




AU CHOIX: possible de remplacer les 2 unités de Yeoman pour une unité de 8 ordo sergeants avec full EM + Ordo minister (280 points)

1970 pts (33.00 %) 1736 pts (29.00 %) 2098 pts (35.00 %) 1425 pts (24.00 %)
Characters **Core** **Special** **Fey**
 (40 Max) (25 Least) (0 NoLimit) (20 Max)


Characters




EQUITAN LORD #1

Equitan Lord - Large - Cavalry - 50x50mm

645 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 PEGASUS CHARGER

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

Options | General • Sainted • Shield • Bastard Sword • Faith • Pegasus Charger • Prayer-Etched • Obsidian Rock • Fortress of Faith • Tristan's Resolve



DAMSEL #1


Damsel - Standard - Infantry - 20x20mm

265 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Orison, Beloved, Wizard Apprentice		
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 • Shamanism • Binding Scroll x1



EQUITAN LORD #2

Equitan Lord - Standard - Cavalry - 25x50mm

485 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	

<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 • Paladin • Shield • Lance • Justice • Destrier • Aether Icon x1 • Basalt Infusion • Sacred Chalice • Supernatural Dexterity
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DAMSEL #2

Damsel - Standard - Cavalry - 25x50mm

575 POINTS



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



MOUNT REVERED UNICORN

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	18"	C	Forest Guide		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	C	C	4	C+1	C	Magic Resistance
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Revered Unicorn	2	5	4	1	5	

Options	Wizard Master • Druidism • Revered Unicorn • Binding Scroll x1 • Magical Heirloom
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Core



LOWBORN ARCHERS #1

Lowborn Archers x24 - Standard - Infantry - 20x20mm

305 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	6	Ordeal, Scoring		
<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	Musician • Prepared Position • Longbow and Expert Bowmen (4+)
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LOWBORN ARCHERS #1

Lowborn Archers x12 - Standard - Infantry - 20x20mm


185 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	6	Ordeal, Scoring		

<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	Musician • Prepared Position • Crossbow (4+)
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LOWBORN ARCHERS #1


Lowborn Archers x12 - Standard - Infantry - 20x20mm

185 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Ordeal, Scoring	
<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	Musician • Prepared Position • Crossbow (4+)
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FEUDAL KNIGHTS #1


Feudal Knights x11 - Standard - Cavalry - 25x50mm

495 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	Standard Bearer • Musician • Champion • Knight Banneret • Aether Icon • Castellan's Crest
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LOWBORN LEVIES #1


Lowborn Levies x30 - Standard - Infantry - 20x20mm

270 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Ordeal, Scoring	
<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	Standard Bearer • Musician • Champion • Halberd and Shield
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ORDO SERGEANTS #1

Ordo Sergeants x8 - Standard - Cavalry - 25x50mm

296 POINTS





<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	7	Orison, Scoring	
<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, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>

<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	Standard Bearer • Musician • Champion • Ordo Minister • Great Weapon
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Special

	MEN-AT-ARMS #1 Men-at-Arms x22 - Standard - Infantry - 20x20mm	397 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	Scoring		
<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
<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	Standard Bearer • Musician • Champion • Ordo Wardens • Ordo Minister
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	PEGASUS KNIGHTS #1 Pegasus Knights x3 - Large - Cavalry - 50x50mm	395 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Gallantry, Fly, Light Troops		
	8"	16"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	3	4	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>	
Pegasus Knight	2	4	4	1	4	Lance
Pegasus Charger	2	4	4	1	4	Harnessed

Options	Standard Bearer • Champion • Knight Banneret • Aether Icon
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	SACRED RELIQUARY #1 Sacred Reliquary - Standard - Infantry - 40x60mm	175 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Orison, Sacred Relic, Not a Leader, Tall, War Platform		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	4	4	4	2	6+	Honesty, Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Sacred Reliquary	4	4	4	1	3	

	KNIGHTS RESPLENDENT #1 Knights Resplendent x10 - Standard - Cavalry - 25x50mm	661 POINTS	
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<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>	
ResplendentKnight	1	5	4	1	4	Lance Formation, Devastating Charge, Lance
Destrier	1	3	4	0	3	Harnessed

Options	Standard Bearer • Musician • Champion • Knight Banneret • Flaming Standard • Oriflamme
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	HOODED MEN #1 Hooded Men x8 - Standard - Infantry - 20x20mm	130 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Ordeal, Light Troops, Scout, Unstable, Daring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	3	3	0	6+	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Hooded Man	1	3	3	1	3	Longbow, Paired Weapons

	SIEGE WEAPON #1 Siege Weapon - Standard - Construct - 75mm round	170 POINTS	
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<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+)
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	SIEGE WEAPON #1 Siege Weapon - Standard - Construct - 75mm round	170 POINTS	
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<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+)
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Fey

	FEY KNIGHT #1 Fey Knight - Large - Cavalry - 50x75mm	350 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
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Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Fey Spirit, Fear, Ghost Step, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	4	6	4	1	5+ Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Fey Rider	4	6	5	3	6
Fey Steed	2	4	4	1	4

Options	Champion of the Green Knight
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Fey	FEY KNIGHT #1 Fey Knight - Large - Cavalry - 50x75mm	350 POINTS	
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Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Fey Spirit, Fear, Ghost Step, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	4	6	4	1	5+ Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Fey Rider	4	6	5	3	6
Fey Steed	2	4	4	1	4

