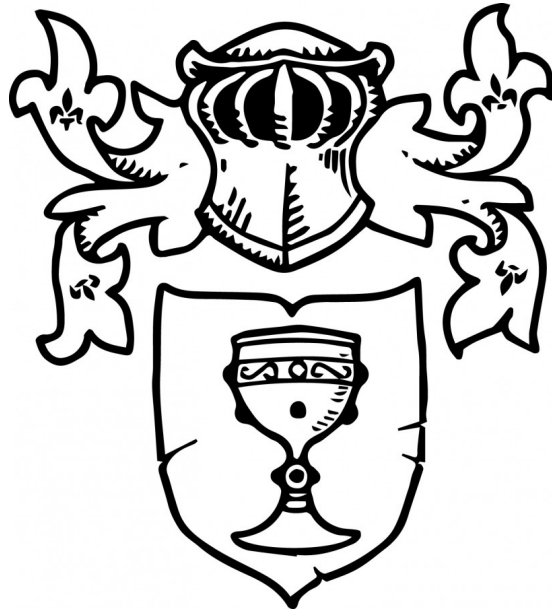


THE IX AGE

FANTASY BATTLES



Kingdom of Equitaine

Army Book (Core Rules)

2nd Edition, version 2022 alpha 1 hotfix 1 – January 10, 2022

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The 9th 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. 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. Copyright Creative Commons license: the-ninth-age.com/license.html. Edited with \LaTeX .

Army Specific Rules

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. A model from the Kingdom of Equitaine Army Book with Courage, Ordeal, or Honesty that is Fleeing can **never** use any Aegis Save.

Army Model Rules

Universal Rules

Fey Spirit

The model gains **Fearless** and **Magical Attacks**. Models with Fey Spirit can only join or be joined by Damsels or models with Fey Spirit.

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) in the same unit do not stack. The sum of the Gallantry values of all units on the Army List is restricted to 1 per 650 Army Points, rounding fractions up (this means that e.g. a 4500 pts army can contain units with a combined Gallantry value of up to 7).

Knight Banneret

0–2 Models/Army.

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.
- The model can be chosen as the model that suffers the penalties for refusing a Duel. If so, it does not add +1 to its side's Combat Score.

Ordo Minister

0–2 Models/Army.

The model gains +1 Health Point, up to a maximum of 3. At the start of each friendly Magic Phase, the model's unit, or a model inside the model's unit, may Raise 1 Health Point with the following restrictions:

- No single unit can Recover or Raise more than 1 Health Point per Player Turn from this ability.
- Champions cannot be Raised by Ordo Minister.

Fountain of Youth (Druidism) cannot target any models in a unit that Recovered or Raised Health Points this way in the same Magic Phase.

Orison (X)

At the start of step 7 of the Pre-Game Sequence (Spell Selection), each model with Orison (X) adds X Orison Tokens to its owner's Orison Token pool. Additional instances of Orison (X) on the same model do not stack unless they are written as Orison (+X). Any player's Orison Token pool can **never** contain more than 6 Orison Tokens. At the start of any phase or Round of Combat, one or more Orison Tokens can be removed from the Orison Token pool. For each removed token, choose one friendly non-Fleeing unit within 8" of any friendly non-Fleeing model with Orison (X). The chosen unit gains one of the following effects:

- **Holy Strike:** [Attack Attribute - Close Combat](#).
Model parts without Harnessed gain +1 to hit [with their Close Combat Attacks](#).
- **Holy Shield:** [Personal Protection](#).
Aegis (+1, max. 4+).
- **Holy Wrath:** [Universal Rule](#).
Fear; any model that already has Fear gains **Terror** instead.

Several instances of an effect on the same model are not cumulative, and a single unit can only be the target of one Orison per phase unless specifically stated otherwise. The effects last until the end of the phase.

Sainted

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

Model parts without Harnessed gain **Orison (+1)** and **Fearless**. The model part gains +1 Attack Value, +1 Offensive Skill, +1 Defensive Skill, its Discipline is **set** to 9, and its Special Item allowance is increased by 50 pts, up to a maximum of 200 pts. In addition, the model is always under the effect of the Orisons Holy Strike, Holy Shield, and Holy Wrath. This does not prevent the model's unit from being the target of an Orison.

