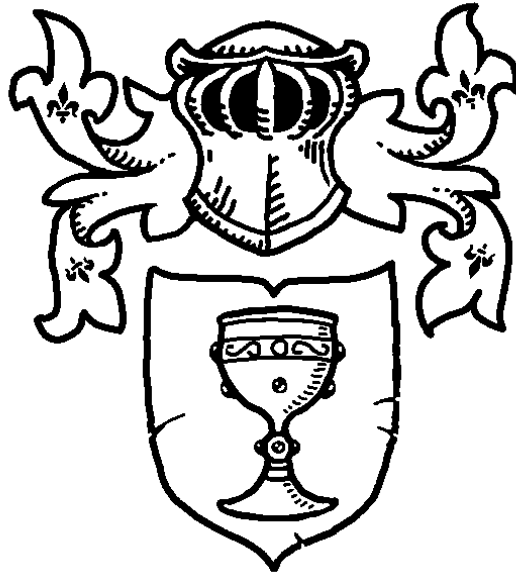


THE IX AGE FANTASY BATTLES



Kingdom of Equitaine

Army Book

2nd Edition, version 2.0

December 21, 2018

Army Model Rules	2	Characters	7
Oaths	3	Character Mounts	10
Hereditary Spell	3	Core	12
Virtues	4	Special	14
Special Items	5	Airborne Gallantry	18
Army Organisation	7		
Quick Reference Sheet	19		



The 9th Age: Fantasy Battles is a community-made miniatures wargame.
All rules and feedback can be found and given at: the-ninth-age.com
Refer to the Rulebook for instructions on How to Read Unit Entries.
All changes are listed on:
the-ninth-age.com/archive.html

Copyright Creative Commons license: the-ninth-age.com/license.html

Army Model Rules

Universal Rules

Impetuous

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.

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.
- 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.

Personal Protections

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.

Attack Attributes

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.

Armoury

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. A Bastard Sword can be enchanted as if it was a Great Weapon.

Oaths

Oaths are a combination of several different types of Model Rules. Each part is defined in the Oath's rules and follows the rules for its type of Model Rule. Oaths are given to model parts. Any Attack Attributes are applied to that model part only, while Universal Rules and Personal Protections are applied to the Multipart Model.

Grail Oath

0–1 Characters with Grail Oath per Army.

- Universal Rule.
The model gains **Fearless**.
- Personal Protection.
The model gains **Aegis (5+)**. Characters with Grail Oath gain +1 Defensive Skill.
- Attack Attribute – Close Combat.
The model part gains **Magical Attacks**. Characters with Grail Oath gain +1 Offensive Skill.

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.

Hereditary Spell

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
H Breath of the Lady <9+> {11+}	<18"> {36"}	Augment	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'.

Virtues

Might

100 pts

One of a Kind.

When using a Lance, the bearer gains **Devastating Charge (+1 Att, +1 Str, +1 AP)**. When Charging and using a Lance, every unsaved wound caused by the bearer's Close Combat Attacks, before applying Multiple Wounds, generates another Close Combat Attack:

- Allocate and resolve the new attacks before removing any casualties, in the same Initiative Step as the attacks that generated them.
- You cannot generate more attacks than there were Health Points in the Health Pool towards which the initial attacks were allocated.
- The new attacks do not generate any further attacks.

Renown

70 pts

One of a Kind.

The bearer gains **Lethal Strike**. Close Combat Attacks made by the bearer that roll a natural '6' to wound gain **Multiple Wounds (D3)**.

Valour

60 pts

One of a Kind.

The bearer automatically issues a Duel whenever possible (this cannot be prevented by issuing a Duel with another friendly model first), and this Duel must be accepted whenever possible. When Fighting a Duel, the bearer must reroll failed to-hit and to-wound rolls.

Piety

55 pts

One of a Kind.

The bearer and all R&F models in the bearer's unit gain **Aegis (+1, max. 5+)**. The bearer may only join Standard Height units.

Audacity

50 pts

One of a Kind.

