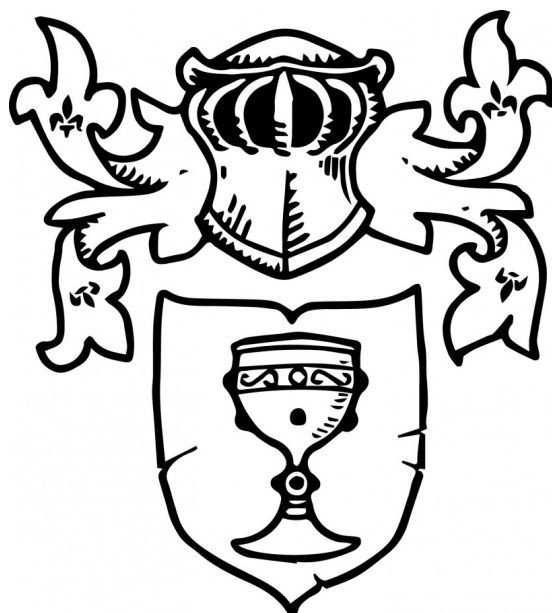


THE IX AGE

FANTASY BATTLES



Kingdom of Equitaine

Army Book (Core Rules)

2nd Edition, version 2023 beta 2 hotfix 1 – May 25, 2023

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The 9th 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. 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. Edited with \LaTeX .

Army Specific Rules

Orisons

Each Kingdom of Equitaine army has a pool of Blessing Tokens that can **never** contain more than 6 tokens. At the start of step 7 of the Pre-Game Sequence (Spell Selection), add 1 Blessing Token per 3000 Army Points to the pool, rounding fractions up. In each Magic Phase, immediately after Siphon the Veil, Blessing Tokens can be discarded. For every discarded Blessing Token, choose a single friendly unit and apply one of the following effects until the start of the next Magic Phase:

- Orison of Shielding: The unit gains Aegis (5+).
- Orison of Striking: Model parts without Harnessed in the unit gain +1 to hit with Close Combat Attacks.
- Orison of Discipline: The unit's Discipline is **set** to 9.

A single unit can only be the target of one Orison per Player Turn, unless specifically stated otherwise.

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.

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.~~

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.

Knight Banneret

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.

Ordained

At the start of step 7 of the Pre-Game Sequence (Spell Selection), add 1 Blessing Token to your Blessing Token pool for each model with Ordained on your Army List.

Ordo Minister

At the start of each friendly Magic Phase, [you may apply the following rules to](#) each unit containing one or more models with Ordo Minister:

- [may remove a single token from the Blessing Token pool. If so, t](#)he unit, or a model inside the unit, may Raise 1 Health Point.
- [In order to Raise a Health Point of a Champion or Character, 1 Blessing Token has to be removed from the owner's Blessing Token pool.](#)

Prepared Position

0–3 Units/Army.

When deploying the unit, you may place a Wall Terrain Feature fully within 1" of the unit's Front Facing but not in contact with any other Terrain Feature except Open Terrain. This Wall is up to 1" deep and its length cannot exceed the width of the unit, up to a maximum of 12". It follows the normal rules for Walls, with the exception that it contributes to Soft Cover instead of Hard Cover.

Sainted

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

Model parts without Harnessed gain **Fearless** and +1 Attack Value. In addition, the model is **always** under the effect of Orison of Shielding, Orison of Striking, and Orison of Discipline. This does not prevent the model's unit from being the target of an Orison, but the model does not benefit from this additional Orison.

Personal Protections

Courage

The model gains **Aegis (5+)** 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 (5+, against Magical Attacks)**.

Ordeal

The model gains **Aegis (5+)** while its unit is Engaged in the same Combat as at least one other friendly unit.

Attack Attributes

Lance Formation – Close Combat

The model gains **Fight in Extra Rank**. In addition, if the model is Standard, it gains Extra Support (2). 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.

Mount Support – Close Combat

The model part ignores Harnessed for the purpose of Supporting Attacks.

Armoury

Bastard Sword – Close Combat Weapon

Hand Weapon. Attacks made with a Bastard Sword gain +1 Strength and **Devastating Charge (+1 AP)**.

