

# SIR TRISTAN THE TROUBADOUR & JULES THE JESTER

	M	WS	BS	S	T	W	I	A	Ld
Sir Tristan	4	5	3	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

Cost: 204 points.

	M	WS	BS	S	T	W	I	A	Ld
Jules the Jester	4	2	2	3	3	1	3	1	7

Cost: 65 points.

Tristan and Jules count as one Hero choice. Neither one can ever be the army's general. They must be fielded exactly as presented here, and neither may be given additional weapons or equipment.

**S**ir Tristan of Bordeleaux was a famous name in the courts of Bretonnia long before he took up his Grail quest. All who heard his pure, almost magical, voice were in no doubt that he was possessed of the Lady's blessing. As a result, he was much in demand throughout the dukedoms, begged to sing the great epic ballads of Bretonnia in the highest halls of the land. When Tristan abandoned this life to quest for the Grail – his faithful jester Jules at his side – his fame, if anything, increased. Together Tristan and his companion roam Bretonnia, accepting hospitality in the castles of dukes and barons where they provide entertainment in return for lodgings and sustenance.

Over the years of Tristan's quest the mismatched duo have seen many strange things and battled countless terrible foes, ranging from the diminutive yet vicious Goblin warlord Gawbuj to the mighty beastlord Brax the Horned.

From time to time, driven by dreams sent by the Lady of the Lake, Tristan will be drawn to a battlefield where his inimitable talents are most welcome, for his songs can raise the spirits of those with which he fights and so snatch victory from the brink of despair.

## Weapons and armour

Tristan has a sword, lance (he believes his lance to be blessed by the Lady, so has not forsaken it in favour of a great weapon), heavy armour and shield and rides a barded Bretonnian warhorse.

Jules is unarmoured and is armed only with a hobby horse (counts as a hand weapon).

## Vows and Virtues

As a Questing Knight, Tristan has taken the Questing Vow (see page 43 of the Bretonnian army book). He also has the Virtue of Purity (see page 59 of the Bretonnian army book).

As a commoner, Jules has the Peasant's Duty (see page 42 of the Bretonnian army book) and cannot actually spell the word 'Virtue'. He does, however, know some particularly memorable oaths and curses, unfortunately unprintable here.

### Once trampled, twice shy.

Jules used to march alongside Tristan wherever he went. However, an unfortunate incident at the Battle of Castle Reunart that left Jules bruised and sore (and, more importantly, found Sir Laudyricus of Couronne forcefully unhorsed and nearly impaled by a hobby horse) has brought this to an end.

Jules must deploy within 6" of Tristan at the start of the game but may move freely after this. He may join units with the Peasant's Duty, but may not join any unit with a Knightly Vow of any kind.

### Acrobatic.

Seemingly incapable of abandoning his capering, even for a moment, Jules is incredibly difficult to hit. Jules has a 2+ Ward Save against all non-magical attacks.

### I will taunt you viciously a second time.

When in battle, Jules hurls a constant stream of abuse, taunts and (for a peasant) witty comments at the enemy. When all else fails, he even throws small stones and other, unmentionable things. This constant bombardment can distract even the most determined (or undead) of foes. All enemy models unfortunate enough to be within 6" of Jules suffer a -1 penalty to their 'to hit' rolls in close combat.

## Valourous Ballads

Tristan has a repertoire of heroic ballads and songs capable of emboldening the hearts of those about him and exhorting them to greater effort and valour. At the start of each turn, you may declare which song Tristan is singing. The effects of that song last until the start of your next turn – you may then have Tristan continue singing the same song, or choose another. Tristan can only sing one song at once, and will cease singing immediately if he flees or is slain.

### The Battle-hymn of Quenelles.

This song recounts the great victories of Bretonnia, a powerful and driving ballad that can inspire all who hear it to attempt to match the courage and steel of those who came before them. While singing this song, Tristan adds +1 combat resolution to any fight he is in.

### The Grail Chorale.

This slow and measured melody speaks of the most holy Lady of the Lake and her sacred Grail – all who hear this song are filled with faith in the protection of the Lady. While he sings this song, Tristan and any unit he has joined gain Magic Resistance (2).

### The Anthem of the Uniter.

A rousing chorus of this song, written in celebration of the kingdom's founder, can steady quavering hearts and put fire into eyes. Tristan and any unit he has joined are Stubborn while he sings this ballad.