Attacks made by the bearer that are allocated towards models of Large Height must reroll failed to-hit rolls. Attacks made by the bearer that are allocated towards models with Towering Presence must reroll failed to-hit and failed to-wound rolls.

Daring

50 pts

One of a Kind.

Charge Range rolls of the bearer's unit and Charge Range rolls against enemy units in base contact with the bearer are subject to Maximised Roll.

Humility

35 pts

0-2 per Army.

The bearer gains **Insignificant**, has its Commanding Presence range increased to 12", and gains **Rally Around the Flag**. However, only units with more than half of their models with Insignificant may benefit from this instance of Rally Around the Flag.

Special Items

Weapon Enchantments

Divine Judgement 80 pts
Lance enchantment.
Attacks made with this weapon gain **Devastating Charge (Multiple Wounds (D3+1))** and become **Magical Attacks**.

Tristan's Resolve 55 pts
Hand Weapon enchantment.
When using this weapon, the wielder gains +1 Strength, +1 Armour Penetration, +1 Attack Value, and **Magical Attacks**. After a successful to-hit roll, the attacker may discard one of the hits with this weapon and choose a Weapon Enchantment carried by the model the attack was allocated towards. The chosen Weapon Enchantment cannot be used for the rest of the battle.

Wyrwood Core 45 pts
Lance enchantment.
The wielder gains **Breath Attack (Str 5, AP 0, Flaming Attacks)**. Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**.

Armour Enchantments

Crusader's Salvation 100 pts
Dominant.
Heavy Armour enchantment.
The wearer gains +1 Armour and must reroll failed Armour Saves.

Faith of Percival 70 pts
Dominant. Cannot be taken by models with Towering Presence.
Shield enchantment.
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.

Fortress of Faith 60 pts
Shield enchantment.
While using this Shield, the bearer must reroll all natural to-hit and to-wound rolls of '1' with its Close Combat Attacks, and must reroll all natural Armour Save rolls of '1'.

Uther's Conviction 55 pts
Heavy Armour enchantment.
The bearer gains +1 Armour. The bearer gains **Aegis (+1, max. 4+, against Armour Penetration 6 or more)**.

Banner Enchantments

Banner of the Last Charge 100 pts
R&F Cavalry models in the bearer's unit gain **Impact Hits (X)**, where X is equal to the number of Full Ranks in the unit. These Impact Hits are resolved with Strength 4 and Armour Penetration 1.

Oriflamme 85 pts
Cannot be taken by units that count towards Core.
The bearer gains **Fear**. Enemy units in base contact with the bearer's unit cannot benefit from Rally Around the Flag.

Banner of Roland 50 pts
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 Green Knight 40 pts
0-2 per Army.

One use only. May be activated during the owner's Movement Phase. The bearer's unit gains +2" March Rate, **Ghost Step**, and loses Scoring. All friendly units are treated as Impassable Terrain. The effects last until the start of the next Player Turn.

Artefacts

Black Knight's Tabard 85 pts
Dominant.

One use only. Activate when the bearer reaches 0 (or fewer) Health Points. Do not remove the bearer as a casualty. Instead, after resolving all simultaneous attacks (such as all Shooting Attacks from the same unit or all Melee Attacks at the same Initiative Step), the bearer's Health Points are set to 1, and it gains **Aegis (3+)** until the end of the Player Turn.

Storm Clarion 80 pts

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

Crystal of the Valiant Charge 30 pts

Dominant. Wizards only.

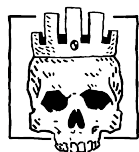
One use only. May be activated at the start of the opponent's Magic Phase. In this phase, during Siphon the Veil, before converting Veil Tokens into Magic Dice, remove 1 Veil Token from the Active Player's Veil Token pool for each friendly unit that is Engaged in Combat within 18" of the bearer. Add the Veil Tokens removed this way to your Veil Token pool.

Wafers of Penitence 25 pts

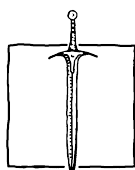
Wizards only.