Personal Protections

Courage

The model gains **Aegis (+1, max. 4+)** with the following restriction: The effect can only be used against wounds against which the model cannot take any Armour Saves. Units with more than half of their models with Courage ignore friendly units consisting entirely of models with Ordeal for the purpose of Panic Tests.

Honesty

The model gains **Aegis (+1, against Magical Attacks, max. 4+)**.

Ordeal

The model gains **Aegis (+1, max. 5+)** with the following condition: Its unit must be Engaged in the same Combat as at least one other friendly unit containing one or more models with Courage or Honesty.

Attack Attributes

Lance Formation – Close Combat

The model gains **Fight in Extra Rank**, and its maximum number of Supporting Attacks is increased by 1. If more than half of a unit's models have Lance Formation and the unit is 3 or 4 models wide, it counts as being in Line Formation and only needs to be 3 models wide in order to form Full Ranks.

Armoury

Bastard Sword – Close Combat Weapon

Hand Weapon. Attacks made with a Bastard Sword gain +1 Strength. In the First Round of Combat, a Bastard Sword 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.

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H Breath of the Lady 7+		Caster	Instant	Add two Orison Tokens to your Orison Token pool.

Knightly Principles

<p>Honour 70 pts</p> <p>Attack Attribute. One of a Kind.</p> <p>While Located in the Charged unit's Front Arc, the model gains Devastating Charge (+2" Adv).</p> <p>While Engaged with an enemy unit's Front Facing, the model part gains Devastating Charge (+2 Att).</p>	<p>Excellence 40 pts</p> <p>Attack Attribute. One of a Kind.</p> <p>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.</p>
<p>Justice 55 pts</p> <p>Attack Attribute. One of a Kind.</p> <p>Whenever another model in the model's unit suffers an unsaved wound due to an enemy Melee Attack, 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.</p>	<p>Faith 35 pts</p> <p>Universal Rule. One of a Kind.</p> <p>In the Melee Phase, if the model's unit is the target of an Orison while Engaged in Combat, add one Orison Token to the owner's Orison Token pool. In addition, Ordo Minister becomes 0-3 per Army.</p>
<p>Valour 55 pts</p> <p>Attack Attribute. One of a Kind.</p> <p>The model gains Fearless and the model's part Close Combat Attacks gain Multiple Wounds (2, against Fear).</p>	<p>Forbearance 30 pts</p> <p>Personal Protection. One of a Kind.</p> <p>The model gains Distracting. This instance of Distracting cannot be used in the First Round of Combat.</p>
	<p>Generosity 15 pts</p> <p>Universal Rule. One of a Kind.</p> <p>The model gains Commanding Presence that only friendly models with Ordeal may benefit from. In addition, Knight Banneret becomes 0-3 per Army.</p>

Heroic Traits

<p>Quin 120 pts</p> <p>Counts as two Heroic Traits.</p> <p>The model is a Wizard Adept that chooses Witchcraft as its Path of Magic.</p>	<p>Bannerman 65 pts</p> <p>The model becomes the Battle Standard Bearer, and the model part gains +1 Attack Value.</p>
<p>Cleric 75 pts</p> <p>The model gains Honesty, Ordo Minister, Orison (1), and loses Ordeal.</p>	<p>Troubadour 35 pts</p> <p>The model gains March to the Beat and is a Wizard Apprentice that chooses Divination as its Path of Magic.</p>
	<p>Castellan 30 pts</p> <p>The model part gains +1 Attack Value, +1 Offensive Skill, +1 Defensive Skill, and Bastard Sword. In addition, the model part must purchase one Knightly Principle.</p>

Special Items

Weapon Enchantments

Divine Judgement 60 pts
Enchantment: Lance.
Attacks made with this weapon gain **Devastating Charge (+1 Str, +1 AP, Multiple Wounds (D3))** and become **Magical Attacks**.

Mortal Reminder 55 pts
Enchantment: Halberd or Great Weapon.
The wielder gains **Fear**. Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become **Magical Attacks**.

Tristan's Resolve 50 pts
Enchantment: Hand Weapon.
While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become **Magical Attacks** and 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.

Uther's Mettle 45 pts
Enchantment: Lance.
Attacks made with this weapon become **Magical Attacks**. **Once per Round of Combat**, if the wielder is Charging and not fighting a Duel, it must nominate a single enemy unit Engaged with the wielder's Front Facing when allocating Close Combat Attacks with this weapon. In the same Initiative Step, the wielder inflicts one hit with Area Attack (1×5), Strength 6, Armour Penetration 3, and Magical Attacks on the nominated unit.

