

Of all the Grail Knights in the service of Bretonnia, few are so famed as Sir Amalric of Gaudaron Keep, scourge of the undying and blessed champion of the Lady of the Lake. As a young knight, Amalric passed his early years in the service of Baron Prithard of Carcassonne, one warrior amongst many in the Baron's service. Prithard, whilst a noble and just lord, needed the support of worthy knights if he were to defend his domains, for though well schooled in the courtly arts, the skills of diplomacy forever eluded him. As such, he often found himself at odds with his peers and could rely on little support from them. Though young, Amalric swiftly proved to have great skill at arms, and he was soon confirmed as a full Knight of the Realm and appointed master of Gaudaron Keep, an old but serviceable castle on the foothills of the Vaults.

It was shortly after the young knight was installed in his domains, that the accursed lich, Hardakh, rose from his crypt deep within the Vaults, and led an army of mouldering corpses into the southern Carcassonne territories. Amalric was one of many bold knights who met with Hardakh upon the field of battle. It seemed

that the blessing of the Lady flowed through Amalric with unprecedented vigour, for the Undead warriors could not stand before him. Wherever Amalric rode, the Necromancer's evil magics seemed to abate and fade. Skeletal warriors collapsed into dust and spectral hosts dispersed in the wind at his coming. Even

Sir Amalric of Gaudaron

Points: 160

	M	WS	BS	S	T	W	I	A	Ld
Sir Amalric	4	6	3	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

Sir Amalric counts as a Hero choice. He must be fielded exactly as represented here, and may not be given additional equipment or magic items.

Weapons and armour. Amalric has a mace, heavy armour and shield and rides a barded Bretonnian warhorse. He also carries the Icon of the Lady.

Vows and Virtues. As a Grail Knight, Amalric has taken the Grail Vow (he is Immune to Psychology and his attacks are magical). He also has the Virtue of Stoicism (he and the unit he joins may re-roll failed Break tests).

Bane of the Undead. Amalric's presence is deadly to all manner of unliving creatures, dispelling the unholy magics that bind them together. Any Undead units in base contact with Amalric at the start of the Combat phase automatically suffer D6 wounds, with no Armour Save possible. These wounds are distributed as combat casualties and count towards combat resolution.

The Icon of the Lady. This holy relic protects Amalric from the gravest of harm, shielding him from the blows of his enemies. The Icon bestows a 5+ Ward Save upon Amalric and grants him Magic Resistance (1).

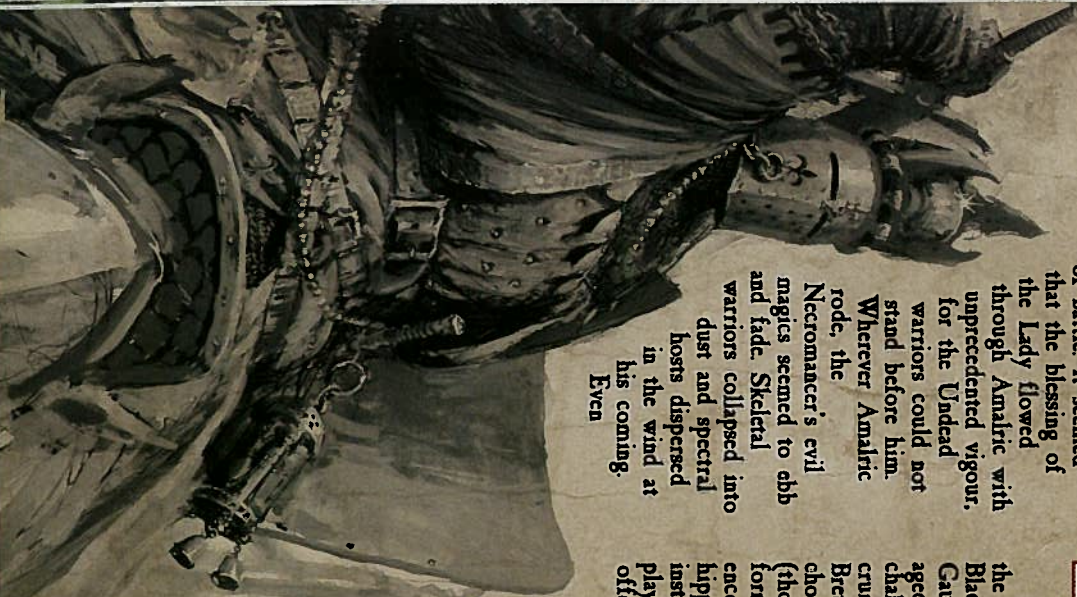
Mark Bedford's model of Sir Amalric uses pieces from the Knights of the Realm and men-at-arms sprues.



the vampiric echo of Sir Morren the Black, scourge upon the lands about Gaudaron for some two hundred years, aged and died even as he offered challenge to Amalric. With his army crumbling about him and the men of Bretonnia emboldened, Hardakh had no choice but to retreat from battle (though within a league, his undead form suffered a short but pointed encounter with Baron Prithard's favorite hippogryph, Dagonet). Recognising the instrumental role that Amalric had played in the victory, the Baron offered him rank and great wealth. Such a reward would have brought a new age of comfort on Amalric's impoverished family yet, spurred on by visions and faith, the young knight chose instead to commit

himself to the path of the Lady.

To this day, ballads are still sung of the Quest of Sir Amalric - largely on the insistence of his family, who benefited greatly from his fame. Though some of the claims made of Amalric's travels are mythical - he did not engage in a game of riddles with one of the fey folk - or embellished - the Chaos Champion Karnak had merely three heads, not five - he performed many great deeds. On the slopes of the Grey Mountains, Amalric beheaded the ferocious Beastlord Shadelfeich and scattered his followers. It was Almaric who single-handedly defended the Tower Perilous from Goblin raiders, and he who twice defeated and slew the Barrow King. Bracht the Eternal Ultimately, with the blessing of the Lady as his guide and companion, Amalric's quest was a successful one. On the banks of the Brienne, Amalric supped from the Grail and truly became the chosen of the Lady of the Lake. Little was he to know that the greatest trial of his life was yet to await him for, shortly after, the Lady bade him ride deep into the fey and dangerous forest of Athel Loren where he would confront one of the most powerful Necromancers to ever walk the Old World.



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