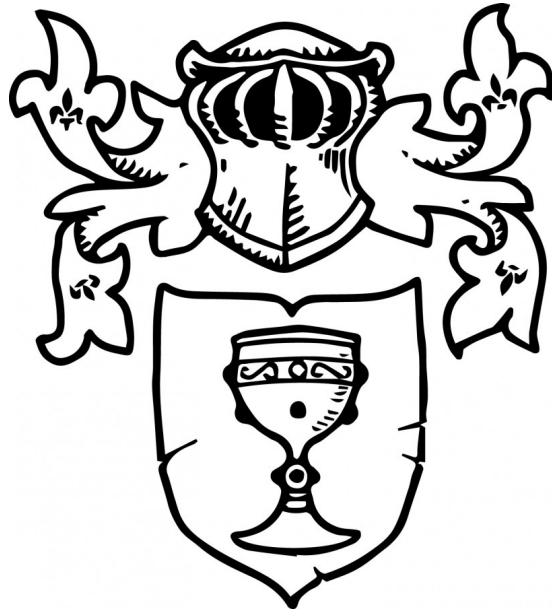


# THE IX AGE FANTASY BATTLES



## Kingdom of Equitaine

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2021 – March 18, 2021

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 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](http://the-ninth-age.com). Refer to the Rulebook for instructions on How to Read Unit Entries.

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# 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 – 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. 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.

# 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

0–2 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>
<b>H Breath of the Lady</b> <8+> {10+}	<18"> {36"}	Augment	One Turn	The target <b>must</b> reroll natural to-hit and to-wound rolls of '1' with its Melee Attacks, and <b>must</b> 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

65 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)**.

## 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.

## Valour

55 pts

One of a Kind.

The bearer **must** issue a Duel whenever possible (this cannot be prevented by issuing a Duel with another friendly model first). This Duel **must** be accepted whenever possible. In addition, when fighting a Duel, the bearer **must** reroll failed to-hit and 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.

## Audacity

45 pts

One of a Kind.

The bearer **must** reroll:

- Failed to-hit rolls with Close Combat Attacks that are allocated towards models of Large Height.
- Failed to-hit and failed to-wound rolls with Close Combat Attacks that are allocated towards models with Towering Presence.

## Humility

30 pts

0-2 per Army.

The bearer's Commanding Presence range is **set** to 12", and it gains **Insignificant** and **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  
Cannot be taken by a model with **Might**.  
Enchantment: Lance.  
Attacks made with this weapon gain **Devastating Charge (Multiple Wounds (D3+1))** and become **Magical Attacks**.

**Tristan's Resolve** 50 pts  
Enchantment: Hand Weapon.  
While 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 an enchanted weapon carried by the model the attack was allocated towards. The Weapon Enchantments of the chosen weapon are ignored for the rest of the game.

**Wyrwood Core** 40 pts  
Enchantment: Lance.  
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.  
Enchantment: Heavy Armour.  
The wearer gains +1 Armour and **must** reroll failed Armour Saves.

**Faith of Percival** 65 pts  
Dominant. Cannot be taken by models with Towering Presence.  
Enchantment: Shield.  
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  
Enchantment: Shield.  
While using this Shield, the bearer **must** reroll natural to-hit and to-wound rolls of '1' with its Close Combat Attacks, and **must** reroll natural Armour Save rolls of '1'.

**Uther's Conviction** 50 pts  
Enchantment: Heavy Armour.  
The wearer gains +1 Armour and **Aegis (+1, max. 4+, against Armour Penetration 6 or more)**.

## Banner Enchantments

**Banner of the Last Charge** 110 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** 65 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** 35 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

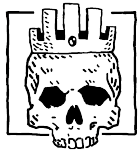
**Storm Clarion** 80 pts  
One use only. May be activated at the start of any Player Turn. Enemy units cannot make Flying Movements during this Player Turn.