Options	Chosen of the Snow Child
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Fey	THE LADY'S COURTIER #1 The Lady's Courtier - Large - Beast - 50x50mm	435 POINTS	
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Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Fey Spirit, Fear, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	5	5	5	3	5+ Aegis (+1, against Melee Attacks)
Offensive	Att	Off	Str	Ap	Agi
Lady's Courtier	5	5	5	4	7

Options	Courtier of the Dawn
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Fey	FRIAR'S LANTERN #1 Friar's Lantern - Standard - Beast - 50x50mm	145 POINTS	
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Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Fey Spirit, Illusions, Lights in the Mist, Fly, Insignificant, Scout, Unstable	
	8"	16"			
Defensive	HP	Def	Res	Arm	Aeg
	5	1	1	0	5+ Hard Target
Offensive	Att	Off	Str	Ap	Agi
Friar's Lantern			1	0	10 Grind Attacks

Fey	FRIAR'S LANTERN #1 Friar's Lantern - Standard - Beast - 50x50mm	145 POINTS	
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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"	7	Fey Spirit, Illusions, Lights in the Mist, Fly, Insignificant, Scout, Unstable		
	8"	16"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	5	1	1	0	5+	Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agj</i>	
Friar's Lantern			1	0	10	Grind Attacks

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Breath of the Lady				
<i>Mf</i>	7+		Caster	Last one Turn
Add two Orison Tokens to your Orison Token pool.				



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	Healing Waters	7+ <<6+>>	18"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)}.
3	Entwining Roots	<6+> <<5+>>	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board. The target suffers <-1> <<-2>> Offensive Skill, <-1> <<-2>> Defensive Skill, and <-1> <<-2>> to hit with Shooting Attacks.
2	Master of Earth	6+ <<5+>>	18"	Hex, Damage, Direct	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers 1D6 hits with Strength <4> <<5+>>, Armour Penetration <1> <<2>> and Magical Attacks .
0	The Oaken Throne	4+	Caster	Caster	Permanent	If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text. The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).
A	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. This spell can only be cast once per phase.
5	Stone Skin	10+ <<9+>>	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains +2 {+3} Resilience.
6	Spirits of the Wood	7+ {6+}	12"	Augment, {Universal}	Last one Turn	<If the target is an enemy unit Engaged in Combat, the spell has no effect. Otherwise,> place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). If the target is a friendly unit, it gains Strider (Forest).
4	Summer Growth	11+ <<10+>>	24"	Augment	Instant	This spell has different effects depending on the target: Standard Infantry/Beast **: Raise 4 {6} Health Points. Towering Presence **: Raise 1 {1} Health Point. Anything else ***: Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.



Shamanism

		Casting	Range	Type	Duration	Effect
5	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)
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

Fortress of Faith: The bearer must reroll Armour Save rolls of '1'

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

Prayer-Etched: The wearer gains +1 Armour and Aegis (+1, max. 4+).

Tristan's Resolve: While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become **Magical Attacks** and 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.

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.

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

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.

Supernatural Dexterity: The wielder gains +2 Offensive Skill and +2 Agility while using this weapon, and attacks made with it become Magical Attacks.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

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.

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Oriflamme: The bearer gains **Fear** while Engaged in Combat. Enemy units in base contact with the bearer's unit cannot benefit from Rally Around the Flag.

Model Rules

Aegis:

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.

Daring: Units with more than half of their models with Daring cannot voluntarily declare Flee as a Charge Reaction and must reroll failed 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.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fey Spirit: The model gains Fearless and Magical Attacks. Models with Fey Spirit can only join or be joined by Damsels or models with Fey Spirit.

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 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+)

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

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.

Not a Leader: The model cannot be the General.

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.

Orison: At the start of step 7 of the Pre-Game Sequence (Spell Selection), each model with Orison (X) adds X Orison Tokens to its owner's Orison Token pool. Any player's Orison Token pool can never contain more than 6 Orison Tokens. At the start of any phase or Round of Combat, one or more Orison Tokens can be removed from the Orison Token pool. For each removed token, choose one friendly non-Fleeing unit within 8" of any friendly non-Fleeing model with Orison (X).

The chosen unit gains one of the following effects:

- Holy Strike: Model parts without Harnessed gain +1 to hit with their Close Combat Attacks.
- Holy Shield: Aegis (+1, max. 4+).
- Holy Wrath: Fear; any model that already has Fear gains Terror instead.

Several instances of an effect on the same model are not cumulative, and a single unit can only be the target of one Orison per phase unless specifically stated otherwise. The effects last until the end of the phase.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Sacred Relic: Universal Rule.

The model must be deployed in a Standard Height Infantry unit and can never voluntarily leave it. The model's unit gains the following rules:

- Fight in Extra Rank
- The unit's Discipline Tests are subject to Minimised Roll.
- At the start of every Magic Phase, if the unit is Engaged in Combat, add one Orison Token to your Orison Token pool

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.

Supernal:

Tall:

Unstable:

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.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:
- It does not count toward the Characters category (for Army List creation).
- It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

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

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.

Lowborn Archers #1



Lowborn Archers #1



Lowborn Archers #1



Equitan Lord #1



Men-at-Arms #1



Pegasus Knights #1



Damsel #1



Equitan Lord #2



Sacred Reliquary #1



Feudal Knights #1



Lowborn Levies #1



Ordo Sergeants #1



Knights Resplendent #1



Damsel #2



Fey Knight #1



Fey Knight #1



The Lady's Courtier #1



Friar's Lantern #1



Friar's Lantern #1



Hooded Men #1



Siege Weapon #1



Siege Weapon #1

