

<p style="text-align: center;">Brettonnia</p> <p style="text-align: center;">Radiant Light</p>	<p style="text-align: center;">Brettonnia</p> <p style="text-align: center;">Renewed Valour</p>	<p style="text-align: center;">Brettonnia</p> <p style="text-align: center;">Shield of Faith</p>	<p style="text-align: center;">Brettonnia</p> <p style="text-align: center;">Beguilement of Blondel</p>
<p>5+ 12" Instant</p>	<p>5+ 12" Instant</p>	<p>5+ 12" Instant</p>	<p>8+/12+ 12"/18" Instant</p>
<p>Affects all enemy units within range. Until the start of your next turn, the targets suffer -1 to their WS and BS.</p>	<p>Affects all friendly units with Blessing of the Lady within range. All fleeing friendly Knights within range will rally automatically (if they were fleeing) and regain the Blessing of the Lady (if they have lost it).</p>	<p>Affects all friendly units with Blessing of the Lady within range. Until the start of your next turn, the targets have their Ward save from the Blessing of the Lady increased by +1.</p>	<p>Remains in play. The target becomes subject to Stupidity. Boosted version halves the LD when taking the Stupidity test.</p>
<p style="text-align: center;">Brettonnia</p> <p style="text-align: center;">Doom of Dol</p>	<p style="text-align: center;">Brettonnia</p> <p style="text-align: center;">Favour of the Lady</p>	<p style="text-align: center;">Brettonnia</p> <p style="text-align: center;">Mist of Chalons</p>	<p style="text-align: center;">Brettonnia</p> <p style="text-align: center;">Steed of the Lady</p>
<p>7+/9+ 24"/48" Instant</p>	<p>Instant</p>	<p>6+/12+ 0"/6" Instant</p>	<p>5+/8+ 18"/36" Instant</p>
<p>Remains in play. Name one enemy model to be "doomed" and one friendly character or champion within that range to slay him. While the spell is active, the chosen Knight will wound that model on a 2+ with no armour saves allowed.</p>	<p>If a spell from the Lore of the Lady is successfully cast on a friendly unit, it may re-roll 1's for Ward saves from the Blessing until the start of the next Bretonnian Magic phase.</p>	<p>Remains in play. Targets the Wizard and any unit they are with. Until the start of the caster's next Magic phase, all enemy missile attacks targeting them suffer a -1 To Hit penalty. Boosted version affects all friendly units in range.</p>	<p>The target unit will have M 10 and counts as Ethereal for the purposes of movement until the start of the next Bretonnian Magic phase. This spell only has an effect on mounted Knights.</p>

Brettonnia		
Spiteful Glance		
11+	12"	Instant
<p>Targets a single model (even a character in a unit). If the spell is successfully cast, the enemy must take an I test in order to avoid being turned into a frog. If it fails, they are transformed and cannot do anything except croak and hop around for the rest of the game. Remove the model as casualty with no saves allowed except Magic Resistance.</p>		

Brettonnia		
The Lady's Virtue of Valour		
12+/18+	12"	Instant
<p>Roll a D6/2D6; the result rolled is the number of characteristics that may be increased by 1, with the following order; WS, I, S, T, A, LD. The effects lasts until the start of the next Bretonnian Magic phase.</p>		

Brettonnia		
Wrath of Righteousness		
10+/15+	12"/18"	Instant
<p>Affects all enemy units within range of the caster. All enemy units within range take D6 S 4 hits with with Lightning Attacks.</p>		

**WARHAMMER
BATTLE**

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