One use only. May be activated after rolling for a Dispelling Attempt. Add +2 to the rolled result. This is an exception to the Casting and Dispelling Modifiers rule.

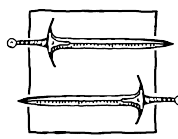
Army Organisation



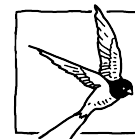
Characters
(Max. 40 %)



Core
(Min. 25 %)



Special
(No limit)



Airborne Gallantry
(Max. 40 %)

Characters (Max. 40 %)



Duke
170 pts

single model

Height **Standard**
Type **Infantry**
Base **20×20 mm**



A mount marked with [AG] and its rider count towards Characters and Airborne Gallantry. A mount marked with (AG) counts towards Airborne Gallantry. Additionally, the mount and its rider count towards Characters.

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
	4	6	4	1	6

Options		pts-	Mount Options		pts-
A single Virtue		no limit	Barded Warhorse		70
Special Items		up to 200	Pegasus [AG]		130
One choice only:			Hippogriff (AG)		215
Grail Oath		50			
Questing Oath and Bastard Sword		60			
Shield		5			
Paired Weapons		5			
Great Weapon		10			
Halberd		10			
Lance		20			



Paladin

130 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with [AG] and its rider count towards Characters and Airborne Gallantry.

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						
	3	5	4	1	5						
Lance Formation, Oath of Fealty											
Options			pts-			Mount Options			pts-		
Battle Standard Bearer				50	Barded Warhorse				40		
A single Virtue				no limit	Pegasus [AG]				100		
Special Items				up to 100							
One choice only:											
Grail Oath				30							
Questing Oath and Bastard Sword				40							
Shield				5							
Great Weapon				5							
Halberd				5							
Paired Weapons				5							
Lance				10							



Damsel

120 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



A mount marked with [AG] and its rider count towards Characters and Airborne Gallantry.

Global	Adv	Mar	Dis	Model Rules				
	4"	8"	7	Beloved , Insignificant, Magic Resistance (1), Wizard Apprentice				
Defensive	HP	Def	Res	Arm				
	3	3	3	0	The Blessing			
Offensive	Att	Off	Str	AP	Agi			
	1	3	3	0	3			
Lance Formation								
Model Rules			Options			pts-		
Beloved: Universal Rule.			Special Items			up to 100		
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 refuses a Duel.			If Wizard Master			up to 200		
Magic Options			Mount Options			pts-		
Wizard Adept				75	Barded Warhorse	40		
Wizard Master				225	Pegasus [AG] (Wizard Master only)	60		
				Equitan Unicorn (Wizard Master only)				100



Divination



Druidism



Shamanism



Castellan

80 pts

single model

0-5 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Insignificant, Lowborn , Serf		
Defensive	HP	Def	Res	Arm		
	3	4	4	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
	2	4	4	1	3	

—Model Rules—

Lowborn: Universal Rule.

The model may only join units comprised entirely of models with Insignificant.

—Options—

Must become (one choice only):

Bannerman free

Master-at-Arms free

If **Bannerman**, Banner Enchantment up to 50

If **Master-at-Arms**, Weapon Enchantment up to 50

Heavy Armour (on foot only) free

Shield 5

One choice only:

Longbow (3+) 5

Throwing Weapons (4+) 5

One choice only:

Halberd 5

Light Lance 5

Spear 5

Great Weapon 10

—Mount Options—

Horse 40 pts

—Optional Model Rules—

Bannerman: Universal Rule.

0-2 Models/Army.

The Castellan gains **Stand Behind** and is a Standard Bearer.

Master-at-Arms: Universal Rule.

The Castellan gains +1 Attack Value and its unit gains **Weapon Master**.

Character Mounts



Horse

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C	Feigned Flight, Light Troops		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+1		
Offensive	Att	Off	Str	AP	Agi	
	1	3	3	0	3	Harnessed



Barded Warhorse

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
	1	3	3	0	3	Devastating Charge (+1 Str, +1 AP), Harnessed



Equitan Unicorn

Height **Standard**
Type **Cavalry**
Base **25×50 mm**

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

Model Rules

Forest Guide: Universal Rule.

