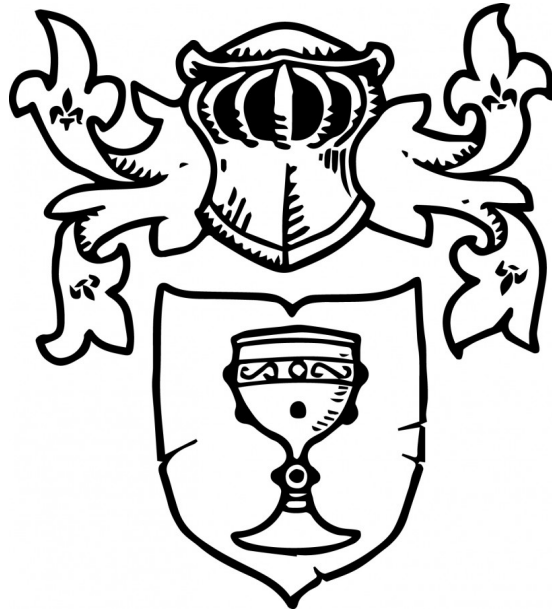


THE IX AGE FANTASY BATTLES



Kingdom of Equitaine

Army Book (Core Rules)

2nd Edition, version 2023 beta 1 hotfix 1 – March 02, 2023

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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

Orisons

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

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

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

The Blessing

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

Army Model Rules

Universal Rules

Daring

Units with more than half of their models with Daring cannot voluntarily declare Flee as a Charge Reaction and **must** reroll failed Panic Tests.

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.

Knight Banneret

The model gains the following rules:

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

Ordained

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

Ordo Minister

At the start of each friendly Magic Phase, each unit containing one or more models with Ordo Minister may remove a single token from the Blessing Token pool. If so, the unit, or a model inside the unit, may Raise 1 Health Point.

Prepared Position

0–3 Units/Army.

When deploying the unit, you may place a Wall Terrain Feature **fully within 1" of the unit's Front Facing** ~~with its centre within 2" of the unit~~ but not in contact with any other Terrain Feature except Open Terrain. This Wall is up to 1" deep ~~and its length cannot exceed the width of the unit, up to a maximum of 12".~~ ~~and up to 8" wide~~ and It follows the normal rules for Walls, with the exception that it contributes to Soft Cover instead of Hard Cover.

Sainted

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

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

Personal Protections

Courage

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

Units with more than half of their models with Courage ignore friendly units consisting entirely of models with Ordeal for the purpose of Panic Tests.

Honesty

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

Ordeal

The model gains **Aegis (5+)** while its unit is Engaged in the same Combat as at least one other friendly unit.

Attack Attributes

Lance Formation – Close Combat

The model gains **Fight in Extra Rank**. In addition, if the model is Standard, it gains Extra Support (2). If more than half of a unit's models have Lance Formation and the unit is 3 or 4 models wide, it counts as being in Line Formation and only needs to be 3 models wide in order to form Full Ranks.

Mount Support – Close Combat

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

Armoury

Bastard Sword – Close Combat Weapon

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

Hereditary Spell

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

Special Items

Weapon Enchantments

Divine Judgement 70 pts

Enchantment: Lance or Light Lance.

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

Tristan's Resolve 60 pts

Enchantment: Hand Weapon.

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

Mortal Reminder 55 pts

Enchantment: Halberd or Great Weapon.

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

Uther's Mettle 35 pts

Enchantment: Lance or Light Lance.

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

Armour Enchantments

Prayer-Etched 90 pts

Enchantment: Suit of Armour.

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

Percival's Panoply 75 pts

Cavalry models without Towering Presence only.

Enchantment: Heavy Armour.

The wearer gains +2 Armour.

Fortress of Faith 35 pts

Enchantment: Shield.

While using this Shield, the bearer **must** reroll Armour Save rolls of '1'.

Banner Enchantments

Relic Shroud 65 pts

Models with Courage or Honesty only.

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

Banner of Roland 50 pts

The bearer's unit gains **Aegis (+1, max. 4+, against Ranged Attacks) Devastating Charge (Aegis (4+))**.