Hereditary Spell

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

Special Items

Weapon Enchantments

Divine Judgement 70 pts
 Enchantment: Lance or Light Lance.
 After the wielder completes a Charge, attacks made with this weapon gain +2 Strength and +2 Armour Penetration until the wielder is no longer Engaged in Combat.

Tristan's Resolve 60 pts
 Enchantment: Hand Weapon.
 While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon 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 55 pts
 Enchantment: Halberd or Great Weapon.
 The wielder gains **Fear** and **Terror**. Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Uther's Mettle 35 pts
 Enchantment: Lance or Light Lance.
 Once per Round of Combat, unless fighting a Duel, after one or more successful to-hit rolls made with this weapon against an enemy model, the target's unit suffers 1 hit with Area Attack (1×5) in the same Initiative Step as the initial Close Combat Attack. The hits from the Area Attack have the same Strength, Armour Penetration, and Attack Attributes as the initial Close Combat Attack. This is considered a Special Attack.

Armour Enchantments

Prayer-Etched 90 pts
 Enchantment: Suit of Armour.
 The wearer gains +1 Armour and **Aegis (+1, max. 4+)**.

Percival's Panoply 70 pts
 Cavalry models without Towering Presence only.
 Enchantment: Heavy Armour.
 The wearer gains +2 Armour.

Fortress of Faith 35 pts
 Enchantment: Shield.
 While using this Shield, the bearer **must** reroll Armour Save rolls of '1'.

Banner Enchantments

Relic Shroud 65 pts
 Models with Courage or Honesty only.
 The bearer can cast *Breath of the Lady* (Hereditary Spell) as a Bound Spell with Power Level (4/8).

Oriflamme 50 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.

Banner of Roland 40 pts
 The bearer's unit gains **Devastating Charge (Aegis (5+))**. In addition, enemy units cannot choose Stand and Shoot as a Charge Reaction against Charges declared by the bearer's unit.

Castellan's Crest 40 pts
 0–3 per Army. Cavalry models only.
 One use only. May be activated immediately before declaring a Charge with the bearer or the bearer's unit in the Charge Phase. Failed Charge Range rolls of the bearer or the bearer's unit must be rerolled until the end of the phase. Other Characters Charging out of the bearer's unit are not affected.

Banner of Elan 15 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:

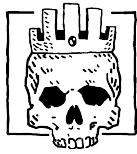
- The bearer's unit is only Engaged in its Front Facing.
- The bearer's unit is not Charging.
- The bearer's unit failed a Charge in its previous Charge Phase.

Artefacts

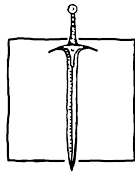
Black Knight's Tabard 45 pts
 One use only. The first time the bearer's model suffers an unsaved wound from an attack with Multiple Wounds (X), the model gains **Immune (Multiple Wounds (X))** until the end of the phase.

Sacred Chalice 20 pts
 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.

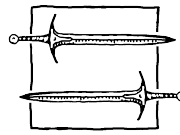
Army Organisation



Characters
Max. 40%



Core
Min. 25%



Special
No limit



Fey
Max. 20%

Characters (Max. 40%)



Damsel
110 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Beloved, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	3	3	3	0	6+	Honesty
Offensive	Att	Off	Str	AP	Agi	
Damsel	1	3	3	0	3	

Model Rules

Beloved: Universal Rule.

While the model is joined to a unit with at least one Full Rank, it gains **Stand Behind**.

Options

Sainted	pts - 30
Special Items	up to 100
If Wizard Master or Sainted	up to 200

Magic Options

Wizard Adept	pts - 95
Wizard Master	pts - 265



Divination



Druidism



Shamanism

Mount Options

Heraldic Steed*	pts - 25
Pegasus Charger*	pts - 25
Fey Steed*	pts - 40
Destrier	pts - 55
Revered Unicorn	pts - 80
*Only Wizard Adept and Wizard Master	



Equitan Lord

140 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	Revered Unicorn (Sainted only)	
One choice only:					Destrier	
Battle Standard Bearer				50	Pegasus Charger	
Sainted				105	Fey Steed (Sainted only)	
Special Items				up to 150	Hippogriff	
If Battle Standard Bearer				up to 100		
If General or Sainted				up to 200		
Shield				20		
One choice only:						
Halberd				free		
Paired Weapons				free		
Lance				20		
Bastard Sword				25		
Great Weapon				35		

—Optional Model Rules—

Knightly Principles

Valour

80 pts

Attack Attribute. One of a Kind.

