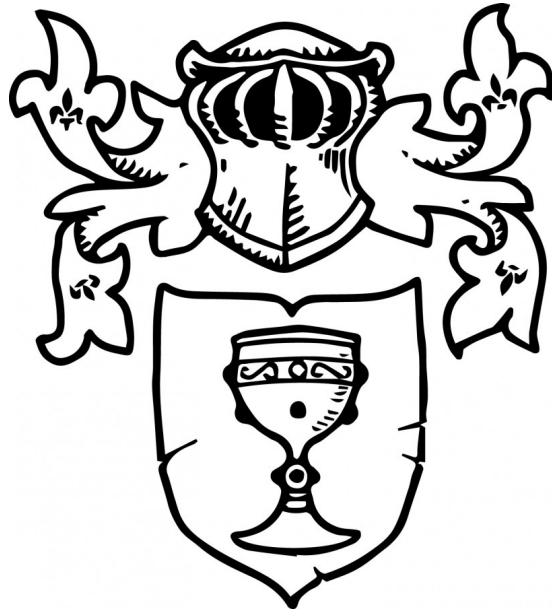


# THE IX AGE FANTASY BATTLES



## Kingdom of Equitaine

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2023 beta 3 – September 21, 2023

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The 9<sup>th</sup> Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: [the-ninth-age.com](https://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in **blue**, and listed at the end of this document. This work is licensed under the [Creative Common Attribution-NoDerivatives 4.0 International License](https://creativecommons.org/licenses/by-nc/4.0/). Edited with  $\LaTeX$ .

# Army Specific Rules

## Orisons

Each Kingdom of Equitaine army has a pool of Blessing Tokens that can **never** contain more than 6 tokens. At the start of step 7 of the Pre-Game Sequence (Spell Selection), add 1 Blessing Token per 3000 Army Points to the pool, rounding fractions up. In each Magic Phase, immediately after Siphon the Veil, Blessing Tokens can be discarded. For every discarded Blessing Token, choose a single friendly unit and apply one of the following effects until the start of the next Magic Phase:

- Orison of Shielding: The unit gains Aegis (5+).
- Orison of Striking: Model parts without Harnessed in the unit gain +1 to hit with Close Combat Attacks.
- Orison of Discipline: The unit's Discipline is **set** to 9.

A single unit can only be the target of one Orison per Player Turn, unless specifically stated otherwise.

## The Blessing

Unit profiles in this Army Book contain an additional Characteristic, which corresponds to the units' Aegis Saves, shortened Aeg. This Characteristic is treated as if the unit has the Personal Protection Aegis (X+) written on its profile, where X is the Aeg Characteristic value. Not having an Aeg value does not prevent a unit from being the target of an Aegis modifier.

# Army Model Rules

## Universal Rules

### Gallantry (X)

During Army List creation, the unit gains a Gallantry value that corresponds to the value stated in brackets (X). Multiple instances of Gallantry (X) **on the same model are cumulative, but multiple instances** 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.

### Knight Banneret

The model gains the following rules:

- The model gains +1 Health Point, up to a maximum of 3.
- The model may take a single Banner Enchantment from this Army Book, for which it is considered to have a Special Item allowance with no limit.
- When calculating Combat Score, the model adds +1 to its side's Combat Score.

### Ordained

At the start of step 7 of the Pre-Game Sequence (Spell Selection), add 1 Blessing Token to your Blessing Token pool for each model with Ordained on your Army List.

### Ordo Minister

At the start of each friendly Magic Phase, you may apply the following rules to each unit containing one or more models with Ordo Minister:

- The unit, or a model inside the unit, may Raise 1 Health Point.
- In order to Raise a Health Point of a Champion or Character, 1 Blessing Token has to be removed from the owner's Blessing Token pool.

## Prepared Position

0–3 Units/Army.

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 1" deep and its length cannot exceed the width of the unit, up 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.

## Sainted

One of a Kind. Cannot be taken by the Battle Standard Bearer.

Model parts without Harnessed gain **Fearless** and +1 Attack Value. In addition, the model is **always** under the effect of Orison of Shielding, Orison of Striking, and Orison of Discipline. This does not prevent the model's unit from being the target of an Orison, but the model does not benefit from this additional Orison.

## Personal Protections

### Courage

The model gains **Aegis (5+)** with the following restriction: The effect can only be used against wounds against which the model cannot take or would automatically fail its Armour Save.

~~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.~~

### Honesty

The model gains **Aegis (5+, against Magical Attacks)**.

### Ordeal

The model gains **Aegis (5+)** while its unit is Engaged in the same Combat as at least one other friendly unit. In addition, Characters may join a unit containing one or more Insignificant R&F models with Ordeal even if they aren't Insignificant themselves and gain Insignificant while joined to the unit.

## Attack Attributes

### Lance Formation – Close Combat

The model gains **Fight in Extra Rank**. In addition, if the model is Standard, it gains Extra Support (2). 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.

### Mount Support – Close Combat

~~The model part ignores Harnessed for the purpose of Supporting Attacks.~~

## Armoury

### Bastard Sword – Close Combat Weapon

Hand Weapon. Attacks made with a Bastard Sword gain +1 Strength and **Devastating Charge (+1 AP)**.

# Hereditary Spell

Casting Value	Range	Type	Duration	Effect
<b>H Breath of the Lady</b> <4+> {7+}		Caster	Instant	Add <one Blessing Token> {two Blessing Tokens} to your Blessing Token pool.

# Special Items

## Weapon Enchantments

### Divine Judgement 75 pts

Enchantment: Lance **and** Light Lance.

After the wielder completes a Charge, attacks made with this weapon gain +2 Strength and +2 Armour Penetration until the wielder is no longer Engaged in Combat.

### Tristan's Resolve 60 pts

Enchantment: Hand Weapon **and** Paired Weapons.

While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon gain +1 Armour Penetration. After a successful to-hit roll, the attacker may discard one of the hits with this weapon and choose an enchanted weapon carried by the model the attack was allocated towards. Any Weapon Enchantment of the chosen weapon is ignored for the rest of the game.

### Mortal Reminder 55 pts

Enchantment: Halberd **and** Great Weapon.

The wielder gains **Fear** and **Terror**. Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

### Uther's Mettle 30 pts

Enchantment: Lance **and** Light Lance.

Once per Round of Combat, unless fighting a Duel, after one or more successful to-hit rolls made with this weapon against an enemy model, the target's unit suffers 1 hit with Area Attack (1×5) in the same Initiative Step as the initial Close Combat Attack. The hits from the Area Attack have the same Strength, Armour Penetration, and Attack Attributes as the initial Close Combat Attack. This is considered a Special Attack.