In addition, enemy units cannot choose Stand and Shoot as a Charge Reaction against Charges declared by the bearer's unit.

Oriflamme 50 pts

Cannot be taken by units that count towards Core.

The bearer gains **Fear** while Engaged in Combat. Enemy units in base contact with the bearer's unit cannot benefit from Rally Around the Flag.

Castellan's Crest 40 pts

0–3 per Army. Cavalry models only.

One use only. May be activated immediately before declaring a Charge with the bearer or the bearer's unit in the Charge Phase. Failed Charge Range rolls of the bearer or the bearer's unit must be rerolled until the end of the phase. Other Characters Charging out of the bearer's unit are not affected.

Banner of Elan 15 pts

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

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

Artefacts

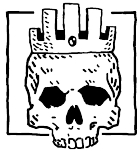
Black Knight's Tabard 45 pts

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

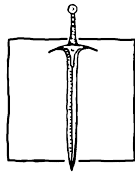
Sacred Chalice 20 pts

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

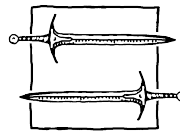
Army Organisation



Characters
Max. 40%



Core
Min. 25%



Special
No limit



Fey
Max. 20%

Characters (Max. 40%)



Damsel
110 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Beloved, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	3	3	3	0	6+	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	40
Special Items	up to 100
If Wizard Master or Sainted	up to 200

—Magic Options—

Wizard Adept	95
Wizard Master	265

—Mount Options—

Heraldic Steed*	25
Pegasus Charger*	25
Fey Steed*	40
Destrier	55
Revered Unicorn	80

*Only Wizard Adept and Wizard Master



Divination



Druidism



Shamanism



Equitan Lord

140 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			Revered Unicorn (Sainted only)			75		
One choice only:						Destrier			85		
Battle Standard Bearer			50			Pegasus Charger			135		
Sainted			105			Fey Steed (Sainted only)			150		
Special Items			up to 150			Hippogriff			210		
If Battle Standard Bearer			up to 100								
If General or Sainted			up to 200								
Shield			20								
One choice only:											
Halberd			5								
Paired Weapons			5								
Lance			15								
Bastard Sword			20								
Great Weapon			40								
Optional Model Rules											

Knights Principles

Valour

80 pts

Attack Attribute. One of a Kind.

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

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

Excellence

60 pts

Attack Attribute. One of a Kind.

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.

Forbearance

40 pts

Personal Protection. One of a Kind.

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

Honour

60 pts

Attack Attribute. One of a Kind.

The model gains **Maximised (Charge Range)'s rolls for Charge Range are subject to Maximised Roll**.

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

Faith

35 pts

Universal Rule. One of a Kind.

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

Justice

55 pts

Attack Attribute. One of a Kind.

Whenever another model in the model's unit suffers

Generosity

25 pts

Universal Rule. One of a Kind.

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



Paladin

155 pts

single model

0-4 Units/Army

Height Standard
Type Infantry
Base 20x20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Not a Leader		
Defensive	HP	Def	Res	Arm	Aeg	
	3	7	4	0	6+	Aegis (+1, against Magical Attacks, max. 4+), Honesty, Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Paladin	4	7	4	1	6	Divine Attacks, Lance Formation, Magical Attacks, Righteous Smite

Options	pts	Mount Options	pts
Must choose (one choice only):		Destrier	85
Not a Leader	free	Revered Unicorn	85
Sainted	140	Pegasus Charger	140
Special Items	up to 150	Fey Steed	145
If Sainted	up to 200	Hippogriff	215
Shield	20		
One choice only:			
Halberd	5		
Paired Weapons	5		
Lance	15		
Bastard Sword	20		
Great Weapon	40		



Folk Hero

100 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	5	4	0	6+	Ordeal, Light Armour
Offensive	Att	Off	Str	AP	Agi	
Folk Hero	1	5	4	1	4	

Model Rules

Traits of a Hero: Universal Rule.