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

cluding 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.

Honour

60 pts

Attack Attribute. One of a Kind.

The model gains **Maximised (Charge Range)**. In addition, while Engaged with an enemy unit's Front Facing, the model part gains **Devastating Charge (+2 Att)**.

Forbearance

40 pts

Personal Protection. One of a Kind.

While using a Shield, the model gains **Distracting**.

Excellence

55 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.

The model gains **Ordained**. In addition, if the model's unit is the target of an Orison while Engaged in Combat, add one Blessing Token to the owner's Blessing Token pool.

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 (in-

Generosity

25 pts

Universal Rule. One of a Kind.

The model gains **Attached** and **Exclusive** (R&F model). R&F models with Courage in the unit that the model is deployed in gain Bastard Sword and **Weapon Master** until the end of the game.



Paladin

140 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	7	4	0	6+	Aegis (+1, against Magical Attacks, max. 4+), Honesty, Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Paladin	4	7	4	1	6	Divine Attacks, Lance Formation, Magical Attacks

Options	pts	Mount Options	pts
Must choose (one choice only):		Destrier	80
Not a Leader	free	Revered Unicorn	80
Sainted	150	Pegasus Charger	135
Special Items	up to 150	Fey Steed	140
If Sainted	up to 200	Hippogriff	230
Shield	20		
One choice only:			
Halberd	free		
Paired Weapons	free		
Lance	20		
Bastard Sword	25		
Great Weapon	35		



Folk Hero

90 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	5	4	0	6+
Offensive	Att	Off	Str	AP	Agi
Folk Hero	1	5	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
Special Items	up to 100
If Sainted	up to 150
Heavy Armour	10
Shield	10
One choice only:	
Halberd	free
Light Lance	free
Spear	free
Bastard Sword (Castellan only)	5
Great Weapon	5
Lance (Castellan only)	5
Longbow (3+) and Shots 3 (0–1 Units/Army)	5
Paired Weapons	5

*Cannot be taken by the Battle Standard Bearer

Mount Options

Pegasus Charger (Sainted only)	40
Heraldic Steed (models with Light Armour only)	55
Revered Unicorn (Sainted only)	65
Fey Steed (Sainted only)	75
Destrier	80

Optional Model Rules

Heroic Traits

Quin

115 pts

Universal Rule. 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.

Castellan

40 pts

Universal Rule.

The model part gains +2 Attack Value and **Commanding Presence (6", Ordeal)**.

Bannerman

50 pts

Universal Rule.

The model becomes the Battle Standard Bearer.

Minstrel

30 pts

Universal Rule.

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

Cleric

50 pts

Universal Rule.

The model gains **Honesty**, **Ordo Minister**, Ordained, and loses Ordeal.

Character Mounts



Destrier

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

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



Heraldic Steed

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

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fly (10", 14"), Gallantry (1), Light Troops, Vanguard		
	10"	14"				
Defensive	HP	Def	Res	Arm	Aeg	
	C	C	C	C+2	C	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Heraldic Steed	1	4	4	1	3	Devastating Charge (+2 Att, Extra Support (3), Mount Support), Harnessed



Revered Unicorn

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

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	C	Forest Guide , Magic Resistance (2), Strider		
Defensive	HP	Def	Res	Arm	Aeg	
	C	C	4	C+1	C	
Offensive	Att	Off	Str	AP	Agi	
Revered Unicorn	2	5	4	1	5	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	7"	14"	C	Fly (8", 16"), Gallantry (2), Light Troops		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm	Aeg	
	C	C	4	C+2	C	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Pegasus Charger	2	4	4	1	4	Harnessed



Hippogriff

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

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

—Model Rules—

Relentless: Universal Rule.

While Engaged in Combat, the model gains **Minimised** (Discipline Tests).



