



# KINGDOM OF EQUITAIN

## BOUCHER ET FORLORNS - 4 162 POINTS



1345 pts (30.00 %) **1050 pts (23.00 %)** 1767 pts (39.00 %) 585 pts (13.00 %)  
**Characters** **Core** **Special** **Airborne Gallantry**  
 (40 Max) (25 Least) (0 NoLimit) (40 Max)

### Characters



#### DUKE #1

Duke - Large - Cavalry - 40x40mm

585 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 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 (Faith of Percival) • Questing Oath, Bastard Sword • Pegasus • General • Might

**Magic items** Potion of Swiftess • Faith of Percival (Shield) • Basalt Infusion (Heavy Armour)



#### PALADIN #1

Paladin - Standard - Infantry - 20x20mm

290 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

**Options** Battle Standard Bearer • Shield (Willow's Ward) • Questing Oath, Bastard Sword

**Magic items** Willow's Ward (Shield) • Lucky Charm

**Magic banners** Banner of the Relentless Company (Battle Standard Bearer)



#### DAMSEL #1

Damsel - Standard - Cavalry - 25x50mm

470 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Wizard Apprentice, Insignificant, Beloved		
Defensive	HP	Def	Res	Arm		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	3	0	The Blessing	, Magic Resistance (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Damsel	1	3	3	0	3	Lance Formation, Hand Weapon



### MOUNT BARDED WARHORSE

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	C			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	C	C	C	C+2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

<b>Options</b>	Druidism • Barded Warhorse • Wizard Master
<b>Magic items</b>	Talisman of the Void • Crystal Ball

## Core



### KNIGHTS ASPIRANT #1

Knights Aspirant x5 - Standard - Cavalry - 25x50mm

245 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	7	Scoring, Impetuous		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	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>	
Knights Aspirant	1	3	3	0	3	Lance Formation, Devastating Charge, Lance
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

<b>Options</b>	Champion • Musician
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### KNIGHTS ASPIRANT #2

Knights Aspirant x5 - Standard - Cavalry - 25x50mm

245 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	7	Scoring, Impetuous		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	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>	
Knights Aspirant	1	3	3	0	3	Lance Formation, Devastating Charge, Lance
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

<b>Options</b>	Champion • Musician
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### KNIGHTS OF THE REALM #1

Knights of the Realm x11 - Standard - Cavalry - 25x50mm

560 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>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		<b>The Blessing</b>	<b>, Heavy Armour</b>	<b>, Shield</b>
	1	4	3	2				
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	<b>Lance Formation, Oath of Fealty, Lance</b>		
<b>Knight of the Realm</b>	1	4	4	1	3			
<b>Barded Warhorse</b>	1	3	3	0	3	<b>Harnessed, Devastating Charge</b>		

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Stalker's Standard (Banner Enchantment)

## Special



### KNIGHTS OF THE QUEST #1


Knights of the Quest x12 - Standard - Cavalry - 25x50mm

## 640 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>				
	8"	16"	8	<b>Scoring</b>				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		<b>The Blessing</b>	<b>, Heavy Armour</b>	<b>, Shield</b>
	1	4	3	2				
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	<b>Lance Formation, Questing Oath, Bastard Sword</b>		
<b>Knight of the Quest</b>	1	4	4	1	4			
<b>Barded Warhorse</b>	1	3	3	0	3	<b>Harnessed, Devastating Charge</b>		


<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Roland (Banner Enchantment)



### KNIGHTS FORLORN #1


Knights Forlorn x26 - Standard - Infantry - 20x20mm

## 592 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>				
	4"	8"	8	<b>Strider, Scoring</b>				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		<b>The Blessing</b>	<b>, Forlorn Hope Armour</b>	<b>, Shield</b>
	1	4	3	0				
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	<b>Questing Oath, Bastard Sword</b>		
<b>Knights Forlorn</b>	1	4	4	1	4			

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Flaming Standard (Banner Enchantment)



### YEOMAN OUTRIDERS #1

Yeoman Outriders x5 - Standard - Cavalry - 25x50mm

## 130 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>				
	8"	16"	6	<b>Feigned Flight, Vanguard, Light Troops, Serf, Insignificant</b>				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>				
	1	3	3	1				
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	<b>Light Lance</b>		
<b>Yeoman Outrider</b>	1	3	3	0	3			
<b>Horse</b>	1	3	3	0	3	<b>Harnessed</b>		



