



280 pts (14.00 %) 722 pts (37.00 %) 0 pts (0.00 %) 964 pts (49.00 %)  
**Special**      **Characters**      **Airborne Gallantry**      **Core**  
 (0 NoLimit)      (40 Max)      (40 Max)      (25 Least)

## Characters

**KASHA BELLE**  
Damsel - Standard - Infantry - 20x20mm

**250 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Damsel	4	3	3	3	3	3	3	1	7	Infantry
Barded Warhorse	9[8]	3	-	3	3	1	3	1	5	War Beast
<b>Model Rules</b>	Insignificant • Wizard Apprentice with 1 learned spell • Magic Resistance (1) • Beloved • Lance Formation • The Blessing									
<b>Model Rules (Barded Warhorse)</b>	Thunderous Charge • Barding • Mount's Protection (6+)									
<b>Model Rules (Barded Warhorse)</b>	Thunderous Charge • Barding • Mount's Protection (6+)									

<b>Options</b>	Divination • 2 spells • Barded Warhorse
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**EIRIK WOLFSBANE**  
Nobility - Paladin - Standard - Infantry - 20x20mm

**191 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Nobility - Paladin	4	5	3	4	4	3	5	3	8	Infantry
Barded Warhorse	9[8]	3	-	3	3	1	3	1	5	War Beast
<b>Model Rules</b>	Jousting • Lance Formation • Oath of Fealty • The Blessing • Heavy Armour									
<b>Model Rules (Barded Warhorse)</b>	Thunderous Charge • Barding • Mount's Protection (6+)									
<b>Model Rules (Barded Warhorse)</b>	Thunderous Charge • Barding • Mount's Protection (6+)									

<b>Options</b>	May take a Shield • Lance • Barded Warhorse
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**ARNIR WOLFSBANE**  
Nobility - Paladin - Standard - Infantry - 20x20mm

**281 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Nobility - Paladin	4	5	3	4	4	3	5	3	8	Infantry
Barded Warhorse	9[8]	3	-	3	3	1	3	1	5	War Beast
<b>Model Rules</b>	Jousting • Lance Formation • Oath of Fealty • The Blessing • Heavy Armour									
<b>Model Rules (Barded Warhorse)</b>	Thunderous Charge • Barding • Mount's Protection (6+)									
<b>Model Rules (Barded Warhorse)</b>	Thunderous Charge • Barding • Mount's Protection (6+)									

<b>Options</b>	Battle Standard Bearer • May take a Shield • Lance • Barded Warhorse • Banner of the Last Charge
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## Core

Core

### UNIT OF ERRANTS

Knights Aspirant **x9** - Standard - Infantry - 25x50mm

476 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	3	3	3	3	1	3	1	7	Cavalry
Warhorse	9[8]	3	-	3	3	1	3	1	5	
<b>Model Rules</b>	Mount's Protection (6+) • Heavy Armour • Shield • Barding									
<b>Model Rules (Knight)</b>	Scoring • Thunderous Charge • Impetuous • Lance Formation • The Blessing • Lance									
<b>Model Rules (Warhorse)</b>	Thunderous Charge									

**Options** Champion • Musician • Standard Bearer

Core

### UNIT OF KNIGHTS

Knights of the Realm **x7** - Standard - Infantry - 25x50mm

348 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	4	3	4	3	1	3	1	8	Cavalry
Warhorse	9[8]	3	-	3	3	1	3	1	5	
<b>Model Rules</b>	Mount's Protection (6+) • Heavy Armour • Shield • Barding									
<b>Model Rules (Knight)</b>	Scoring • Oath of Fealty • Jousting • Lance Formation • The Blessing • Lance									
<b>Model Rules (Warhorse)</b>	Thunderous Charge									

**Options** Musician

Core

### BOWMEN

Peasant Bowmen **x10** - Standard - Infantry - 20x20mm

140 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Peasant Bowmen	4	2	3	3	3	1	3	1	5	Infantry
<b>Model Rules</b>	Insignificant • Scoring • Bowman Stakes • Braziers • Serfs • Light Armour • Longbow									

## Special

Core

### TREBUCHET

Siege War Machine - Trebuchet - Standard - Infantry - 75mm round

280 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Siege War Machine	-	-	-	-	4	6	-	-	-	War Machine
Apprentice (4)	-	2	3	3	-	-	3	1	5	
<b>Model Rules</b>	Insignificant • Serfs • Trebuchet - Catapult (4) Artillery Weapon									

## Magics



The Conclave: Spells from Divination gain +3" Range for each other Wizard with non-Bound Spells from Divination, within 12" of the Caster. Whenever a Wizard attempting to cast a spell from Divination suffers from Lost Focus, all other friendly Wizards with non-Bound Spells from Divination and within 12" of the Caster also suffer from Lost Focus, until the end of the Magic Phase.

