



KINGDOM OF EQUITAINÉ
NEW POINTS BOYS - 4 417 POINTS



1175 pts (26.00 %) **1107 pts (25.00 %)** 2135 pts (47.00 %) 200 pts (4.00 %)
Characters **Core** **Special** **Airborne Gallantry**
 (40 Max) (25 Least) (0 NoLimit) (40 Max)

Characters

| | | | |
|--|--|-------------------|--|
| | DUKE #1 Duke - Large - Cavalry - 50x50 | 680 POINTS | |
|--|--|-------------------|--|

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|--|------------|------------|------------|--------------------|----------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4" | 8" | 9 | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 6 | 4 | 0 | The Blessing, Heavy Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Duke | 4 | 6 | 4 | 1 | 6 |
| Lance Formation, Oath of Fealty, Hand Weapon | | | | | |

| | | |
|--|--|-------------------------|
| | | MOUNT HIPPOGRIFF |
|--|--|-------------------------|

| | | | | | |
|-------------------------------|------------|------------|------------|---|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 7" | 14" | C | Fear, Towering Presence, Fly (8", 16", 8", 16"), Light Troops | |
| | 8" | 16" | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 4 | C | 5 | C+1 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Hippogriff | 4 | 4 | 5 | 3 | 4 |
| Harnessed, Devastating Charge | | | | | |

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|----------------|--|
| Options | Shield • Questing Oath, Bastard Sword • Hippogriff • General • Audacity • Crown of the Wizard King • Dragon Staff • Crusader's Salvation • Cleansing Light |
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|--|---|-------------------|--|
| | DAMSEL #1 Damsel - Standard - Cavalry - 25x50 | 495 POINTS | |
|--|---|-------------------|--|

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|------------------------------|------------|------------|------------|---|---------------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4" | 8" | 7 | Wizard Apprentice, Insignificant, Beloved | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 3 | 3 | 0 | The Blessing, Magic Resistance (1, 1) |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Damsel | 1 | 3 | 3 | 0 | 3 |
| Lance Formation, Hand Weapon | | | | | |

| | |
|--|------------------------------|
| | MOUNT BARDED WARHORSE |
|--|------------------------------|

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|-------------------------------|------------|------------|------------|--------------------|------------|
| <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> | |
| | C | C | C | C+2 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 |
| Harnessed, Devastating Charge | | | | | |

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|----------------|---|
| Options | Shamanism • Barded Warhorse • Wizard Master • Binding Scroll x2 |
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Core



KNIGHTS OF THE REALM #1

Knights of the Realm **x12** - Standard - Cavalry - 25x50

667 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------------|-----|-----|-----|-------------|------------------------------------|--|
| | 8" | 16" | 8 | Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 3 | 2 | The Blessing, Heavy Armour, Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Knight of the Realm | 1 | 4 | 4 | 1 | 3 | Lance Formation, Oath of Fealty, Lance |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 | Harnessed, Devastating Charge |

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|----------------|--|
| Options | Champion • Standard Bearer • Banner of the Last Charge |
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PEASANT BOWMEN #1

Peasant Bowmen **x16** - Standard - Infantry - 20x20

220 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|----------------|-----|-----|-----|---|-----|
| | 4" | 8" | 5 | Scoring, Serf, Insignificant, Bowmen's Stakes | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 2 | 3 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Peasant Bowman | 1 | 2 | 3 | 0 | 3 |

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|----------------|---------------|
| Options | Crossbow (4+) |
|----------------|---------------|



PEASANT BOWMEN #2

Peasant Bowmen **x16** - Standard - Infantry - 20x20

220 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|----------------|-----|-----|-----|---|-----|
| | 4" | 8" | 5 | Scoring, Serf, Insignificant, Bowmen's Stakes | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 2 | 3 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Peasant Bowman | 1 | 2 | 3 | 0 | 3 |

| | |
|----------------|---------------|
| Options | Crossbow (4+) |
|----------------|---------------|

Special



KNIGHTS OF THE GRAIL #1

Knights of the Grail **x9** - Standard - Cavalry - 25x50

752 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------------|-----|-----|-----|------------------------|------------------------------------|---|
| | 8" | 16" | 8 | Scoring, Pure of Heart | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 5 | 4 | 2 | The Blessing, Heavy Armour, Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Knight of the Grail | 2 | 5 | 4 | 1 | 5 | Divine Attacks, Lance Formation, Oath of Fealty, Grail Oath, Holy Migh, Lance |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 | Harnessed, Devastating Charge |

| | |
|----------------|---|
| Options | Champion • Standard Bearer • Stalker's Standard |
|----------------|---|



KNIGHTS FORLORN #1

Knights Forlorn x24 - Standard - Infantry - 20x20

553 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|------------------|--|------------------------------|
| | 4" | 8" | 8 | Strider, Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 3 | 0 | The Blessing, Forlorn Hope, Heavy Armour, Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Knights Forlorn | 1 | 4 | 4 | 1 | 4 | Questing Oath, Bastard Sword |