Armour Enchantments

Prayer-Etched 100 pts
Dominant.
Enchantment: Heavy Armour.
The wearer gains +1 Armour and **must** reroll failed Armour Saves. The **wearer's** Aegis Save can **never** be **better than** 5+.

Percival's Panoply 45 pts
Cavalry models without Towering Presence only.
Enchantment: Heavy Armour.
The wearer gains +2 Armour.

Banner Enchantments

Oriflamme 65 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.

Relic Shroud 50 pts
0–2 per Army. Models with Courage or Honesty only.
The bearer of **one or more Relic Shrouds** can cast *Breath of the Lady* (Hereditary Spell) as a Bound Spell with Power Level (4/8).

Aspirant's Elan 45 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.

Banner of Roland 45 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 against Charges declared by the bearer's unit.

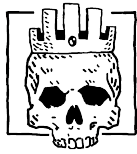
Castellan's Crest 15 pts
Cavalry models only.
The bearer's unit adds +1 to its side's Combat Score if the unit has at least 3 Full Ranks.

Artefacts

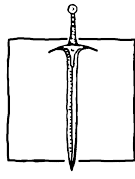
Black Knight's Tabard 60 pts
Dominant.
One use only. **Must** be activated when the bearer's model reaches 0 (or fewer) Health Points. Ignore all Health Point losses below 0 and do not remove the bearer's model as a casualty. Instead, after resolving all simultaneous attacks (such as all Shooting Attacks from the same unit or all Melee Attacks at the same Initiative Step), the Health Points of the bearer's model are **set** to 1.

Sacred Chalice 25 pts
Models with Orison (X) only.
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.

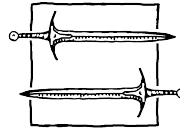
Army Organisation



Characters
Max. 40%



Core
Min. 25%



Special
No limit



Fey
Max. 20%

Characters (Max. 40%)



Damsel
115 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Beloved , Orison(1), Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	3	3	3	0	5+	Honesty
Offensive	Att	Off	Str	AP	Agi	
Damsel	1	3	3	0	3	

—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	50
Special Items	up to 100
If Wizard Master	up to 200

—Magic Options—

Wizard Adept	95
Wizard Master	265

—Mount Options—

Heraldic Steed	25
Pegasus Charger	35
Destrier	50
Fey Steed (Wizard Adept and Wizard Master only)	60
Revered Unicorn	90



Divination



Druidism



Shamanism



Equitan Lord

145 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	Mount Options	pts
A single Knightly Principle	no limit	Destrier	75
Sainted*	120	Revered Unicorn (Sainted and/or Paladin only)	95
Special Items	up to 150	Pegasus Charger	100
if Battle Standard Bearer	up to 100	Fey Steed (Sainted and/or Paladin only)	120
Battle Standard Bearer	50	Hippogriff	210
Paladin*	40		
Shield	10		
One choice only:			
Halberd	5		
Paired Weapons	5		
Great Weapon	15		
Lance	15		
Bastard Sword	25		

Optional Model Rules

Paladin: Universal Rule.

The Equitan Lord model part gains **Divine Attacks**.
The model gains Not a Leader, **Honesty, Orison (1)**, and loses Courage.

*Cannot be taken by the Battle Standard Bearer



Folk Hero

70 pts

single model

0–4 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Traits of a Hero		
Defensive	HP	Def	Res	Arm	Aeg	
	3	4	4	0	6+	Ordeal, Light Armour
Offensive	Att	Off	Str	AP	Agi	
Folk Hero	1	4	4	1	4	

Model Rules	pts	Mount Options	pts
Traits of a Hero: Universal Rule. The Folk Hero model part must choose at least 1 and up to 2 different Heroic Traits.		Heraldic Steed (models with Light Armour only)	55
		Destrier	65
		Fey Steed (Sainted only)	70
		Pegasus Charger (Sainted only)	70
		Revered Unicorn (Sainted only)	80
Options	pts		
Sainted*	55		
Special Items	up to 100		
Heavy Armour	10		
Shield	5		
One choice only:			
Great Weapon	5		
Halberd	5		
Light Lance	5		
Paired Weapons	5		
Spear	5		
Longbow (4+) and Shots 3 (0–1 Units/Army)	10		

