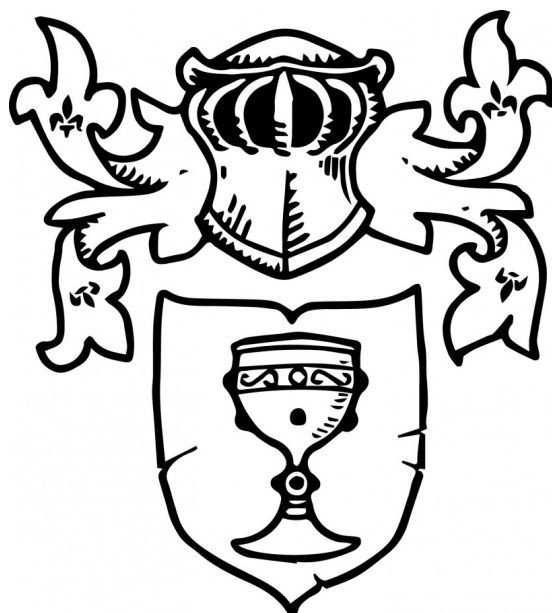


# THE IX AGE

## FANTASY BATTLES



# Kingdom of Equitaine

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2022 alpha 2 – February 24, 2022

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: [the-ninth-age.com](https://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: [the-ninth-age.com/license.html](https://the-ninth-age.com/license.html). Edited with  $\LaTeX$ .

# Army Specific Rules

## The Blessing

Unit profiles in this Army Book contain an additional Characteristic, which corresponds to the units' Aegis Saves, shortened Aeg. This Characteristic is treated as if the unit has the Personal Protection Aegis (X+) written on its profile, where X is the Aeg Characteristic value. Not having an Aeg value does not prevent a unit from being the target of an Aegis modifier. A model from the Kingdom of Equitaine Army Book **without Fey Spirit** that is Fleeing can **never** use any Aegis Save.

# Army Model Rules

## Universal Rules

### Daring

Units with more than half of their models with Daring cannot voluntarily declare Flee as a Charge Reaction and **must** reroll failed Panic Tests.

### Fey Spirit

The model gains **Fearless** and **Magical Attacks**. Models with Fey Spirit can only join or be joined by Damsels or models with Fey Spirit.

### Gallantry (X)

During Army List creation, the unit gains a Gallantry value that corresponds to the value stated in brackets (X). Multiple instances of Gallantry (X) in the same unit do not stack. The sum of the Gallantry values of all units on the Army List is restricted to 1 per 650 Army Points, rounding fractions up (this means that e.g. a 4500 pts army can contain units with a combined Gallantry value of up to 7).

### Knight Banneret

0–2 Models/Army.

The model gains the following rules:

- The model gains +1 Health Point, up to a maximum of 3.
- The model may take a single Banner Enchantment from this Army Book, for which it is considered to have a Special Item allowance with no limit.
- When calculating Combat Score, the model adds +1 to its side's Combat Score.
- The model can be chosen as the model that suffers the penalties for refusing a Duel. If so, it does not add +1 to its side's Combat Score.

### Ordo Minister

0–2 Models/Army.

The model gains +1 Health Point, up to a maximum of 3. At the start of each friendly Magic Phase, the model's unit, or a model inside the model's unit, may Raise 1 Health Point with the following restrictions:

- No single unit can Recover or Raise more than 1 Health Point per Player Turn from this ability.
- Champions cannot be Raised by Ordo Minister.

*Fountain of Youth* (Druidism) cannot target any models in a unit that Recovered or Raised Health Points this way in the same Magic Phase.

## Orison (X)

At the start of step 7 of the Pre-Game Sequence (Spell Selection), each model with Orison (X) adds X Orison Tokens to its owner's Orison Token pool. **Additional instances of Orison (X) on the same model do not stack unless they are written as Orison (+X).** Any player's Orison Token pool can **never** contain more than 6 Orison Tokens. At the start of any phase or Round of Combat, one or more Orison Tokens can be removed from the Orison Token pool. For each removed token, choose one friendly non-Fleeing unit within 8" of any friendly non-Fleeing model with Orison (X). The chosen unit gains one of the following effects:

- **Holy Strike:** Attack Attribute - Close Combat.  
Model parts without Harnessed gain +1 to hit.
- **Holy Shield:** Personal Protection.  
**Aegis (+1, max. 4+).**
- **Holy Wrath:** Universal Rule.  
**Fear**; any model that already has Fear gains **Terror** instead.

Several instances of an effect on the same model are not cumulative, and a single unit can only be the target of one Orison per phase unless specifically stated otherwise. The effects last until the end of the phase.

## Sainted

One of a Kind. Cannot be taken by the Battle Standard Bearer.

Model parts without Harnessed gain **Orison (1)** and **Fearless**. The model part gains +1 Attack Value, +1 Offensive Skill, +1 Defensive Skill, its Discipline is **set** to 9, and its Special Item allowance is increased by 50 pts, up to a maximum of 200 pts. In addition, the model is always under the effect of the Orisons Holy Strike, Holy Shield, and Holy Wrath. This does not prevent the model's unit from being the target of an Orison.

## Personal Protections

### Courage

The model gains **Aegis (+1, max. 4+)** with the following restriction: The effect can only be used against wounds against which the model cannot take or would automatically fail its Armour Save.

Units with more than half of their models with Courage ignore friendly units consisting entirely of models with Ordeal for the purpose of Panic Tests.

### Honesty

The model gains **Aegis (+1, against Magical Attacks, max. 4+)**.

### Ordeal

The model gains **Aegis (+1, max. 5+)** with the following condition: Its unit must be Engaged in the same Combat as at least one other friendly unit containing one or more models with Courage or Honesty.

**Units consisting entirely of models with Ordeal are ignored by units with more than half of their models with Courage for the purpose of Panic Tests.**

## Attack Attributes

### Lance Formation – Close Combat

The model gains **Fight in Extra Rank**, and its maximum number of Supporting Attacks is increased by 1. If more than half of a unit's models have Lance Formation and the unit is 3 or 4 models wide, it counts as being in Line Formation and only needs to be 3 models wide in order to form Full Ranks.

## Armoury

### Bastard Sword – Close Combat Weapon

Hand Weapon. Attacks made with a Bastard Sword gain +1 Strength and, in the First Round of Combat, +1 Armour Penetration.

## Hereditary Spell

Casting Value	Range	Type	Duration	Effect
<b>H Breath of the Lady</b> 7+		Caster	Instant	Add two Orison Tokens to your Orison Token pool.

