2 Dispel scrolls each and ere we go.

### **Core Units**

#### **Knights Errant**

Don't underestimate this young knights! If used wisely, they can be deadly warriors. A unit between 8-12 Knights for 21 points each should be okay. As they have the Knights Virtue, they are immune to panic caused by units which are not Knights. Always upgrade to Musician and Champion. Equip them with the Errantry Banner (+25). This gives them a +1 S when charging!

#### **Knights of the Realm**

For 4 points more per model than the Knight Errants the Knights of the Realm get a WS 4 and a better Ld. Their Strength 3 is lousy, but they are core Units and relatively cheap. Use 8-12 Knights per unit and upgrade two of them to Musician and Champion.

#### **Men-at-arms**

For 4 points per model they are very cheap. Upgrade them to Musician, Standard Bearer and Sergeant and give them a shield. You can equip them with spears (attack with two rows if they did not move) or halberds (+1 S). If you use them defensively give them spears, if they should support the knights during attacks, give them halberds. Unit size should be at least 20.

## **Special Units**

### **Bowmen**

Unfortunately, the old Arrowhead formation from WFB 4 didn't make it into the new version. Therefore the models are very expensive for 8 points per model. Buy them only, if you really can afford them or if you want a "special flavour" in your Army.

### **Squires**

When you need archers for your army, the squires are the better choice. For just 9 points, you get Skirmishers (360° LOS) and the best of all: for one additional point, you can upgrade them to Foresters, which make them to Scouts. Always upgrade one of them to Gamekeeper. Buy at least 10 models per unit.

### **Mounted Squires**

For 16 points per model you get fast cavalry with spears and bows, which makes them useful both in hand to hand combat as well as for ranged attacks. Although they are only fast cavalry, which means that they cannot use the Lance-formation, they are awesome fighters. Use at least 10 of them in your army. They are fast moving troops. Bring them into a tactical good position and then start to shoot at your enemies.

## **Rare Units**

### **Questing Knights**

The Questing Knights are awesome Fighters. They have the Questing Virtue, which means that they are immune to panic. Their WS is respectable and their S 4 makes them dangerous opponents. For just 29 points per model you get very good troops. Buy 12 Models + Musician and Champion. This unit would be a good place for your Paladin-Standard Bearer.

### **Grail Knights**

Your army should include a unit of Grail Knights. Their WS 5/S 4 in combination with the Grail Virtue (Immune to Terror) makes them a powerful unit, especially against enemies who cause fear. Field at least 12 of them (which means 411 points, which are really worth it).

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