**Black Knight's Tabard** 75 pts  
*Dominant.*  
One use only. Activate when the bearer reaches 0 (or fewer) Health Points. Ignore all Health Point losses below 0 and 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.

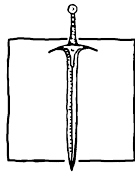
**Crystal of the Valiant Charge** 25 pts  
*Dominant. Wizards only.*  
One use only. May be activated at the start of the opponent's Magic Phase. In this phase, during Siphon the Veil, before converting Veil Tokens into Magic Dice, remove 1 Veil Token from the Active Player's Veil Token pool for each friendly unit that is Engaged in Combat within 18" of the bearer. Add the Veil Tokens removed this way to your Veil Token pool. This cannot increase your Veil Token pool beyond 6 Veil Tokens. Any excess Veil Tokens are discarded.

**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.

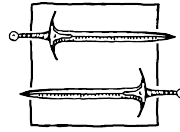
# Army Organisation



**Characters**  
Max. 40%



**Core**  
Min. 25%



**Special**  
No limit



**Airborne Gallantry**  
Max. 40%

## Characters (Max. 40%)



**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		
	<b>4"</b>	<b>8"</b>	<b>7</b>	<b>Beloved</b> , Insignificant, Magic Resistance (1), Wizard Apprentice		
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>3</b>	<b>3</b>	<b>0</b>	The Blessing	
Offensive	Att	Off	Str	AP	Agi	
Damsel	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	Lance Formation

### Model Rules

#### **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.

### Magic Options

Wizard Adept 75  
Wizard Master 225

### Options

Special Items up to 100  
If Wizard Master up to 200

### Mount Options

Pegasus [AG] (Wizard Master only) 35  
Barded Warhorse 40  
Equitan Unicorn (Wizard Master only) 85



Divination



Druidism



Shamanism



## Duke

155 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. The mount and its rider also count towards Characters.

Global	Adv	Mar	Dis	Model Rules		
	<b>4"</b>	<b>8"</b>	<b>9</b>			
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>6</b>	<b>4</b>	<b>0</b>	The Blessing, Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Duke	<b>4</b>	<b>6</b>	<b>4</b>	<b>1</b>	<b>6</b>	Lance Formation, Oath of Fealty
— Options —			pts—		— Mount Options —	
A single Virtue			no limit		Barded Warhorse	65
Special Items			up to 200		Pegasus [AG]	130
One choice only:					Hippogriff (AG)	200
Grail Oath			45			
Questing Oath and Bastard Sword			70			
Shield			10			
Paired Weapons			5			
Great Weapon			10			
Halberd			10			
Lance			20			



## Paladin

125 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		
	<b>4"</b>	<b>8"</b>	<b>8</b>			
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>5</b>	<b>4</b>	<b>0</b>	The Blessing, Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Paladin	<b>3</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>5</b>	Lance Formation, Oath of Fealty
— Options —			pts—		— Mount Options —	
Battle Standard Bearer			50		Barded Warhorse	40
A single Virtue			no limit		Pegasus [AG]	95
Special Items			up to 100			
One choice only:						
Grail Oath			20			
Questing Oath and Bastard Sword			40			
Shield			10			
Great Weapon			5			
Halberd			5			
Paired Weapons			5			
Lance			10			





# Castellan

70 pts

single model 0-5 Units/Army

Height Standard  
Type Infantry  
Base 20x20 mm

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

—Model Rules—

**Lowborn:** Universal Rule.  
The model may only join units comprised entirely of models with Insignificant.

—Options—

pts-

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

<b>Bannerman</b>	free
<b>Master-at-Arms</b>	free
If <b>Bannerman</b> , Banner Enchantment	up to 50
If <b>Master-at-Arms</b> , 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

—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		
	<b>8"</b>	<b>16"</b>	<b>C</b>	<b>Feigned Flight, Light Troops</b>		
Defensive	HP	Def	Res	Arm		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Horse	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Harnessed</b>



## Barded Warhorse

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		
	<b>C</b>	<b>C</b>	<b>C</b>	<b>C+2</b>		
Offensive	Att	Off	Str	AP	Agi	
Barded Warhorse	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Devastating Charge (+1 Str, +1 AP), Harnessed</b>



## Equitan Unicorn

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

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

—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**

0–4 Mounts/Army

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

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



## Hippogriff

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

0–2 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Airborne Gallantry.