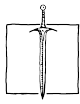
Fey Steed

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		
	8"	16"	C	Fear, Fearless, Ghost Step, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	4	C	4	C+1	C	Aegis (+1, max. 4+)
Offensive	Att	Off	Str	AP	Agi	
Fey Steed	3	4	4	1	4	Harnessed

Core (Min. 25%)



Feudal Knights

270 pts + 32 pts /extra model

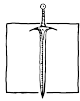
6-15 models

0-4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm



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
— Command Group Options —				pts -	— Command Group Options — pts -	
Champion				10	Standard Bearer	10
Knight Banneret				35	Banner Enchantment	no limit
Musician				10		



Ordo Sergeants

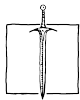
240 pts + 20 pts /extra model

8-15 models

0-30 Models/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules			
	8"	16"	7	Ordo Minister, Scoring			
Defensive	HP	Def	Res	Arm	Aeg		
	1	3	3	2	6+	Honesty, Heavy Armour	
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		pts -
Must choose (one choice only):					Champion		10
Light Lance and Shield				free	Musician		10
Great Weapon				1/model	Standard Bearer		10
					Banner Enchantment		no limit



Lowborn Levies

180 pts + 6 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		pts -
Must choose (one choice only):					Champion		10
Paired Weapons				free	Musician		10
Halberd and Shield				1/model	Standard Bearer		10
Spear and Shield				1/model			
Shield				2/model			



Lowborn Archers

125 pts + 8 pts /extra model

10–30 models

0–3* Units/Army



Height Standard
Type Infantry
Base 20×20 mm

*For each Siege Weapon and each Enlisted Outlaws unit with Hooded Men 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	
Must choose (one choice only):					Archery Drills: Attack Attribute – Shooting.	
Longbow (4+) and Archery Drills				free	During a Player Turn in which the model has not	
Crossbow (4+)				1/model	moved, if the model's unit has at least one Full Rank,	
Prepared Position				20	the model gains two instances of Shoot in Extra Rank.	
Command Group Options				pts -		
Champion				10		
Musician				10		
Standard Bearer				10		

Special (No limit)



Men-at-Arms

160 pts + 15 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, Stalwart Defense	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	6+
Heavy Armour, Shield					
Offensive	Att	Off	Str	AP	Agi
Man-at-Arms	1	4	4	1	3

Model Rules

Stalwart Defense: Universal Rule.

Enemy units in base contact with one or more models with Stalwart Defense do not count as Charging for the purpose of Devastating Charge.

Options

Must choose (one choice only):

Avowed Armsmen

free

Knights Forlorn

1/model

Ordo Wardens

1/model

Command Group Options

	pts -
Champion	10
Knight Banneret (Knights Forlorn only)	15
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

Optional Model Rules

Avowed Armsmen: Universal Rule.

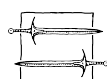
The model gains **Ordeal** and **Spear**.

Knights Forlorn: Universal Rule.

The model gains **Courage** and **Bastard Sword**.

Ordo Wardens: Universal Rule.

The model gains **Honesty** and **Great Weapon**.



Sacred Reliquary

195 pts

single model

0-2 Units/Army

Height Standard
Type Infantry
Base 40×60 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Attached, Exclusive (R&F Infantry), Not a Leader, Ordained, Sacred Relic , Tall, War Platform	
Defensive	HP	Def	Res	Arm	Aeg
	5	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's unit gains the following rules:

- **Fight in Extra Rank**
- The unit gains **Minimised (Discipline Tests)**.
- If the model's unit is the target of an Orison while Engaged in Combat, add one Blessing Token to the owner's Blessing Token pool. Ignore this effect if a Character with Faith is part of the model's unit.



Knights Resplendent

325 pts + **50** pts /extra model

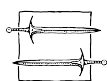
6–12 models



0–3 Units/Army

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

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
Resplendent Knight	1	5	4	1	4 Devastating Charge (+1" Adv, +1 Att), Lance Formation, Lance
Destrier	1	3	4	0	3 Harnessed
— Options — pts —					
Knights of the Court (0–1 Units/Army)				4/model	Knights of the Court: Universal Rule.
— Command Group Options — pts —					
Champion					10
Knight Banneret					30
Musician					10
Standard Bearer					10
Banner Enchantment					no limit
					The model gains Bodyguard (Sainted or General with Courage).
					In addition, unless Charging out of the unit, Characters joined to units with one or more models with Knights of the Court gain Devastating Charge (+1" Adv).