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|----------------|--|
| Options | Champion • Musician • Standard Bearer • Banner of the Relentless Company |
|----------------|--|



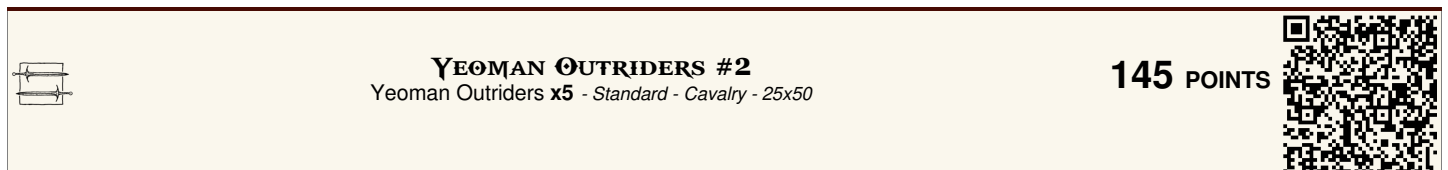
SACRED RELIQUARY #1

Sacred Reliquary - Standard - Infantry - 40x60

165 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|------------------|-----|-----|-----|---|----------------------------|--|
| | 4" | 8" | 8 | Not a Leader, War Platform, Insignificant, Holy Fervor, Impetuous | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 3 | 4 | 2 | The Blessing, Heavy Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Sacred Reliquary | 4 | 3 | 3 | 0 | 3 | Impact Hits (D3, D3), Oath of Fealty, Devastating Charge |



YEOMAN OUTRIDERS #2

Yeoman Outriders x5 - Standard - Cavalry - 25x50

145 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|---|-----|-------------|
| | 8" | 16" | 6 | Feigned Flight, Vanguard, Light Troops, Serf, Insignificant | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 3 | 1 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Yeoman Outrider | 1 | 3 | 3 | 0 | 3 | Light Lance |
| Horse | 1 | 3 | 3 | 0 | 3 | Harnessed |

| | |
|----------------|---|
| Options | Shield • Light Armour • Throwing Weapons (5+) |
|----------------|---|



YEOMAN OUTRIDERS #1

Yeoman Outriders x5 - Standard - Cavalry - 25x50

145 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|---|-----|-------------|
| | 8" | 16" | 6 | Feigned Flight, Vanguard, Light Troops, Serf, Insignificant | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 3 | 1 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Yeoman Outrider | 1 | 3 | 3 | 0 | 3 | Light Lance |
| Horse | 1 | 3 | 3 | 0 | 3 | Harnessed |

| | |
|----------------|---|
| Options | Shield • Light Armour • Throwing Weapons (5+) |
|----------------|---|



THE GREEN KNIGHT

The Green Knight - Standard - Cavalry - 25x50

375 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|--------------------------|-----|-----|-----|--|---|
| | 8" | 16" | 8 | Fear, Fearless, Ghost Step, Terror, Supernal, Eternal Champion | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 6 | 4 | 2 | Aegis (1, if the army Prayed), The Blessing, Thrice Blessed, Heavy Armour, Shield |
| Offensive | Att | Off | Str | Ap | Agi |
| The Green Knight | 5 | 6 | 4 | 1 | 6 |
| Spectral Stallion | 1 | 4 | 4 | 1 | 4 |

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|---|---------------|----------------|--|----------|
| Breath of the Lady | | | | |
| Mf | {8+} {10+} | (18") {36"} | Translation missing: en.magic_spell.type_target.Augment | One Turn |
| The target must reroll natural to-hit and to-wound rolls of '1' with its Melee Attacks, and must reroll natural Armour Save rolls of '1'. | | | | |



Shamanism

| | | Casting | Range | Type | Duration | Effect |
|---|------------------|--------------|--------------|--------------------|-----------|--|
| 3 | Savage Fury | 5+ [8+] | 12" [24"] | Universal | One Turn | The target gains Frenzy and Battle Focus. |
| 4 | Chilling Howl | 6+ [10+] | 36" | Hex | One Turn | All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects]. |
| 5 | Totemic Summon | 10+ [12+] | 96" | Ground | Instant | Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0) |
| 6 | Break the Spirit | 9+ [11+] | 18" [36"] | Hex | One Turn | The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2). |
| 1 | Awaken the Beast | 5+ [7+] | 18" | Augment | One Turn | The target gains +1 Strength and +1 Armour Penetration [+1 Resilience]. |
| A | Scarification | | Caster | | One Turn | Melee Attacks against the target can never wound on better than 5+. |
| 2 | Swarm of Insects | 5+ [8+] | 24" [48"] | Hex Missile Damage | Permanent | Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move. |

Magic items

Cleansing Light: At the start of each Round of Combat, the wielder may choose to have attacks made with this enchanted weapon become Flaming Attacks and Magical Attacks.