## Special Items

### Weapon Enchantments

**Divine Judgement** 60 pts  
Enchantment: Lance or Light Lance.  
After the wielder completes a Charge, attacks made with this weapon gain +2 Strength and +2 Armour Penetration and become **Magical Attacks** until the wielder is no longer Engaged in Combat.

**Tristan's Resolve** 50 pts  
Enchantment: Hand Weapon.  
While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become **Magical Attacks** and gain +1 Armour Penetration. After a successful to-hit roll, the attacker may discard one of the hits with this weapon and choose an enchanted weapon carried by the model the attack was allocated towards. Any Weapon Enchantment of the chosen weapon is ignored for the rest of the game.

**Mortal Reminder** 45 pts  
Enchantment: Halberd or Great Weapon.  
The wielder gains **Fear**. Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become **Magical Attacks**.

**Uther's Mettle** 35 pts  
Enchantment: Lance.  
Attacks made with this weapon become **Magical Attacks**. Once per Round of Combat, if the wielder is Charging and not fighting a Duel, it must nominate a single enemy unit Engaged with the wielder's Front Facing when allocating Close Combat Attacks with this weapon. In the same Initiative Step, the wielder inflicts one hit with Area Attack (1×5), Strength 6, Armour Penetration 3, and **Magical Attacks** on the nominated unit.

### Armour Enchantments

**Prayer-Etched** 80 pts  
Enchantment: Suit of Armour.  
The bearer gains +1 Armour and **Aegis (+1, max. 4+)**.

**Percival's Panoply** 55 pts  
Cavalry models without Towering Presence only.  
Enchantment: Heavy Armour.  
The wearer gains +2 Armour.

## Banner Enchantments

### Oriflamme 55 pts

Cannot be taken by units that count towards Core.

The bearer gains **Fear** while Engaged in Combat. Enemy units in base contact with the bearer's unit cannot benefit from Rally Around the Flag.

### Relic Shroud 50 pts

0–2 per Army. Models with Courage or Honesty only.

The bearer of one or more Relic Shrouds can cast *Breath of the Lady* (Hereditary Spell) as a Bound Spell with Power Level (4/8).

### Banner of Roland 45 pts

The bearer's unit gains **Aegis (+1, max. 4+, against Ranged Attacks)**. In addition, enemy units cannot choose Stand and Shoot as a Charge Reaction against Charges declared by the bearer's unit.

### Aspirant's Elan 35 pts

Close Combat Attacks made with Lances by the bearer's unit gain +2 Strength and +2 Armour Penetration in the First Round of Combat if the following conditions are met:

- The bearer's unit is only Engaged in its Front Facing.
- The bearer's unit is not Charging.
- The bearer's unit failed a Charge in its previous Charge Phase.

### Castellan's Crest 15 pts

Cavalry models only.

The bearer's unit adds +1 to its side's Combat Score if the unit has at least 3 Full Ranks.

## Artefacts

### Black Knight's Tabard 65 pts

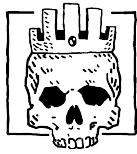
One use only. **Must** be activated when the bearer's model reaches 0 (or fewer) Health Points. Ignore all Health Point losses below 0 and do not remove the bearer's model as a casualty. Instead, after resolving all simultaneous attacks (such as all Shooting Attacks from the same unit or all Melee Attacks at the same Initiative Step), the Health Points of the bearer's model are **set** to 1.

### Sacred Chalice 25 pts

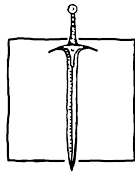
Models with Orison (X) only.

The bearer gains **Magic Resistance (1)**. When the bearer's unit is the target of an enemy Casting Attempt, including Attribute Spells, the bearer's owner gains 1 Veil Token.

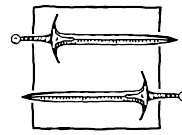
# Army Organisation



**Characters**  
Max. 40%



**Core**  
Min. 25%



**Special**  
No limit



**Fey**  
Max. 20%

## Characters (Max. 40%)



**Damsel**  
115 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	<b>4"</b>	<b>8"</b>	<b>7</b>	<b>Beloved</b> , Orison(1), Wizard Apprentice	
Defensive	HP	Def	Res	Arm	Aeg
	<b>3</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>5+</b> Honesty
Offensive	Att	Off	Str	AP	Agi
Damsel	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>
<i>Model Rules</i>				<i>Options</i>	
<b>Beloved:</b> Universal Rule.				Sainted	50
While the model is joined to a unit with at least one				Special Items	up to 100
Full Rank, it gains <b>Stand Behind</b> .				If Wizard Master	up to 200
<i>Magic Options</i>				<i>Mount Options</i>	
Wizard Adept				Heraldic Steed*	25
Wizard Master				Pegasus Charger*	35
				Destrier	55
				Fey Steed*	60
				Revered Unicorn	90
				*Only Wizard Adept and Wizard Master	
 Divination					
 Druidism					
 Shamanism					



## Equitan Lord

150 pts

single model

0–4 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm	Aeg	
	3	6	4	0	6+	Courage, Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Equitan Lord	4	6	4	1	6	Lance Formation
Options				pts	Mount Options	
A single Knightly Principle				no limit	Destrier	
Sainted*				120	Revered Unicorn (Sainted and/or Paladin only)	
Special Items				up to 150	Pegasus Charger	
if Battle Standard Bearer				up to 100	Fey Steed (Sainted and/or Paladin only)	
Battle Standard Bearer				50	Hippogriff	
Paladin*				40		
Shield				10		
One choice only:					Optional Model Rules	
Halberd				5	<b>Paladin:</b> Universal Rule.	
Paired Weapons				5	The Equitan Lord model part gains <b>Divine Attacks</b> .	
Lance				15	The model gains Not a Leader, <b>Honesty</b> , <b>Orison (1)</b> ,	
Bastard Sword				20	and loses Courage.	
Great Weapon				25		

\*Cannot be taken by the Battle Standard Bearer

# Knightly Principles

## Honour 60 pts

Attack Attribute. One of a Kind.

While Located in the Charged unit's Front Arc, the model gains **Devastating Charge (+2" Adv)**.

While Engaged with an enemy unit's Front Facing, the model part gains **Devastating Charge (+2 Att)**.

## Valour 60 pts

Attack Attribute. One of a Kind.

The model gains **Fearless** and the model's part Close Combat Attacks gain **Multiple Wounds (2, against Fear)**.

## Justice 55 pts

Attack Attribute. One of a Kind.