### SACRED RELIQUARY #1

Sacred Reliquary - Standard - Infantry - 40x60mm

165 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Not a Leader, War Platform, Insignificant, Holy Fervor, Impetuous	
Defensive	HP	Def	Res	Arm	
	4	3	4	2	The Blessing, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Sacred Reliquary	4	3	3	0	3

Impact Hits (D3, D3), Oath of Fealty, Devastating Charge



### SCORPION #1

Scorpion - Standard - Construct - 75mm round

120 POINTS



Global	Adv	Mar	Dis	Model Rules	
	0"	0"	5	War Machine, Serf, Insignificant	
Defensive	HP	Def	Res	Arm	
	6	1	4	0	
Offensive	Att	Off	Str	Ap	Agi
Crew	4	2	3	0	3

Move or Fire, Scorpion (4+, 4+)



### SCORPION #2

Scorpion - Standard - Construct - 75mm round

120 POINTS



Global	Adv	Mar	Dis	Model Rules	
	0"	0"	5	War Machine, Serf, Insignificant	
Defensive	HP	Def	Res	Arm	
	6	1	4	0	
Offensive	Att	Off	Str	Ap	Agi
Crew	4	2	3	0	3

Move or Fire, Scorpion (4+, 4+)

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Breath of the Lady</b>				
Mf	{8+} {10+}	(18") {36"}	Augment	Last one Turn

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'.



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
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		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: <b>Standard Infantry/Beast*</b> : Raise 4 {6} Health Points. <b>Towering Presence**</b> : Raise 1 {1} Health Point. <b>Anything else***</b> : 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.

**Crystal Ball:** The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

**Faith of Percival:** While using this Shield, the wearer gains Aegis (+1, max. 4+) Attacks against the bearer that are Divine Attacks lose this Attack Attribute while using this Shield.

**Lucky Charm:** One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

**Potion of Swiftiness:** One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

**Talisman of the Void:** The bearer gains Channel (1).

**Willow's Ward:** While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

### Magic banners

**Banner of Roland:** The bearer's unit gains Aegis (+1, max. 4+, against Ranged Attacks). In addition, enemy units cannot choose Stand and Shoot as a Charge Reaction when reacting to Charges made by the bearer's unit.

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

**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

**Bastard Sword:** Close Combat Weapon

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and always strike at Initiative Step 0 (regardless of the wielder's Agility). In the First Round of Combat, it may instead be used as a Spear if the wielder is Infantry or as a Light Lance if the wielder is not Infantry. All R&F models in the unit must use the weapon in the same way. A Bastard Sword can be enchanted as if it was a Great Weapon.

**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.

**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.

**Forlorn Hope:** Personal Protection.

Enemy models do not count as charging for the purpose of Devastating Charge when attacking models with Forlorn Hope.

**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 Fervor:** Universal Rule.

A unit joined by a Sacred Reliquary gains Fight in Extra Rank. If the Sacred Reliquary is in base contact with an enemy model, the Sacred Reliquary and all friendly units that are Engaged in the same Combat gain +1 Armour.

**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.

**Impetuous:** Universal Rule.

A unit consisting entirely of models with this rule may reroll failed Charge Range rolls. The model gains Frenzy and Fearless while Engaged in Combat.

**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 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.

**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.

**Not a Leader:** The model cannot be the General.

**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.

**Questing Oath:** - Universal Rule.

The model is immune to the effects of Fear from enemy models. Models with Questing Oath gain +2 Advance Rate when rolling for Charge Range against enemy units with at least one model with Fear.

- Attack Attribute - Close Combat.

The model part gains +1 to-hit with Close Combat Attacks against models with Fear

**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.

**Scorpion:** Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (5x1), [Multiple Wounds (D3+1, Clipped Wings)].

**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.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**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.

**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 Reformations.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**War Platform:** Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation). - It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.

- It does not count as a Character regarding Bodyguard and Multiple Wounds.

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

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

## 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



Damsel #1



Knights Aspirant #1



Knights Aspirant #2



Knights of the Realm #1



Knights of the Quest #1



Knights Forlorn #1



Yeoman Outriders #1



Sacred Reliquary #1



Scorpion #1



Scorpion #2