## Armour Enchantments

### Prayer-Etched 90 pts

Enchantment: Suit of Armour.

The wearer gains +1 Armour and **Aegis (+1, max. 4+)**.

### Percival's Panoply 65 pts

Cavalry models **without Towering Presence** only.

Enchantment: Heavy Armour.

The wearer gains +2 Armour.

### Fortress of Faith 20 pts

Enchantment: Shield.

While using this Shield, ~~the bearer must reroll Armour Save rolls of '1'~~ the bearer gains +1 Armour while its unit contains at least one R&F model.

## Banner Enchantments

### Oriflamme 50 pts

Cannot be taken by units that count towards Core.

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.

### Banner of Roland 40 pts

The bearer's unit gains **Devastating Charge (Aegis (5+))**. In addition, enemy units cannot choose Stand and Shoot as a Charge Reaction against Charges declared by the bearer's unit.

### Castellan's Crest 40 pts

0–3 per Army. Cavalry models only.

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.

### Lady's Favour 35 pts

Models with Courage only. Cannot be taken by the Battle Standard Bearer.

The bearer's unit may reroll failed Discipline Tests. The Battle Standard Bearer gains Rally Around the Flag (18", max. 18") while it is part of the bearer's unit.

### Relic Shroud 35 pts

Models with Courage or Honesty only.

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

### Banner of Elan 15 pts

~~Close Combat Attacks made with Lances by the bearer's unit gain +2 Strength and +2 Armour Penetration in the First Round of Combat if the following conditions are met:~~

- ~~• The bearer's unit is only Engaged in its Front Facing.~~
- ~~• The bearer's unit is not Charging.~~
- ~~• The bearer's unit failed a Charge in its previous Charge Phase.~~

## Artefacts

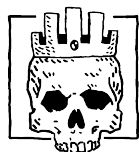
### **Black Knight's Tabard** 50 pts

One use only. The first time the bearer's model suffers an unsaved wound from an attack with Multiple Wounds (X), the model gains **Immune (Multiple Wounds (X))** until the end of the phase.

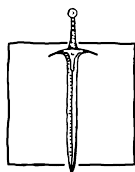
### **Sacred Chalice** 15 pts

The bearer gains **Magic Resistance (1)**. When the bearer's unit is the target of an enemy Casting Attempt, including Attribute Spells, the bearer's owner gains 1 Veil Token.

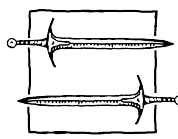
# Army Organisation



**Characters**  
Max. 40%



**Core**  
Min. 25%



**Special**  
No limit



**Fey**  
Max. 20%

## Characters (Max. 40%)



**Damsel**  
110 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>4"</b>	<b>8"</b>	<b>7</b>	<b>Beloved, Wizard Apprentice</b>		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>3</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>6+</b>	Honesty
Offensive	Att	Off	Str	AP	Agi	
Damsel	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	

—Model Rules—

**Beloved:** Universal Rule.

While the model is joined to a unit with at least one Full Rank, it gains **Stand Behind**.

—Options—

Sainted	25
Special Items	up to 100
If Wizard Master or Sainted	up to 200

—Magic Options—

Wizard Adept	95
Wizard Master	265

—Mount Options—

Heraldic Steed*	20
Pegasus Charger*	20
Fey Steed*	35
Destrier	55
Revered Unicorn	85

\*Only Wizard Adept and Wizard Master



Divination



Druidism



Shamanism



## Equitan Lord

120 pts

single model

0–4 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

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
Options			pts		
A single Knightly Principle			no limit		
One choice only:					
Battle Standard Bearer			50		
Sainted and Gallantry (1)			105		
Special Items			up to 150		
If Battle Standard Bearer			up to 100		
If General or Sainted			up to 200		
Shield			20		
One choice only:					
Halberd			free		
Paired Weapons			free		
Lance			20		
Bastard Sword			25		
Great Weapon			30		
Optional Model Rules			pts		
			Revered Unicorn (Sainted only)		70
			Destrier		75
			Pegasus Charger		135
			Fey Steed (Sainted only)		155
			Hippogriff		245

### Knights Principles

#### Valour

85 pts

Attack Attribute. One of a Kind.

The model gains **Fearless** and the model part's Close Combat Attacks gain **Multiple Wounds (2, against Fear)**.

an unsaved wound due to an enemy Melee Attack (including Initiative Step 0), the model part **must** perform a single Close Combat Attack at Initiative Step 0 against an enemy model in base contact. If this is not possible, the effect is ignored. The number of these bonus attacks that the model part performs can **never** be higher than 3 per Round of Combat.

#### Honour

65 pts

Attack Attribute. One of a Kind.

The model's unit gains **Maximised (Charge Range)**. In addition, while Engaged with an enemy unit's Front Facing, the model part gains **Devastating Charge (+2 Att)**.

#### Forbearance

40 pts

Personal Protection. **Models without Towering Presence only**. One of a Kind.

While using a Shield, the model gains **Distracting**.

#### Excellence

55 pts

Attack Attribute. One of a Kind.

The model part gains **Lethal Strike**. In addition, Duels issued by the model **must** (if possible) be accepted by an enemy Character, unless a Champion accepts first. **In addition**, While fighting a Duel, the model part's Close Combat Attacks **gain +2 Armour Penetration** that rolled a natural '6' to wound **gain Multiple Wounds (2)**.

#### Faith

30 pts

Universal Rule. One of a Kind.

The model gains **Fearless and Ordained**. In addition, if the model's unit is the target of an Orison while Engaged in Combat, add one Blessing Token to the owner's Blessing Token pool.

#### Justice

50 pts

Attack Attribute. One of a Kind.

Whenever another model in the model's unit suffers

#### Generosity

25 pts

Universal Rule. One of a Kind.

The model gains **Attached** and **Exclusive** (R&F model). R&F models with Courage in the unit that the model is deployed in gain Bastard Sword and **Weapon Master** until the end of the game.