Whenever another model in the model's unit suffers an unsaved wound due to an enemy Melee Attack (including Initiative Step 0), the model part **must** perform a single Close Combat Attack at Initiative Step 0 against an enemy model in base contact. If this is not possible, the effect is ignored. The number of these bonus attacks that the model part performs can **never** be higher than 3 per Round of Combat.

## Excellence 50 pts

Attack Attribute. One of a Kind.

Duels issued by the model **must** (if possible) be accepted by an enemy Character, unless a Champion accepts first. In addition, while fighting a Duel, the model part's Close Combat Attacks gain +2 Armour Penetration.

## Faith 30 pts

Universal Rule. One of a Kind.

In the Melee Phase, if the model's unit is the target of an Orison while Engaged in Combat, add one Orison Token to the owner's Orison Token pool. In addition, Ordo Minister becomes 0-3 per Army.

## Forbearance 25 pts

Personal Protection. One of a Kind.

The model gains **Distracting**. This instance of **Distracting** cannot be used in the First Round of Combat.

## Generosity 10 pts

Universal Rule. One of a Kind.

The model gains **Commanding Presence** that only friendly models with Ordeal may benefit from. In addition, Knight Banneret becomes 0-3 per Army.



## Folk Hero

75 pts

single model

0–4 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Traits of a Hero	
Defensive	HP	Def	Res	Arm	Aeg
	3	4	4	0	6+
Ordeal, Light Armour					
Offensive	Att	Off	Str	AP	Agi
Folk Hero	1	4	4	1	4

### Model Rules

#### Traits of a Hero: Universal Rule.

The Folk Hero model part **must** choose at least 1 and up to 2 different Heroic Traits.

### Options

Sainted\* 50 pts

Special Items up to 100

Heavy Armour 10

Shield 5

One choice only:

Great Weapon 5

Halberd 5

Light Lance 5

Paired Weapons 5

Spear 5

Longbow (3+) and Shots 3 (0–1 Units/Army) 10

\*Cannot be taken by the Battle Standard Bearer

### Mount Options

Heraldic Steed (models with Light Armour only) 55

Pegasus Charger (Sainted only) 60

Fey Steed (Sainted only) 65

Destrier 70

Revered Unicorn (Sainted only) 75

## Heroic Traits

### Quin

120 pts

Counts as two Heroic Traits.

The model is a **Wizard Adept** that chooses Witchcraft as its Path of Magic. [If on foot, the model gains Scout.](#)

### Cleric

75 pts

The model gains **Honesty**, **Ordo Minister**, **Orison (1)**, and loses Ordeal.

### Bannerman

70 pts

The model becomes the Battle Standard Bearer, and the model part gains +1 Attack Value.

### Castellan

35 pts

The model part gains +1 Attack Value, +1 Offensive Skill, +1 Defensive Skill, and Bastard Sword. In addition, the model part **must** purchase one Knightly Principle.

### Troubadour

35 pts

The model gains **Musician** and is a **Wizard Apprentice** that chooses Divination as its Path of Magic.



# Character Mounts



## Destrier

Height **Standard**  
Type **Cavalry**  
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>C</b>			
Defensive	HP	Def	Res	Arm	Aeg	
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>	<b>C</b>	
Offensive	Att	Off	Str	AP	Agi	
Destrier	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b>	Harnessed



## Heraldic Steed

Height **Standard**  
Type **Cavalry**  
Base **40×40 mm**  
0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>7"</b>	<b>14"</b>	<b>C</b>	Fly (10", 14"), Gallantry (1), Light Troops, Vanguard		
Fly	<b>10"</b>	<b>14"</b>				
Defensive	HP	Def	Res	Arm	Aeg	
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>	<b>C</b>	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Heraldic Steed	<b>1</b>	<b>3</b>	<b>4</b>	<b>1</b>	<b>3</b>	Harnessed, Impact Hits (1)



## Revered Unicorn

Height **Standard**  
Type **Cavalry**  
Base **25×50 mm**  
0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	<b>9"</b>	<b>18"</b>	<b>C</b>	<b>Forest Guide</b> , Magic Resistance (2)		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>C</b>	<b>C</b>	<b>4</b>	<b>C+1</b>	<b>C</b>	
Offensive	Att	Off	Str	AP	Agi	
Revered Unicorn	<b>2</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>5</b>	Harnessed

—Model Rules—

**Forest Guide:** Universal Rule.

The model's unit gains **Magical Attacks** and **Strider (Forest)**.



## Pegasus Charger

Height **Large**  
Type **Cavalry**  
Base **50×50 mm**  
0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>7"</b>	<b>14"</b>	<b>C</b>	Fly (8", 16"), Gallantry (2), Light Troops		
Fly	<b>8"</b>	<b>16"</b>				
Defensive	HP	Def	Res	Arm	Aeg	
	<b>C</b>	<b>C</b>	<b>4</b>	<b>C+2</b>	<b>C</b>	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Pegasus Charger	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	Harnessed



## Hippogriff

Height **Large**  
Type **Cavalry**  
Base **50×75 mm**  
0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>7"</b>	<b>14"</b>	<b>C</b>	Fear, Fly (8", 16"), Gallantry (2), Light Troops, <b>Relentless</b> , Towering Presence		
Fly	<b>8"</b>	<b>16"</b>				
Defensive	HP	Def	Res	Arm	Aeg	
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C+1</b>	<b>C</b>	
Offensive	Att	Off	Str	AP	Agi	
Hippogriff	<b>4</b>	<b>4</b>	<b>5</b>	<b>3</b>	<b>4</b>	Harnessed

—Model Rules—

**Relentless:** Universal Rule.

While Engaged in Combat, the model's Discipline Tests are subject to Minimised Roll.



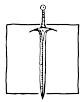
## Fey Steed

Height **Large**  
Type **Cavalry**  
Base **50×75 mm**  
0–2 Mounts/Army\*

\* For each Fey Knight in the army, the maximum number is reduced by 1.