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

Crusader's Salvation: The wearer gains +1 Armour and **must** reroll failed Armour Saves.

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Magic banners

Stalker's Standard: The bearer's unit gains Strider.

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Banner of the Last Charge: R&F Cavalry models in the bearer's unit gain **Impact Hits (X)**, where X is equal to the number of Full Ranks in the unit. These Impact Hits are resolved with Strength 4 and Armour Penetration 1.

Model Rules

Aegis:

Bastard Sword: Close Combat Weapon

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and always strike at Initiative Step 0 (regardless of the wielder's Agility). In the First Round of Combat, it may instead be used as a Spear if the wielder is Infantry or as a Light Lance if the wielder is not Infantry. All R&F models in the unit must use the weapon in the same way. A Bastard Sword can be enchanted as if it was a Great Weapon.

Beloved: Universal Rule.

When the model is joined to a unit with at least one Full Rank of models with Lance Formation, it gains Stand Behind and cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel.

Bowmen's Stakes: Universal Rule.

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 20 mm deep, and its length cannot be wider than the unit, 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

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.

Divine Attacks: Successful Aegis saves taken against the attack must be rerolled.

Eternal Champion: Universal Rule.

The Green Knight cannot be deployed during the Deployment Phase. Once per game, at the start of any of your Movement Phases, you may deploy The Green Knight within 6" of a friendly Damsel.

The Green Knight cannot perform a March Move this Player Turn.

If The Green Knight has not been deployed by the end of the game, it counts as destroyed.

While The Green Knight is within 12" of a friendly Damsel, it gains Stubborn and may Issue and Accept Duels as if it was a Champion.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

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.

Forlorn Hope: Personal Protection.

Enemy models do not count as charging for the purpose of Devastating Charge when attacking models with Forlorn Hope.

Ghost Step: The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

Grail Oath: 0-1 Characters with Grail Oath per Army.

- Universal Rule.

The model gains Fearless.

- Personal Protection.

The model gains Aegis (5+). Characters with Grail Oath gain +1 Defensive Skill.

- Attack Attribute - Close Combat.

The model part gains Magical Attacks. Characters with Grail Oath gain +1 Offensive Skill.

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

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.

Heavy Armour: +2 Armor

Holy Fervor: Universal Rule.

A unit joined by a Sacred Reliquary gains Fight in Extra Rank. If the Sacred Reliquary is in base contact with an enemy model, the Sacred Reliquary and all friendly units that are Engaged in the same Combat gain +1 Armour.

Holy Migh: Attack Attribute - Melee.

The model part can make up to 2 Supporting Attacks while its unit has at least one Full Rank.

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Impetuous: Universal Rule.

A unit consisting entirely of models with this rule may reroll failed Charge Range rolls. The model gains Frenzy and Fearless while Engaged in Combat.

Insignificant:

Lambent Sword: Melee Weapon.

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and ignore Parry.

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: Attack Attribute - Close Combat

The model gains Fight in Extra Rank.

If more than half of a unit's models have Lance Formation, it only needs to be 3 models wide in order to form Full Ranks. In addition, the model gains Devastating Charge (Fight in Extra Rank) if its unit is exactly 3 models wide.

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.

Magic Resistance:

Not a Leader: The model cannot be the General.

Oath of Fealty: Universal Rule.

The model gains Commanding Presence with the following restrictions: It has a range of 6" and can only benefit units with more than half of their models with Serf.

Pure of Heart: Universal Rule.

Only Damsels and Characters with Grail Oath may join a unit with this rule.

Questing Oath: - Universal Rule.

The model is immune to the effects of Fear from enemy models. Models with Questing Oath gain +2 Advance Rate when rolling for Charge Range against enemy units with at least one model with Fear.

- Attack Attribute - Close Combat.

The model part gains +1 to-hit with Close Combat Attacks against models with Fear

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.

Serf: A unit gains +2 March Rate until the end of the Movement Phase if both the following conditions are met:

- more than half of its models with Type Infantry and/or Cavalry have Serf and

- the unit is under the effect of Commanding Presence from one or more models with Oath of Fealty at the start of its March Move.

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

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

Supernal:

Terror: The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a

Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

The Blessing: The model gains Aegis (6+). Before rolling for the first turn (at the beginning of step 7 of the Deployment Phase Sequence), decide if the Kingdom of Equitaine army Prays or not. If it does, friendly models with The Blessing gain an additional Aegis (5+, against Strength 5 or more), and the army cannot gain any bonus to the Roll for First Turn.

Thrice Blessed: Personal Protection.

The Green Knight gains The Blessing.

If the Army Prayed, The Green Knight gains Aegis (+1).

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.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation). - It cannot Issue Duels, Accept Duels or Make Way.

- It can perform Swirling Melee.

- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

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.