Knights Penitent

260 pts + **75** pts /extra model

3–6 models



0–2 Units/Army

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

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Daring, Fearless, Scoring, Vow of Redemption	
Defensive	HP	Def	Res	Arm	Aeg
	2	4	4	3	6+ Heavy Armour, Honesty
Offensive	Att	Off	Str	AP	Agi
Penitent Knight	1	4	4	1	3 Lance Formation, Great Weapon
Draughthorse	1	3	5	0	3 Harnessed
— Model Rules —					
Vow of Redemption: Universal Rule.					
Units with at least one model with Vow of Redemption:					
• Gain Stubborn while having at least as many files as they have ranks.					
• Cannot be joined by Characters other than Folk Heroes with Cleric.					
— Command Group Options — pts —					
Champion					10
Musician					10
				Standard Bearer	10
				Banner Enchantment	no limit



Knights of the Quest

380 pts + **80** pts /extra model

6–10 models



0–2 Units/Army

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

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

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

	pts -
Champion	10
Knight Banneret	30
Musician	10
Standard Bearer	10
Banner Enchantment	no limit



Hedge Knights

230 pts + **25** pts /extra model

6–9 models

0–18 Models/Army

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

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

Command Group Options

	pts -
Champion	10
Knight Banneret	25

Command Group Options

	pts -
Musician	10
Standard Bearer	10



Yeoman Outriders

145 pts + 8 pts /extra model

5–15 models

0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

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



Enlisted Outlaws

110 pts + 6 pts /extra model

8–15 models

0–2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Daring , Light Troops, Scout, Unstable	
Defensive	HP	Def	Res	Arm	Aeg
	1	3	3	0	6+ Ordeal
Offensive	Att	Off	Str	AP	Agi
Enlisted Outlaw	1	3	3	1	3 Paired Weapons, Throwing Weapons (5+)
— Options — pts —					
Hooded Men				1/model	Hooded Men: Universal Rule.
Prepared Position				25	The model gains Hard Target (1) and Skirmisher and
If Hooded Men, must choose (one choice only):					loses Throwing Weapons (5+) Daring and Unstable .
Longbow (3+) and Quick to Fire				free	
Crossbow (4+)(0–1 Units/Army)				2/model	
— Optional Model Rules —					



Siege Weapon

115 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+)

50

Optional Model Rules

Scorpion: Artillery Weapon.

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

Trebuchet: Artillery Weapon.

Catapult (4×4), Range 12–72", Shots 1, Str 4, AP 1. The model's Height is changed to Large.



Pegasus Knights

320 pts + 75 pts /extra model

3–6 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	
	2	4	4	2	6+	Courage, Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Pegasus Knight	2	4	4	1	4	Lance
Pegasus Charger	2	4	4	1	4	Harnessed

Command Group Options pts -

Champion

10

Knight Banneret

30

Musician

10

Command Group Options pts -

Standard Bearer

10

Banner Enchantment

no limit



Sky Heralds

215 pts + **40** pts /extra model

3-6 models

0-10 Models/Army

Height **Standard**
Type **Cavalry**
Base **40x40 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	1	6+ Hard Target (1), Ordeal, Light Armour, Shield
Offensive	Att	Off	Str	AP	Agi
Herald	1	4	4	1	3
Heraldic Steed	1	4	4	1	3 Devastating Charge (+2 Att, Extra Support (3), Mount Support), Harnessed
Options				pts -	Command Group Options
Must choose (one choice only):					
Light Lance				free	Champion 10
Paired Weapons				free	Musician 10
					Standard Bearer 10

Fey (Max. 20%)



Naiads

165 pts + 20 pts /extra model

5–10 models

0–2 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Fearless, Light Troops, Scout, Special Ambush (Water Terrain), Strider (Water Terrain), Wizard Conclave	

Defensive	HP	Def	Res	Arm	Aeg
	2	4	3	0	5+

Offensive	Att	Off	Str	AP	Agi
Naiad			3	3	5

Grind Attacks (2)

— Wizard Conclave —

Must select 2 spells from:

- *Deceptive Glamour* (Witchcraft)
- *Fountain of Youth* (Druidism)
- *Savage Fury* (Shamanism)
- *Scrying* (Divination)

— Command Group Options —

Champion

pts -
100



Friar's Lanterns

100 pts

single model

0–2 Units/Army

Height Standard
Type Beast
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
Ground	4"	8"	7	Fearless, Feigned Flight, Fly (8", 18"), Ghost Step, Illusions , Insignificant, Lights in the Mist , Scout, Skirmisher, Unstable	
Fly	8"	18"			

Defensive	HP	Def	Res	Arm	Aeg
	5	1	1	0	5+

Hard Target (2)

Offensive	Att	Off	Str	AP	Agi
Friar's Lanterns			1	0	10

Grind Attacks (1)

— Model Rules —

Illusions: Universal Rule.