Castings	Range	Type	Duration	Effect
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		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
<b>5</b>	Unerring Strike	9+ [13+]	18"	Hex, Missile, Damage	Instant	The target suffers [2D6][3D6] hits that wound on 4+, have Armour Piercing (2) and Divine Attacks.
<b>3</b>	The Stars Align	9+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Divine Attacks, and must reroll failed to-hit rolls 9+ with Close Combat <b>and Shooting</b> Attacks.
<b>4</b>	Look to the West	9+	18"	Augment	Last one Turn	The target gains Stubborn and Immune to Psychology.
<b>6</b>	Portent of Doom	10+	18"	Hex	Last one Turn	At the start of the following phases, roll a D6, plus one extra D6 for each Character in the unit. If one or more dice result in a '6', the target cannot perform the corresponding action this Phase. Declare Charges sub-phase: Declare Charges. Remaining Moves sub-phase: March Move. Magic Phase : Cast Spells. Shooting Phase: Shoot.
<b>1</b>	Fate's Judgement	7+ [10+]	18"	Hex, Missile, Damage	Instant	The target suffers <b>D3</b> [D6] hits that wound automatically, with no Ward or Regeneration Saves allowed.
<b>A</b>	Guiding Light		18"	Augment	Last one Turn	When the target takes a Leadership Test, roll an additional D6 and remove the highest D6 rolled. A unit cannot be affected by this spell more than once per Magic Phase.
<b>0</b>	Scrying	7+ [10+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
<b>2</b>	Know Thy Enemy	8+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains +2 Weapon Skill and +2 Initiative.

## Magic banners

**Banner of the Last Charge:** All mounts in the bearer's unit gain Impact Hits (1).

## Model Rules

### Barding:

**Beloved:** When a model with this special rule is joined to a unit with at least one Full Rank of models with the Lance Formation, the model cannot be chosen by the enemy as the model that refuses a Challenge, and it can be placed anywhere in the unit, it doesn't have to be placed as far forward as possible. Other models with the Front Rank rule have priority for being as far forward as possible.

**Bowman Stakes:** When deploying the Bowmen unit, you may place a Wall Terrain Feature in base contact with the front of the Bowmen unit. This Wall is as wide as the unit, to a maximum of 12", up to 20mm deep and follows all the normal rules for Walls with the exception of being Soft Cover instead of Hard Cover.

**Braziers:** Before shooting with a unit with Braziers, it may choose to use Braziers to gain Flaming Attacks for its Shooting Attacks. Effects last for the duration of the Phase

### Heavy Armour:

**Impetuous:** When declaring a charge, a model with this special rule gains Frenzy (Knight only) until the end of the Player Turn. A unit which consists entirely of models with this rule may reroll failed Charge Range rolls .

**Insignificant:** Units consisting entirely of models with this special rule do not cause Panic Tests on friendly units without this special rule. Only Insignificant Characters can join units with Insignificant R&F models.

**Jousting:** A model with this special rule may use a Lance when charging even when armed with a Magical Weapon. If the model uses a mundane Lance when charging it may switch its weapon at the start of the next Round of Combat.

### Lance:

**Lance Formation:** Models with this special rule gain Monstrous Ranks and Fight in Extra Rank. When charging and with a unit that has ranks 3 models wide, models with this special rule gain an additional instance of Fight in Extra Rank.

### Light Armour:

### Longbow:

**Magic Resistance (1):** All models in a unit with one or more models with Magic Resistance add the value within brackets (X) to any Ward Save rolls (using the same rules as for adding to Armour Saves) when rolling Ward Saves against Wounds caused by spell effects. Magic Resistance, like most special rules, is not cumulative.

### Mount's Protection (6+):

**Oath of Fealty:** Models with this special rule gain Inspiring Presence with the following exceptions: it has a range of 6" and may only benefit units with more than half of their models with Serf.

**Scoring:** Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.

- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

**Serfs:** If more than half of a unit's models have this special rule, and if the unit is under the effect of Inspiring Presence from one or more models with Oath of Fealty then the unit gains +1 Movement when Marching.

**Shield:**

**The Blessing:**

**Thunderous Charge:** In the first round of a combat after a model with this rule has successfully charged, model parts with this special rule receive a +1 Strength bonus to their normal Close Combat Attacks. This Strength bonus can only be used for Attacks directed against the charged enemies.

**Trebuchet - Catapult (4) Artillery Weapon:** Range 12-60", Strength 4[8], [Multiple wounds (D3, Clipped Wings)], Armor Piercing (1).

**Wizard Apprentice with 1 learned spell:**

## 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.

Kasha Belle



Unit of Errants



Unit of Knights



Eirik Wolfsbane



Arnir Wolfsbane



Bowmen



Trebuchet