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

# Core (Min. 25%)



## Knights Aspirant

225 pts + 33 pts/extra model

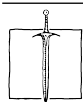
5–15 models



0–4 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules			
	<b>8"</b>	<b>16"</b>	<b>7</b>	Impetuous, Scoring			
Defensive	HP	Def	Res	Arm			
	<b>1</b>	<b>3</b>	<b>3</b>	<b>2</b>	The Blessing, Heavy Armour, Shield		
Offensive	Att	Off	Str	AP	Agi		
Knight Aspirant	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b> Devastating Charge (+1 Att), Lance Formation, Lance		
Barded Warhorse	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b> Devastating Charge (+1 Str, +1 AP), Harnessed		
— Command Group Options —		pts—		— Command Group Options —		pts—	
Champion				10	Standard Bearer		10
Musician				10	Banner Enchantment		no limit



## Knights of the Realm

255 pts + 47 pts/extra model

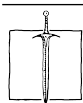
6–15 models



0–4 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules			
	<b>8"</b>	<b>16"</b>	<b>8</b>	Scoring			
Defensive	HP	Def	Res	Arm			
	<b>1</b>	<b>4</b>	<b>3</b>	<b>2</b>	The Blessing, Heavy Armour, Shield		
Offensive	Att	Off	Str	AP	Agi		
Knight of the Realm	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>3</b> Lance Formation, Oath of Fealty, Lance		
Barded Warhorse	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b> Devastating Charge (+1 Str, +1 AP), Harnessed		
— Command Group Options —		pts—		— Command Group Options —		pts—	
Champion				10	Standard Bearer		10
Musician				10	Banner Enchantment		no limit



## Peasant Levy

170 pts + 6 pts/extra model

30–60 models

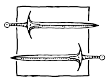


Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules			
	<b>4"</b>	<b>8"</b>	<b>5</b>	Insignificant, Scoring, Serf			
Defensive	HP	Def	Res	Arm			
	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	Light Armour, Shield		
Offensive	Att	Off	Str	AP	Agi		
Peasant	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>3</b>		
— Options —		pts—		— Command Group Options —		pts—	
One choice only:					Champion		10
Halberd				free	Musician		10
Spear				free	Standard Bearer		10



# Special (No limit)



## Knights of the Quest

260 pts + 50 pts/extra model

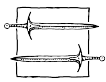
6-15 models



0-4 Units/Army

Height Standard  
Type Cavalry  
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>8"</b>	<b>16"</b>	<b>8</b>	Scoring		
Defensive	HP	Def	Res	Arm		
	<b>1</b>	<b>4</b>	<b>3</b>	<b>2</b>	The Blessing, Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Knight of the Quest	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	Lance Formation, Questing Oath, Bastard Sword
Barded Warhorse	<b>1</b>	<b>3</b>	<b>3</b>	<b>0</b>	<b>3</b>	Devastating Charge (+1 Str, +1 AP), Harnessed
— Command Group Options —		pts-		— Command Group Options —		pts-
Champion				10	Standard Bearer	10
Musician				10	Banner Enchantment	no limit