*Cannot be taken by the Battle Standard Bearer

Character Mounts



Destrier

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

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



Heraldic Steed

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

Global	Adv	Mar	Dis	Model Rules		
Ground	7"	14"	C	Fly (10", 14"), Gallantry (1), Light Troops, Vanguard		
Fly	10"	14"				
Defensive	HP	Def	Res	Arm	Aeg	
	C	C	C	C+2	C	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Heraldic Steed	1	3	4	1	3	Harnessed, Impact Hits (1)



Revered Unicorn

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

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	C	Forest Guide , Magic Resistance (2)		
Defensive	HP	Def	Res	Arm	Aeg	
	C	C	4	C+1	C	
Offensive	Att	Off	Str	AP	Agi	
Revered Unicorn	2	5	4	1	5	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**

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



Hippogriff

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

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

— Model Rules —

Relentless: Universal Rule.

While Engaged in Combat, the model's Discipline Tests are subject to Minimised Roll.

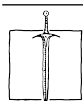


Fey Steed

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

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C	Fear, Fey Spirit, Ghost Step		
Defensive	HP	Def	Res	Arm	Aeg	
	4	C	4	C+1	C	Aegis (+1, max. 4+)
Offensive	Att	Off	Str	AP	Agi	
Fey Steed	2	4	4	1	4	Breath Attack (Str 4, AP 0, Magical Attacks), Harnessed

Core (Min. 25%)



Feudal Knights

255 pts + 35 pts/extra model

6-15 models



0-4 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	
Feudal Rider	1	4	4	1	3	Lance Formation, Lance
Destrier	1	3	4	0	3	Harnessed
— Command Group Options —		pts-		— Command Group Options —		pts-
Champion				10	Standard Bearer	10
Knight Banneret				35	Banner Enchantment	no limit
Musician				10		



Ordo Sergeants

220 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		
	8"	16"	7	Orison (0), Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	1	6+	Honesty, Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Ordo Sergeant	1	3	3	0	3	Hatred
Rouncey	1	3	3	0	3	Harnessed
— Options —		pts-		— Command Group Options —		pts-
Must choose (one choice only):					Champion	10
Great Weapon			free		Ordo Minister	30
Light Lance			free		Musician	10
					Standard Bearer	10



Lowborn Levies

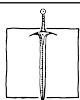
200 pts + 8 pts/extra model

30-50 models



Height Standard
Type Infantry
Base 20×20 mm

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



Lowborn Archers

130 pts + 8 pts/extra model

10-30 models



0-3* Units/Army

Height Standard
Type Infantry
Base 20×20 mm

*For each Siege Weapon in the army, the maximum number of Lowborn Archers units is reduced by 1

Global	Adv	Mar	Dis	Model Rules			
	4"	8"	6	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-	Optional Model Rules		
Must choose (one choice only):					Defensive Stakes: Universal Rule.		
Longbow and Expert Bowmen (4+)				free	Enemy models in base contact with one or more		
Crossbow (4+)				1/model	Lowborn Archers must take a Dangerous Terrain (2)		
Defensive Stakes				25	Test immediately after successfully Charging a non-		
					Fleeing unit of Lowborn Archers in its Front Facing.		
Command Group Options				pts-	Expert Bowmen: Universal Rule.		
Champion				10	The model gains Accurate if it did not move during		
Musician				10	this Player Turn.		
Standard Bearer				10			

Special (No limit)



Men-at-Arms

200 pts + 16 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		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	6+	Ordeal, Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Man-at-Arms	1	4	4	1	3	

Options

One choice only:

Knights Forlorn

2/model

Ordo Wardens

2/model

Command Group Options

Champion

Knight Banneret (Knights Forlorn only)

Ordo Minister (Ordo Wardens only)

Musician

Standard Bearer

Banner Enchantment

pts-

pts-

10

25

30

10

10

no limit

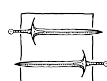
Optional Model Rules

Knights Forlorn: Universal Rule.

The model loses Ordeal and gains **Courage** and **Bas-tard Sword**. In the First Round of Combat, enemy units in base contact do not count as Charging for the purpose of Devastating Charge.

Ordo Wardens: Universal Rule.

The model loses Ordeal and gains **Orison (0)**, **Honesty**, and **Great Weapon**.