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>C</b>	Fear, Fey Spirit, Ghost Step		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>4</b>	<b>C</b>	<b>4</b>	<b>C+1</b>	<b>C</b>	Aegis (+1, max. 4+)
Offensive	Att	Off	Str	AP	Agi	
Fey Steed	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	Breath Attack (Str 4, AP 0, Magical Attacks), Harnessed

# Core (Min. 25%)



## Feudal Knights

250 pts + 30 pts/extra model

6–15 models

0–4 Units/Army



Height Standard

Type Cavalry

Base 25×50 mm



Units with an upgrade marked with [Sp] count towards instead of Core.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	2	6+	Courage, Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Feudal Rider	1	4	4	1	3	Lance Formation, Lance
Destrier	1	3	4	0	3	Harnessed
Options				pts-	Optional Model Rules	
Knights of the Court (0–1 Units/Army) (Sp) 1/model				Knights of the Court: Universal Rule. The model gains <b>Bodyguard (Sainted or General with Courage)</b> .		
Command Group Options				pts-		
Champion				10		
Knight Banneret				30		
Musician				10		
Standard Bearer				10		
Banner Enchantment				no limit		



## Ordo Sergeants

220 pts + 20 pts/extra model

8–15 models

0–30 Models/Army



Height Standard

Type Cavalry

Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Orison (0), Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	1	6+	Honesty, Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Ordo Sergeant	1	3	3	0	3	Hatred
Rouncey	1	3	3	0	3	Harnessed
Options				pts -	Command Group Options	
Must choose (one choice only):						pts
Light Lance				free	Champion	10
Great Weapon				2/model	Ordo Minister	30
					Musician	10
					Standard Bearer	10



## Lowborn Levies

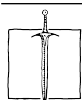
200 pts + 8 pts/extra model

30–50 models



Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	3	0	6+	Ordeal, Light Armour
Offensive	Att	Off	Str	AP	Agi	
Lowborn Levy	1	2	3	0	3	
Options				pts-	Command Group Options	
<b>Must choose (one choice only):</b>						pts-
Paired Weapons				free	Champion	10
Halberd and Shield				1/model	Musician	10
Spear and Shield				1/model	Standard Bearer	10
Shield				2/model		



## Lowborn Archers

130 pts + 9 pts/extra model

10–30 models



0–3\* Units/Army  
Height Standard  
Type Infantry  
Base 20×20 mm

\*For each Siege Weapon in the army, the maximum number of Lowborn Archers units is reduced by 1

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	3	0	6+	Ordeal
Offensive	Att	Off	Str	AP	Agi	
Lowborn Archer	1	2	3	0	3	
Options				pts-	Optional Model Rules	
<b>Must choose (one choice only):</b>					<b>Defensive Stakes:</b> Universal Rule.	
Longbow and <b>Expert Bowmen</b> (4+)				free	Enemy models in base contact with one or more	
Crossbow (4+)				1/model	Lowborn Archers must take a Dangerous Terrain (2)	
<b>Defensive Stakes</b>				20	Test immediately after successfully Charging a non-	
Command Group Options				pts-	Fleeing unit of Lowborn Archers in its Front Facing.	
Champion				10	<b>Expert Bowmen:</b> Universal Rule.	
Musician				10	The model gains <b>Accurate</b> if it did not move during	
Standard Bearer				10	this Player Turn.	

# Special (No limit)



## Men-at-Arms

190 pts + 14 pts/extra model

15–30 models



0–2 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	6+
Ordeal, Heavy Armour, Shield					
Offensive	Att	Off	Str	AP	Agi
Man-at-Arms	1	4	4	1	3

### Options

One choice only:

**Knights Forlorn**

3/model

**Ordo Wardens**

3/model

### Command Group Options

Champion

10

Knight Banneret (Knights Forlorn only)

25

Ordo Minister (Ordo Wardens only)

30

Musician

10

Standard Bearer

10

Banner Enchantment

no limit

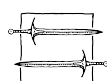
### Optional Model Rules

**Knights Forlorn:** Universal Rule.

The model loses Ordeal and gains **Courage** and **Bastard Sword**. In the First Round of Combat, enemy units in base contact do not count as Charging for the purpose of Devastating Charge.

**Ordo Wardens:** Universal Rule.

The model loses Ordeal and gains **Orison (0)**, **Honesty**, and **Great Weapon**.



## Sacred Reliquary

185 pts

single model

0–2 Units/Army

Height Standard  
Type Infantry  
Base 40×60 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Not a Leader, Orison (1), <b>Sacred Relic</b> , Tall, War Platform	
Defensive	HP	Def	Res	Arm	Aeg
	4	4	4	2	6+
Honesty, Heavy Armour					
Offensive	Att	Off	Str	AP	Agi
Sacred Reliquary	4	4	4	1	3

### Model Rules

**Sacred Relic:** Universal Rule.

The model **must** be deployed in a Standard Height Infantry unit and can **never** voluntarily leave it. The model's unit gains the following rules:

- **Fearless**
- **Fight in Extra Rank**
- The unit's Discipline Tests are subject to Minimised Roll.
- At the start of every Magic Phase, if the unit is Engaged in Combat, add one Orison Token to your Orison Token pool



## Knights Resplendent

**340** pts + **45** pts/extra model

**6–12** models



0–3 Units/Army

Height **Standard**  
Type **Cavalry**  
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>8</b>	Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>1</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>6+</b>	Courage, Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Resplendent Knight	<b>1</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>4</b>	Devastating Charge (+1" Adv,+1 Att), Lance Formation, Lance
Destrier	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b>	Harnessed
— Command Group Options —				pts –	— Command Group Options —	
Champion				10	Standard Bearer	10
Knight Banneret				<b>35</b>	Banner Enchantment	no limit
Musician				10		



## Knights Penitent

**250** pts + **60** pts/extra model

**4–9** models



0–2 Units/Army

Height **Standard**  
Type **Cavalry**  
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>7"</b>	<b>14"</b>	<b>8</b>	<b>Daring</b> , <b>Fearless</b> , Scoring, Unstable		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>2</b>	<b>4</b>	<b>4</b>	<b>3</b>	<b>6+</b>	Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Penitent Knight	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>3</b>	Lance Formation, Great Weapon
Draughthorse	<b>1</b>	<b>3</b>	<b>5</b>	<b>1</b>	<b>3</b>	Harnessed
— Command Group Options —				pts –	— Command Group Options —	
Champion				10	Musician	10
Ordo Minister and Orison (0)				<b>50</b>	Standard Bearer	10



## Knights of the Quest

**365 pts + 60 pts/extra model**

**6–10 models**

**0–2 Units/Army**



Height **Standard**  
Type **Cavalry**  
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules	
	<b>8"</b>	<b>16"</b>	<b>8</b>	<b>Fearless, Scoring, The Quest</b>	
Defensive	HP	Def	Res	Arm	Aeg
	<b>1</b>	<b>5</b>	<b>4</b>	<b>2</b>	<b>6+</b> <b>Courage, Heavy Armour, Shield</b>
Offensive	Att	Off	Str	AP	Agi
Questing Knight	<b>2</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>4</b> <b>Lance Formation, Bastard Sword</b>
Destrier	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b> <b>Harnessed</b>

### Model Rules

#### The Quest: Universal Rule.

Immediately after deploying the first friendly unit of Knights of the Quest during the Deployment Phase, the owner **must** choose 1 unit entry from the opponent's Army Book (this may also be a Character, but not a Character Mount). Models of all units from this unit entry in the enemy army (even if there is more than one such unit) are considered "marked". For attacks allocated either towards marked models, or towards models joined to units with more than half of their models marked, Questing Knights gain **Lethal Strike** and **must** reroll failed to-wound rolls.

