



KINGDOM OF EQUITAINÉ

LIST ROYAUME D'EQUITAINÉ #1 - 3 972 POINTS



1535 pts (39.00 %) 974 pts (25.00 %) 1108 pts (28.00 %) 715 pts (18.00 %)
Characters **Core** **Special** **Airborne Gallantry**
 (40 Max) (25 Least) (0 NoLimit) (40 Max)

Characters



DUKE #1

Duke - Standard - Cavalry - 25x50mm

400 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 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 | Shield • Questing Oath, Bastard Sword • Barded Warhorse |
| Magic items | Crusader's Salvation (Heavy Armour) |



PALADIN #1

Paladin - Standard - Cavalry - 25x50mm

310 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 • Lance (Wyrwood Core) • Barded Warhorse |
| Magic items | Wyrwood Core (Lance) • Basalt Infusion (Heavy Armour) |



PALADIN #2

Paladin - Large - Cavalry - 40x40mm

360 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 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 (Divine Judgement) • Pegasus |
| Magic items | Divine Judgement (Lance) • Dragonfire Gem |



DAMSEL #1

Damsel - Standard - Cavalry - 25x50mm

465 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|---|---------------------------------------|------------------------------|
| | 4" | 8" | 7 | Wizard Apprentice, Insignificant, Beloved | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 3 | 0 | The Blessing, Magic Resistance (1, 1) | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Damsel | 1 | 3 | 3 | 0 | 3 | Lance Formation, 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 | Druidism • Barded Warhorse • Wizard Master |
| Magic items | Storm Clarion |

Core



KNIGHTS OF THE REALM #1

Knights of the Realm x7 - Standard - Cavalry - 25x50mm

322 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|-------------|--|
| | 8" | 16" | 8 | Scoring | |
| Defensive | HP | Def | Res | Arm | |

| <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 |

| | |
|----------------|----------------------------|
| Options | Musician • Standard Bearer |
|----------------|----------------------------|



KNIGHTS OF THE REALM #2

Knights of the Realm x7 - Standard - Cavalry - 25x50mm

322 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 |

| | |
|----------------|----------------------------|
| Options | Musician • Standard Bearer |
|----------------|----------------------------|



PEASANT BOWMEN #1

Peasant Bowmen x15 - Standard - Infantry - 20x20mm

165 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
|---------------|------------|------------|------------|---|
| | 4" | 8" | 5 | Scoring, Serf, Insignificant, Bowmen's Stakes |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|-----------------------|------------|------------|------------|------------|------------|
| | 1 | 2 | 3 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Peasant Bowman | 1 | 2 | 3 | 0 | 3 |



PEASANT BOWMEN #2

Peasant Bowmen x15 - Standard - Infantry - 20x20mm

165 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
|---------------|------------|------------|------------|---|
| | 4" | 8" | 5 | Scoring, Serf, Insignificant, Bowmen's Stakes |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|-----------------------|------------|------------|------------|------------|------------|
| | 1 | 2 | 3 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Peasant Bowman | 1 | 2 | 3 | 0 | 3 |

Special



KNIGHTS OF THE GRAIL #1

Knights of the Grail x7 - Standard - Cavalry - 25x50mm

598 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
|---------------|------------|------------|------------|------------------------|
| | 8" | 16" | 8 | , Pure of ScoringHeart |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> |
|------------------|-----------|------------|------------|------------|
| | | | | |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
|----------------------------|------------|------------|------------|------------|------------------------------------|---|
| | 1 | 5 | 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> | |
| Knight of the Grail | 2 | 5 | 4 | 1 | 5 | Divine Attacks, Lance Formation, Oath of Fealty, Grail Oath, Holy Migh, Lance |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 | Harnessed, Devastating Charge |

| | |
|----------------------|---|
| Options | Champion • Musician • Standard Bearer |
| Magic banners | Stalker's Standard (Banner Enchantment) |



SIEGE WAR MACHINE - TREBUCHET (4+) #1

Trebuchet - Large - Construct - 75mm round

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 | Move or Fire, Trebuchet (4+, 4+) |



SIEGE WAR MACHINE - TREBUCHET (4+) #2

Trebuchet - Large - Construct - 75mm round

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 | Move or Fire, Trebuchet (4+, 4+) |

Airborne Gallantry



PEGASUS KNIGHTS #1

Pegasus Knights x3 - Large - Cavalry - 40x40mm

355 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|-----------------------|------------|------------|------------|------------------------------------|------------|---|
| | 8" | 16" | 8 | Fly (8", 16", 8", Light Troops16") | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 2 | 4 | 4 | 2 | | |
| <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 | Oath of Fealty, Devastating Charge, Lance |
| Young Pegasus | 2 | 3 | 4 | 1 | 4 | Harnessed |

| | |
|----------------------|---------------------------------------|
| Options | Standard Bearer |
| Magic banners | Flaming Standard (Banner Enchantment) |

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|--|---------------|----------------|---------|---------------|
| Breath of the Lady | | | | |
| <i>Mf</i> | {8+} {10+} | {18"} {36"} | Augment | Last one Turn |
| <i>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'.</i> | | | | |



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 |
|----------|---------------------|--------------|--------|----------------------|---------------|--|
| 6 | Spirits of the Wood | 7+ {6+} | 12" | Augment, {Universal} | Last one Turn | 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).} |
| 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). |
| 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 D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks. |
| 1 | Healing Waters | 7+ {6+} | 12" | 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+)}. |
| A | Fountain of Youth | | 12" | Augment, Focused | Instant | The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell. |
| 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. |
| 5 | Stone Skin | 9+ {8+} | 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. |
| 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. |

Magic items

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

Crusader's Salvation: The wearer gains +1 Armour and **must** reroll failed Armour Saves.

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

Dragonfire Gem: The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

Storm Clarion: One use only. May be activated at the start of any Player Turn. Enemy units cannot make Flying Movements during this Player Turn.

Wormwood Core: The wielder gains **Breath Attack (Str 5, AP 0, Flaming Attacks)**. Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**.

Magic banners

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.

Stalker's Standard: The bearer's unit gains Strider.

Model Rules

Beloved: Universal Rule.

When the model is joined to a unit with at least one Full Rank of models with Lance Formation, it gains Stand Behind and cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel.

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.

Divine Attacks: Successful Aegis saves taken against the attack must be rerolled.

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.

Grail Oath: 0-1 Characters with Grail Oath per Army.

- Universal Rule.

The model gains Fearless.

- Personal Protection.

The model gains Aegis (5+). Characters with Grail Oath gain +1 Defensive Skill.

- Attack Attribute - Close Combat.

The model part gains Magical Attacks. Characters with Grail Oath gain +1 Offensive Skill.

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

Holy Migh: Attack Attribute - Melee.

The model part can make up to 2 Supporting Attacks while its unit has at least one Full Rank.

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 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.

Pure of Heart: Universal Rule.

Only Damsels and Characters with Grail Oath may join a unit with this rule.

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.

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)].

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.

Duke #1



Paladin #1



Paladin #2



Damsel #1



Knights of the Realm #1



Knights of the Realm #2



Peasant Bowmen #1



Peasant Bowmen #2



Knights of the Grail #1



Siege War Machine - Trebuchet (4+) #1



Siege War Machine - Trebuchet (4+) #2



Pegasus Knights #1

