

1710 pts (38.00 %) 1458 pts (32.00 %) 1330 pts (30.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Fey**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)

## Characters

**DAMSEL #1**

Damsel - Standard - Cavalry - 25x50

**430 POINTS**

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

**MOUNT DESTRIER**

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

**Options** | Wizard Master • Divination • Destrier

**LORD01**

Equitan Lord - Standard - Cavalry - 25x50

**575 POINTS**

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm	Aeg	
	3	6	4	0 (+1)	6+	Heavy Armour, Shield, Courage
Offensive	Att	Off	Str	Ap	Agi	
Equitan Lord	4	6	4	1	6	Hand Weapon, Lance, Lance Formation

**MOUNT REVERED UNICORN**

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	

**Options** | Sainted • Honour • Shield • Revered Unicorn • Lance • Prayer-Etched • Divine Judgement

**RE**

Equitan Lord - Standard - Cavalry - 25x50

**420 POINTS**

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm	Aeg	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	3	6	4	0 (+1)	6+	Heavy Armour, Shield, Courage
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Equitan Lord	4	6	4	1	6	Hand Weapon, Lance Formation



### MOUNT DESTRIER

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

#### Options

General • Faith • Shield • Destrier • Bastard Sword • Sacred Chalice • Tristan's Resolve • Basalt Infusion



### STREGHETTA

Folk Hero - Standard - Cavalry - 25x50

285 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	Traits of a Hero, Ordeal		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	3	5	4	0	6+	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Folk Hero	1	5	4	1	4	Hand Weapon, Light Lance



### MOUNT DESTRIER

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

#### Options

Destrier • Light Lance • Quin

### Core



### KN1

Feudal Knights x11 - Standard - Cavalry - 25x50

595 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	4	3	2	6+	Heavy Armour, Shield, Courage
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Feudal Rider	1	4	4	1	3	Lance, Lance Formation
Destrier	1	3	4	0	3	Harnessed

#### Options

Champion • Knight Banneret • Musician • Standard Bearer • Oriflamme • Banner of Speed



### KN2

Feudal Knights x11 - Standard - Cavalry - 25x50


585 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
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Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	2	6+	Heavy Armour, Shield, Courage
Offensive	Att	Off	Str	Ap	Agi	
Feudal Rider	1	4	4	1	3	Lance, Lance Formation
Destrier	1	3	4	0	3	Harnessed


<b>Options</b>	Champion • Knight Banneret • Musician • Standard Bearer • Banner of Roland • Banner of Speed
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### ORDI

Ordo Sergeants **x8** - Standard - Cavalry - 25x50


## 278 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Scoring, Ordo Minister		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	1	6+	Heavy Armour, Honesty
Offensive	Att	Off	Str	Ap	Agi	
Ordo Sergeant	1	3	3	0	3	Hatred, Great Weapon
Rouncey	1	3	3	0	3	Harnessed, Great Weapon

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer
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Special



### GRALL


Knights Resplendent **x10** - Standard - Cavalry - 25x50

## 675 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	2	6+	Heavy Armour, Shield, Courage
Offensive	Att	Off	Str	Ap	Agi	
Resplendent Knight	1	5	4	1	4	Devastating Charge, Lance, Lance Formation
Destrier	1	3	4	0	3	Harnessed


<b>Options</b>	Champion • Knight Banneret • Musician • Standard Bearer • Castellan's Crest • Banner of Speed
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### SCHERMØ1

Yeoman Outriders **x5** - Standard - Cavalry - 25x50

## 145 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Feigned Flight, Light Troops, Vanguard, Ordeal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	1	6+	Light Armour
Offensive	Att	Off	Str	Ap	Agi	
Yeoman Outrider	1	3	3	0	3	Bow, Light Lance
Courser	1	3	3	0	3	Harnessed, Bow

<b>Options</b>	Bow (4+)
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## SCHERMØ2

Yeoman Outriders x5 - Standard - Cavalry - 25x50

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Feigned Flight, Light Troops, Vanguard, Ordeal	
Defensive	HP	Def	Res	Arm	Aeg
	1	3	3	1	6+
Offensive	Att	Off	Str	Ap	Agi
Yeoman Outrider	1	3	3	0	3
Courser	1	3	3	0	3

Options	Bow (4+)
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## CRAV

Sky Heralds x6 - Standard - Cavalry - 40x40

365 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fly (10", 14"), Light Troops, Skirmisher, Gallantry (1), Ordeal, Mount Support	
	10"	14"			
Defensive	HP	Def	Res	Arm	Aeg
	2	4	3	1	6+
Offensive	Att	Off	Str	Ap	Agi
Herald	1	4	4	1	3
Heraldic Steed	1	4	4	1	3

Options	Light Lance • Champion • Musician • Standard Bearer
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Breath of the Lady</b>				
Mf	7+		Translation missing: en.magic_spell.type_target.Caster	Instant

Add two Blessing Tokens to your Blessing Token pool.



Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
5	Unerring Strike	<7+> {10+}	18"	Hex Missile Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, <b>Divine Attacks and Magical Attacks</b> .
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Distracting and Hard Target.
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.
6	Mirror of the Veil	{7+}{10+}	{18"}{6"Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
A	Guiding Light		12"	Augment	One Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
2	Fate's Judgement	<5+> {9+}	18"	Hex Missile Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

## Magic items

**Divine Judgement:** 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.

**Prayer-Etched:** The wearer gains +1 Armour and **Aegis (+1, max. 4+)**.

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Sacred Chalice:** 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.

**Tristan's Resolve:** 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.

## Magic banners

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

**Oriflame:** 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:** 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.

**Castellan's Crest:** 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.

## Model Rules

**Beloved:** Universal Rule.

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

**Bow:**

**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 any Armour Saves. 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.

**Devastating Charge:** Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Gallantry:** 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).

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**Hard Target:**

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

**Hatred:** During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

**Heavy Armour:** +2 Armor

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

**Lance:** Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

**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.

**Light Armour:** Armor +1

**Light Lance:**

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

**Mount Support:** The model part ignores Harnessed for the purpose of Supporting Attacks.

**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.

**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 Ministers.

A unit that Recovered or Raised Health Points this way cannot be targeted by Fountain of Youth (Druidism) in the same Magic Phase.

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon: Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

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

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

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

## Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