### Command Group Options

Champion	10
Knight Banneret	<b>35</b>
Musician	10
Standard Bearer	10
Banner Enchantment	no limit



## Hedge Knights

**250 pts + 30 pts/extra model**

**6–9 models**

**0–2 Units/Army**

Height **Standard**  
Type **Cavalry**  
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules	
	<b>8"</b>	<b>16"</b>	<b>8</b>	<b>Daring, Fearless, Light Troops</b>	
Defensive	HP	Def	Res	Arm	Aeg
	<b>1</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>6+</b> <b>Courage, Heavy Armour</b>
Offensive	Att	Off	Str	AP	Agi
Hedge Knight	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>3</b> <b>Devastating Charge (Battle Focus, Frenzy, Hatred), Lance Formation, Paired Weapons</b>
Courser	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b> <b>Harnessed</b>

### Command Group Options

Champion	10
Knight Banneret	<b>35</b>
Musician	10

### Command Group Options

Standard Bearer	10
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## Yeoman Outriders

**135 pts + 10 pts/extra model**

**5–15 models**

**0–4 Units/Army**

Height **Standard**  
Type **Cavalry**  
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>7</b>	Feigned Flight, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>1</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>6+</b>	Ordeal, Light Armour
Offensive	Att	Off	Str	AP	Agi	
Yeoman Outrider	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	Light Lance
Courser	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	Harnessed
Options				pts-	Command Group Options	
Shield				2/model	Champion	10
<b>Must</b> choose (one choice only):					Musician	10
Bow (4+)				free	Standard Bearer	10
Throwing Weapons (5+)				free		



## Hooded Men

**150 pts + 10 pts/extra model**

**8–15 models**

**0–2 Units/Army**

Height **Standard**  
Type **Infantry**  
Base **20×20 mm**

Global	Adv	Mar	Dis	Model Rules		
	<b>4"</b>	<b>8"</b>	<b>7</b>	<b>Daring</b> , <b>Fearless</b> , Light Troops, <b>Ordeal</b> , Scout, Skirmisher, Unstable		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>6+</b>	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Hooded Man	<b>1</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>	Quick to Fire, Longbow (3+), <b>Paired Weapons</b>
Options				pts-	Optional Model Rules	
<b>Enlisted Outlaws</b>				<b>20</b>	<b>Enlisted Outlaws:</b> Universal Rule. The model <b>loses Daring and Unstable</b> . When the unit is deployed, choose a single Terrain Feature that the unit is in contact with. The chosen Terrain Feature is no longer Dangerous Terrain for any unit (friend or foe) for the rest of the game (but can become Dangerous Terrain from other sources).	





## Siege Weapon

145 pts

single model

0–2 Units/Army

Height Standard  
Type Construct  
Base 75 mm round

Global	Adv	Mar	Dis	Model Rules		
	0"	0"	7	War Machine		
Defensive	HP	Def	Res	Arm	Aeg	
	5	1	4	0	6+	Honesty
Offensive	Att	Off	Str	AP	Agi	
Crew	4	2	3	0	3	Move or Fire

Options

pts

**Must choose (one choice only):**

**Scorpion (4+)**

free

**Trebuchet (4+)**

30

Optional Model Rules

**Scorpion:** Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, **Area Attack (1×5)**, [**Multiple Wounds (D3+1, Clipped Wings)**].

**Trebuchet:** Artillery Weapon.

**Catapult (3×8)**, Range 18–72", Shots 1, Str 4, AP 1. The model's Height is changed to Large.



## Pegasus Knights

335 pts + 80 pts/extra model

3–5 models

0–12 Models/Army

Height Large  
Type Cavalry  
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	7"	14"	8	Fly (8", 16"), Gallantry (2), Light Troops		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm	Aeg	
	3	4	4	2	6+	Courage, Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Pegasus Knight	2	4	4	1	4	Lance Formation, Lance
Pegasus Charger	2	4	4	1	4	Harnessed

Command Group Options

pts

Command Group Options

pts

Champion

10

Standard Bearer

10

Knight Banneret

20

Banner Enchantment

no limit

Musician

10



## Sky Heralds

210 pts + 35 pts/extra model

3-6 models

0-10 Models/Army

Height Standard  
Type Cavalry  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	7"	14"	8	Fly (10", 14"), Gallantry (1), Light Troops, Skirmisher, Vanguard		
Fly	10"	14"				
Defensive	HP	Def	Res	Arm	Aeg	
	2	4	3	2	6+	Hard Target (1), Ordeal, Light Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Herald	1	4	4	1	3	
Heraldic Steed	1	3	4	1	3	Harnessed, Impact Hits (1)
Options				pts-	Command Group Options	
Must choose (one choice only):						pts-
Paired Weapons				free	Champion	10
Light Lance				1/model	Musician	10
					Standard Bearer	10

# Fey (Max. 20%)



## Naiads

**150** pts + **15** pts/extra model

**5–10** models

0–2 Units/Army

Height Standard  
Type Beast  
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules	
	<b>6"</b>	<b>12"</b>	<b>8</b>	Fey Spirit, Light Troops, <b>Water Spirits</b> , Wizard Conclave	
Defensive	HP	Def	Res	Arm	Agi
	<b>2</b>	<b>4</b>	<b>2</b>	<b>0</b>	<b>5+</b>
Offensive	Att	Off	Str	AP	Agi
Naiad			<b>3</b>	<b>3</b>	<b>5</b> Grind Attacks (2)

### Model Rules

#### Water Spirits: Universal Rule.

The model gains **Strider (Water Terrain)** and **Scout** with the following restriction: At least half the models of the model's unit must be deployed fully inside Water Terrain or the owner's Deployment Zone. In addition, Melee Attacks that are Flaming Attacks from enemy units Engaged with the model lose Flaming Attacks.

