




# KINGDOM OF EQUITAIN

## FOOD - 4 368 POINTS



1560 pts (35.00 %) **1108 pts (25.00 %)** 1125 pts (25.00 %) 1155 pts (26.00 %)  
**Characters** **Core** **Special** **Airborne Gallantry**  
 (40 Max) (25 Least) (0 NoLimit) (40 Max)


### Characters





### DUKE GENERAL

Duke - Large - Cavalry - 40x40

## 580 POINTS




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

### MOUNT PEGASUS

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fly (8", 16", 8", 16"), Light Troops		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	C	C	4	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Pegasus	2	4	4	1	4	Harnessed


**Options** | Shield • Grail Oath • Lance • Pegasus • General • Might • Obsidian Rock • Basalt Infusion • Fortress of Faith




### PALADIN

Paladin - Standard - Cavalry - 25x50

## 315 POINTS




Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8			
Defensive	HP	Def	Res	Arm		
	3	5	4	0	The Blessing, Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Paladin	3	5	4	1	5	Lance Formation, Oath of Fealty, Hand Weapon



### MOUNT BARDED WARHORSE

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge


**Options** | Battle Standard Bearer • Shield • Questing Oath, Bastard Sword • Barded Warhorse • Crown of the Wizard King



### DAMSEL, MASTER OF DIVINATION

Damsel - Standard - Cavalry - 25x50

## 430 POINTS



Global	Adv	Mar	Dis	Model Rules	
	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 EQUITAN UNICORN

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>	
	10"	20"	C		Forest Guide	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	C	C	4	C+1	Magic Resistance (2, 2)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Equitan Unicorn	2	5	4	1	5	Harnessed

<b>Options</b>	Divination • Equitan Unicorn • Wizard Master
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### DAMSEL, ADEPT OF SHAMANISM

Damsel - Standard - Cavalry - 25x50

235 POINTS



<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

<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

<b>Options</b>	Shamanism • Barded Warhorse • Wizard Adept
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## Core



### KNIGHTS OF THE REALM

Knights of the Realm x11 - Standard - Cavalry - 25x50

630 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>		
	1	4	3	2	The Blessing, Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
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

<b>Options</b>	Champion • Musician • Standard Bearer • Banner of the Last Charge
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### KNIGHTS ASPIRANT


Knights Aspirant x6 - Standard - Cavalry - 25x50

268 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Scoring, Impetuous		
Defensive	HP	Def	Res	Arm		
	1	3	3	2	The Blessing, Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
<b>Knight Aspirant</b>	1	3	3	0	3	Lance Formation, Devastating Charge, Lance
<b>Barded Warhorse</b>	1	3	3	0	3	Harnessed, Devastating Charge


Options	Musician
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### PEASANT BOWMEN

Peasant Bowmen x15 - Standard - Infantry - 20x20

## 210 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
<b>Peasant Bowman</b>	1	2	3	0	3

Options	Crossbow (4+)
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**Special**



### KNIGHTS OF THE QUEST


Knights of the Quest x10 - Standard - Cavalry - 25x50

## 490 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	
<b>Knight of the Quest</b>	1	4	4	1	4	Lance Formation, Questing Oath, Bastard Sword
<b>Barded Warhorse</b>	1	3	3	0	3	Harnessed, Devastating Charge


Options	Champion • Musician • Standard Bearer
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### YEOMAN OUTRIDERS


Yeoman Outriders x5 - Standard - Cavalry - 25x50

## 130 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	
<b>Yeoman Outrider</b>	1	3	3	0	3	Light Lance
<b>Horse</b>	1	3	3	0	3	Harnessed


Options	Bow (4+)
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### YEOMAN OUTRIDERS

Yeoman Outriders x5 - Standard - Cavalry - 25x50

## 130 POINTS



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

<b>Options</b>	Bow (4+)
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### TREBUCHET

Trebuchet - Large - Construct - 75

## 255 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	0"	0"	5	War Machine, Serf, Insignificant	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	4	2	3	0	3



### SCORPION


Scorpion - Standard - Construct - 75

## 120 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	0"	0"	5	War Machine, Serf, Insignificant	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	4	2	3	0	3


## Airborne Gallantry



### PEGASUS KNIGHTS

Pegasus Knights x5 - Large - Cavalry - 40x40

## 575 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Light Troops, Fly (8", 16", 8", 16")	
	8"	16"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	4	4	2	The Blessing, Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Pegasus Knight	1	4	4	1	3
Young Pegasus	2	3	4	1	4

<b>Options</b>	Champion • Standard Bearer • Loose Formation • Banner of Roland
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Breath of the Lady				
<i>Mf</i>	{8+} {10+}	{18"} {36"} <small>en.magic_spell.type_target.Augment</small>	Translation missing: <small>en.magic_spell.type_target.Augment</small>	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'.				

Casting

Range

Type

Duration



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
<b>5</b>	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.
<b>3</b>	Scrying	7+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains Distracting and Hard Target.
<b>4</b>	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.
<b>6</b>	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
<b>1</b>	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
<b>A</b>	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.
<b>2</b>	Fate's Judgement	5+ [9+]	18"	Hex Missile Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



Shamanism

		Casting	Range	Type	Duration	Effect
<b>5</b>	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)
<b>3</b>	Savage Fury	5+ [8+]	12" [24"]	Universal	One Turn	The target gains Frenzy and Battle Focus.
<b>4</b>	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].
<b>6</b>	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).
<b>1</b>	Awaken the Beast	5+ [7+]	18"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
<b>A</b>	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
<b>2</b>	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

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

**Fortress of Faith:** While using this Shield, the bearer **must** reroll natural to-hit and to-wound rolls of '1' with its Close Combat Attacks, and **must** reroll natural

Armour Save rolls of '1'.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

**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).

## Magic banners

**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.

**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 when reacting to Charges made by the bearer's unit.

## Model Rules

**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 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

**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.

**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.

**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

**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:**

**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:**

**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.

**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.

**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.

**Scorpion:** Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (5x1), [Multiple Wounds (D3+1, Clipped Wings)].

**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.

**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.

**Trebuchet:** Catapult (4) Artillery Weapon

Range 12-60", Shots 1, Str 4 [8], AP 2 [6], [Multiple Wounds (D3, Clipped Wings)].

**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 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.

