



1640 pts (36.00 %) 1211 pts (27.00 %) 1645 pts (37.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Fey**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)

## Characters



**DAMSEL #1**  
 Damsel - Standard - Cavalry - 25x50mm

**515 POINTS**



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



### 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	
<b>Destrier</b>	1	3	4	0	3	<b>Harnessed</b>

<b>Options</b>	Wizard Master • Druidism • Destrier
<b>Magic items</b>	Magical Heirloom • Rod of Battle



**EQUITAN LORD #1**  
 Equitan Lord - Large - Cavalry - 50x75mm

**710 POINTS**



Global	Adv	Mar	Dis			Model Rules
	4"	8"	9			
Defensive	HP	Def	Res	Arm	Aeg	
	3	6	4	0	6+	<b>Courage</b> , Heavy <b>Armour</b>
Offensive	Att	Off	Str	Ap	Agi	
<b>Equitan Lord</b>	4	6	4	1	6	<b>Lance Formation, Hand Weapon</b>



### MOUNT HIPPOGRIFF

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

<b>Options</b>	General • Forbearance • Sainted • Shield • Hippogriff • Bastard Sword (Supernatural Dexterity)
<b>Magic items</b>	Black Knight's Tabard • Prayer-Etched (Heavy Armour) • Supernatural Dexterity (Bastard Sword)



### EQUITAN LORD #2

Equitan Lord - Standard - Cavalry - 25x50mm

415 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9		
Defensive	HP	Def	Res	Arm	Aeg
	3	6	4	0	6+ , Heavy Courage 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

<b>Options</b>	Justice • Battle Standard Bearer • Shield • Destrier • Bastard Sword
<b>Magic banners</b>	Oriflamme (Battle Standard Bearer)

Core



### FEUDAL KNIGHTS #1

Feudal Knights x6 - Standard - Cavalry - 25x50mm

335 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	2	6+ , Heavy Courage 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

<b>Options</b>	Champion • Standard Bearer
<b>Magic banners</b>	Relic Shroud (Banner Enchantment)



### ORDO SERGEANTS #1

Ordo Sergeants x10 - Standard - Cavalry - 25x50mm

292 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Scoring, Ordo Minister	
Defensive	HP	Def	Res	Arm	Aeg
	1	3	3	1	6+ , Heavy Honesty Armour
Offensive	Att	Off	Str	Ap	Agi
Ordo Sergeant	1	3	3	0	3 Hatred
Rouney	1	3	3	0	3 Harnessed

<b>Options</b>	Great Weapon • Champion • Standard Bearer
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### ORDO SERGEANTS #2

Ordo Sergeants x10 - Standard - Cavalry - 25x50mm

292 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Scoring, Ordo Minister		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	1	6+	, Heavy Honesty Armour
Offensive	Att	Off	Str	Ap	Agi	
Ordo Sergeant	1	3	3	0	3	Hatred
Rouncey	1	3	3	0	3	Harnessed

<b>Options</b>	Great Weapon • Champion • Standard Bearer
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### ORDO SERGEANTS #3

Ordo Sergeants x10 - Standard - Cavalry - 25x50mm

292 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Scoring, Ordo Minister		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	1	6+	, Heavy Honesty Armour
Offensive	Att	Off	Str	Ap	Agi	
Ordo Sergeant	1	3	3	0	3	Hatred
Rouncey	1	3	3	0	3	Harnessed

<b>Options</b>	Great Weapon • Champion • Standard Bearer
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Special



### SIEGE WEAPON #1

Siege Weapon - Standard - Construct - 75mm round

170 POINTS



Global	Adv	Mar	Dis	Model Rules		
	0"	0"	7	War Machine		
Defensive	HP	Def	Res	Arm	Aeg	
	5	1	4	0	6+	Honesty
Offensive	Att	Off	Str	Ap	Agi	
Crew	4	2	3	0	3	Move or Fire

<b>Options</b>	Trebuchet (4+)
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### SIEGE WEAPON #2

Siege Weapon - Standard - Construct - 75mm round



170 POINTS



Global	Adv	Mar	Dis	Model Rules		
	0"	0"	7	War Machine		
Defensive	HP	Def	Res	Arm	Aeg	
	5	1	4	0	6+	Honesty

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	4	2	3	0	3	<b>Move or Fire</b>

<b>Options</b>	Trebuchet (4+)
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	<b>KNIGHTS PENITENT #1</b> Knights Penitent x9 - Standard - Cavalry - 25x50mm	<b>570 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	<b>Scoring, Unstable, Daring</b>		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	2	4	4	2	6+	<b>, Heavy Courage Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Penitent Knight</b>	1	4	4	1	3	<b>Lance Formation, Great Weapon</b>