Sacred Reliquary

185 pts

single model

0–2 Units/Army

Height Standard
Type Infantry
Base 40×60 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Holy Relic , Not a Leader, Orison (1), Tall, War Platform		
Defensive	HP	Def	Res	Arm	Aeg	
	4	4	4	2	5+	Honesty, Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Sacred Reliquary	4	4	4	1	3	

Model Rules

Holy Relic: Universal Rule.

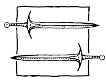
The model **must** be deployed in a Standard Height Infantry unit and can **never** voluntarily leave it. The model's unit gains the following rules:

- **Fearless**

- **Fight in Extra Rank**

- The unit's Break Tests are subject to Minimised Roll

- At the start of every Magic Phase, if the unit is Engaged in Combat, add one Orison Token to your Orison Token pool



Knights Resplendent

345 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 Att), Lance Formation, Lance	
Destrier	1	3	4	0	3 Harnessed	
— Command Group Options —			pts-	— Command Group Options —		pts-
Champion				10	Standard Bearer	10
Knight Banneret				40	Banner Enchantment	no limit
Musician				10		



Knights Penitent

250 pts + 60 pts/extra model

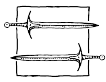
4-9 models



0-2 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fearless, Scoring, Unstable		
Defensive	HP	Def	Res	Arm	Aeg	
	2	4	4	3	6+ Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Penitent Knight	1	4	4	1	3 Lance Formation, Great Weapon	
Draughthorse	1	3	5	1	3 Harnessed	
— Command Group Options —			pts-	— Command Group Options —		pts-
Champion				10	Musician	10
Ordo Minister and Orison (0)				40	Standard Bearer	10



Knights of the Quest

365 pts + 60 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, The Quest		
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). 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	40
Musician	10
Standard Bearer	10
Banner Enchantment	no limit



Knights of the Court

260 pts + 40 pts/extra model

6–12 models



One of a Kind

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Bodyguard (Sainted or General with Courage), Scoring, Sworn Companions		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	2	6+	Courage, Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Knight of the Court	1	4	4	1	4	Lance Formation, Lance
Destrier	1	3	4	0	3	Harnessed

Model Rules

Sworn Companions: Universal Rule.

While joined by a model with Sainted or a General with Courage, the model's unit gains **Fearless**. In addition, there must be fewer than 3 models with Sworn Companions in the unit before hits can be distributed onto Characters with the same Type and Height.

Command Group Options

Champion	10
Knight Banneret	40
Musician	10
Standard Bearer	10
Banner Enchantment	no limit



Hedge Knights

280 pts + 38 pts/extra model

6-9 models

0-2 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Fearless, Light Troops		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	2	6+	Courage, Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Hedge Knight	1	4	4	1	3	Devastating Charge (Battle Focus, -2 Def, +2 Agi), Lance Formation, Paired Weapons
Courser	1	3	3	0	3	Harnessed
— Command Group Options —			pts-	— Command Group Options —		pts-
Champion				10	Standard Bearer	10
Knight Banneret				40		
Musician				10		



Yeoman Outriders

135 pts + 10 pts/extra model

5-15 models

0-4 Units/Army

Height Standard
Type Cavalry
Base 25x50 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 —			pts-	— Command Group Options —		pts-
Shield				2/model	Champion	10
Must choose (one choice only):					Musician	10
Bow (4+)				free	Standard Bearer	10
Throwing Weapons (5+)				free		



Hooded Men

160 pts + 12 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	Fearless, Light Troops, Scout, Skirmisher, Unstable		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	0	6+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Hooded Man	1	3	3	1	3	Quick to Fire, Longbow (3+)

Options

Paired Weapons

Enlisted Outlaws

pts-

1/model

25

Optional Model Rules

Enlisted Outlaws: Universal Rule.

The model gains **Ordeal** and loses Fearless and Unstable. When the unit is deployed, choose a single Terrain Feature that the unit is in contact with. The chosen Terrain Feature is no longer Dangerous Terrain for any unit (friend or foe) for the rest of the game (but can become Dangerous Terrain from other sources).



Siege Weapon

140 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+)

40

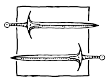
Optional Model Rules

Scorpion: Artillery Weapon.

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

Trebuchet: Artillery Weapon.

Catapult (3×8), Range 18–72", Shots 1, Str 4, AP 1. The model's Height is changed to Large.