The model must **always** choose Flee as a Charge Reaction if possible despite having Fearless.

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 Lanterns 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"



The Lady's Courtier

455 pts

single model

One of a Kind

Height Large
Type Beast
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	9	Fear, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	5	5	5	3	5+
Aegis (+1, against Melee Attacks)					
Offensive	Att	Off	Str	AP	Agi
Lady's Courtier	5	5	5	4	7

Options

Must choose (one choice only):

Courtier of the Dawn

Courtier of the Dusk

pts -

free

15

Optional Model Rules

Courtier of the Dawn: Universal Rule.

The model gains **Fly (8", 16")** and **Gallantry (2)**, and it is a Wizard Apprentice that must **always** select *Awaken the Beast* (Shamanism).

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~~ does not select spells as normal, but instead **must** select 2 spells from:

- *Fountain of Youth* (Druidism)
- *Entwining Roots* (Druidism)
- *Raven's Wing* (Witchcraft)
- *Twisted Effigy* (Witchcraft)



Fey Knight

335 pts

single model

Height Large
Type Cavalry
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Fear, Fearless, Ghost Step, Special Ambush (Water Terrain or Forest), Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	4	6	4	1	5+
Aegis (4+, against Melee Attacks), Heavy Armour, Shield					
Offensive	Att	Off	Str	AP	Agi
Fey Rider	4	6	5	3	6
Fey Steed	3	4	4	1	4
Harnessed					

Options

Must choose (one choice only):

Champion of the Green Knight

(One of a Kind)

Chosen of the Snow Childe

(One of a Kind)

Warden of the Hooded Man

(One of a Kind)

free

free

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 Towering Presence)**.

Quick Reference Sheet

Characters

Damsel	Adv	4"	Mar	8"	Dis	7				Beloved, Wizard Apprentice
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0	6+	Honesty
Damsel	Att	1	Off	3	Str	3	AP	0	Agi	3
Equitan Lord	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
Paladin	Adv	4"	Mar	8"	Dis	9				
Standard, Infantry	HP	3	Def	7	Res	4	Arm	0	6+	Aegis (+1, against Magical Attacks, max. 4+), Honesty, Heavy Armour
Paladin	Att	4	Off	7	Str	4	AP	1	Agi	6
Folk Hero	Adv	4"	Mar	8"	Dis	8				Traits of a Hero
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0	6+	Ordeal, Light Armour
Folk Hero	Att	1	Off	5	Str	4	AP	1	Agi	4

Character Mounts

Destrier	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
Heraldic Steed	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	4	Str	4	AP	1	Agi	3
Revered Unicorn	Adv	10"	Mar	20"	Dis	C				Forest Guide, Magic Resistance (2), Strider
Standard, Cavalry	HP	C	Def	C	Res	4	Arm	C+1	C	
Revered Unicorn	Att	2	Off	5	Str	4	AP	1	Agi	5
Pegasus Charger	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
Hippogriff	Adv	7"	Mar	14"	Dis	C				Fear, Fly (8", 16"), Gallantry (2), 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
Fey Steed	Adv	8"	Mar	16"	Dis	C				Fear, Fearless, Ghost Step, Supernal
Large, Cavalry	HP	4	Def	C	Res	4	Arm	C+1	C	Aegis (+1, max. 4+)
Fey Steed	Att	3	Off	4	Str	4	AP	1	Agi	4

Core

Feudal Knights	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
Ordo Sergeants	Adv	8"	Mar	16"	Dis	7				 Ordo Minister, Scoring
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	2	6+	Honesty, Heavy Armour
Ordo Sergeant	Att	1	Off	3	Str	3	AP	0	Agi	3
Rouncey	Att	1	Off	3	Str	3	AP	0	Agi	3
Lowborn Levies	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
Lowborn Archers	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