## Knights Forlorn

175 pts + 22 pts/extra model

10-40 models



0-5 Units/Army

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	<b>4"</b>	<b>8"</b>	<b>8</b>	Scoring, Strider (Forest)		
Defensive	HP	Def	Res	Arm		
	<b>1</b>	<b>4</b>	<b>3</b>	<b>0</b>	<b>Forlorn Hope</b> , The Blessing, Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Knights Forlorn	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	Questing Oath, Bastard Sword
— Model Rules —				— Command Group Options —		pts-
<b>Forlorn Hope:</b> Personal Protection.				Champion		10
Enemy models do not count as Charging for the purpose of Devastating Charge when attacking models with Forlorn Hope.				Musician		10
				Standard Bearer		10
				Banner Enchantment		no limit



## Knights of the Grail

200 pts + 82 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	<b>Pure of Heart</b> , 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, <b>Holy Might</b> , Lance Formation, Oath of Fealty, Lance
Barded 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 while 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

	pts
Champion	10
Musician	10
Standard Bearer	10
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	<b>Eternal Champion</b> , Fear, Fearless, Ghost Step, Supernal, Terror		
Defensive	HP	Def	Res	Arm		
	3	6	4	2	<b>Thrice Blessed</b> , Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
The Green Knight	5	6	4	1	6	<b>Lambent Sword</b>
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.

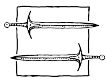
While The Green Knight is within 12" of a friendly Damsel, it gains **Stubborn** and may issue and accept Duels as if it was a Champion.

**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

130 pts + 10 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	Light Lance
Horse	1	3	3	0	3	Harnessed
Options			pts-	Command Group Options		pts-
Shield				1/model	Champion	10
Light Armour				2/model	Musician	10
<b>Must choose (one choice only):</b>					Standard Bearer	10
Bow (4+)				free		
Throwing Weapons (5+)				free		



## Brigands

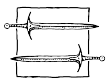
175 pts + 12 pts/extra model

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	
Brigand	1	2	3	0	3	Quick to Fire, Longbow (3+)



## Peasant Crusaders

135 pts + 7 pts/extra model

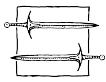
20–40 models



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	
Offensive	Att	Off	Str	AP	Agi	
Peasant Crusader	1	3	3	0	3	Devastating Charge (+1 Att), Hatred
Options			pts-	Command Group Options		pts-
<b>Must choose (one choice only):</b>					Champion	10
Paired Weapons				free	Musician	10
Shield				free	Standard Bearer	10
					Banner Enchantment	no limit





## Sacred Reliquary

165 pts

single model

0–2 Units/Army

Height Standard  
Type Infantry  
Base 40×60 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	<b>Holy Fervor</b> , Impetuous, Insignificant, Not a Leader, War Platform		
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	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

130 pts

single model

0–2 Units/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	
Crew	4	2	3	0	3	Move or Fire, <b>Scorpion (4+)</b>

### 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

255 pts

single model

0–2 Units/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	
Crew	4	2	3	0	3	Move or Fire, <b>Trebuchet (4+)</b>

### 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

310 pts + 90 pts/extra model

3-6 models

0-3 Units/Army

Height Large  
Type Cavalry  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules				
Ground	8"	16"	8	Fly (8", 16"), Light Troops				
Fly	8"	16"						
Defensive	HP	Def	Res	Arm				
	2	4	4	2	The Blessing, Heavy Armour, Shield			
Offensive	Att	Off	Str	AP	Agi			
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		
<b>Loose Formation</b>				3/model		<b>Loose Formation:</b> Universal Rule.		
Vanguard				7/model		The model gains Hard Target (1) and Skirmisher.		
Command Group Options			pts					
Champion					10			
Musician					10			
Standard Bearer					10			
Banner Enchantment					no limit			