### Wizard Conclave

#### Must select 2 spells from:

- *Deceptive Glamour* (Witchcraft)
- *Healing Waters* (Druidism)
- *Savage Fury* (Shamanism)
- *Scrying* (Divination)

### Command Group Options

Champion

pts  
120



## Friar's Lantern

**150** pts

single model

0–2 Units/Army

Height Standard  
Type Beast  
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
Ground	<b>4"</b>	<b>8"</b>	<b>6</b>	Fey Spirit, Fly (8", 16"), <b>Illusions</b> , Insignificant, <b>Lights in the Mist</b> , Scout, Unstable	
Fly	<b>8"</b>	<b>16"</b>			
Defensive	HP	Def	Res	Arm	Agi
	<b>5</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>5+</b> Hard Target (2)
Offensive	Att	Off	Str	AP	Agi
Friar's Lantern			<b>1</b>	<b>0</b>	<b>10</b> Grind Attacks (1)

### Model Rules

#### Illusions: Universal Rule.

The model must **always** choose Flee as a Charge Reaction if possible despite having Fearless, and **never** becomes Shaken after passing a Rally Test. The Reform after Rallying does not prevent the model from moving.

#### Lights in the Mist: Universal Rule.

The model may perform a Sweeping Attack. The enemy unit suffers 1 hit with Strength 1, Armour Penetration 0, and **Magical Attacks**. Enemy units suffering one or more hits with Grind Attacks or Sweeping Attacks from Friar's Lantern suffer the following effects until the end of the next Player Turn:

- –2" Advance Rate, to a minimum of 3"
- –2" March Rate, to a minimum of 3"
- –2" Pursuit Distance



## The Lady's Courtier

400 pts

single model

One of a Kind

Height Large  
Type Beast  
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Fear, Fey Spirit, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	5	5	5	2	4+
Offensive	Att	Off	Str	AP	Agi
Lady's Courtier	4	5	5	2	5

### Magic Options



Druidism



Witchcraft

### Options

Must choose (one choice only):

**Courtier of the Dawn**

**Courtier of the Dusk**

free  
10

### Optional Model Rules

**Courtier of the Dawn:** Universal Rule.

The model gains +3 Attack Value, **Fly (8", 16")**, and **Gallantry (2)**. Model parts (friend or foe) with Harnessed Engaged in the same Combat as the model gain +1 to hit.

**Courtier of the Dusk:** Universal Rule.

The model is a Wizard Adept that must choose Druidism or Witchcraft as its Path of Magic and that cannot select the Hereditary Spell. In addition, the Casting Value of spells that target the model and/or any unit or model Engaged in the same Combat as the model (friend or foe) is reduced by 1. A natural roll of '1' or '2' for these Casting Attempts with a single Magic Dice is always a failed Casting Attempt, regardless of any modifiers.



# Fey Knight

355 pts

single model

Height Large  
Type Cavalry  
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	<b>Bound to the Land</b> , Fear, Fey Spirit, Ghost Step, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	4	6	4	1	5+ Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Fey Rider	4	6	5	3	6
Fey Steed	2	4	4	1	4 <b>Breath Attack</b> (Str 4, AP 0, <b>Magical Attacks</b> ), Harnessed

## Model Rules

**Bound to the Land:** Universal Rule.

The model gains **Ambush**. In addition, when declaring if the model will Ambush (during step 8 of the Pre-Game Sequence), you must declare that the model Ambushes from a Field or Water Terrain Feature instead of the Board Edge. If so, follow the rules for Ambush but replace all instances of "Board Edge" in the rules for Ambush with "edge of any Field or Water Terrain".

## Options

**Must** choose (one choice only):

**Champion of the Green Knight** (One of a Kind) free

**Chosen of the Snow Childe** (One of a Kind) free

**Warden of the Hooded Man** (One of a Kind) free

## Optional Model Rules

**Champion of the Green Knight:** Universal Rule.

The Fey Rider gains Bastard Sword. The model gains **Stubborn** and counts as a Champion for the purpose of Issuing and Accepting Duels.

**Chosen of the Snow Childe:** Universal Rule.

The Fey Rider gains +1 Attack Value for each enemy model in base contact with it and its attacks ignore Parry.

**Warden of the Hooded Man:** Universal Rule.

The model gains **Terror**. The Fey Rider gains Lance and its attacks gain **Multiple Wounds (2, against Large, Gigantic)**.

# Quick Reference Sheet

## Characters

<b>Damsel</b>	Adv	4"	Mar	8"	Dis	7				Beloved, Orison(1), Wizard Apprentice
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0	5+	Honesty
Damsel	Att	1	Off	3	Str	3	AP	0	Agi	3
<b>Equitan Lord</b>	Adv	4"	Mar	8"	Dis	9				
Standard, Infantry	HP	3	Def	6	Res	4	Arm	0	6+	Courage, Heavy Armour
Equitan Lord	Att	4	Off	6	Str	4	AP	1	Agi	6
<b>Folk Hero</b>	Adv	4"	Mar	8"	Dis	8				Traits of a Hero
Standard, Infantry	HP	3	Def	4	Res	4	Arm	0	6+	Ordeal, Light Armour
Folk Hero	Att	1	Off	4	Str	4	AP	1	Agi	4

## Character Mounts

<b>Destrier</b>	Adv	8"	Mar	16"	Dis	C				
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2	C	
Destrier	Att	1	Off	3	Str	4	AP	0	Agi	3
<b>Heraldic Steed</b>	Adv	7"	Mar	14"	Dis	C				Fly (10", 14"), Gallantry (1), Light Troops, Vanguard
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2	C	Hard Target (1)
Heraldic Steed	Att	1	Off	3	Str	4	AP	1	Agi	3
<b>Revered Unicorn</b>	Adv	9"	Mar	18"	Dis	C				Forest Guide, Magic Resistance (2)
Standard, Cavalry	HP	C	Def	C	Res	4	Arm	C+1	C	
Revered Unicorn	Att	2	Off	5	Str	4	AP	1	Agi	5
<b>Pegasus Charger</b>	Adv	7"	Mar	14"	Dis	C				Fly (8", 16"), Gallantry (2), Light Troops
Large, Cavalry	HP	C	Def	C	Res	4	Arm	C+2	C	Hard Target (1)
Pegasus Charger	Att	2	Off	4	Str	4	AP	1	Agi	4
<b>Hippogriff</b>	Adv	7"	Mar	14"	Dis	C				Fear, Fly (8", 16"), Gallantry (2), Light Troops, Relentless, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C+1	C	
Hippogriff	Att	4	Off	4	Str	5	AP	3	Agi	4
<b>Fey Steed</b>	Adv	8"	Mar	16"	Dis	C				Fear, Fey Spirit, Ghost Step
Large, Cavalry	HP	4	Def	C	Res	4	Arm	C+1	C	Aegis (+1, max. 4+)
Fey Steed	Att	2	Off	4	Str	4	AP	1	Agi	4