Pegasus Knights

335 pts + 80 pts/extra model

3-5 models

0-12 Models/Army

Height **Large**

Type **Cavalry**

Base **50×50 mm**

Global	Adv	Mar	Dis	Model Rules			
Ground	7"	14"	8	Fly (8", 16"), Gallantry (2), Light Troops			
Fly	8"	16"					
Defensive	HP	Def	Res	Arm	Aeg		
	3	4	4	2	6+	Courage, Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi		
Pegasus Knight	2	4	4	1	4	Lance Formation, Lance	
Pegasus Charger	2	4	4	1	4	Harnessed	
Command Group Options			pts-	Command Group Options			pts-
Champion			10	Standard Bearer		10	
Knight Banneret			20	Banner Enchantment		no limit	
Musician			10				



Sky Heralds

210 pts + 40 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	7"	14"	8	Fly (10", 14"), Gallantry (1), Light Troops, Skirmisher, Vanguard			
Fly	10"	14"					
Defensive	HP	Def	Res	Arm	Aeg		
	2	4	3	2	6+	Hard Target (1), Ordeal, Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi		
Herald	1	4	4	1	3		
Heraldic Steed	1	3	4	1	3	Harnessed, Impact Hits (1)	
Options			pts-	Command Group Options			pts-
Must choose (one choice only):				Champion		10	
Paired Weapons			free	Musician		10	
Light Lance			1/model	Standard Bearer		10	

Fey (Max. 20%)



Naiads

180 pts + 20 pts/extra model

5-10 models

0-2 Units/Army

Height Standard
Type Beast
Base 25×25 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fey Spirit, Light Troops, Water Spirits , Wizard Conclave		
Defensive	HP	Def	Res	Arm	Aeg	
	2	4	2	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Naiad			3	3	5	Grind Attacks (2)

—Model Rules—

Water Spirits: Universal Rule.

The model gains **Strider (Water Terrain)** and **Scout** with the following restriction: At least half the models of the model's unit must be deployed fully inside Water Terrain or the owner's Deployment Zone. In addition, Melee Attacks that are Flaming Attacks from enemy units Engaged with the model lose Flaming Attacks.

—Wizard Conclave—

Must select 2 spells from:

- *Deceptive Glamour* (Witchcraft)
- *Healing Waters* (Druidism)
- *Savage Fury* (Shamanism)
- *Scrying* (Divination)

—Command Group Options—

Champion

pts-
120



Friar's Lantern

160 pts

single model

0-2 Units/Army

Height Standard
Type Beast
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Fey Spirit, Fly (8", 16"), Illusions , Insignificant, Lights in the Mist , Scout, Unstable		
	8"	16"				
Defensive	HP	Def	Res	Arm	Aeg	
	5	1	1	0	5+	Hard Target (2)
Offensive	Att	Off	Str	AP	Agi	
Friar's Lantern			1	0	10	Grind Attacks (1)

—Model Rules—

Illusions: Universal Rule.

The model must **always** choose Flee as a Charge Reaction if possible despite having Fearless, and **never** becomes Shaken after passing a Rally Test. The Reform after Rallying does not prevent the model from moving.

Lights in the Mist: Universal Rule.

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

- -2" Advance Rate, to a minimum of 3"
- -2" March Rate, to a minimum of 3"
- -2" Pursuit Distance



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		
	8"	16"	9	Fear, Fey Spirit, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	5	5	5	2	5+	Aegis (4+, against Melee Attacks)
Offensive	Att	Off	Str	AP	Agi	
Lady's Courtier	4	5	5	2	5	

— Magic Options —



Druidism



Witchcraft

pts-

— Optional Model Rules —

Courtier of the Dawn: Universal Rule.

The model gains +3 Attack Value, **Fly (8", 16")**, and **Gallantry (2)**. Model parts (friend or foe) with Harnessed Engaged in the same Combat as the model gain +1 to hit.

Courtier of the Dusk: Universal Rule.

The model is a Wizard Adept that must choose Druidism or Witchcraft as its Path of Magic and that cannot select the Hereditary Spell. In addition, the Casting Value of spells that target the model and/or any unit or model Engaged in the same Combat as the model (friend or foe) is reduced by 1. A natural roll of '1' or '2' for these Casting Attempts with a single Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

— Options —

Must choose (one choice only):

Courtier of the Dawn

Courtier of the Dusk

free
5



Fey Knight

350 pts

single model

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

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Fear, Fey Spirit, Ghost Step, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	4	6	4	1	5+	Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Fey Rider	4	6	5	3	6	
Fey Steed	2	4	4	1	4	Harnessed

— Model Rules —

Bound to the Land (X): Universal Rule.