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



Pegasus

Height **Large**
Type **Cavalry**
Base **40×40 mm**



This mount and its rider count towards Characters and Airborne Gallantry.

Global	Adv	Mar	Dis	Model Rules	
Ground	7"	14"	C	Fly (8", 16"), Light Troops	
Fly	8"	16"			
Defensive	HP	Def	Res	Arm	
	C	C	4	C+2	
Offensive	Att	Off	Str	AP	Agi
	2	4	4	1	4 Harnessed



Hippogriff

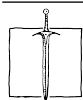
Height **Large**
Type **Cavalry**
Base **50×50 mm**
0–2 Mounts/Army



This mount and its rider count towards Characters. Additionally, this mount counts towards Airborne Gallantry.

Global	Adv	Mar	Dis	Model Rules	
Ground	7"	14"	C	Fear, Fly (8", 16"), Light Troops, Towering Presence	
Fly	8"	16"			
Defensive	HP	Def	Res	Arm	
	4	C	5	C+1	
Offensive	Att	Off	Str	AP	Agi
	4	4	5	3	4 Devastating Charge (+1 Att), Harnessed

Core (Min. 25 %)



Knights Aspirant

230 pts + 38 pts/extra model

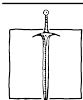
5–15 models



0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Impetuous, Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	3	2	The Blessing, Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Knight Aspirant	1	3	3	0	3	Devastating Charge (+1 Att), Lance Formation, Lance
Warhorse	1	3	3	0	3	Devastating Charge (+1 Str, +1 AP), Harnessed
— Command Group Options —			pts-	— Command Group Options —		pts-
Champion				20	Standard Bearer	20
Musician				20	Banner Enchantment	no limit



Knights of the Realm

260 pts + 48 pts/extra model

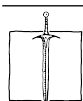
6–15 models



0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	2	The Blessing, Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Knight of the Realm	1	4	4	1	3	Lance Formation, Oath of Fealty, Lance
Warhorse	1	3	3	0	3	Devastating Charge (+1 Str, +1 AP), Harnessed
— Command Group Options —			pts-	— Command Group Options —		pts-
Champion				20	Standard Bearer	20
Musician				20	Banner Enchantment	no limit



Peasant Levy

175 pts + 7 pts/extra model

30–60 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	5	Insignificant, Scoring, Serf		
Defensive	HP	Def	Res	Arm		
	1	2	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
	1	2	3	0	3	
— Options —			pts-	— Command Group Options —		pts-
One choice only:					Champion	20
Halberd				1/model	Musician	20
Spear				1/model	Standard Bearer	20



Peasant Bowmen

170 pts + 10 pts/extra model

15-30 models 0-100 Models/Army

0-4 Units/Army

Height Standard
Type Infantry
Base 20x20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	5	Bowmen's Stakes , Insignificant, Scoring, Serf		
Defensive	HP	Def	Res	Arm		
	1	2	3	0		
Offensive	Att	Off	Str	AP	Agi	
	1	2	3	0	3	Braziers , Longbow (4+)

Model Rules

Bowmen's Stakes: Universal Rule.

When deploying the unit, you may place a Wall Terrain Feature fully within 1" of the unit's Front Facing but not in contact with any other Terrain Feature. This Wall is up to 20 mm deep, and its length cannot be wider than the unit, to a maximum of 12". It follows the normal rules for Walls, with the exception that it contributes to Soft Cover instead of Hard Cover.

Braziers: Attack Attribute – Shooting.

Before shooting a Longbow, the model may choose to gain **Flaming Attacks** for its Shooting Attack. The effect lasts for the duration of the phase.