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

Options

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

*Cannot be taken by the Battle Standard Bearer

Mount Options

Pegasus Charger (Sainted only)	40
Heraldic Steed (models with Light Armour only)	45
Revered Unicorn (Sainted only)	65
Destrier	70
Fey Steed (Sainted only)	70

Optional Model Rules

Heroic Traits

Quin

115 pts

Universal Rule. Counts as two Heroic Traits.

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

Cleric

55 pts

Universal Rule.

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

Bannerman

50 pts

Universal Rule.

The model becomes the Battle Standard Bearer.

Castellan

40 pts

Universal Rule.

The model part gains +2 Attack Value.

Minstrel

30 pts

Universal Rule.

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

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	4	4	1	3	Devastating Charge (+2 Att, Extra Support (3), Mount Support), Harnessed



Revered Unicorn

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

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	C	Forest Guide , Magic Resistance (2), Strider		
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

0–2 Mounts/Army

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

0–2 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
Ground	7"	14"	C	Fear, Fly (8", 16"), Gallantry (2), 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 **gains Minimised (Discipline Tests)**'s Discipline Tests are subject to **Minimised Roll**.



Fey Steed

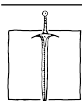
Height **Large**
 Type **Cavalry**
 Base 50×75 mm

0–2 Mounts/Army*

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

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C	Fear, Fearless, Ghost Step, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	4	C	4	C+1	5+	Aegis (4+, against Melee Attacks)
Offensive	Att	Off	Str	AP	Agi	
Fey Steed	3	4	4	1	4	Breath Attack (Str 4, AP 0, Magical Attacks) , Harnessed

Core (Min. 25%)



Feudal Knights

270 pts + 32 pts/extra model

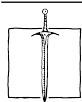
6-15 models

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

240 pts + 20 pts/extra model

8-15 models

0-30 Models/Army

Height Standard
Type Cavalry
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Ordo Minister, Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	2	6+	Honesty, Heavy Armour
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
Light Lance and Shield			free	Musician		10
Great Weapon			1/model	Standard Bearer		10
				Banner Enchantment		no limit



Lowborn Levies

180 pts + 6 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	

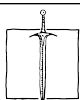
Options

Must choose (one choice only):

Paired Weapons	free
Halberd and Shield	1/model
Spear and Shield	1/model
Shield	3/model

Command Group Options

Champion	10
Musician	10
Standard Bearer	10



Lowborn Archers

125 pts + 9 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

Must choose (one choice only):

Longbow (4+) and Archery Drills	free
Crossbow (4+)	1/model
Prepared Position	20

Optional Model Rules

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

Command Group Options

Champion	10
Musician	10
Standard Bearer	10

Special (No limit)



Men-at-Arms

170 pts + 14 pts/extra model

15–30 models



0–2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

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

Model Rules

Stalwart Defense: Universal Rule.

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

Options

Must choose (one choice only):

Knights Forlorn

1/model

Ordo Wardens

1/model

Avowed Armsmen

free

Command Group Options

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

Optional Model Rules

Avowed Armsmen: Universal Rule.

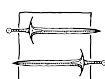
The model gains **Ordeal** and **Spear**.

Knights Forlorn: Universal Rule.

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

Ordo Wardens: Universal Rule.

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



Sacred Reliquary

200 pts

single model

0–2 Units/Army

Height Standard
Type Infantry
Base 40×60 mm

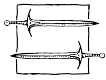
Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Attached, Exclusive (R&F Infantry), Not a Leader, Ordained, Sacred Relic , Tall, War Platform		
Defensive	HP	Def	Res	Arm	Aeg	
	5	4	4	2	6+	Honesty, Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Sacred Reliquary	4	4	4	1	3	

Model Rules

Sacred Relic: Universal Rule.