# Quick Reference Sheet

## Characters

<b>Damsel</b>	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
Damsel	Att	1	Off	3	Str	3	AP	0	Agi	3		Lance Formation
<b>Duke</b>	Adv	4"	Mar	8"	Dis	9						
Standard, Infantry	HP	3	Def	6	Res	4	Arm	0				The Blessing, Heavy Armour
Duke	Att	4	Off	6	Str	4	AP	1	Agi	6		Lance Formation, Oath of Fealty
<b>Paladin</b>	Adv	4"	Mar	8"	Dis	8						
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0				The Blessing, Heavy Armour
Paladin	Att	3	Off	5	Str	4	AP	1	Agi	5		Lance Formation, Oath of Fealty
<b>Castellan</b>	Adv	4"	Mar	8"	Dis	7						Insignificant, Lowborn, Serf
Standard, Infantry	HP	3	Def	4	Res	4	Arm	0				Light Armour
Castellan	Att	2	Off	4	Str	4	AP	1	Agi	3		

## Character Mounts

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

## Core

<b>Knights Aspirant</b>	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
Barded Warhorse	Att	1	Off	3	Str	3	AP	0	Agi	3		Devastating Charge (+1 Str, +1 AP), Harnessed
<b>Knights of the Realm</b>	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
Barded Warhorse	Att	1	Off	3	Str	3	AP	0	Agi	3		Devastating Charge (+1 Str, +1 AP), Harnessed
<b>Peasant Levy</b>	Adv	4"	Mar	8"	Dis	5						Insignificant, Scoring, Serf
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0				Light Armour, Shield
Peasant	Att	1	Off	2	Str	3	AP	0	Agi	3		
<b>Peasant Bowmen</b>	Adv	4"	Mar	8"	Dis	5						Bowmen's Stakes, Insignificant, Scoring, Serf
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0				
Peasant Bowman	Att	1	Off	2	Str	3	AP	0	Agi	3		

## Special

<b>Knights of the Quest</b>	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
Barded Warhorse	Att	1	Off	3	Str	3	AP	0	Agi	3		Devastating Charge (+1 Str, +1 AP), Harnessed

<b>Knights Forlorn</b>	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
Knights Forlorn	Att	1	Off	4	Str	4	AP	1	Agi	4	Questing Oath, Bastard Sword
<b>Knights of the Grail</b>	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
Barded Warhorse	Att	1	Off	3	Str	3	AP	0	Agi	3	Devastating Charge (+1 Str, +1 AP), Harnessed
<b>The Green Knight</b>	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
<b>Yeoman Outriders</b>	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	Light Lance
Horse	Att	1	Off	3	Str	3	AP	0	Agi	3	Harnessed
<b>Brigands</b>	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)
Brigand	Att	1	Off	2	Str	3	AP	0	Agi	3	Quick to Fire, Longbow (3+)
<b>Peasant Crusaders</b>	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
Peasant Crusader	Att	1	Off	3	Str	3	AP	0	Agi	3	Devastating Charge (+1 Att), Hatred
<b>Sacred Reliquary</b>	Adv	4"	Mar	8"	Dis	8					Holy Fervor, Impetuous, Insignificant, Not a Leader, War Platform
Standard, Infantry	HP	4	Def	3	Res	4	Arm	2			The Blessing, Heavy Armour
Sacred Reliquary	Att	4	Off	3	Str	3	AP	0	Agi	3	Devastating Charge (+1 Att), Impact Hits (D3), Oath of Fealty
<b>Scorpion</b>	Adv	0"	Mar	0"	Dis	5					Insignificant, Serf, War Machine
Standard, Construct	HP	6	Def	1	Res	4	Arm	0			
Crew	Att	4	Off	2	Str	3	AP	0	Agi	3	Move or Fire, Scorpion (4+)
<b>Trebuchet</b>	Adv	0"	Mar	0"	Dis	5					Insignificant, Serf, War Machine
Large, Construct	HP	6	Def	1	Res	4	Arm	0			
Crew	Att	4	Off	2	Str	3	AP	0	Agi	3	Move or Fire, Trebuchet (4+)

## Airborne Gallantry

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

## Aim Table

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
Scorpion / Trebuchet	4+	Scorpion / Trebuchet