## Core

<b>Feudal Knights</b>	Adv	8"	Mar	16"	Dis	8				Scoring
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	2	6+	Courage, Heavy Armour, Shield
Feudal Rider	Att	1	Off	4	Str	4	AP	1	Agi	3
Destrier	Att	1	Off	3	Str	4	AP	0	Agi	3
<b>Ordo Sergeants</b>	Adv	8"	Mar	16"	Dis	7				Orison (0), Scoring
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	1	6+	Honesty, Heavy Armour, Shield
Ordo Sergeant	Att	1	Off	3	Str	3	AP	0	Agi	3
Rouncey	Att	1	Off	3	Str	3	AP	0	Agi	3
<b>Lowborn Levies</b>	Adv	4"	Mar	8"	Dis	6				Scoring
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0	6+	Ordeal, Light Armour
Lowborn Levy	Att	1	Off	2	Str	3	AP	0	Agi	3
<b>Lowborn Archers</b>	Adv	4"	Mar	8"	Dis	6				Scoring
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0	6+	Ordeal
Lowborn Archer	Att	1	Off	2	Str	3	AP	0	Agi	3

## Special

<b>Men-at-Arms</b>	Adv	4"	Mar	8"	Dis	8				Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0	6+	Ordeal, Heavy Armour, Shield
Man-at-Arms	Att	1	Off	4	Str	4	AP	1	Agi	3

<b>Sacred Reliquary</b>	Adv	4"	Mar	8"	Dis	7							Not a Leader, Orison (1), Sacred Relic, Tall, War Platform
Standard, Infantry	HP	4	Def	4	Res	4	Arm	2			6+		Honesty, Heavy Armour
Sacred Reliquary	Att	4	Off	4	Str	4	AP	1	Agi	3			
<b>Knights Resplendent</b>	Adv	8"	Mar	16"	Dis	8							Scoring
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	2			6+		Courage, Heavy Armour, Shield
Resplendent Knight	Att	1	Off	5	Str	4	AP	1	Agi	4			Devastating Charge (+1" Adv,+1 Att), Lance Formation, Lance
Destrier	Att	1	Off	3	Str	4	AP	0	Agi	3			Harnessed
<b>Knights Penitent</b>	Adv	7"	Mar	14"	Dis	8							Daring, Fearless, Scoring, Unstable
Standard, Cavalry	HP	2	Def	4	Res	4	Arm	3			6+		Heavy Armour
Penitent Knight	Att	1	Off	4	Str	4	AP	1	Agi	3			Lance Formation, Great Weapon
Draughthorse	Att	1	Off	3	Str	5	AP	1	Agi	3			Harnessed
<b>Knights of the Quest</b>	Adv	8"	Mar	16"	Dis	8							Fearless, Scoring, The Quest
Standard, Cavalry	HP	1	Def	5	Res	4	Arm	2			6+		Courage, Heavy Armour, Shield
Questing Knight	Att	2	Off	5	Str	4	AP	1	Agi	4			Lance Formation, Bastard Sword
Destrier	Att	1	Off	3	Str	4	AP	0	Agi	3			Harnessed
<b>Hedge Knights</b>	Adv	8"	Mar	16"	Dis	8							Daring, Fearless, Light Troops
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	2			6+		Courage, Heavy Armour
Hedge Knight	Att	2	Off	4	Str	4	AP	1	Agi	3			Devastating Charge (Battle Focus, Frenzy, Hatred), Lance Formation, Paired Weapons
Courser	Att	1	Off	3	Str	3	AP	0	Agi	3			Harnessed
<b>Yeoman Outriders</b>	Adv	8"	Mar	16"	Dis	7							Feigned Flight, Light Troops, Vanguard
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	1			6+		Ordeal, Light Armour
Yeoman Outrider	Att	1	Off	3	Str	3	AP	0	Agi	3			Light Lance
Courser	Att	1	Off	3	Str	3	AP	0	Agi	3			Harnessed
<b>Hooded Men</b>	Adv	4"	Mar	8"	Dis	7							Daring, Fearless, Light Troops, Ordeal, Scout, Skirmisher, Unstable
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0			6+		Hard Target (1)
Hooded Man	Att	1	Off	3	Str	3	AP	1	Agi	3			Quick to Fire, Longbow (3+), Paired Weapons
<b>Siege Weapon</b>	Adv	0"	Mar	0"	Dis	7							War Machine
Standard, Construct	HP	5	Def	1	Res	4	Arm	0			6+		Honesty
Crew	Att	4	Off	2	Str	3	AP	0	Agi	3			Move or Fire
<b>Pegasus Knights</b>	Adv	7"	Mar	14"	Dis	8							Fly (8", 16"), Gallantry (2), Light Troops
Large, Cavalry	HP	3	Def	4	Res	4	Arm	2			6+		Courage, Heavy Armour, Shield
Pegasus Knight	Att	2	Off	4	Str	4	AP	1	Agi	4			Lance Formation, Lance
Pegasus Charger	Att	2	Off	4	Str	4	AP	1	Agi	4			Harnessed
<b>Sky Heralds</b>	Adv	7"	Mar	14"	Dis	8							Fly (10", 14"), Gallantry (1), Light Troops, Skirmisher, Vanguard
Standard, Cavalry	HP	2	Def	4	Res	3	Arm	2			6+		Hard Target (1), Ordeal, Light Armour, Shield
Herald	Att	1	Off	4	Str	4	AP	1	Agi	3			
Heraldic Steed	Att	1	Off	3	Str	4	AP	1	Agi	3			Harnessed, Impact Hits (1)