<b>Draughthorse</b>	1	3	4	0	3	<b>Harnessed</b>
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<b>Options</b>	Champion • Standard Bearer
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	<b>YEOMAN OUTRIDERS #1</b> Yeoman Outriders x5 - Standard - Cavalry - 25x50mm	<b>150 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	7	<b>Feigned Flight, Light Troops, Vanguard, Ordeal</b>		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	3	3	1	6+	<b>Light Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Yeoman Outrider</b>	1	3	3	0	3	<b>Light Lance</b>

<b>Courser</b>	1	3	3	0	3	<b>Harnessed</b>
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<b>Options</b>	Shield • Throwing Weapons (5+) • Champion
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	<b>KNIGHTS OF THE QUEST #1</b> Knights of the Quest x8 - Standard - Cavalry - 25x50mm	<b>585 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	<b>, The Fearless, Scoring Quest</b>		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	5	4	2	6+	<b>, Heavy Courage Armour, Shield</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Questing Knight</b>	2	5	4	1	4	<b>Lance Formation, Bastard Sword</b>

<b>Destrier</b>	1	3	4	0	3	<b>Harnessed</b>
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<b>Options</b>	Champion • Knight Banneret • Standard Bearer
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<b>Magics</b>			
Racial Trait Spell			
Casting	Range	Type	Duration

	Casting	Range	Type	Duration
<b>H Breath of the Lady</b>				
<i>Mf</i>	7+		Caster	Instant

Add two Blessing Tokens to your Blessing 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
<b>1</b>	Healing Waters	7+ <<6+>>	18"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Water Terrain</b> Feature on the board. The target gains Fortitude <b>(5+)</b> <b>{(4+)}</b> .
<b>3</b>	Entwining Roots	<6+> <<5+>>	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Forest Terrain</b> Feature on the board. The target suffers <-1> <<-2>> Offensive Skill, <-1> <<-2>> Defensive Skill, and <-1> <<-2>> to hit with Shooting Attacks.
<b>2</b>	Master of Earth	6+ <<5+>>	18"	Hex, Damage, Direct	Instant	The Range of this spell can be measured from the Caster or from any <b>Impassable Terrain</b> Feature on the board. The target suffers 1D6 hits with Strength <4> <<5>>, Armour Penetration <1> <<2>> and <b>Magical Attacks</b> .
<b>0</b>	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 <b>red text</b> . The Oaken Throne must already be in play when a spell is cast in order to use the <b>{amplified}</b> 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).
<b>A</b>	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit <b>Recovers</b> <b>{Raises}</b> 1 Health Point. This spell can only be cast once per phase.
<b>5</b>	Stone Skin	10+ <<9+>>	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Hill</b> Terrain Feature on the board. The target gains +2 <b>{+3}</b> Resilience.
<b>6</b>	Spirits of the Wood	7+ <b>{6+}</b>	12"	Augment, {Universal}	Last one Turn	<b>&lt;If the target is an enemy unit Engaged in Combat, the spell has no effect. Otherwise,&gt;</b> 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).
<b>4</b>	Summer Growth	11+ <<10+>>	24"	Augment	Instant	This spell has different effects depending on the target: <b>Standard Infantry/Beast*</b> : Raise 4 <b>{6}</b> Health Points. <b>Towering Presence**</b> : Raise 1 <b>{1}</b> Health Point. <b>Anything else***</b> : Raise 2 <b>{3}</b> 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.

## Magic items

**Black Knight's Tabard:** The bearer's model gains **Immune** (Multiple Wounds (X))

**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.

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

**Rod of Battle:** The bearer can cast a Bound Spell, Power Level (4/8):

Type: Augment. Range 18", Duration: One Turn.

The target gains +1 to hit with its Close Combat Attacks.

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

## Magic banners

**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.

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

## Model Rules

**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.

**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.

**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.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**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.

**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.

**Ordo Minister:** 0–2 Models/Army.

The model gains +1 Health Point, up to a maximum of 3. At the start of each friendly Magic Phase, the model's unit, or a model inside the model's unit, may Raise 1 Health Point with the following restrictions:

- No single unit can Recover or Raise more than 1 Health Point per Player Turn from this ability.
- Champions cannot be Raised by Ordo Ministers.

A unit that Recovered or Raised Health Points this way cannot be targeted by Fountain of Youth (Druidism) in the same Magic 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.

**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.

**Unstable:**

**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.

**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.

Feudal Knights #1



Ordo Sergeants #1



Ordo Sergeants #2



Ordo Sergeants #3



Damsel #1



Equitan Lord #1



Equitan Lord #2



Siege Weapon #1



Siege Weapon #2



Knights Penitent #1



Yeoman Outriders #1



Knights of the Quest #1

