

Since his coronation in 2500, Louen has proved himself time and time again. He utterly crushed the massive Orc invasion of 2508 at the Battle of Swampfold, and has ridden battlefields clear of the undead on the outskirts of Mousillon on more than one occasion. He has fought victoriously against invaders of the north, driving them back into the sea, and scoured the taint of insidious covens from within his cities. Leoncoeur has always attacked the enemies of Bretonnia with fiery wrath and determination, yet never have his actions been anything other than chivalrous and honourable. Although such rigid adherence to the codes of martial honour could be seen to hinder a more unscrupulous general, it is a great source of strength for King Louen. He is blessed above all other mortals by the Lady of the Lake, and some whisper he has even been granted a kiss by his goddess. It is certain that the magical power of the Grail flows in his veins; legend has it that where Leoncoeur is cut, light streams out from the wound until it is healed over once more.

After more than twenty glorious years on the throne, Louen still appears to be in the prime of his life, though scholars whisper that he is close to his ninetieth year. It is said that he intends to turn his attentions to cursed Mousillon, cleansing it of taint and restoring it to its former glory. If he does this, the lands of Bretonnia will be united under his banner once and for all.

*Louen Leoncoeur may be taken as one of your Lord choices in a Bretonnian army. The King is so potent a force on the battlefield that he also uses up an additional Hero choice. He must be used exactly as presented here and may not be given any additional equipment or magic items. Needless to say, Louen Leoncoeur must be the army's General.*

	M	WS	BS	S	T	W	I	A	Ld
King Louen	4	7	5	4	4	3	7	5	9
Beaquis	8	5	0	5	5	4	6	4	9

**Points:** 728

**Weapons:** The Sword of Couronne, lance.

**Armour:** Heavy armour, The Lion's Shield.

## Special Rules

### The Grail Vow

Louen Leoncoeur has the Grail Vow (see page 43).

### The Puissant Virtue

Whilst fighting in challenges, Louen can re-roll any failed rolls to hit or to wound, but must always accept the second result. Louen also counts as having the Virtue of Purity.

### Beloved Son of Bretonnia

If Louen is removed as a casualty, all Bretonnian units must take a Panic test. Such is the determination to reclaim their fallen ruler that all Bretonnian troops count as *stubborn* for the rest of the battle, even if normally Immune to Psychology.

### The Army of the King

When Louen goes to war, the finest warriors of Bretonnia march with him. The 0-1 restriction on Grail Knights is lifted when Louen is the General. However, Men-at-arms and Bowmen become Special choices.

### The Lady's Champion

Leoncoeur bears a blessing even more potent than others who have sipped from the Grail. He will always have the Blessing of the Lady, even if the army did not pray. In addition to the Ward save he receives from the Blessing, Leoncoeur has Regeneration. However, the Lady's code is so integral to his nature that if Leoncoeur flees for any reason, fails to rally or refuses a challenge, he will immediately take a wound with no saves of any kind allowed and will lose the Blessing. He will, however, maintain his Regeneration special ability.

## Magic Items

### The Crown of Bretonnia

*Blessed by a kiss from the Lady, this crown has been an ancient symbol of leadership since the coronation of Gilles' son, King Louis the Rash. It shines with a golden light just as intense as the day it was bequeathed to the Bretonnians.*

Friendly troops may use Louen Leoncoeur's Leadership characteristic when he is within 18" instead of the usual 12". Any unit with line of sight to him is immune to *panic*.

### The Sword of Couronne

*This powerful heirloom was forged from the finest Bretonnian silverine, and was quenched in the mirrorpools of the great forest. It catches the sun's rays and magnifies them, dazzling Louen's enemies as he charges into battle.*

The sword confers +1 Strength. In addition, any foe in base contact with Louen at the beginning of any Close Combat phase must take a Leadership test. If this is failed, that model may make no attacks this round and will be hit automatically.

### The Lion's Shield

*King Louen carries the shield that has protected him since the first days of his knightbood. Over the years it has been worked by Bretonnia's greatest artisans and enchanted by powerful prophetesses to become a mighty artefact.*

Counts as a normal shield. In addition, Louen has a Magic Resistance value equal to the total number of dice used in the casting of any spell that affects him. This can exceed the normal limit for Magic Resistance; for example, if a *Fireball* is targeted at Louen using four dice to cast, he will have Magic Resistance (4) for the purposes of dispelling that spell! Against Bound Spells, Louen has Magic Resistance (1).

## Beaquis the Hippogryph

As with all Hippogryphs, Beaquis can fly, is a Large Target and causes *terror*. Such is the bond of loyalty between the beast and its master that Beaquis will always count as rolling a 6 on the Monster Reaction table in the event of his master's death. No Leadership test is taken if Louen is slain.

