



1320 pts (29.00 %) 1469 pts (33.00 %) 1704 pts (38.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Fey**
 (40 Max) (25 Least) (0 NoLimit) (20 Max)

Characters



DAMSEL #1

Damsel - Large - Cavalry - 50x75

415 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 FEY STEED

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	5+	Aegis (4+, against Melee Attacks)
Offensive	Att	Off	Str	Ap	Agi	
Fey Steed	3	4	4	1	4	

Options

Wizard Master • Divination • Fey Steed



PALADIN #1

Paladin - Standard - Cavalry - 25x50

540 POINTS



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, Magical Attacks, Lance Formation, 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

Sainted • Lance • Destrier • General • Percival's Panoply • Divine Judgement



SEIGNEUR D'EQUITAINÉ #2

Equitan Lord - Standard - Cavalry - 25x50

365 POINTS



Global	Adv	Mar	Dis	Model Rules		
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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>	<i>Aeg</i>
	3	6	4	0	6+
Courage, Heavy Armour					
<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
Lance Formation, Hand Weapon					



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	Battle Standard Bearer • Shield • Destrier • Lance • Castellan's Crest x1 • Banner of Elan
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Core



CHEVALIERS FEODAUx #1

Feudal Knights x9 - Standard - Cavalry - 25x50

396 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+
Courage, Heavy Armour, Shield					
<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 Formation, Lance					
Destrier	1	3	4	0	3
Harnessed					

Options	Champion • Musician • Standard Bearer
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CHEVALIERS FEODAUx #2

Feudal Knights x9 - Standard - Cavalry - 25x50

396 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+
Courage, Heavy Armour, Shield					
<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 Formation, Lance					
Destrier	1	3	4	0	3
Harnessed					

Options	Champion • Musician • Standard Bearer
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ARCHERS PAYSANS #1

Lowborn Archers x16 - Standard - Infantry - 20x20

189 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Scoring, Ordeal	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	2	3	0	6+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Lowborn Archer	1	2	3	0	3

Options	Longbow (4+) and Archery Drills • Musician
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ARCHERS PAYSANS #2
Lowborn Archers **x16** - *Standard - Infantry - 20x20*

189 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Scoring, Ordeal	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	2	3	0	6+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Lowborn Archer	1	2	3	0	3

Options	Longbow (4+) and Archery Drills • Musician
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DEVOTS DE L'ORDO #1
Ordo Sergeants **x9** - *Standard - Cavalry - 25x50*

299 POINTS



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

Options	Great Weapon • Champion • Musician • Standard Bearer
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Special



CHEVALIERS DE LA QUETE #1
Knights of the Quest **x7** - *Standard - Cavalry - 25x50*

520 POINTS



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

Options	Champion • Knight Banneret • Musician • Standard Bearer
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ENGIN DE SIEGE #1
Siege Weapon - *Standard - Construct - 75*

165 POINTS



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

Options

Trebuchet (4+)



CHEVALIERS DE LA LICE #1

Knights Resplendent x9 - Standard - Cavalry - 25x50

569 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	2	6+
Offensive	Att	Off	Str	Ap	Agi
Resplendent Knight	1	5	4	1	4
Destrier	1	3	4	0	3

Courage, Heavy Armour, Shield
Devastating Charge, Lance Formation, Lance
Harnessed

Options Champion • Knight Banneret • Musician • Standard Bearer • Banner of Elan • Banner of Discipline



HOMMES D'ARMES #1

Men-at-Arms x29 - Standard - Infantry - 20x20

450 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring, Stalwart Defense	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	6+
Offensive	Att	Off	Str	Ap	Agi
Man-at-Arms	1	4	4	1	3

Heavy Armour, Shield

Options Knights Forlorn • Champion • Musician • Standard Bearer • Banner of Discipline

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Breath of the Lady				
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
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Distracting and Hard Target.
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).
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.
5	Unerring Strike	<7+> {10+}	18"	Hex Missile Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical 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.
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.

	<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>

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.

Percival's Panoply: The wearer gains +2 Armour.

Magic banners

Banner of Elan: 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: 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 Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Model Rules

Aegis:

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.

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

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.

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

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.

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.

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.

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

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.

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

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.

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

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.

Damsel #1	Paladin #1	Seigneur d'Équitaire #2	Chevaliers de la Quête #1	Chevaliers féodaux #1	Chevaliers féodaux #2	Archers paysans #1	Archers paysans #2	Engin de siège #1	Chevaliers de la Lice #1	Hommes d'armes #1	Dévots de l'Ordo #1