The model follows the rules for Ambush with the following exceptions:

- Immediately after step 2 of the owner's Movement Phase Sequence, including the owner's Player Turn 1, the owner may decide for each of their Fey Knights if they will enter the Battlefield or not (no dice rolls are required).
- When the model enters the Battlefield, it must be placed completely within any (X) Terrain Feature instead of having its Rear Facing touch the Board Edge. If the model cannot be placed, it cannot enter the Battlefield during this turn.

— Options —

Must choose (one choice only):

Field and Stone (One of a Kind)	free
Stream and Springs (One of a Kind)	10

— Optional Model Rules —

Field and Stone: Universal Rule.

The model gains **Bound to the Land (Field)**, and the Fey Rider gains **Large Flail**.

Large Flail: Close Combat Weapon.

Hand Weapon. Attacks made with this weapon ignore Parry. In addition, the wielder gains +1 Attack Value for each enemy model in base contact with it.

Stream and Springs: Universal Rule.

The Fey Rider gains a Bastard Sword and the model gains **Bound to the Land (Water Terrain)**, **Aegis (+1, against Melee Attacks)**, and **Stubborn**. In addition, the model counts as a Champion for the purpose of Duels that **must** issue and accept Duels whenever possible (this cannot be prevented by issuing a Duel with another friendly model first unless that model also must issue a Duel whenever possible).

Quick Reference Sheet

Characters

Damsel	Adv	4"	Mar	8"	Dis	7			Beloved, Orison(1), Wizard Apprentice		
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0	5+	Honesty	
Damsel	Att	1	Off	3	Str	3	AP	0	Agi	3	
Equitan Lord	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
Folk Hero	Adv	4"	Mar	8"	Dis	8				Traits of a Hero	
Standard, Infantry	HP	3	Def	4	Res	4	Arm	0	6+	Ordeal, Light Armour	
Folk Hero	Att	1	Off	4	Str	4	AP	1	Agi	4	

Character Mounts

Destrier	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
Heraldic Steed	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	3	Str	4	AP	1	Agi	3	Harnessed, Impact Hits (1)
Revered Unicorn	Adv	9"	Mar	18"	Dis	C				Forest Guide, Magic Resistance (2)	
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
Pegasus Charger	Adv	7"	Mar	14"	Dis	C				Fly (8", 16"), Gallantry (2), 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
Hippogriff	Adv	7"	Mar	14"	Dis	C				Fear, Fly (8", 16"), Gallantry (2), Light Troops, Relentless, 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
Fey Steed	Adv	8"	Mar	16"	Dis	C				Fear, Fey Spirit, Ghost Step	
Large, Cavalry	HP	4	Def	C	Res	4	Arm	C+1	C	Aegis (+1, max. 4+)	
Fey Steed	Att	2	Off	4	Str	4	AP	1	Agi	4	Breath Attack (Str 4, AP 0, Magical Attacks), Harnessed

Core

Feudal Knights	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
Ordo Sergeants	Adv	8"	Mar	16"	Dis	7				Orison (0), Scoring	
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	1	6+	Honesty, Heavy Armour, Shield	
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
Lowborn Levies	Adv	4"	Mar	8"	Dis	6				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	
Lowborn Archers	Adv	4"	Mar	8"	Dis	6				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

Men-at-Arms	Adv	4"	Mar	8"	Dis	8				Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0	6+	Ordeal, Heavy Armour, Shield
Man-at-Arms	Att	1	Off	4	Str	4	AP	1	Agi	3