Options

Replace Longbow and **Braziers** with
Crossbow (4+) 3/model

Command Group Options

Champion 20
Musician 20
Standard Bearer 20

Special (No limit)



Knights of the Quest

270 pts + 50 pts/extra model

6-15 models



0-4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	2	The Blessing, Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Knight of the Quest	1	4	4	1	4	Lance Formation, Questing Oath, Bastard Sword
Warhorse	1	3	3	0	3	Devastating Charge (+1 Str, +1 AP), Harnessed
— Command Group Options —		pts-		— Command Group Options —		pts-
Champion				20	Standard Bearer	20
Musician				20	Banner Enchantment	no limit



Knights Forlorn

190 pts + 25 pts/extra model

10-40 models



0-5 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Scoring, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Forlorn Hope , The Blessing, Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
	1	4	4	1	4	Questing Oath, Bastard Sword
— Model Rules —		pts-		— Command Group Options —		pts-
Forlorn Hope: Personal Protection.				Champion		20
Enemy models do not count as Charging for the purpose of Devastating Charge when attacking models with Forlorn Hope.				Musician		20
				Standard Bearer		20
				Banner Enchantment		no limit



Knights of the Grail

220 pts + 84 pts/extra model

3-9 models



0-2 Units/Army*

Height Standard
Type Cavalry
Base 25x50 mm

*0-1 Units/Army if the army includes at least one Scorpion or Trebuchet.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Pure of Heart , Scoring		
Defensive	HP	Def	Res	Arm		
	1	5	4	2	The Blessing, Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Knight of the Grail	2	5	4	1	5	Divine Attacks, Grail Oath, Holy Might , Lance Formation, Oath of Fealty, Lance
Warhorse	1	3	3	0	3	Devastating Charge (+1 Str, +1 AP), Harnessed

— Model Rules —

Holy Might: Attack Attribute – Close Combat.
The model part can make up to 2 Supporting Attacks when its unit has at least one Full Rank.

Pure of Heart: Universal Rule.
Only Damsels and Characters with Grail Oath may join the unit.

— Command Group Options —

Champion	pts	20
Musician	20	
Standard Bearer	20	
Banner Enchantment	no limit	



The Green Knight

375 pts

single model

0-1 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Eternal Champion , Fear, Fearless, Ghost Step, Supernal, Terror		
Defensive	HP	Def	Res	Arm		
	3	6	4	2	Thrice Blessed , Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
The Green Knight	5	6	4	1	6	Lambent Sword
Spectral Stallion	1	4	4	1	4	Devastating Charge (+1 Str, +1 AP), Harnessed

— Model Rules —

Eternal Champion: Universal Rule.

The Green Knight cannot be deployed during the Deployment Phase. Once per game, at the start of any of your Movement Phases, you may deploy The Green Knight within 6" of a friendly Damsel. The Green Knight cannot perform a March Move this Player Turn. If The Green Knight has not been deployed by the end of the game, it counts as destroyed.

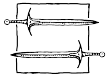
While The Green Knight is within 12" of a friendly Damsel, it gains **Stubborn** and may issue and accept Duels as if it was a Champion.

Lambent Sword: Close Combat Weapon.

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and ignore Parry.

Thrice Blessed: Personal Protection.

The Green Knight gains **The Blessing**. If the army Prayed, The Green Knight gains **Aegis (+1)**.



Yeoman Outriders

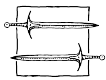
125 pts + 14 pts/extra model

5-15 models

0-4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules			
	8"	16"	6	Feigned Flight, Insignificant, Light Troops, Serf, Vanguard			
Defensive	HP	Def	Res	Arm			
	1	3	3	1			
Offensive	Att	Off	Str	AP	Agi		
Yeoman Outrider	1	3	3	0	3	Bow (4+), Light Lance	
Horse	1	3	3	0	3	Harnessed	
— Options —			pts-	— Command Group Options —			pts-
Light Armour				1/model	Champion	20	
Shield				1/model	Musician	20	
Replace Bow with Throwing Weapons (5+)				1/model	Standard Bearer	20	



Brigands

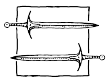
175 pts + 13 pts/extra model

10-15 models

0-2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	5	Insignificant, Light Troops, Scout, Serf, Skirmisher		
Defensive	HP	Def	Res	Arm		
	1	2	3	0	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
	1	2	3	0	3	Longbow (3+), Quick to Fire