# Paladin

125 pts

single model

0-4 Units/Army

Height Standard  
Type Infantry  
Base 20x20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm	Aeg	
	3	7	4	0	6+	Aegis (+1, against Magical Attacks, max. 4+), Honesty, Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Paladin	4	7	4	1	6	Divine Attacks, Lance Formation, Magical Attacks

Options	pts	Mount Options	pts
<b>Must choose (one choice only):</b>		Destrier	65
Not a Leader	free	Revered Unicorn	65
Sainted and Gallantry (1)	160	Pegasus Charger	135
Special Items	up to 150	Fey Steed	155
If Sainted	up to 200	Hippogriff	245
Shield	20		
One choice only:			
Halberd	free		
Paired Weapons	free		
Lance	20		
Bastard Sword	25		
Great Weapon	30		





## Folk Hero

85 pts

single model

0–4 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	<b>Traits of a Hero</b>	
Defensive	HP	Def	Res	Arm	Aeg
	3	5	4	0	6+
Offensive	Att	Off	Str	AP	Agi
Folk Hero	1	5	4	1	4

### Model Rules

#### Traits of a Hero: Universal Rule.

The Folk Hero model part **must** choose at least 1 and up to 2 different Heroic Traits.

### Options

Sainted*	50
Special Items	up to 100
If Sainted	up to 150
Heavy Armour	10
Shield	10
One choice only:	
Halberd	free
Light Lance	free
Spear	free
Bastard Sword (Castellan only)	5
Great Weapon	5
Lance (Castellan only)	5
Longbow (3+) and Shots 3 (0–1 Units/Army)	5
Paired Weapons	5

\*Cannot be taken by the Battle Standard Bearer

### Mount Options

Pegasus Charger (Sainted only)	35
Heraldic Steed (models with Light Armour only)	45
Revered Unicorn (Sainted only)	55
Destrier	70
Fey Steed (Sainted only)	75

### Optional Model Rules

## Heroic Traits

### Quin

110 pts

Universal Rule. Counts as two Heroic Traits.

The model is a **Wizard Adept** that chooses Witchcraft as its Path of Magic. If on foot, the model gains Scout.

### Castellan

30 pts

Universal Rule.

The model part gains +2 Attack Value and **Commanding Presence (6", Ordeal)**.

### Bannerman

50 pts

Universal Rule.

The model becomes the Battle Standard Bearer.

### Minstrel

30 pts

Universal Rule.

The model gains **Musician** and is a **Wizard Apprentice** that chooses Divination as its Path of Magic.

### Cleric

50 pts

Universal Rule.

The model gains **Honesty, Ordo Minister**, Ordained, and loses Ordeal.

# Character Mounts



## Destrier

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>C</b>			
Defensive	HP	Def	Res	Arm	Aeg	
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>	<b>C</b>	
Offensive	Att	Off	Str	AP	Agi	
Destrier	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b>	Harnessed



## Heraldic Steed

Height Standard  
Type Cavalry  
Base 40×40 mm  
0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>7"</b>	<b>14"</b>	<b>C</b>	Fly (10", 14"), Gallantry (1), Light Troops, Vanguard		
Fly	<b>10"</b>	<b>14"</b>				
Defensive	HP	Def	Res	Arm	Aeg	
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>	<b>C</b>	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Heraldic Steed	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>3</b>	Devastating Charge (+21 Att, <del>Extra Support (3), Mount Support</del> ), Harnessed



## Revered Unicorn

Height Standard  
Type Cavalry  
Base 25×50 mm  
0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	<b>10"</b>	<b>20"</b>	<b>C</b>	<b>Forest Guide</b> , Magic Resistance (2), Strider		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>C</b>	<b>C</b>	<b>4</b>	<b>C+1</b>	<b>C</b>	
Offensive	Att	Off	Str	AP	Agi	
Revered Unicorn	<b>2</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>5</b>	Harnessed

—Model Rules—

**Forest Guide:** Universal Rule.

The model's unit gains **Magical Attacks** and **Strider (Forest)**.



## Pegasus Charger

Height **Large**  
 Type **Cavalry**  
 Base **50×50 mm**

0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>7"</b>	<b>14"</b>	<b>C</b>	Fly (8", 16"), Gallantry (21), Light Troops		
Fly	<b>8"</b>	<b>16"</b>				
Defensive	HP	Def	Res	Arm	Aeg	
	<b>C</b>	<b>C</b>	<b>4</b>	<b>C+2</b>	<b>C</b>	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Pegasus Charger	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	Harnessed



## Hippogriff

Height **Large**  
 Type **Cavalry**  
 Base **50×75 mm**

0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
Ground	<b>7"</b>	<b>14"</b>	<b>C</b>	Fear, Fly (8", 16"), <b>Freedom of Flight</b> , Gallantry (2), Towering Presence		
Fly	<b>8"</b>	<b>16"</b>				
Defensive	HP	Def	Res	Arm	Aeg	
	<b>4</b>	<b>C</b>	<b>5</b>	<b>C+1</b>	<b>C</b>	
Offensive	Att	Off	Str	AP	Agi	
Hippogriff	<b>4</b>	<b>4</b>	<b>5</b>	<b>3</b>	<b>4</b>	Harnessed

— Model Rules —

**Freedom of Flight:** Universal Rule.

The model's Armour can **never** be improved beyond 5.



## Fey Steed

Height **Large**  
 Type **Cavalry**  
 Base **50×75 mm**

0–2 Mounts/Army\*

\* For each Fey Knight in the army, the maximum number is reduced by 1.

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>C</b>	<b>Exclusive</b> , Fear, Fearless, Gallantry (1), Ghost Step, Supernatural		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>4</b>	<b>C</b>	<b>4</b>	<b>C+1</b>	<b>C</b>	Aegis (+1, max. 4+)
Offensive	Att	Off	Str	AP	Agi	
Fey Steed	<b>3</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	Harnessed

# Core (Min. 25%)



## Feudal Knights

270 pts + 34 pts/extra model

6-15 models



0-4 Units/Army

Height Standard  
Type Cavalry  
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules			
	<b>8"</b>	<b>16"</b>	<b>8</b>	Scoring			
Defensive	HP	Def	Res	Arm	Aeg		
	<b>1</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>6+</b>	Courage, Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi		
Feudal Rider	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>3</b>	Lance Formation, Lance	
Destrier	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b>	Harnessed	
— Command Group Options —			pts-	— Command Group Options —			pts-
Champion				10	Standard Bearer	10	
Knight Banneret				35	Banner Enchantment	no limit	
Musician				10			



## Hedge Knights

230 pts + 25 pts/extra model

6-9 models

0-1815 Models/Army

Height Standard  
Type Cavalry  
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules			
	<b>8"</b>	<b>16"</b>	<b>8</b>	Gallantry (2), Light Troops, <del>Minimised (Panic Tests)</del>			
Defensive	HP	Def	Res	Arm	Aeg		
	<b>1</b>	<b>4</b>	<b>3</b>	<b>1</b>	<b>6+</b>	Courage, Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi		
Hedge Knight	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>3</b>	Devastating Charge (Battle Focus, Fearless, Frenzy, +2 Agi, -2 Def), Lance Formation, Light Lance, Paired Weapons	
Cob	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b>	Harnessed	
— Command Group Options —			pts-	— Command Group Options —			pts-
Champion				10	Musician	10	
Knight Banneret				25	Standard Bearer	10	