The model's unit gains the following rules:

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



Knights Resplendent

340 pts + 43 pts/extra model

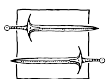
6-12 models



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		
— Options —			pts—			— Optional Model Rules —		
Knights of the Court (0-1 Units/Army)			4/model			Knights of the Court: Universal Rule.		
— Command Group Options —			pts—			The model gains Bodyguard (Sainted or General with Courage) .		
Champion			10			In addition, unless Charging out of the unit, Characters joined to units with one or more models with Knights of the Court gain Devastating Charge (+1" Adv) .		
Knight Banneret			30					
Musician			10					
Standard Bearer			10					
Banner Enchantment			no limit					



Knights Penitent

240 pts + 75 pts/extra model

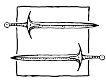
3-6 models



0-2 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules				
	7"	14"	8	Daring, Scoring, Unstable , Vow of Redemption				
Defensive	HP	Def	Res	Arm	Aeg			
	2	4	4	3	6+	Courage , Heavy Armour, Honesty		
Offensive	Att	Off	Str	AP	Agi			
Penitent Knight	1	4	4	1	3	Lance Formation, Great Weapon		
Draughthorse	1	3	5	0	3	Harnessed		
— Model Rules —								
Vow of Redemption: Universal Rule.								
Units with at least one model with Vow of Redemption:								
• Gain Stubborn while having at least as many files as they have ranks.								
• Cannot be joined by Characters other than Folk Heroes with Cleric.								
— Command Group Options —			pts—			— Command Group Options —		
Champion			10			Standard Bearer		
Musician			10			Banner Enchantment		
						10		
						no limit		



Knights of the Quest

385 pts + 75 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, but not a Character Mount). Models of all units from this unit entry in the enemy army (even if there is more than one such unit) are considered "marked". For attacks allocated either towards marked models, or towards models joined to units with more than half of their models marked, Questing Knights gain **Lethal Strike** and **must** reroll failed to-wound rolls.

Command Group Options

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



Hedge Knights

240 pts + 30 pts/extra model

6–9 models

0–2 Units/Army

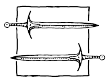
0–18 Models/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Daring, Light Troops		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	1	6+	Courage, Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Hedge Knight	1	4	4	1	3	Devastating Charge (Battle Focus, Fearless, Frenzy, Hatred , +2 Agi, -2 Def), Lance Formation, Light Lance, Paired Weapons
Cob	1	3	4	0	3	Harnessed

Command Group Options

Champion	10	Musician	10
Knight Banneret	30	Standard Bearer	10



Yeoman Outriders

140 pts + 8 pts/extra model

5–15 models

0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Feigned Flight, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	1	6+	
Offensive	Att	Off	Str	AP	Agi	
Yeoman Outrider	1	3	3	0	3	
Courser	1	3	3	0	3	
— Options —			pts—	— Command Group Options —		pts—
Shield			1/model	Champion	10	
Must choose (one choice only):				Musician	10	
Bow (4+)			free	Standard Bearer	10	
Throwing Weapons (5+)			free			



Hooded Men

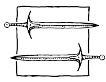
120 pts + 8 pts/extra model

8–15 models

0–2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Daring, Light Troops, Ordeal, Scout, Unstable		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	0	6+	
Offensive	Att	Off	Str	AP	Agi	
Hooded Man	1	3	3	1	3	
— Options —			pts—	— Optional Model Rules —		
Enlisted Outlaws			free	Enlisted Outlaws: Universal Rule.		
Prepared Position			40	The model gains Hard Target (1) and Skirmisher and loses Daring and Unstable.		
Must choose (one choice only):						
Longbow (3+)			free			
Crossbow (3+) (0–1 Units/Army)			5/model			



Siege Weapon

110 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 pts-

Must choose (one choice only):

Scorpion (4+) free

Trebuchet (4+) 55

Optional Model Rules

Scorpion: Artillery Weapon.

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

Trebuchet: Artillery Weapon.