Peasant Crusaders

150 pts + 10 pts/extra model

20-40 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules			
	4"	8"	7	Bodyguard (Sacred Reliquary), Impetuous, Insignificant, Scoring, Serf			
Defensive	HP	Def	Res	Arm			
	1	2	3	0	Light Armour, Shield		
Offensive	Att	Off	Str	AP	Agi		
	1	3	3	0	3	Devastating Charge (+1 Att), Hatred	
— Options —			pts-	— Command Group Options —			pts-
Replace Shield with Paired Weapons				free	Champion	20	
					Musician	20	
					Standard Bearer	20	
					Banner Enchantment	no limit	



Sacred Reliquary

150 pts

single model

0–2 Units/Army

Height Standard
Type Infantry
Base 40×60 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Holy Fervor , Impetuous, Insignificant, Not a Leader, The Blessing, War Platform		
Defensive	HP	Def	Res	Arm		
	4	3	4	2	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
	4	3	3	0	3	Devastating Charge (+1 Att), Impact Hits (D3), Oath of Fealty

Model Rules

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.



Scorpion

120 pts

single model

0–2 Models/Army*

Height Standard
Type Construct
Base 75 mm round

*Scorpion and Trebuchet share the same 0–2 Models/Army limitation.

Global	Adv	Mar	Dis	Model Rules		
	0"	0"	5	Insignificant, Serf, War Machine		
Defensive	HP	Def	Res	Arm		
	6	1	4	0		
Offensive	Att	Off	Str	AP	Agi	
	4	2	3	0	3	Move or Fire, Scorpion (4+)

Model Rules

Scorpion: Artillery Weapon.

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



Trebuchet

280 pts

single model

0–2 Models/Army*

Height Large
Type Construct
Base 75 mm round

*Scorpion and Trebuchet share the same 0–2 Models/Army limitation.

Global	Adv	Mar	Dis	Model Rules		
	0"	0"	5	Insignificant, Serf, War Machine		
Defensive	HP	Def	Res	Arm		
	6	1	4	0		
Offensive	Att	Off	Str	AP	Agi	
	4	2	3	0	3	Move or Fire, Trebuchet (4+)

Model Rules

Trebuchet: Artillery Weapon.

Catapult (4×4). Range 12–60", Shots 1, Str 4 [8], AP 2 [6], [**Multiple Wounds (D3, Clipped Wings)**].

Airborne Gallantry (Max. 40 %)



Pegasus Knights

340 pts + 95 pts/extra model

3-6 models

0-3 Units/Army

Height Large
Type Cavalry
Base 40x40 mm

Global	Adv	Mar	Dis	Model Rules		
Ground	8"	16"	8	Fly (8", 16"), Light Troops		
Fly	8"	16"				
Defensive	HP	Def	Res	Arm	Model Rules	
	2	4	4	2	The Blessing, Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	Model Rules
Pegasus Knight	1	4	4	1	3	Devastating Charge (+1 Att), Oath of Fealty, Lance
Young Pegasus	2	3	4	1	4	Harnessed
Options			pts			Optional Model Rules
Loose Formation			3/model			Loose Formation: Universal Rule.
Vanguard			7/model			The model gains Hard Target (1) and Skirmisher.
Command Group Options			pts			
Champion			20			
Musician			20			
Standard Bearer			20			
Banner Enchantment			no limit			

Quick Reference Sheet

Characters

Duke	Adv	4"	Mar	8"	Dis	9														
Standard, Infantry	HP	3	Def	6	Res	4	Arm	0												The Blessing, Heavy Armour
	Att	4	Off	6	Str	4	AP	1	Agi	6										Lance Formation, Oath of Fealty
Paladin	Adv	4"	Mar	8"	Dis	8														
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0												The Blessing, Heavy Armour
	Att	3	Off	5	Str	4	AP	1	Agi	5										Lance Formation, Oath of Fealty
Damsel	Adv	4"	Mar	8"	Dis	7														Beloved , Insignificant, Magic Resistance (1), Wizard Apprentice
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0												The Blessing
	Att	1	Off	3	Str	3	AP	0	Agi	3										Lance Formation
Castellan	Adv	4"	Mar	8"	Dis	7														Insignificant, Lowborn , Serf
Standard, Infantry	HP	3	Def	4	Res	4	Arm	0												Light Armour
	Att	2	Off	4	Str	4	AP	1	Agi	3										