## Ordo Sergeants

240 pts + 20 pts/extra model

8-15 models



0-30 Models/Army

Height Standard  
Type Cavalry  
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>7</b>	Ordo Minister, Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>1</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>6+</b>	Honesty, Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Ordo Sergeant	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	Hatred
Rouncey	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	Harnessed
Options			pts-	Command Group Options		pts-
<b>Must choose (one choice only):</b>						
Light Lance and Shield			free	Champion		10
Great Weapon			1/model	Musician		10
				Standard Bearer		10
				Banner Enchantment		no limit



## Lowborn Levies

180 pts + 6 pts/extra model

30-50 models



Height Standard  
Type Infantry  
Base 20x20 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>4"</b>	<b>8"</b>	<b>6</b>	Insignificant, Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>6+</b>	Ordeal, Light Armour
Offensive	Att	Off	Str	AP	Agi	
Lowborn Levy	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>3</b>	
Options			pts-	Command Group Options		pts-
<b>Must choose (one choice only):</b>						
Halberd and Shield			free	Champion		10
Paired Weapons			free	Musician		10
Spear and Shield			1/model	Standard Bearer		10
Shield			2/model			



## Lowborn Archers

120 pts + 7 pts/extra model

10-30 models



0-3\* Units/Army

Height Standard  
Type Infantry  
Base 20x20 mm

\*For each Siege Weapon and each Enlisted Outlaws unit with Hooded Men in the army, the maximum number of Lowborn Archers units is reduced by 1.

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Insignificant, Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	3	0	6+	Ordeal
Offensive	Att	Off	Str	AP	Agi	
Lowborn Archer	1	2	3	0	3	

### Options

pts-

**Must** choose (one choice only):

Longbow (4+) and <b>Archery Drills</b>	free
Crossbow (4+)	1/model
Prepared Position	15

### Optional Model Rules

**Archery Drills:** Attack Attribute – Shooting.

During a Player Turn in which the model has not moved, if the model's unit has at least one Full Rank, the model gains two instances of Shoot in Extra Rank.

### Command Group Options

pts-

Champion	10
Musician	10
Standard Bearer	10

# Special (No limit)



## Men-at-Arms

155 pts + 14 pts/extra model

15–30 models



0–2 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Scoring, <b>Stalwart Defense</b>		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	6+	Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Man-at-Arms	1	4	4	1	3	

### Model Rules

**Stalwart Defense:** Universal Rule.

Enemy units in base contact with one or more models with Stalwart Defense do not count as Charging for the purpose of Devastating Charge.

### Options

Must choose (one choice only):

**Avowed Armsmen**

free

**Knights Forlorn**

1/model

**Ordo Wardens**

2/model

### Command Group Options

Champion	10
Knight Banneret (Knights Forlorn only)	15
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

### Optional Model Rules

**Avowed Armsmen:** Universal Rule.

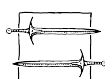
The model gains **Ordeal** and **Spear**.

**Knights Forlorn:** Universal Rule.

The model gains **Courage** and **Bastard Sword**.

**Ordo Wardens:** Universal Rule.

The model gains **Honesty** and **Great Weapon**.



## Sacred Reliquary

180 pts

single model

0–2 Units/Army

Height Standard  
Type Infantry  
Base 40×60 mm

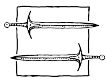
Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Attached, Exclusive (R&F Infantry), <b>Fearless</b> , Not a Leader, Ordained, <b>Sacred Relic</b> , Tall, War Platform		
Defensive	HP	Def	Res	Arm	Aeg	
	5	4	4	2	6+	Honesty, Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Sacred Reliquary	4	4	4	1	3	

### Model Rules

**Sacred Relic:** Universal Rule.

The model's unit gains the following rules:

- **Fight in Extra Rank**
- The unit gains **Minimised (Discipline Tests)**.
- If the model's unit is the target of an Orison while Engaged in Combat, add one Blessing Token to the owner's Blessing Token pool. Ignore this effect if a Character with Faith is part of the model's unit.



## Knights Resplendent

315 pts + 50 pts/extra model

6-12 models



0-3 Units/Army

Height Standard  
Type Cavalry  
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules			
	8"	16"	8	Scoring			
Defensive	HP	Def	Res	Arm	Aeg		
	1	4	3	2	6+	Courage, Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi		
Resplendent Knight	1	5	4	1	4	Devastating Charge (+1" Adv, +1 Agi, +1 Att), Lance Formation, Lance	
Destrier	1	3	4	0	3	Harnessed	
— Options —			pts—			— Optional Model Rules —	
<b>Knights of the Court</b> (0-1 Units/Army)			3/model			<b>Knights of the Court:</b> Universal Rule.	
— Command Group Options —			pts—			The model gains <b>Bodyguard (Sainted or General with Courage)</b> .	
Champion					10	In addition, unless Charging out of the unit, Characters joined to units with one or more models with Knights of the Court gain <b>Devastating Charge (+1" Adv)</b> .	
Knight Banneret					30		
Musician					10		
Standard Bearer					10		
Banner Enchantment					no limit		



## Knights Penitent

250 pts + 75 pts/extra model

3-68 models

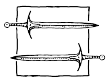


0-2 Units/Army

Height Standard  
Type Cavalry  
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules			
	7"	14"	8	Fearless, Scoring, <b>Unstable</b> , <b>Vow of Redemption</b>			
Defensive	HP	Def	Res	Arm	Aeg		
	2	4	4	3	6+	Heavy Armour, Honesty	
Offensive	Att	Off	Str	AP	Agi		
Penitent Knight	1	4	4	1	3	Lance Formation, Great Weapon	
Draughthorse	1	3	5	0	3	Harnessed	
— Model Rules —							
<b>Vow of Redemption:</b> Universal Rule.							
A units with at least one model with Vow of Redemption may never have more ranks than files. In addition, Folk Heroes with Cleric may join the unit and gain Unstable while joined to the unit.							
<ul style="list-style-type: none"> <li>Gain <b>Stubborn</b> while having at least as many files as they have ranks.</li> <li>Cannot be joined by Characters other than Folk Heroes with Cleric.</li> </ul>							
— Command Group Options —			pts—			— Command Group Options —	
Champion					10	Standard Bearer	10
Musician					10	Banner Enchantment	no limit