Catapult (4×4), Range 12–72", Shots 1, Str 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		
	7"	14"	8	Fly (8", 16"), Gallantry (2), Light Troops		
	8"	16"				
Defensive	HP	Def	Res	Arm	Aeg	
	3	4	4	1	6+	Courage, Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Pegasus Knight	2	4	4	1	4	Lance
Pegasus Charger	2	4	4	1	4	Harnessed

Command Group Options pts-

Champion 10

Knight Banneret 20

Musician 10

Command Group Options pts-

Standard Bearer 10

Banner Enchantment no limit



Sky Heralds

225 pts + **40** pts/extra model

3-6 models

0-10 Models/Army

Height Standard
Type Cavalry
Base 40x40 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	1	6+	Hard Target (1), Ordeal, Light Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Herald	1	4	4	1	3	
Heraldic Steed	1	4	4	1	3	Devastating Charge (+2 Att, Extra Support (3), Mount Support), Harnessed

Options

Must choose (one choice only):

Light Lance

Paired Weapons

pts-

free

free

Command Group Options

Champion

Musician

Standard Bearer

pts-

10

10

10

Fey (Max. 20%)



Naiads

165 pts + 22 pts/extra model

5-10 models

0-2 Units/Army

Height Standard
Type Infantry
Base 25×25 mm

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

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

Offensive	Att	Off	Str	AP	Agi	
Naiad			3	3	5	Grind Attacks (2)

— Wizard Conclave —

Must select 2 spells from:

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

— Command Group Options —

Champion

pts
100



Friar's Lanterns

120 pts

single model

0-2 Units/Army

Height Standard
Type Beast
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules	
Ground	4"	8"	7	Fearless, Feigned Flight, Fly (8", 18"), Ghost Step, Illusions, Insignificant, Lights in the Mist, Scout, Skirmisher, Unstable	
Fly	8"	18"			

Defensive	HP	Def	Res	Arm	Aeg	
	5	1	1	0	5+	Hard Target (2)

Offensive	Att	Off	Str	AP	Agi	
Friar's Lanterns			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.

Lights in the Mist: Universal Rule.

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

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



The Lady's Courtier

440 pts

single model

One of a Kind

Height Large
Type Beast
Base 50×50 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	9	Fear, Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	5	5	5	3	5+	Aegis (+1, against Melee Attacks)
Offensive	Att	Off	Str	AP	Agi	
Lady's Courtier	5	5	5	4	7	

— Magic Options —



Druidism



Witchcraft

— Options —

Must choose (one choice only):

Courtier of the Dawn

Courtier of the Dusk

free
25

— Optional Model Rules —

Courtier of the Dawn: Universal Rule.

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

Courtier of the Dusk: Universal Rule.

The model is a Wizard Adept that must choose Druidism or Witchcraft as its Path of Magic and that cannot select the Hereditary Spell.



Fey Knight

330 pts

single model

Height Large
Type Cavalry
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Fear, Fearless, Ghost Step, Special Ambush (Water Terrain or Forest), Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	4	6	4	1	5+	Aegis (4+, against Melee Attacks), Heavy Armour, Shield
Offensive	Att	Off	Str	AP	Agi	
Fey Rider	4	6	5	3	6	
Fey Steed	3	4	4	1	4	Breath Attack (Str 4, AP 0, Magical Attacks), Harnessed

— Options —

Must choose (one choice only):

Champion of the Green Knight (One of a Kind) free

Chosen of the Snow Child (One of a Kind) 5

Warden of the Hooded Man (One of a Kind) 5

— Optional Model Rules —

Champion of the Green Knight: Universal Rule.

The Fey Rider gains Bastard Sword. The model gains **Stubborn**, **Aegis (4+, against Melee Attacks)**, and counts as a Champion for the purpose of Issuing and Accepting Duels.

Chosen of the Snow Child: Universal Rule.

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

Warden of the Hooded Man: Universal Rule.

