



Characters



DAMSEL #2
Damsel - Standard - Infantry - 25x50mm

305 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 REVERED UNICORN

Global	Adv	Mar	Dis	Model Rules	
	10"	20"	C	Forest Guide, Magic Resistance (2), Strider	
Defensive	HP	Def	Res	Arm	Aeg
	C	C	4	C+1	C
Offensive	Att	Off	Str	Ap	Agi
Revered Unicorn	2	5	4	1	5

Options Wizard Adept • Shamanism • Revered Unicorn • Sacred Chalice



FOLK HERO #1
Folk Hero - Standard - Infantry - 25x50mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Traits of a Hero, Ordeal	
Defensive	HP	Def	Res	Arm	Aeg
	3	5	4	0	6+ Light Armour
Offensive	Att	Off	Str	Ap	Agi
Folk Hero	1	5	4	1	4 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 Destrier • Bannerman • Banner of Speed x1 • Hero's Heart



EQUITAN LORD #1
Equitan Lord - Large - Infantry - 50x75mm

540 POINTS



Global	Adv	Mar	Dis	Model Rules	
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Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9		
Defensive	HP	Def	Res	Arm	Aeg
	3	6	4	0 (1) (1)	6+
Offensive	Att	Off	Str	Ap	Agi
Equitan Lord	4	6	4	1	6



MOUNT HIPPOGRIFF

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Fear, Fly, Towering Presence, Light Troops, Gallantry	
	8"	16"			
Defensive	HP	Def	Res	Arm	Aeg
	4	C	5	C+1	C
Offensive	Att	Off	Str	Ap	Agi
Hippogriff	4	4	5	3	4

Options	General • Generosity • Shield • Hippogriff • Obsidian Rock • Tristan's Resolve • Basalt Infusion
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Core



LOWBORN ARCHERS #1

Lowborn Archers x30 - Standard - Infantry - 20x20mm

325 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 • Musician • Standard Bearer
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FEUDAL KNIGHTS #1

Feudal Knights x8 - Standard - Cavalry - 25x50mm

429 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	2	6+
					Heavy Armour, Shield, Courage
Offensive	Att	Off	Str	Ap	Agi
Feudal Rider	1	4	4	1	3
					Lance, Lance Formation
Destrier	1	3	4	0	3
					Harnessed

Options	Champion • Musician • Standard Bearer • Relic Shroud
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Special



PEGASUS KNIGHTS #1


Pegasus Knights x3 - Large - Cavalry - 50x50mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fly, Light Troops, Gallantry	


<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	2	4	4	2	6+
					Heavy Armour, Shield, Courage
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Pegasus Knight	2	4	4	1	4
					Lance
Pegasus Charger	2	4	4	1	4
					Harnessed



MEN-AT-ARMS #1


Men-at-Arms **x30** - *Standard* - *Infantry* - 20x20mm

290 POINTS



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

Options	Champion • Musician • Standard Bearer • Banner of Discipline
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KNIGHTS RESPLENDENT #1


Knights Resplendent **x6** - *Standard* - *Cavalry* - 25x50mm

379 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+
					Heavy Armour, Shield, Courage
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Resplendent Knight	1	5	4	1	4
					Devastating Charge, Lance, Lance Formation
Destrier	1	3	4	0	3
					Harnessed


Options	Knights of the Court • Champion • Musician • Standard Bearer
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SIEGE WEAPON #1

Siege Weapon - *Standard* - *Construct* - 75mm round

115 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

Magics

Racial Trait Spell

Casting	Range	Type	Duration
<h3 style="color: #FFD700;">H Breath of the Lady</h3>			

	Casting	Range	Type	Duration
Mf	7+		Caster	Instant

Add two Blessing Tokens to your Blessing Token pool.



Shamanism

		Casting	Range	Type	Duration	Effect
5	Totemic Summon	9+ [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)
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"	Hex	Last 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].
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	Last 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	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
A	Scarification		Caster		Last 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

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.

Hero's Heart: The wielder gains +1 Attack Value while using this weapon. Attacks made with this weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 2.

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

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

Tristan's Resolve: While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon gain +1 Armour Penetration. After a successful to-hit roll, the attacker may discard one of the hits with this weapon and choose an enchanted weapon carried by the model the attack was allocated towards. Any Weapon Enchantment of the chosen weapon is ignored for the rest of the game.

Magic banners

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.

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

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Model Rules

Archery Drills: During a Player Turn in which the model has not moved, if the model's unit has at least one Full Rank, the model gains two instances of Shoot in Extra Rank.

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.

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).

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

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.

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.

Longbow: Portée 30", tir 1, Force 3, PA 0, Tir précis, Tir rapide

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.

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.

Traits of a Hero: Universal Rule.

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

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 #2



Pegasus Knights #1



Men-at-Arms #1



Lowborn Archers #1



Feudal Knights #1



Folk Hero #1



Knights Resplendent #1



Siege Weapon #1



Equitan Lord #1