Character Mounts

Horse	Adv	8"	Mar	16"	Dis	C														Feigned Flight, Light Troops
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+1												
	Att	1	Off	3	Str	3	AP	0	Agi	3										Harnessed
Barded Warhorse	Adv	8"	Mar	16"	Dis	C														
Standard, Cavalry	HP	C	Def	C	Res	C	Arm	C+2												
	Att	1	Off	3	Str	3	AP	0	Agi	3										Devastating Charge (+1 Str, +1 AP), Harnessed
Equitan Unicorn	Adv	10"	Mar	20"	Dis	C														Forest Guide , Magic Resistance (2)
Standard, Cavalry	HP	C	Def	C	Res	4	Arm	C+1												
	Att	2	Off	5	Str	4	AP	1	Agi	5										Harnessed
Pegasus	Adv	7"	Mar	14"	Dis	C														Fly (8", 16"), Light Troops
Large, Cavalry	HP	C	Def	C	Res	4	Arm	C+2												
	Att	2	Off	4	Str	4	AP	1	Agi	4										Harnessed
Hippogriff	Adv	7"	Mar	14"	Dis	C														Fear, Fly (8", 16"), Light Troops, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C+1												
	Att	4	Off	4	Str	5	AP	3	Agi	4										Devastating Charge (+1 Att), Harnessed

Core

Knights Aspirant	Adv	8"	Mar	16"	Dis	7														Impetuous, Scoring
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	2												The Blessing, Heavy Armour, Shield
Knight Aspirant	Att	1	Off	3	Str	3	AP	0	Agi	3										Devastating Charge (+1 Att), Lance Formation, Lance
Warhorse	Att	1	Off	3	Str	3	AP	0	Agi	3										Devastating Charge (+1 Str, +1 AP), Harnessed
Knights of the Realm	Adv	8"	Mar	16"	Dis	8														Scoring
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	2												The Blessing, Heavy Armour, Shield
Knight of the Realm	Att	1	Off	4	Str	4	AP	1	Agi	3										Lance Formation, Oath of Fealty, Lance
Warhorse	Att	1	Off	3	Str	3	AP	0	Agi	3										Devastating Charge (+1 Str, +1 AP), Harnessed
Peasant Levy	Adv	4"	Mar	8"	Dis	5														Insignificant, Scoring, Serf
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0												Light Armour, Shield
	Att	1	Off	2	Str	3	AP	0	Agi	3										
Peasant Bowmen	Adv	4"	Mar	8"	Dis	5														Bowmen's Stakes , Insignificant, Scoring, Serf
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0												
	Att	1	Off	2	Str	3	AP	0	Agi	3										Braziers , Longbow (4+)

Special

Knights of the Quest	Adv	8"	Mar	16"	Dis	8														Scoring
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	2												The Blessing, Heavy Armour, Shield
Knight of the Quest	Att	1	Off	4	Str	4	AP	1	Agi	4										Lance Formation, Questing Oath, Bastard Sword
Warhorse	Att	1	Off	3	Str	3	AP	0	Agi	3										Devastating Charge (+1 Str, +1 AP), Harnessed