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

Quick Reference Sheet

Characters

Damsel	Adv	4"	Mar	8"	Dis	7			Beloved, Wizard Apprentice		
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0	6+	Honesty	
Damsel	Att	1	Off	3	Str	3	AP	0	Agi	3	
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
Paladin	Adv	4"	Mar	8"	Dis	9				Not a Leader	
Standard, Infantry	HP	3	Def	7	Res	4	Arm	0	6+	Aegis (+1, against Magical Attacks, max. 4+), Honesty, Heavy Armour	
Paladin	Att	4	Off	7	Str	4	AP	1	Agi	6	Divine Attacks, Lance Formation, Magical Attacks, Righteous Smite
Folk Hero	Adv	4"	Mar	8"	Dis	8				Traits of a Hero	
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0	6+	Ordeal, Light Armour	
Folk Hero	Att	1	Off	5	Str	4	AP	1	Agi	4	

Character Mounts

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	4	Str	4	AP	1	Agi	3	Devastating Charge (+2 Att, Extra Support (3), Mount Support), Harnessed
Revered Unicorn	Adv	10"	Mar	20"	Dis	C				Forest Guide, Magic Resistance (2), Strider	
Standard, Cavalry	HP	C	Def	C	Res	4	Arm	C+1	C		
Revered Unicorn	Att	2	Off	5	Str	4	AP	1	Agi	5	Harnessed
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), 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, Fearless, Ghost Step, Supernal	
Large, Cavalry	HP	4	Def	C	Res	4	Arm	C+1	5+	Aegis (4+, against Melee Attacks)	
Fey Steed	Att	3	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				Ordo Minister, Scoring	
Standard, Cavalry	HP	1	Def	3	Res	3	Arm	2	6+	Honesty, Heavy Armour	
Ordo Sergeant	Att	1	Off	3	Str	3	AP	0	Agi	3	Hatred
Rouncey	Att	1	Off	3	Str	3	AP	0	Agi	3	Harnessed
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, Stalwart Defense
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0			6+	Heavy Armour, Shield
Man-at-Arms	Att	1	Off	4	Str	4	AP	1	Agi	3		
Sacred Reliquary	Adv	4"	Mar	8"	Dis	7						Attached, Exclusive (R&F Infantry), Not a Leader, Ordained, Sacred Relic, Tall, War Platform
Standard, Infantry	HP	5	Def	4	Res	4	Arm	2			6+	Honesty, Heavy Armour
Sacred Reliquary	Att	4	Off	4	Str	4	AP	1	Agi	3		
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						Daring, Scoring, Unstable , Vow of Redemption
Standard, Cavalry	HP	2	Def	4	Res	4	Arm	3			6+	Courage , Heavy Armour, Honesty
Penitent Knight	Att	1	Off	4	Str	4	AP	1	Agi	3		Lance Formation, Great Weapon
Draughthorse	Att	1	Off	3	Str	5	AP	0	Agi	3		Harnessed
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
Hedge Knights	Adv	8"	Mar	16"	Dis	8						Daring, Light Troops
Standard, Cavalry	HP	1	Def	4	Res	3	Arm	1			6+	Courage, Heavy Armour, Shield
Hedge Knight	Att	1	Off	4	Str	4	AP	1	Agi	3		Devastating Charge (Battle Focus, Fearless, Frenzy, Hatred , +2 Agi, -2 Def), Lance Formation, Light Lance, Paired Weapons
Cob	Att	1	Off	3	Str	4	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						Daring, Light Troops, Ordeal, Scout, Unstable
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0			6+	
Hooded Man	Att	1	Off	3	Str	3	AP	1	Agi	3		Paired Weapons
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	1			6+	Courage, Heavy Armour, Shield
Pegasus Knight	Att	2	Off	4	Str	4	AP	1	Agi	4		Lance
Pegasus Charger	Att	2	Off	4	Str	4	AP	1	Agi	4		Harnessed
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	1			6+	Hard Target (1), Ordeal, Light Armour, Shield
Herald	Att	1	Off	4	Str	4	AP	1	Agi	3		
Heraldic Steed	Att	1	Off	4	Str	4	AP	1	Agi	3		Devastating Charge (+2 Att, Extra Support (3), Mount Support), Harnessed

