



KINGDOM OF EQUITAINÉ

TDT - 4 241 POINTS



1320 pts (29.00 %) 1190 pts (26.00 %) 1481 pts (33.00 %) 250 pts (6.00 %)

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 | 5+ | 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 • Druidism • Destrier



DAMSEL #2

Damsel - Standard - Infantry - 20x20

290 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|----------------------------|-----|-------------|
| | 4" | 8" | 7 | Wizard Apprentice, Beloved | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 3 | 3 | 3 | 0 | 5+ | Honesty |
| Offensive | Att | Off | Str | Ap | Agi | |
| Damsel | 1 | 3 | 3 | 0 | 3 | Hand Weapon |

Options

Wizard Adept • Divination • Binding Scroll x1 • Sacred Chalice



EQUITAN LORD #1

Equitan Lord - Standard - Cavalry - 25x50

390 POINTS



| 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, Hand Weapon |



MOUNT DESTRIER

| Global | Adv | Mar | Dis | Model Rules | | |
|--------|-----|-----|-----|-------------|--|--|
| | 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 • Honour • Shield • Destrier • Bastard Sword • Black Knight's Tabard |
|----------------|--|



FOLK HERO #1

Folk Hero - Standard - Infantry - 20x20

210 POINTS



| | | | | | | |
|------------------|------------|------------|------------|---------------------------------|------------|---------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 4" | 8" | 8 | Ordeal, Traits of a Hero | | |
| <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 |

| | |
|----------------|-------------------------------------|
| Options | Cleric • Bannerman • Shield • Spear |
|----------------|-------------------------------------|

Core



LOWBORN LEVIES #1

Lowborn Levies x40 - Standard - Infantry - 20x20

320 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+ | Light Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Lowborn Levy | 1 | 2 | 3 | 0 | 3 | |

| | |
|----------------|--|
| Options | Shield and Spear • Champion • Musician • Standard Bearer |
|----------------|--|



LOWBORN LEVIES #1


Lowborn Levies x40 - Standard - Infantry - 20x20

320 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+ | Light Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Lowborn Levy | 1 | 2 | 3 | 0 | 3 | |


| | |
|----------------|--|
| Options | Shield and Spear • Champion • Musician • Standard Bearer |
|----------------|--|



LOWBORN ARCHERS #1

Lowborn Archers x20 - Standard - Infantry - 20x20

275 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 • Prepared Position • Champion • Musician • Standard Bearer |
|----------------|---|



LOWBORN ARCHERS #1

Lowborn Archers x20 - Standard - Infantry - 20x20

275 POINTS



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

| | |
|----------------|---|
| Options | Longbow (4+) and Archery Drills • Prepared Position • Champion • Musician • Standard Bearer |
| Special | |



KNIGHTS RESPLENDENT #1

Knights Resplendent x9 - Standard - Cavalry - 25x50

601 POINTS



| 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, Lance Formation, Lance | | | | |
| Destrier | 1 | 3 | 4 | 0 | 3 |
| | Harnessed | | | | |

| | |
|----------------|---|
| Options | Champion • Knight Banneret • Musician • Standard Bearer • Relic Shroud • Banner of Elan |
|----------------|---|



KNIGHTS OF THE QUEST #1

Knights of the Quest x9 - Standard - Cavalry - 25x50

640 POINTS



| 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 | | | | |

| | |
|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|



SKY HERALDS #1

Sky Heralds x3 - Standard - Cavalry - 40x40

240 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|----------------|---|-----|-----|---|-----|
| | 7" | 14" | 8 | Fly, Light Troops, Skirmisher, Gallantry, Ordeal, Mount Support | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 2 | 4 | 3 | 2 | 6+ |
| | Hard Target, 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), Harnessed | | | | |

| | |
|----------------|---|
| Options | Light Lance • Champion • Musician • Standard Bearer |
|----------------|---|

Fey



FRIAR'S LANTERNS #1

Friar's Lanterns - Standard - Beast - 50x50

125 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|------------------|-----|-----|-----|---|-----|---------------|
| | 4" | 8" | 7 | Fearless, Feigned Flight, Fly (8",16"), Ghost Step, Insignificant, Scout, Skirmisher, Unstable, Illusions, Lights in the Mist | | |
| | 8" | 16" | | | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 5 | 1 | 1 | 0 | 5+ | Hard Target |
| Offensive | Att | Off | Str | Ap | Agi | |
| Friar's Lanterns | | | 1 | 0 | 10 | Grind Attacks |



FRIAR'S LANTERNS #1

Friar's Lanterns - Standard - Beast - 50x50

125 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|------------------|-----|-----|-----|---|-----|---------------|
| | 4" | 8" | 7 | Fearless, Feigned Flight, Fly (8",16"), Ghost Step, Insignificant, Scout, Skirmisher, Unstable, Illusions, Lights in the Mist | | |
| | 8" | 16" | | | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 5 | 1 | 1 | 0 | 5+ | Hard Target |
| Offensive | Att | Off | Str | Ap | Agi | |
| Friar's Lanterns | | | 1 | 0 | 10 | Grind Attacks |

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 |
|---|--------------------|---------------|-------------------|--------------------|-----------|---|
| 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 . |
| 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. |
| 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). |



Druidism

Nature's Call: All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

| | | Casting | Range | Type | Duration | Effect |
|----------|-------------------|----------|-----------|-----------------|----------|--|
| 1 | Fountain of Youth | 6+ | 12" | Augment Focused | Instant | When resolving the spell, choose one of the following effects: • Recover 1 Health Point of a Character in the target unit. • Raise 4 Health Points of Standard Height R&F models without Tall in the unit. • Raise 2 Health Points of any other models in the unit. |
| 2 | Entwining Roots | (5+)(8+) | 18" | Hex | One Turn | The target suffers (-1)(-2) Offensive Skill, (-1)(-2) Defensive Skill, and (-1)(-2) to hit with Shooting Attacks. |
| 3 | Healing Waters | 8+ | 18" | Augment | One Turn | The target gains Fortitude (6+) and Fortitude (+1, max 3+). |
| 4 | Master of Earth | (7+)(8+) | (6")(18") | Hex Damage | Instant | The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. |
| 5 | Stone Skin | 9+ | 18" | Augment | One Turn | Melee Attacks against the target can never wound on better than 5+. |
| 6 | Summer Growth | 12" | 11+ | Ground | Instant | Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead. |

Magic items

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.

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.

Black Knight's Tabard: The bearer's model gains **Immune (Multiple Wounds (X))**

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.

Relic Shroud: The bearer can cast Breath of the Lady (Hereditary Spell) as a Bound Spell with Power Level (4/8).

Model Rules

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.

Extra Support:

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.

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).

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.

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own 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). When several model parts in the same unit have Grind Attacks and when X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

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 at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

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

Illusions: Universal Rule.

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

Insignificant:

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 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.

Lights in the Mist: Universal Rule.

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

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

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.

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

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.

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.

Traits of a Hero: Universal Rule.

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

Unstable:

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

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Qr codes of your army

Your 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 | Damsel #2 | Equitan Levies #1 | Folk Hero #1 | Lowborn Levies #1 | Lowborn Levies #1 | Lowborn Archers #1 | Lowborn Archers #1 | Friar's Lanterns #1 | Friar's Lanterns #1 | Knights Resplendent #1 | Knights of the Quest #1 | Sky Heralds #1 |
|--|---|---|---|---|---|---|---|---|--|---|---|---|
|  |  |  |  |  |  |  |  |  |  |  |  |  |