Knights Forlorn	Adv	4"	Mar	8"	Dis	8						Scoring, Strider (Forest)
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0				Forlorn Hope , The Blessing, Heavy Armour, Shield
	Att	1	Off	4	Str	4	AP	1	Agi	4		Questing Oath, Bastard Sword
Knights of the Grail	Adv	8"	Mar	16"	Dis	8						Pure of Heart , Scoring
Standard, Cavalry	HP	1	Def	5	Res	4	Arm	2				The Blessing, Heavy Armour, Shield
Knight of the Grail	Att	2	Off	5	Str	4	AP	1	Agi	5		Divine Attacks, Grail Oath, Holy Might , Lance Formation, Oath of Fealty, Lance
Warhorse	Att	1	Off	3	Str	3	AP	0	Agi	3		Devastating Charge (+1 Str, +1 AP), Harnessed
The Green Knight	Adv	8"	Mar	16"	Dis	8						Eternal Champion , Fear, Fearless, Ghost Step, Supernal, Terror
Standard, Cavalry	HP	3	Def	6	Res	4	Arm	2				Thrice Blessed , Heavy Armour, Shield
The Green Knight	Att	5	Off	6	Str	4	AP	1	Agi	6		Lambent Sword
Spectral Stallion	Att	1	Off	4	Str	4	AP	1	Agi	4		Devastating Charge (+1 Str, +1 AP), Harnessed
Yeoman Outriders	Adv	8"	Mar	16"	Dis	6						Feigned Flight, Insignificant, Light Troops, Serf, Vanguard
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	1				
Yeoman Outrider	Att	1	Off	3	Str	3	AP	0	Agi	3		Bow (4+), Light Lance
Horse	Att	1	Off	3	Str	3	AP	0	Agi	3		Harnessed
Brigands	Adv	4"	Mar	8"	Dis	5						Insignificant, Light Troops, Scout, Serf, Skirmisher
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0				Hard Target (1)
	Att	1	Off	2	Str	3	AP	0	Agi	3		Longbow (3+), Quick to Fire
Peasant Crusaders	Adv	4"	Mar	8"	Dis	7						Bodyguard (Sacred Reliquary), Impetuous, Insignificant, Scoring, Serf
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0				Light Armour, Shield
	Att	1	Off	3	Str	3	AP	0	Agi	3		Devastating Charge (+1 Att), Hatred
Sacred Reliquary	Adv	4"	Mar	8"	Dis	8						Holy Fervor , Impetuous, Insignificant, Not a Leader, The Blessing, War Platform
Standard, Infantry	HP	4	Def	3	Res	4	Arm	2				Heavy Armour
	Att	4	Off	3	Str	3	AP	0	Agi	3		Devastating Charge (+1 Att), Impact Hits (D3), Oath of Fealty
Scorpion	Adv	0"	Mar	0"	Dis	5						Insignificant, Serf, War Machine
Standard, Construct	HP	6	Def	1	Res	4	Arm	0				
	Att	4	Off	2	Str	3	AP	0	Agi	3		Move or Fire, Scorpion (4+)
Trebuchet	Adv	0"	Mar	0"	Dis	5						Insignificant, Serf, War Machine
Large, Construct	HP	6	Def	1	Res	4	Arm	0				
	Att	4	Off	2	Str	3	AP	0	Agi	3		Move or Fire, Trebuchet (4+)

Airborne Gallantry

Pegasus Knights	Adv	8"	Mar	16"	Dis	8						Fly (8", 16"), Light Troops
Large, Cavalry	HP	2	Def	4	Res	4	Arm	2				The Blessing, Heavy Armour, Shield
Pegasus Knight	Att	1	Off	4	Str	4	AP	1	Agi	3		Devastating Charge (+1 Att), Oath of Fealty, Lance
Young Pegasus	Att	2	Off	3	Str	4	AP	1	Agi	4		Harnessed

Artillery Weapons

Name	Artillery	Aim	Range	Str	AP	Shots	Rules
Scorpion	-	4+	48"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3+1, Clipped Wings)]
Trebuchet	Catapult (4×4)	4+	12–60"	4 [8]	2 [6]	1	[Multiple Wounds (D3, Clipped Wings)]

Shooting Weapons

Name	Aim	Shooting Model
Longbow	3+	Castellan, Brigands
	4+	Peasant Bowmen
Bow	4+	Yeoman Outriders
Crossbow	4+	Peasant Bowmen
Throwing Weapons	4+	Castellan
	5+	Yeoman Outriders