## Knights of the Quest

380 pts + 80 pts/extra model

6–10 models



0–2 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Fearless, Scoring, <b>The Quest</b>		
Defensive	HP	Def	Res	Arm	Aeg	
	1	5	4	2	6+	Courage, Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Questing Knight	2	5	4	1	4	Lance Formation, Bastard Sword
Destrier	1	3	4	0	3	Harnessed

### Model Rules

#### 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.

### Command Group Options

Champion	10
Knight Banneret	30
Musician	10
Standard Bearer	10
Banner Enchantment	no limit



## Yeoman Outriders

150 pts + 8 pts/extra model

5–15 models

0–4 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

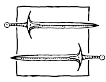
Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Feigned Flight, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	1	6+	Ordeal, Light Armour
Offensive	Att	Off	Str	AP	Agi	
Yeoman Outrider	1	3	3	0	3	Light Lance
Courser	1	3	3	0	3	Harnessed

### Options

Shield	1/model
<b>Must</b> choose (one choice only):	
Bow (4+)	free
Throwing Weapons (5+)	free

### Command Group Options

Champion	10
Musician	10
Standard Bearer	10



## Enlisted Outlaws

110 pts + 6 pts/extra model

8–15 models

0–2 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Insignificant, Light Troops, Scout		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	0	6+	Ordeal
Offensive	Att	Off	Str	AP	Agi	
Enlisted Outlaw	1	3	3	1	3	Paired Weapons, Quick to Fire, Throwing Weapons (5+)

### Options

**Hooded Men** 1/model  
 Prepared Position 20  
 If Hooded Men, **must** choose (one choice only):  
 Longbow (3+) ~~and Quick to Fire~~ free  
 Crossbow (4+) 2/model

### Optional Model Rules

**Hooded Men:** Universal Rule.  
 The model gains Hard Target (1) and Skirmisher and loses Throwing Weapons (5+).



## Siege Weapon

115 pts

single model

0–2 Units/Army

Height Standard  
Type Construct  
Base 75 mm round

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

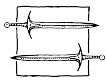
### Options

**Must** choose (one choice only):  
**Scorpion (4+)** free  
**Trebuchet (4+)** 75

### Optional Model Rules

**Scorpion:** Artillery Weapon.  
 Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1×5), [Multiple Wounds (D3, Clipped Wings)].

**Trebuchet:** Artillery Weapon.  
**Catapult (4×4)**, Range 12–72", Shots 1, Str 45, AP 1. The model's Height is changed to Large.



## Pegasus Knights

**310** pts + **70** pts/extra model

**3-6** models

0-12 Models/Army

Height **Large**

Type **Cavalry**

Base **50×50** mm

Global	Adv	Mar	Dis	Model Rules			
Ground	<b>7"</b>	<b>14"</b>	<b>8</b>	Fly (8", 16"), Gallantry (2), Light Troops			
Fly	<b>8"</b>	<b>16"</b>					
Defensive	HP	Def	Res	Arm	Aeg		
	<b>2</b>	<b>4</b>	<b>4</b>	<b>2</b>	<b>6+</b>	Courage, Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi		
Pegasus Knight	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	Lance	
Pegasus Charger	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	Harnessed	
— Command Group Options —			pts-	— Command Group Options —			pts-
Champion				10	Standard Bearer	10	
Knight Banneret				30	Banner Enchantment	no limit	
Musician				10			



## Sky Heralds

**210** pts + **35** pts/extra model

**3-6** models

0-10 Models/Army

Height **Standard**

Type **Cavalry**

Base **40×40** mm

Global	Adv	Mar	Dis	Model Rules			
Ground	<b>7"</b>	<b>14"</b>	<b>8</b>	Fly (10", 14"), Gallantry (1), Light Troops, Skirmisher, Vanguard			
Fly	<b>10"</b>	<b>14"</b>					
Defensive	HP	Def	Res	Arm	Aeg		
	<b>2</b>	<b>4</b>	<b>3</b>	<b>1</b>	<b>6+</b>	Hard Target (1), Ordeal, Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi		
Herald	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>3</b>	Devastating Charge (+1 Att, Extra Support (3))	
Heraldic Steed	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>3</b>	Devastating Charge (+21 Att, <del>Extra Support (3), Mount Support</del> ), Harnessed	
— Options —			pts-	— Command Group Options —			pts-
<b>Must</b> choose (one choice only):					Champion	10	
Light Lance				free	Musician	10	
Paired Weapons				free	Standard Bearer	10	

# Fey (Max. 20%)



## Naiads

155 pts + 20 pts/extra model

5-10 models

0-2 Units/Army

Height Standard  
Type Infantry  
Base 25x25 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	8	Fearless, Light Troops, Scout, Special Ambush (Water Terrain), Strider (Water Terrain), Wizard Conclave	

Defensive	HP	Def	Res	Arm	Aeg
	2	4	3	0	5+

Offensive	Att	Off	Str	AP	Agi
Naiad			3	3	5

— Wizard Conclave —

**Must** select 2 spells from:

- *Deceptive Glamour* (Witchcraft)
- *Fountain of Youth* (Druidism)
- *Savage Fury* (Shamanism) *Swarm of Insects* (Shamanism)
- *Scrying* (Divination)

— Command Group Options —

Champion

pts  
100



## Friar's Lanterns

120 pts

single model

0-2 Units/Army

Height Standard  
Type Beast  
Base 50x50 mm

Global	Adv	Mar	Dis	Model Rules	
Ground	4"	8"	78	Fearless, <i>Feigned Flight</i> , Fly (8", 18"), Ghost Step, <i>Illusions</i> , Insignificant, <b>Lights in the Mist</b> , Scout, <i>Skirmisher</i> , Unstable	
Fly	8"	1816"			

Defensive	HP	Def	Res	Arm	Aeg
	5	1	1	0	5+

Offensive	Att	Off	Str	AP	Agi
Friar's Lanterns			1	0	10

— Model Rules —

**Illusions:** Universal Rule.

The model must **always** choose *Flee as a Charge Reaction* if possible despite having *Fearless*.

