



KINGDOM OF EQUITAINÉ

4500PTS 3 MENACES - 4 925 POINTS



1780 pts (40.00%) 1140 pts (25.00%) 1535 pts (34.00%) 260 pts (6.00%)

Characters **Core** **Special** **Fey**
 (40 Max) (25 Least) (0 NoLimit) (20 Max)

Characters



EQUITAN LORD #1

Equitan Lord - Standard - Cavalry - 25x50mm

450 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 • Shield • Lance (Divine Judgement) • Honour • Destrier |
| Magic items | Divine Judgement (Lance) • Prayer-Etched (Heavy Armour) |



EQUITAN LORD #2

Equitan Lord - Standard - Cavalry - 25x50mm

435 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 • Halberd (Mortal Reminder) • Valour • Destrier |
| Magic items | Mortal Reminder (Halberd) • Percival's Panoply (Heavy Armour) |



DAMSEL #1

Damsel - Standard - Cavalry - 25x50mm

480 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 |



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 | Wizard Master • Druidism • Destrier |
| Magic items | Magical Heirloom |



FOLK HERO #1

Folk Hero - Large - Cavalry - 50x50mm

415 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|--------------------------|------------------------------|
| | 4" | 8" | 8 | Ordeal, Traits of a Hero | |
| 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 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 | Pegasus Charger • Sainted • Heavy Armour (Ghostly Guard) • Paired Weapons (Hero's Heart) • Cleric • Castellan • Faith |
| Magic items | Ghostly Guard (Heavy Armour) • Hero's Heart (Paired Weapons) |

Core



FEUDAL KNIGHTS #1

Feudal Knights x12 - Standard - Cavalry - 25x50mm

540 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 |

| <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 |
| Magic banners | Relic Shroud (Banner Enchantment) |



FEUDAL KNIGHTS #2

Feudal Knights x8 - Standard - Cavalry - 25x50mm

320 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|---------------------|------------|------------|------------|--------------------|------------|-----------------------------------|
| | 8" | 16" | 8 | Scoring | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> | |
| | 1 | 4 | 3 | 2 | 6+ | , Heavy CourageArmour , 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 | Musician |
|----------------|----------|



ORDO SERGEANTS #1

Ordo Sergeants x8 - Standard - Cavalry - 25x50mm

280 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+ | , Heavy HonestyArmour , 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 |
| Rouney | 1 | 3 | 3 | 0 | 3 | Harnessed |

| | |
|----------------|---|
| Options | Standard Bearer • Musician • Champion • Ordo Minister • Light Lance |
|----------------|---|

Special



KNIGHTS RESPLENDENT #1

Knights Resplendent x11 - Standard - Cavalry - 25x50mm

645 POINTS



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|--------------------------|------------|------------|------------|--------------------|------------|---|
| | 8" | 16" | 8 | Scoring | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> | |
| | 1 | 4 | 3 | 2 | 6+ | , Heavy CourageArmour , 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 |
| Magic banners | Castellan's Crest (Banner Enchantment) |



PEGASUS KNIGHTS #1
Pegasus Knights x5 - Large - Cavalry - 50x50mm

545 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|------------------------------|-----|------------------------------------|
| | 7" | 14" | 8 | Gallantry, Fly, Light Troops | | |
| | 8" | 16" | | | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 3 | 4 | 4 | 2 | 6+ | , Heavy Courage Armour , Shield |
| Offensive | Att | Off | Str | Ap | Agi | |
| Pegasus Knight | 2 | 4 | 4 | 1 | 4 | Lance |
| Pegasus Charger | 2 | 4 | 4 | 1 | 4 | Harnessed |

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



YEOMAN OUTRIDERS #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 | Throwing Weapons (5+) |
|----------------|-----------------------|



SKY HERALDS #1
Sky Heralds x3 - Standard - Cavalry - 40x40mm

210 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|----------------|-----|-----|-----|--|-----|--|
| | 7" | 14" | 8 | Gallantry, Ordeal, Fly, Light Troops, Skirmisher | | |
| | 10" | 14" | | | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 2 | 4 | 3 | 2 | 6+ | , Light Hard Target Armour , Shield |
| Offensive | Att | Off | Str | Ap | Agi | |
| Herald | 1 | 4 | 4 | 1 | 3 | |
| Heraldic Steed | 1 | 3 | 4 | 1 | 3 | Harnessed, Impact Hits |

Fey



NAIADS #1
Naiads x5 - Large - Infantry - 25x25mm

260 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 | |

| | | | | | | |
|------------------|------------|------------|------------|-----------|------------|----------------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| | | | | | | Grind Attacks |
| Naiad | | | 3 | 3 | 5 | |

| | |
|----------------|--|
| Options | Champion • Deceptive Glamour (Witchcraft) • Scrying (Divination) |
|----------------|--|

Magics

Racial Trait Spell

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

Magic items

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

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

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

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.

Mortal Reminder: The wielder gains **Fear**. Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become **Magical Attacks**.

Percival's Panoply: The wearer gains +2 Armour.

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

Magic banners

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.

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).

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.

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.

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.

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).

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+)

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's 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). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

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.

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.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

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.

Equitan Lord #1



Equitan Lord #2



Damsel #1



Folk Hero #1



Feudal Knights #1



Feudal Knights #2



Ordo Sergeants #1



Knights Resplendent #1



Pegasus Knights #1



Naiads #1



Yeoman Outriders #1



Sky Heralds #1



Sky Heralds #2