Fey

Naiads	Adv	6"	Mar	12"	Dis	8						Fearless, Light Troops, Scout, Special Ambush (Water Terrain), Strider (Water Terrain), Wizard Conclave
Standard, Infantry	HP	2	Def	4	Res	3	Arm	0			5+	
Naiad	Att	-	Off	-	Str	3	AP	3	Agi	5		Grind Attacks (2)
Friar's Lanterns	Adv	4"	Mar	8"	Dis	7						Fearless, Feigned Flight, Fly (8", 18"), Ghost Step, Illusions, Insignificant, Lights in the Mist, Scout, Skirmisher, Unstable
Standard, Beast	HP	5	Def	1	Res	1	Arm	0			5+	Hard Target (2)
Friar's Lanterns	Att	-	Off	-	Str	1	AP	0	Agi	10		Grind Attacks (1)
The Lady's Courtier	Adv	6"	Mar	12"	Dis	9						Fear, Fearless, Supernal
Large, Beast	HP	5	Def	5	Res	5	Arm	3			5+	Aegis (+1, against Melee Attacks)
Lady's Courtier	Att	5	Off	5	Str	5	AP	4	Agi	7		

Fey Knight	<i>Adv</i>	8"	<i>Mar</i>	16"	<i>Dis</i>	8						Fear, Fearless, Ghost Step, Special Ambush (Water Terrain or Forest), Supernal
Large, Cavalry	<i>HP</i>	4	<i>Def</i>	6	<i>Res</i>	4	<i>Arm</i>	1	5+			Aegis (4+, against Melee Attacks), Heavy Armour, Shield
Fey Rider	<i>Att</i>	4	<i>Off</i>	6	<i>Str</i>	5	<i>AP</i>	3	<i>Agi</i>	6		
Fey Steed	<i>Att</i>	3	<i>Off</i>	4	<i>Str</i>	4	<i>AP</i>	1	<i>Agi</i>	4		Breath Attack (Str 4, AP 0, Magical Attacks), Harnessed

Artillery Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Scorpion	-	48"	3 [6]	10	1	Area Attack (1×5) [Multiple Wounds (D3, Clipped Wings)]
Trebuchet	Catapult (4×4)	12-72"	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
	3+	Hooded Man
Throwing Weapons	5+	Yeoman Outriders
Scorpion / Trebuchet	4+	Scorpion / Trebuchet

Changelog

2023 Beta 1 Hotfix 1

- Black Knight's Tabard: + One use only
- Ordo Sergeants: 30 ↘ 20
- Heraldic Steed: Harnessed moved out of Devastating Charge
- Honour, Relentless, Sacred Relic: wording streamlined

2023 Beta 1

- Orisons now are activated at the start of the magic phase and end in the next magic phase
- Prepared position now has some more defined restrictions
- Uther Mettle effect is now an area attack 1x5 unless fighting in a duel
- Banner of Roland now gives 4+ aegis when charging and no more +1 Aegis against ranged
- Black Knight Tabard now works only for one phase after suffering the first multiple wound attack
- Damsel aegis is reduced to 6+
- Faith now gives Ordained instead of Divine Attacks
- The Paladin now must choose between Not A Leader and Sainted, gains Divine Attacks, lose Smite and gain +1 Aegis against magical attacks
- Fey Steed gain Aegis 5+, Aegis 4+ Against Melee Attacks, Supernal, +1 Attack and lose Breath Weapon
- Sacred Reliquary gain +1 Hp and Aegis is reduced to 6+
- Knight Penitent lose Unstable, gain vow of redemption (Stubborn when at least wide as deep), gain +1 Arm, Horse Gain +1 Str, lose Courage and gain Honesty
- Knight Penitent unit size 3-6
- Hedge Knight are now 0-18 models per army without limitation on units, -1 Attacks, Devastating Charge lose Hatred and gain +2 Agi and -2 Def
- Hooded Men Crossbow option is limited to 1 per army
- Sky Heralds get -1 Armour
- Naiads swap Healing Waters for Fountain of Youth
- Friar's Lanterns get +2 March
- Fey Knight gain Aegis 4+ against Melee Attacks, lose breath attack and the steed gain +1 Attack

Price Changes

- Divine Judgement 65 ↗ 70
- Tristan's Resolve 55 ↗ 60
- Mortal Reminder 50 ↗ 55
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