**Lights in the Mist:** Universal Rule.

The model may perform a Sweeping Attack. The enemy unit suffers 1 hit with Strength 1, Armour Penetration 0, and **Magical Attacks**. Enemy units suffering one or more hits with Grind Attacks or Sweeping Attacks from Friar's Lanterns suffer the following effects until the end of the next Player Turn:

- -23" Advance Rate, to a minimum of 3"
- -23" March Rate, to a minimum of 3"



## The Lady's Courtier

430 pts

single model

One of a Kind

Height Large

Type Beast

Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	9	Fear, Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	5	5	5	3	5+	Aegis (+1, against Melee Attacks)
Offensive	Att	Off	Str	AP	Agi	
Lady's Courtier	5	5	5	43	75	

Options

Must choose (one choice only):

**Courtier of the Dawn**

**Courtier of the Dusk**

pts -

free  
10

Optional Model Rules

**Courtier of the Dawn:** Universal Rule.

The model gains **Fly (8", 16")** and **Gallantry (2)**, and it is a **Wizard Apprentice that must always select Awaken the Beast (Shamanism)**.

**Courtier of the Dusk:** Universal Rule.

The model gains **Gallantry (1)**. In addition, it is a Wizard Adept that does not select spells as normal, but instead **must** select 2 spells from:

- *Fountain of Youth* (Druidism)
- *Entwining Roots* (Druidism)
- *Raven's Wing* (Witchcraft)
- *Twisted Effigy* (Witchcraft)



## Fey Knight

320 pts

single model

Height Large

Type Cavalry

Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Exclusive, Fear, Fearless, <b>Gallantry (1)</b> , Ghost Step, Special Ambush (Water Terrain or Forest), Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	4	6	4	1	5+	Aegis (4+, against Melee Attacks), Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Fey Rider	4	6	5	3	6	
Fey Steed	3	4	4	1	4	Harnessed

Options

Must choose (one choice only):

**Chosen of the Snow Child**

(One of a Kind)

**Warden of the Hooded Man**

(One of a Kind)

**Champion of the Green Knight**

(One of a Kind)

pts -

free  
5  
15

Optional Model Rules

**Champion of the Green Knight:** Universal Rule.

The Fey Rider gains **Bastard Sword**. The model gains **Stubborn** and counts as a Champion for the purpose of Issuing and Accepting Duels.

**Chosen of the Snow Child:** Universal Rule.

The Fey Rider gains +1 Attack Value for each enemy model in base contact with it and its attacks ignore Parry.

**Warden of the Hooded Man:** Universal Rule.

The model gains **Terror**. The Fey Rider gains **Lance** and its attacks gain **Multiple Wounds (2, against Towering Presence)**.

# Quick Reference Sheet

## Characters

<b>Damsel</b>	Adv	4"	Mar	8"	Dis	7			Beloved, Wizard Apprentice		
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0	6+	Honesty	
Damsel	Att	1	Off	3	Str	3	AP	0	Agi	3	
<b>Equitan Lord</b>	Adv	4"	Mar	8"	Dis	9					
Standard, Infantry	HP	3	Def	6	Res	4	Arm	0	6+	Courage, Heavy Armour	
Equitan Lord	Att	4	Off	6	Str	4	AP	1	Agi	6	Lance Formation
<b>Paladin</b>	Adv	4"	Mar	8"	Dis	9					
Standard, Infantry	HP	3	Def	7	Res	4	Arm	0	6+	Aegis (+1, against Magical Attacks, max. 4+), Honesty, Heavy Armour	
Paladin	Att	4	Off	7	Str	4	AP	1	Agi	6	Divine Attacks, Lance Formation, Magical Attacks
<b>Folk Hero</b>	Adv	4"	Mar	8"	Dis	8				Traits of a Hero	
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0	6+	Ordeal, Light Armour	
Folk Hero	Att	1	Off	5	Str	4	AP	1	Agi	4	

## Character Mounts

<b>Destrier</b>	Adv	8"	Mar	16"	Dis	C					
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2	C		
Destrier	Att	1	Off	3	Str	4	AP	0	Agi	3	Harnessed
<b>Heraldic Steed</b>	Adv	7"	Mar	14"	Dis	C				Fly (10", 14"), Gallantry (1), Light Troops, Vanguard	
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2	C	Hard Target (1)	
Heraldic Steed	Att	1	Off	4	Str	4	AP	1	Agi	3	Devastating Charge (+21 Att, <del>Extra Support</del> (3), <del>Mount Support</del> ), Harnessed
<b>Revered Unicorn</b>	Adv	10"	Mar	20"	Dis	C				Forest Guide, Magic Resistance (2), Strider	
Standard, Cavalry	HP	C	Def	C	Res	4	Arm	C+1	C		
Revered Unicorn	Att	2	Off	5	Str	4	AP	1	Agi	5	Harnessed
<b>Pegasus Charger</b>	Adv	7"	Mar	14"	Dis	C				Fly (8", 16"), Gallantry (21), Light Troops	
Large, Cavalry	HP	C	Def	C	Res	4	Arm	C+2	C	Hard Target (1)	
Pegasus Charger	Att	2	Off	4	Str	4	AP	1	Agi	4	Harnessed
<b>Hippogriff</b>	Adv	7"	Mar	14"	Dis	C				Fear, Fly (8", 16"), Freedom of Flight, Gallantry (2), Towering Presence	
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C+1	C		
Hippogriff	Att	4	Off	4	Str	5	AP	3	Agi	4	Harnessed
<b>Fey Steed</b>	Adv	8"	Mar	16"	Dis	C				Exclusive, Fear, Fearless, Gallantry (1), Ghost Step, Supernal	
Large, Cavalry	HP	4	Def	C	Res	4	Arm	C+1	C	Aegis (+1, max. 4+)	
Fey Steed	Att	3	Off	4	Str	4	AP	1	Agi	4	Harnessed

## Core

<b>Feudal Knights</b>	Adv	8"	Mar	16"	Dis	8				Scoring	
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	2	6+	Courage, Heavy Armour, Shield	
Feudal Rider	Att	1	Off	4	Str	4	AP	1	Agi	3	Lance Formation, Lance
Destrier	Att	1	Off	3	Str	4	AP	0	Agi	3	Harnessed
<b>Hedge Knights</b>	Adv	8"	Mar	16"	Dis	8				Gallantry (2), Light Troops, Minimised (Panic Tests)	
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1	6+	Courage, Heavy Armour, Shield	
Hedge Knight	Att	1	Off	4	Str	4	AP	1	Agi	3	Devastating Charge (Battle Focus, Fearless, Frenzy, +2 Agi, -2 Def), Lance Formation, Light Lance, Paired Weapons
Cob	Att	1	Off	3	Str	4	AP	0	Agi	3	Harnessed
<b>Ordo Sergeants</b>	Adv	8"	Mar	16"	Dis	7				Ordo Minister, Scoring	
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	2	6+	Honesty, Heavy Armour	
Ordo Sergeant	Att	1	Off	3	Str	3	AP	0	Agi	3	Hatred
Rouncey	Att	1	Off	3	Str	3	AP	0	Agi	3	Harnessed
<b>Lowborn Levies</b>	Adv	4"	Mar	8"	Dis	6				Insignificant, Scoring	
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0	6+	Ordeal, Light Armour	
Lowborn Levy	Att	1	Off	2	Str	3	AP	0	Agi	3	