## Fey

<b>Naiads</b>	Adv	6"	Mar	12"	Dis	8							Fey Spirit, Light Troops, Water Spirits, Wizard Conclave
Standard, Beast	HP	2	Def	4	Res	2	Arm	0			5+		
Naiad	Att	-	Off	-	Str	3	AP	3	Agi	5			Grind Attacks (2)
<b>Friar's Lantern</b>	Adv	4"	Mar	8"	Dis	6							Fey Spirit, Fly (8", 16"), Illusions, Insignificant, Lights in the Mist, Scout, Unstable
Standard, Beast	HP	5	Def	1	Res	1	Arm	0			5+		Hard Target (2)
Friar's Lantern	Att	-	Off	-	Str	1	AP	0	Agi	10			Grind Attacks (1)
<b>The Lady's Courtier</b>	Adv	8"	Mar	16"	Dis	9							Fear, Fey Spirit, Supernal
Large, Beast	HP	5	Def	5	Res	5	Arm	2			4+		
Lady's Courtier	Att	4	Off	5	Str	5	AP	2	Agi	5			
<b>Fey Knight</b>	Adv	8"	Mar	16"	Dis	8							Bound to the Land, Fear, Fey Spirit, Ghost Step, Supernal
Large, Cavalry	HP	4	Def	6	Res	4	Arm	1			5+		Heavy Armour, Shield
Fey Rider	Att	4	Off	6	Str	5	AP	3	Agi	6			
Fey Steed	Att	2	Off	4	Str	4	AP	1	Agi	4			Breath Attack (Str 4, AP 0, Magical Attacks), Harnessed

## Artillery Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Scorpion	-	48"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3+1, Clipped Wings)]
Trebuchet	Catapult (3×8)	18–72"	4	1	1	

## Aim Table

Name	Aim	Shooting Model
Longbow	3+	Hooded Man
	4+	Lowborn Archer, Folk Hero
Bow	4+	Yeoman Outriders
Crossbow	4+	Lowborn Archer
Throwing Weapons	5+	Yeoman Outriders
Scorpion / Trebuchet	4+	Scorpion / Trebuchet



# Changelog

## 2022 alpha 2 - Desing Changes

- New Army rule introduced : Daring, models with it cannot declare flee and reroll panic
- Sainted now is Orsion(1) instead of +1
- Bastard Sword reworked, now it gives +1 Str always and +1 Ap during the first round of combat
- Divine Judgement reworked, now it gives +2 Str/Ap after a charge for as long as the wielder is engaged in combat
- Prayer-Etcher reworked, now it gives +1 Armour and +1 Aegis
- Addedd clarification to Justice
- Quin now gains Scout if on foot
- Troubadour now gets Musician instead of March to the Beat
- Fey Steed is now limited to 0-2 and the maximum is reduced by one for each Fey Knight
- Knight of the Court are removed and Feudal Knight can be upgdgraded to Bodyguard
- Lowborn levies get and option for Paired weapons and the option for Halberd now includes a shield
- Sacred Reliquiry Aegis is reduced to 6+, now doesn't grant Fearless anymore and grants minimized to all discipline rolls
- Knight penitents lose fearless and gets Daring
- Hdege Knights lose fearless and gets Daring, lose paired weapons and gets 2 attack on the profile, Devasting charge changes to (Battle Focus, Frenzy, Hatred)
- Hooded Men lose fearless, gain Daring and Ordeal, gain paired weapon on the profile and lose the option for it
- The Lady's Courtier now get a 4+ aegis always
- Fey Knight gets reworked, see the entry for the details

## 2022 alpha 2 - Point Changes

### Knightly Principles:

- Excellence 40 ↗ 50
- Forbearance 30 ↘ 25
- Generosity 15 ↘ 10
- Valour 55 ↗ 60
- Honour 70 ↘ 60
- Faith 35 ↘ 30

### Heroic Traits:

- Bannerman 65 ↗ 70
- Castellan 30 ↗ 35

### Special Items:

- Uther's Mettle 45 ↘ 35
- Mortal Reminder 55 ↘ 45
- Prayer-Etched 100 ↘ 80
- Percival's Panoply 45 ↗ 55
- Black Knight's Tabard 60 ↗ 65

- Oriflamme 65 ↘ 55

- Aspirant's Elan 45 ↘ 35

### Characters:

- Damsel Destrier 50 ↗ 55
- Equitan Lord Base cost 145 ↗ 150
- Equitan Lord Bastard Sword 25 ↘ 20
- Equitan Lord Great Weapon 15 ↗ 25
- Equitan Lord Hippogriff 210 ↘ 205
- Equitan Lord Pegasus Charger 100 ↗ 120
- Equitan Lord Revered Unicorn 95 ↘ 90
- Equitan Lord Fey Steed 120 ↗ 125
- Folk Hero Base cost 70 ↗ 75
- Folk Hero Sainted 55 ↘ 50
- Folk Hero Destrier 65 ↗ 70
- Folk Hero Fey Steed 70 ↘ 65
- Folk Hero Revered Unicorn 80 ↘ 75

- Folk Hero Pegasus Charger 70 ↘ 60

#### Core:

- Feudal Knights Base cost 255 ↘ 250
- Feudal Knights Additional models 35 ↘ 30
- Feudal Knights Knights of the Court free ↗ 1
- Ordo Sergeants Great Weapon free ↗ 2
- Lowborn Levies Shield free ↗ 2
- Lowborn Levies Halberd and Shield free ↗ 1
- Lowborn Levies Spear and Shield free ↗ 1
- Lowborn Levies Paired Weapons free ↗ free
- Lowborn Archers Additional models 8 ↗ 9
- Lowborn Archers Defensive Stakes 25 ↘ 20

#### Special:

- Men-at-Arms Base cost 200 ↘ 190
- Men-at-Arms Additional models 16 ↘ 14
- Men-at-Arms Knights Forlorn 2 ↗ 3
- Men-at-Arms Ordo Wardens 2 ↗ 3
- Knights Resplendent Base cost 345 ↘ 340
- Knights Resplendent Additional models 50 ↘ 45
- Knights Resplendent Knight Banneret 40 ↘ 35

- Knights Penitent Ordo Minister 40 ↗ 50
- Knights of the Quest Knight Banneret 40 ↘ 35
- Hooded Men Base cost 160 ↘ 150
- Hooded Men Additional models 12 ↘ 10
- Hooded Men Enlisted Outlaws 25 ↘ 20
- Siege Weapon Scorpion 140 ↗ 145
- Siege Weapon Trebuchet 180 ↘ 175
- Hedge Knights Base cost 280 ↘ 250
- Hedge Knights Additional models 38 ↘ 30
- Hedge Knights Knight Banneret 40 ↘ 35
- Sky Heralds Additional models 40 ↘ 35

#### Fey:

- Naiads Base cost 180 ↘ 150
- Naiads Additional models 20 ↘ 15
- Friar's Lantern Base cost 160 ↘ 150
- The Lady's Courtier Courtier of the Dawn 430 ↘ 400
- The Lady's Courtier Courtier of the Dusk 435 ↘ 410
- Fey Knight Base cost 350 ↗ 355