Men-at-Arms	Adv	4"	Mar	8"	Dis	8				Scoring, Stalwart Defense
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0	6+	Heavy Armour, Shield
Man-at-Arms	Att	1	Off	4	Str	4	AP	1	Agi	3
Sacred Reliquary	Adv	4"	Mar	8"	Dis	7				Attached, Exclusive (R&F Infantry), Not a Leader, Ordained, Sacred Relic, Tall, War Platform
Standard, Infantry	HP	5	Def	4	Res	4	Arm	2	6+	Honesty, Heavy Armour
Sacred Reliquary	Att	4	Off	4	Str	4	AP	1	Agi	3
Knights Resplendent	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
Destrier	Att	1	Off	3	Str	4	AP	0	Agi	3
Knights Penitent	Adv	7"	Mar	14"	Dis	8				Daring, Fearless, Scoring, Vow of Redemption
Standard, Cavalry	HP	2	Def	4	Res	4	Arm	3	6+	Heavy Armour, Honesty
Penitent Knight	Att	1	Off	4	Str	4	AP	1	Agi	3
Draughthorse	Att	1	Off	3	Str	5	AP	0	Agi	3
Knights of the Quest	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
Destrier	Att	1	Off	3	Str	4	AP	0	Agi	3
Hedge Knights	Adv	8"	Mar	16"	Dis	8				Daring, Light Troops, Minimised (Panic Tests)
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1	6+	Courage, Heavy Armour, Shield
Hedge Knight	Att	1	Off	4	Str	4	AP	1	Agi	3
Cob	Att	1	Off	3	Str	4	AP	0	Agi	3
Yeoman Outriders	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
Courser	Att	1	Off	3	Str	3	AP	0	Agi	3
Enlisted Outlaws	Adv	4"	Mar	8"	Dis	7				Daring, Light Troops, Scout, Unstable
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0	6+	Ordeal
Enlisted Outlaw	Att	1	Off	3	Str	3	AP	1	Agi	3
Siege Weapon	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
Pegasus Knights	Adv	7"	Mar	14"	Dis	8				Fly (8", 16"), Gallantry (2), Light Troops
Large, Cavalry	HP	2	Def	4	Res	4	Arm	2	6+	Courage, Heavy Armour, Shield
Pegasus Knight	Att	2	Off	4	Str	4	AP	1	Agi	4
Pegasus Charger	Att	2	Off	4	Str	4	AP	1	Agi	4
Sky Herald	Adv	7"	Mar	14"	Dis	8				Fly (10", 14"), Gallantry (1), Light Troops, Skirmisher, Vanguard
Standard, Cavalry	HP	2	Def	4	Res	3	Arm	1	6+	Hard Target (1), Ordeal, Light Armour, Shield
Herald	Att	1	Off	4	Str	4	AP	1	Agi	3
Heraldic Steed	Att	1	Off	4	Str	4	AP	1	Agi	3

Fey

Naiads	Adv	6"	Mar	12"	Dis	8					Fearless, Light Troops, Scout, Special Ambush (Water Terrain), Strider (Water Terrain), Wizard Conclave
Standard, Infantry	HP	2	Def	4	Res	3	Arm	0		5+	
Naiad	Att	-	Off	-	Str	3	AP	3	Agi	5	Grind Attacks (2)
Friar's Lanterns	Adv	4"	Mar	8"	Dis	7					Fearless, Feigned Flight, Fly (8", 18"), Ghost Step, Illusions, Insignificant, Lights in the Mist, Scout, Skirmisher, Unstable
Standard, Beast	HP	5	Def	1	Res	1	Arm	0		5+	Hard Target (2)
Friar's Lanterns	Att	-	Off	-	Str	1	AP	0	Agi	10	Grind Attacks (1)
The Lady's Courtier	Adv	6"	Mar	12"	Dis	9					Fear, Fearless, Supernal
Large, Beast	HP	5	Def	5	Res	5	Arm	3		5+	Aegis (+1, against Melee Attacks)
Lady's Courtier	Att	5	Off	5	Str	5	AP	4	Agi	7	

Fey Knight	<i>Adv</i>	8"	<i>Mar</i>	16"	<i>Dis</i>	8	Fear, Fearless, Ghost Step, Special Ambush (Water Terrain or Forest), Supernal				
Large, Cavalry	<i>HP</i>	4	<i>Def</i>	6	<i>Res</i>	4	<i>Arm</i>	1	5+	Aegis (4+, against Melee Attacks), Heavy Armour, Shield	
Fey Rider	<i>Att</i>	4	<i>Off</i>	6	<i>Str</i>	5	<i>AP</i>	3	<i>Agi</i>	6	
Fey Steed	<i>Att</i>	3	<i>Off</i>	4	<i>Str</i>	4	<i>AP</i>	1	<i>Agi</i>	4	Harnessed