<b>Lowborn Archers</b>	Adv	4"	Mar	8"	Dis	6								Insignificant, Scoring
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0		6+				Ordeal
Lowborn Archer	Att	1	Off	2	Str	3	AP	0	Agi	3				

## Special

<b>Men-at-Arms</b>	Adv	4"	Mar	8"	Dis	8								Scoring, Stalwart Defense
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0		6+				Heavy Armour, Shield
Man-at-Arms	Att	1	Off	4	Str	4	AP	1	Agi	3				
<b>Sacred Reliquary</b>	Adv	4"	Mar	8"	Dis	7								Attached, Exclusive (R&F Infantry), Fearless, Not a Leader, Ordained, Sacred Relic, Tall, War Platform
Standard, Infantry	HP	5	Def	4	Res	4	Arm	2		6+				Honesty, Heavy Armour
Sacred Reliquary	Att	4	Off	4	Str	4	AP	1	Agi	3				
<b>Knights Resplendent</b>	Adv	8"	Mar	16"	Dis	8								Scoring
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	2		6+				Courage, Heavy Armour, Shield
Resplendent Knight	Att	1	Off	5	Str	4	AP	1	Agi	4				Devastating Charge (+1" Adv, +1 Agi, +1 Att), Lance Formation, Lance
Destrier	Att	1	Off	3	Str	4	AP	0	Agi	3				Harnessed
<b>Knights Penitent</b>	Adv	7"	Mar	14"	Dis	8								Fearless, Scoring, Unstable, Vow of Redemption
Standard, Cavalry	HP	2	Def	4	Res	4	Arm	3		6+				Heavy Armour, Honesty
Penitent Knight	Att	1	Off	4	Str	4	AP	1	Agi	3				Lance Formation, Great Weapon
Draughthorse	Att	1	Off	3	Str	5	AP	0	Agi	3				Harnessed
<b>Knights of the Quest</b>	Adv	8"	Mar	16"	Dis	8								Fearless, Scoring, The Quest
Standard, Cavalry	HP	1	Def	5	Res	4	Arm	2		6+				Courage, Heavy Armour, Shield
Questing Knight	Att	2	Off	5	Str	4	AP	1	Agi	4				Lance Formation, Bastard Sword
Destrier	Att	1	Off	3	Str	4	AP	0	Agi	3				Harnessed
<b>Yeoman Outriders</b>	Adv	8"	Mar	16"	Dis	7								Feigned Flight, Light Troops, Vanguard
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	1		6+				Ordeal, Light Armour
Yeoman Outrider	Att	1	Off	3	Str	3	AP	0	Agi	3				Light Lance
Courser	Att	1	Off	3	Str	3	AP	0	Agi	3				Harnessed
<b>Enlisted Outlaws</b>	Adv	4"	Mar	8"	Dis	7								Insignificant, Light Troops, Scout
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0		6+				Ordeal
Enlisted Outlaw	Att	1	Off	3	Str	3	AP	1	Agi	3				Paired Weapons, Quick to Fire, Throwing Weapons (5+)
<b>Siege Weapon</b>	Adv	0"	Mar	0"	Dis	7								War Machine
Standard, Construct	HP	5	Def	1	Res	4	Arm	0		6+				Honesty
Crew	Att	4	Off	2	Str	3	AP	0	Agi	3				Move or Fire
<b>Pegasus Knights</b>	Adv	7"	Mar	14"	Dis	8								Fly (8", 16"), Gallantry (2), Light Troops
Large, Cavalry	HP	2	Def	4	Res	4	Arm	2		6+				Courage, Heavy Armour, Shield
Pegasus Knight	Att	2	Off	4	Str	4	AP	1	Agi	4				Lance
Pegasus Charger	Att	2	Off	4	Str	4	AP	1	Agi	4				Harnessed
<b>Sky Heralds</b>	Adv	7"	Mar	14"	Dis	8								Fly (10", 14"), Gallantry (1), Light Troops, Skirmisher, Vanguard
Standard, Cavalry	HP	2	Def	4	Res	3	Arm	1		6+				Hard Target (1), Ordeal, Light Armour, Shield
Herald	Att	1	Off	4	Str	4	AP	1	Agi	3				Devastating Charge (+1 Att, Extra Support (3))
Heraldic Steed	Att	1	Off	4	Str	4	AP	1	Agi	3				Devastating Charge (+21 Att, — Extra Support (3), Mount Support), Harnessed

## Fey

<b>Naiads</b>	Adv	6"	Mar	12"	Dis	8								Fearless, Light Troops, Scout, Special Ambush (Water Terrain), Strider (Water Terrain), Wizard Conclave
Standard, Infantry	HP	2	Def	4	Res	3	Arm	0		5+				
Naiad					Str	3	AP	3	Agi	5				Grind Attacks (2)
<b>Friar's Lanterns</b>	Adv	4"	Mar	8"	Dis	78								Fearless, Feigned Flight, Fly (8", 18"), Ghost Step, Illusions, Insignificant, Lights in the Mist, Scout, Skirmisher, Unstable
Standard, Beast	HP	5	Def	1	Res	1	Arm	0		5+				Hard Target (2)
Friar's Lanterns					Str	1	AP	0	Agi	10				Grind Attacks (1)
<b>The Lady's Courtier</b>	Adv	6"	Mar	12"	Dis	9								Fear, Fearless, Supernal
Large, Beast	HP	5	Def	5	Res	5	Arm	3		5+				Aegis (+1, against Melee Attacks)
Lady's Courtier	Att	5	Off	5	Str	5	AP	43	Agi	75				