Sacred Reliquary	Adv	4"	Mar	8"	Dis	7						Holy Relic, Not a Leader, Orison (1), Tall, War Platform
Standard, Infantry	HP	4	Def	4	Res	4	Arm	2			5+	Honesty, Heavy Armour
Sacred Reliquary	Att	4	Off	4	Str	4	AP	1	Agi	3		
Knights Resplendent	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 Att), Lance Formation, Lance
Destrier	Att	1	Off	3	Str	4	AP	0	Agi	3		Harnessed
Knights Penitent	Adv	7"	Mar	14"	Dis	8						Fearless, Scoring, Unstable
Standard, Cavalry	HP	2	Def	4	Res	4	Arm	3			6+	Heavy Armour
Penitent Knight	Att	1	Off	4	Str	4	AP	1	Agi	3		Lance Formation, Great Weapon
Draughthorse	Att	1	Off	3	Str	5	AP	1	Agi	3		Harnessed
Knights of the Quest	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
Knights of the Court	Adv	8"	Mar	16"	Dis	8						Bodyguard (Sainted or General with Courage), Scoring, Sworn Companions
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	2			6+	Courage, Heavy Armour, Shield
Knight of the Court	Att	1	Off	4	Str	4	AP	1	Agi	4		Lance Formation, Lance
Destrier	Att	1	Off	3	Str	4	AP	0	Agi	3		Harnessed
Hedge Knights	Adv	8"	Mar	16"	Dis	8						Fearless, Light Troops
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	2			6+	Courage, Heavy Armour
Hedge Knight	Att	1	Off	4	Str	4	AP	1	Agi	3		Devastating Charge (Battle Focus,-2 Def, +2 Agi), Lance Formation, Paired Weapons
Courser	Att	1	Off	3	Str	3	AP	0	Agi	3		Harnessed
Yeoman Outriders	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
Hooded Men	Adv	4"	Mar	8"	Dis	7						Fearless, Light Troops, Scout, Skirmisher, Unstable
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0			6+	Hard Target (1)
Hooded Man	Att	1	Off	3	Str	3	AP	1	Agi	3		Quick to Fire, Longbow (3+)
Siege Weapon	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
Pegasus Knights	Adv	7"	Mar	14"	Dis	8						Fly (8", 16"), Gallantry (2), Light Troops
Large, Cavalry	HP	3	Def	4	Res	4	Arm	2			6+	Courage, Heavy Armour, Shield
Pegasus Knight	Att	2	Off	4	Str	4	AP	1	Agi	4		Lance Formation, Lance
Pegasus Charger	Att	2	Off	4	Str	4	AP	1	Agi	4		Harnessed
Sky Heralds	Adv	7"	Mar	14"	Dis	8						Fly (10", 14"), Gallantry (1), Light Troops, Skirmisher, Vanguard
Standard, Cavalry	HP	2	Def	4	Res	3	Arm	2			6+	Hard Target (1), Ordeal, Light Armour, Shield
Herald	Att	1	Off	4	Str	4	AP	1	Agi	3		
Heraldic Steed	Att	1	Off	3	Str	4	AP	1	Agi	3		Harnessed, Impact Hits (1)

Fey

Naiads	Adv	6"	Mar	12"	Dis	8						Fey Spirit, Light Troops, Water Spirits, Wizard Conclave
Standard, Beast	HP	2	Def	4	Res	2	Arm	0			5+	
Naiad	Att	-	Off	-	Str	3	AP	3	Agi	5		Grind Attacks (2)
Friar's Lantern	Adv	4"	Mar	8"	Dis	6						Fey Spirit, Fly (8", 16"), Illusions, Insignificant, Lights in the Mist, Scout, Unstable
Standard, Beast	HP	5	Def	1	Res	1	Arm	0			5+	Hard Target (2)
Friar's Lantern	Att	-	Off	-	Str	1	AP	0	Agi	10		Grind Attacks (1)
The Lady's Courtier	Adv	8"	Mar	16"	Dis	9						Fear, Fey Spirit, Supernal
Large, Beast	HP	5	Def	5	Res	5	Arm	2			5+	Aegis (4+, against Melee Attacks)
Lady's Courtier	Att	4	Off	5	Str	5	AP	2	Agi	5		
Fey Knight	Adv	8"	Mar	16"	Dis	8						Fear, Fey Spirit, Ghost Step, Supernal
Large, Cavalry	HP	4	Def	6	Res	4	Arm	1			5+	Heavy Armour, Shield
Fey Rider	Att	4	Off	6	Str	5	AP	3	Agi	6		
Fey Steed	Att	2	Off	4	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 (3×8)	18-72"	4	1	1	

Aim Table

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

Changelog

2022 alpha 1 hotfix 1

- Heraldic Steed Standard
- Breath of the Lady Duration Instant
- Uther's Mettle clarification
- Ordo Minister rewording
- Courtier of the Dusk clarification
- Justice clarification
- Orison clarification
- Relic Shroud clarification
- Prayer-Etched clarification