



KINGDOM OF EQUITAINÉ
LISTE AVEC ONDELINÉ - 4 478 POINTS



1760 pts (39.00 %) 1128 pts (25.00 %) 740 pts (16.00 %) 850 pts (19.00 %)
Characters **Core** **Special** **Fey**
 (40 Max) (25 Least) (0 NoLimit) (20 Max)

Characters

	HEROS DU PEUPLE #1 Folk Hero - Large - Cavalry - 40x40mm	430 POINTS	
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Global	Adv	Mar	Dis				Model Rules
	4"	8"	8				Ordeal, Traits of a Hero, Musician, Wizard Apprentice
Defensive	HP	Def	Res	Arm	Aeg		
	3	4	4	0	6+	Light Armour	
Offensive	Att	Off	Str	Ap	Agi		
Folk Hero	1	4	4	1	4	Bastard Sword, Hand Weapon	

	MOUNT HERALDIC STEED
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Global	Adv	Mar	Dis				Model Rules
	7"	14"	C				Fly, Gallantry, Light Troops, Vanguard
	10"	14"					
Defensive	HP	Def	Res	Arm	Aeg		
	C	C	C	C+2	C	Hard Target	
Offensive	Att	Off	Str	Ap	Agi		
Heraldic Steed	1	3	4	1	3		

Options	Heraldic Steed • Sainted • Shield • Longbow (3+) and Shots 3 • Minstrel • Castellan • Faith • Obsidian Rock • Death Cheater • Supernatural Dexterity
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	DAMOISELLE #1 Damsel - Large - Cavalry - 50x75mm	505 POINTS	
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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	

	MOUNT FEY STEED
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Global	Adv	Mar	Dis				Model Rules
	8"	16"	C				Fear, Fey Spirit, Ghost Step
Defensive	HP	Def	Res	Arm	Aeg		
	4	C	4	C+1	C	Aegis (+1, max 4+)	
Offensive	Att	Off	Str	Ap	Agi		
Fey Steed	2	4	4	1	4		

Options	Wizard Master • Druidism • Fey Steed • Binding Scroll x1 • Sacred Chalice
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SEIGNEUR D'EQUITAINE #1

Equitan Lord - Standard - Cavalry - 25x50mm

370 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		
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

General • Lance • Honour • Destrier • Ghostly Guard • Uther's Mettle



SEIGNEUR D'EQUITAINE #2

Equitan Lord - Standard - Cavalry - 25x50mm

455 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		
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

Battle Standard Bearer • Shield • Lance • Justice • Destrier • Basalt Infusion • Divine Judgement

Core



CHEVALIERS FEODAUX #1

Feudal Knights x9 - Standard - Cavalry - 25x50mm



450 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
Feudal Rider	1	4	4	1	3
Lance Formation, Lance					
Destrier	1	3	4	0	3
Harnessed					

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
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Options	Standard Bearer • Musician • Champion • Knight Banneret • Relic Shroud
Notes	+ banniere de deiscipline

	CHEVALIERS FEODAUx #2 Feudal Knights x8 - <i>Standard - Cavalry - 25x50mm</i>	360 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>
Feudal Rider	1	4	4	1	3 Lance Formation, Lance
Destrier	1	3	4	0	3 Harnessed



Options	Standard Bearer • Musician • Champion • Banner of Discipline
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	DEVOTs DE L'ORDO #1 Ordo Sergeants x10 - <i>Standard - Cavalry - 25x50mm</i>	318 POINTS	
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<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>
Ordo Sergeant	1	3	3	0	3 Hatred
Rouncey	1	3	3	0	3 Harnessed

Options	Standard Bearer • Musician • Champion • Ordo Minister • Light Lance
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Special

	CHEVALIERS DE LA QUETE #1 Knights of the Quest x9 - <i>Standard - Cavalry - 25x50mm</i>	605 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	The Quest, Fearless, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	5	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>
Questing Knight	2	5	4	1	4 Lance Formation, Bastard Sword
Destrier	1	3	4	0	3 Harnessed

Options	Standard Bearer • Musician • Champion • Knight Banneret
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SERGEANTS MONTES #1
Yeoman Outriders **x5** - Standard - Cavalry - 25x50mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Ordeal, Feigned Flight, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	1	6+	Light Armour
Offensive	Att	Off	Str	Ap	Agi	
Yeoman Outrider	1	3	3	0	3	Light Lance
Courser	1	3	3	0	3	Harnessed

Options

Bow (4+)

Fey

Fey

COURTISAN DE LA DAME #1
The Lady's Courtier - Large - Beast - 50x50mm

435 POINTS



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 • Shamanism

Fey

ONDINES #1
Naiads **x10** - Large - Infantry - 25x25mm

215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fey Spirit, Water Spirits, Light Troops, Wizard Conclave		
Defensive	HP	Def	Res	Arm	Aeg	
	2	4	3	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
Naiad			3	3	5	Grind Attacks

Fey

ONDINES #2
Naiads **x9** - Large - Infantry - 25x25mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fey Spirit, Water Spirits, Light Troops, Wizard Conclave		
Defensive	HP	Def	Res	Arm	Aeg	
	2	4	3	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
Naiad			3	3	5	Grind Attacks

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Breath of the Lady				
Mf	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 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
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		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

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

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

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

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.

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Uther's Mettle: Attacks made with this weapon ignore Parry and become Magical Attacks.

At the start of the Initiative Step in which the wielder's Close Combat Attacks will be performed, nominate one enemy unit Engaged with the wielder's Front Facing. The wielder gains +1 Attack Value, up to a maximum of +5:

- For each rank of the nominated unit after the first if the wielder's model is Engaged with the unit's Front or Rear Facing.
- For each file of the nominated unit after the first if the wielder's model is Engaged with the unit's Flank Facing.

The additional attacks must be allocated towards non-Champion R&F models of the nominated unit.

If this is not possible, the additional attacks are ignored.

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

Divine Judgement: Attacks made with this weapon gain **Devastating Charge** (+1 Str, +1 AP, Multiple Wounds (D3)) and become **Magical Attacks**.

Magic banners

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

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.

Model Rules

Aegis:

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.

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.

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.

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.

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

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+)

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 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.

Musician:

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.

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.

Supernal:

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.

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.

Water Spirits: Universal Rule.

The model gains Strider (Water Terrain) and Scout with the following restriction: At least half the models of the model's unit must be deployed fully inside Water Terrain or the owner's Deployment Zone.

In addition, Melee Attacks that are Flaming Attacks from enemy units Engaged with the model lose Flaming Attacks.

Units with more than half of their models with Water Spirits are Stubborn if more than half of their models are inside a Water Terrain with the centre of their bases. In addition, Water Terrain is Covering Terrain for models with Water Spirits inside them and contributes to Soft Cover.

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

Wizard Conclave: The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

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.

Héros du peuple #1



Damoiselle #1



Seigneur d'Equitaine #1



Seigneur d'Equitaine #2



Chevaliers féodaux #1



Chevaliers féodaux #2



Devots de l'Ordo #1



Chevaliers de la Quête #1



Sergeants montés #1



Courtisan de la Dame #1



Ondines #1



Ondines #2