<b>Fey Knight</b>	<i>Adv</i>	<b>8"</b>	<i>Mar</i>	<b>16"</b>	<i>Dis</i>	<b>8</b>					<b>Exclusive</b> , Fear, Fearless, <b>Gallantry (1)</b> , Ghost Step, Special Ambush (Water Terrain or Forest), Supernal
Large, Cavalry	<i>HP</i>	<b>4</b>	<i>Def</i>	<b>6</b>	<i>Res</i>	<b>4</b>	<i>Arm</i>	<b>1</b>	<b>5+</b>	Aegis (4+, against Melee Attacks), Heavy Armour, Shield	
Fey Rider	<i>Att</i>	<b>4</b>	<i>Off</i>	<b>6</b>	<i>Str</i>	<b>5</b>	<i>AP</i>	<b>3</b>	<i>Agi</i>	<b>6</b>	
Fey Steed	<i>Att</i>	<b>3</b>	<i>Off</i>	<b>4</b>	<i>Str</i>	<b>4</b>	<i>AP</i>	<b>1</b>	<i>Agi</i>	<b>4</b>	Harnessed

## Artillery Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Scorpion	-	48"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3, Clipped Wings)]
Trebuchet	Catapult (4×4)	12-72"	45	1	1	

## Aim Table

Name	Aim	Shooting Model
Longbow	3+	Enlisted Outlaws, Folk Hero
	4+	Lowborn Archer
Bow	4+	Yeoman Outriders
Crossbow	4+	Lowborn Archer
	4+	Enlisted Outlaws
Throwing Weapons	5+	Yeoman Outriders, Enlisted Outlaws
Scorpion / Trebuchet	4+	Scorpion / Trebuchet



# Changelog

## 2023 Beta 3

- Gallantry now stacks within a model. Added to Fey Steed/Knight, Sainted, Hedge Knights, and Courtier of the Dusk.
- Pegasus Charger lowered Gallantry (2) to Gallantry (1).
- Courage loses ignore panicking Ordeal units.
- Lowborn Levy, Lowborn Archers, and Enlisted Outlaws gain Insignificant (and Characters joined to those units).
- Mount Support removed.
- Breath of the Lady gains a basic version: (4+) gain one Token.
- Tristan's Resolve now works on Paired Weapons.
- Percival's Panoply can now be taken on models with Towering Presence.
- Hippogriff gains [Freedom of Flight](#). Armour capped at 5.
- Fortress of Faith reworked. No more reroll, instead +1 Arm in a unit.
- Banner of Elan removed.
- [Lady's Favour](#) added. Increases BSB range and unit gains reroll failed Discipline Tests.
- Honour gains Maximised (Charge range) for the whole unit.
- Excellence gains Lethal Strike that when triggered do MW(2). Loses +2 AP.
- Forbearance limited to Models without Towering Presence only.
- Faith gains Fearless.
- Fey Steed and Fey Knight gain Exclusive and Gallantry (1).
- Sacred Reliquary gains Fearless.
- Knights Resplendent gain Devastating Charge (+1 Agi).
- Knights Penitent gain Unstable, model cap increased to 8 and Folk Hero with Cleric gains Unstable while joined to the unit.
- Hedge Knights moved to Core. Gain Gallantry (2) and lose Minimised (Panic Tests). Models/army cap reduced to 15. Devastating Charge loses (+2 Agi, -2 Def).
- Enlisted Outlaws' offensive profile gains Quick to Fire. Removed from Longbow.
- Siege Weapon Trebuchet increased Strength to 5.
- Sky Heralds rider gains Devastating Charge (+1 Att, Extra Support (3)). Mount's Devastating Charge reduced to Devastating Charge (+1 Att).
- Naiads changed Savage Fury to Swarm of Insects.
- Friar's Lanterns' Discipline increased to 8 and reduced March Rate to 16". Loses Feigned Flight, Illusions, and Skirmisher. Lights in the Mist movement debuff increased with 1" (-3").
- The Lady's Courtier has AP reduced to 3 and Agi to 5.
- Courtier of the Dawn loses Wizard Apprentice.
- Courtier of the Dusk gains Gallantry (1).

## Price Changes

- Divine Judgement 70 ↗ 75
- Uther's Mettle 35 ↘ 30
- Percival's Panoply 70 ↘ 65
- Fortress of Faith 35 ↘ 20
- Sacred Chalice 20 ↘ 15
- Black Knight's Tabard 45 ↗ 50
- Relic Shroud 65 ↘ 35
- Damsel:
  - Sainted 30 ↘ 25
  - Heraldic Steed 25 ↘ 20
  - Pegasus Charger 25 ↘ 20
  - Fey Steed 40 ↘ 35
  - Revered Unicorn 80 ↗ 85
- Equitan Lord 140 ↘ 120:
  - Valour 80 ↗ 85
  - Honour 60 ↗ 65
  - Justice 55 ↘ 50
  - Great Weapon 35 ↘ 30
  - Destrier 85 ↘ 75
  - Fey Steed 140 ↗ 155
  - Hippogriff 225 ↗ 245
- Paladin 140 ↘ 125:
  - Sainted 150 ↗ 160
  - Great Weapon 35 ↘ 30
  - Destrier 80 ↘ 65
  - Revered Unicorn 80 ↘ 65
  - Fey Steed 140 ↗ 155
  - Hippogriff 230 ↗ 245
- Folk Hero 90 ↘ 85:
  - Quin 115 ↘ 110
  - Castellan 40 ↘ 30
  - Heraldic Steed 55 ↘ 45
  - Pegasus Charger 40 ↘ 35
  - Revered Unicorn 65 ↘ 55
  - Destrier 80 ↘ 70
- Feudal Knights Additional Models 32 ↗ 34
- Lowborn Levies Halberdand Shield 1 ↘ 0
- Lowborn Archers 125 ↘ 120 + 8 ↘ 7/model
- Lowborn Archers Prepared Position 20 ↘ 15
- Men-at-Arms 160 ↘ 155 + 15 ↘ 14/model
- Men-at-Arms Ordo Wardens 1 ↗ 2
- Sacred Reliquary 195 ↘ 180
- Knights Resplendent 325 ↘ 315
- Knights Resplendent Knights of the Court 4 ↘ 3
- Knights Penitent 260 ↘ 250
- Yeoman Outriders 145 ↗ 150
- Enlisted Outlaws Prepared Position 25 ↘ 20
- Siege Weapon Trebuchet 165 ↗ 190
- Pegasus Knights 320 ↘ 310 + 75 ↘ 70/model
- Sky Heralds 215 ↘ 210 + 40 ↘ 35/model
- Naiads 165 ↘ 155
- Friar's Lanterns 100 ↗ 120
- Lady's Courtier: Courtier of the Dawn 455 ↘ 430, Courtier of the Dusk 470 ↘ 440
- Fey Knight: Chosen of the Snow Childe 335 ↘ 320, Warden of the Hooded Man 335 ↘ 325