Artillery Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Scorpion	-	48"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3, Clipped Wings)]
Trebuchet	Catapult (4×4)	12–72"	4	1	1	

Aim Table

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

Changelog

2023 Beta 2 Hotfix 1

- Pegasus Knights Knight Banneret ↗ 30

2023 Beta 2

- Daring removed
- Ordo Minister consumes Tokens only for champions or characters
- Banner of Roland gives Aegis (5+)
- Castellan gives Commanding Presence (6", Ordeal)
- Hippogriff loses Relentless
- Fey Steed has Aegis C+1 with max. 4+
- Knights Penitent gain Fearless
- Hedge Knights gain Minimised (Panic Tests)
- Hooded Men renamed to Enlisted Outlaws and viceversa.
- Enlisted Outlaws gain Throwing Weapons (5+) but lose other shooting options.
- Hooded Men must choose shooting option, Longbow (3+) and Quick to Fire, or Crossbow (4+) with no duplication limit. They lose Unstable and take slots from Lowborn Archers.
- Pegasus Knights max 6 per unit, HP 2, Arm 2
- Courtier of the Dusk chooses 2 spells from Fountain of Youth, Entwining Roots, Raven's Wing and Twisted Effigy

Price Changes

- Percival's Panoply 75 ↘ 70
- Banner of Roland 50 ↘ 40
- Damsel Sainted 40 ↘ 30
- Equitan Lord:
 - Excellence 60 ↘ 55
 - Faith 35 ↘ 30
 - Bastard Sword 20 ↗ 25
 - Halberd 5 ↘ free
 - Lance 15 ↗ 20
 - Paired Weapons 5 ↘ free
 - Great Weapon 40 ↘ 35
 - Revered Unicorn 75 ↘ 70
 - Fey Steed 150 ↘ 140
 - Hippogriff 210 ↗ 225
- Paladin 155 ↘ 140:
 - Sainted 140 ↗ 150
 - Bastard Sword 20 ↗ 25
- Halberd 5 ↘ free
- Lance 15 ↗ 20
- Paired Weapons 5 ↘ free
- Great Weapon 40 ↘ 35
- Destrier 85 ↘ 80
- Revered Unicorn 85 ↘ 80
- Pegasus Charger 140 ↘ 135
- Fey Steed 145 ↘ 140
- Hippogriff 215 ↗ 230
- Folk Hero 100 ↘ 90
 - cleric 55 ↘ 50
 - Great Weapon 10 ↘ 5
 - Halberd 5 ↘ free,
 - Light Lance 5 ↘ free
 - Spear 5 ↘ free
 - Heraldic Steed 45 ↗ 55
 - Fey Steed 70 ↗ 75

- Destrier 70 ↗ 80
- Lowborn Levies: Shield 3 ↘ 2
- Lowborn Archers: 125 + 9 ↘ 8/model
- Men-at-Arms: 170 ↘ 160 + 14 ↗ 15/model
- Sacred Reliquary 200 ↘ 195
- Knights Resplendent 340 ↘ 325 + 43 ↗ 50/model
- Knights Penitent 240 ↗ 260
- Knights of the Quest 385 ↘ 380 + 75 ↗ 80/model
- Hedge Knights 240 ↘ 230 + 30 ↘ 25/model
- Hedge Knights Knight Banneret 30 ↘ 25
- Yeoman Outriders 140 ↗ 145

- **Enlisted Outlaws** 120 + 8/model ↘ 110 + 6/model
 - **Hooded Men** free ↗ 1
 - Crossbow(4+) 5 ↘ 2
 - Prepared Position 40 ↘ 25
- Siege Weapon Scorpion 110 ↗ 115
- Pegasus Knights 335 + 80/model ↘ 320 + 75/model, up to 6
- Sky Herald 225 ↘ 215
- Naiads 22/model ↘ 20/model
- Friar's Lanterns 120 ↘ 100
- Lady's Courtier: Courtier of the Dawn 440 ↗ 455, Courtier of the Dusk 465 ↗ 470
- Fey Knight: Champion of the Green Knight 330 ↗ 335