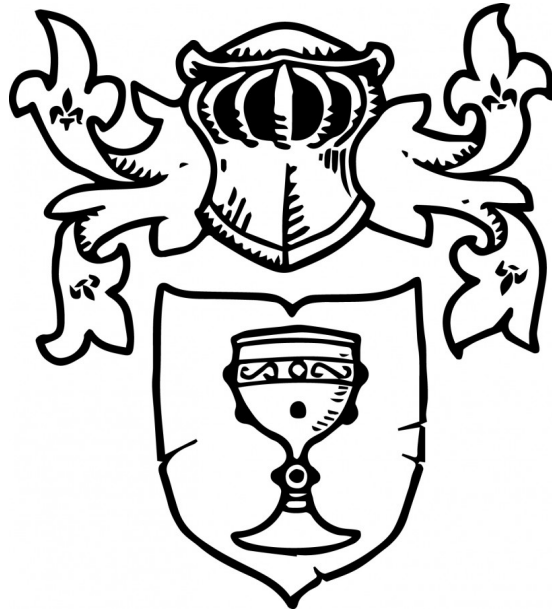


THE IX AGE FANTASY BATTLES



Kingdom of Equitaine

Army Book (Core Rules)

2nd Edition, version 2022 alpha 3 hotfix 1 – May 15, 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 without Fey Spirit that is Fleeing can **never** use any Aegis Save.

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.

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. 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 **until the end of the phase**:

- **Holy Strike**: Attack Attribute - Close Combat.
Model parts without Harnessed gain +1 to hit.
- **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, **but the model does not benefit from this additional 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 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 (+1, against Magical Attacks, max. 4+)**.

Ordeal

When calculating Combat Score, one or more models with Ordeal add +2 to their side's Combat Score if they are Engaged in the same Combat as one or more models with Courage or Honesty that are part of another unit.

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. In the First Round of Combat, a Bastard Sword may be used as a Spear if the wielder is Infantry or as a Light Lance if the wielder is not Infantry. If so, the weapon still counts as a Hand Weapon, and any Weapon

Enchantment applies regardless how the weapon is used. All R&F models in the unit must use the weapon in the same way. Attacks made with the weapon gain +1 Strength unless used as a Spear or a Light Lance.

Hereditary Spell

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

Special Items

Weapon Enchantments

Divine Judgement 60 pts

Enchantment: Lance or Light Lance.

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

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 or Light Lance.

Attacks made with this weapon ignore Parry and become **Magical Attacks**.

At the start of the Initiative Step in which the wielder's Close Combat Attacks will be performed, nominate one enemy unit Engaged with the wielder's Front Facing. The wielder gains +1 Attack Value, up to a maximum of +5:

- For each rank of the nominated unit after the first if the wielder's model is Engaged with the unit's Front or Rear Facing.
- For each file of the nominated unit after the first if the wielder's model is Engaged with the unit's Flank Facing.

The additional attacks must be allocated towards non-Champion R&F models of the nominated unit. If this is not possible, the additional attacks are ignored.

Mortal Reminder 40 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**.

Armour Enchantments

Prayer-Etched 80 pts

Enchantment: Suit of Armour.

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

Percival's Panoply 60 pts

Cavalry models without Towering Presence only.

Enchantment: Heavy Armour.

The wearer gains +2 Armour.

Fortress of Faith 35 pts

Enchantment: Shield.

The bearer must reroll Armour Save rolls of '1'.

Banner Enchantments

Oriflamme 50 pts
Cannot be taken by units that count towards Core.
The bearer gains **Fear** while Engaged in Combat. Enemy units in base contact with the bearer's unit cannot benefit from Rally Around the Flag.

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).

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.

Banner of Elan 30 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.

Castellan's Crest 25 pts
0-3 per Army. Cavalry models only.

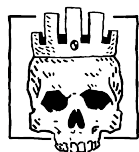
One use only. May be activated immediately before declaring a Charge with the bearer or the bearer's unit in the Charge Phase. Failed Charge Range rolls of the bearer or the bearer's unit must be rerolled until the end of the phase. Other Characters Charging out of the bearer's unit are not affected.

Artefacts

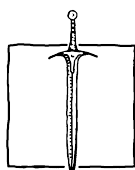
Black Knight's Tabard 55 pts
Attacks against the bearer's model with Multiple Wounds (X) lose this Attack Attribute.

Sacred Chalice 20 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.

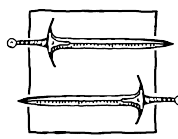
Army Organisation



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*	20
Pegasus Charger*	30
Fey Steed*	50
Destrier	55
Revered Unicorn	90

*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	Destrier	75
Sainted*	125	Revered Unicorn (Sainted and/or Paladin only)	80
Special Items	up to 150	Fey Steed (Sainted and/or Paladin only)	125
if Battle Standard Bearer	up to 100	Pegasus Charger	125
Battle Standard Bearer	50	Hippogriff	200
Paladin*	40		
Shield	20		
One choice only:			
Halberd	5		
Paired Weapons	5		
Lance	15		
Bastard Sword	20		
Great Weapon	40		

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.

Optional Model Rules

Knightly Principles

Valour 65 pts	Excellence 50 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) .	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.
Honour 60 pts	Forbearance 25 pts
Attack Attribute. One of a Kind. While Located in the Charged unit's Front Arc, the model gains Devastating Charge (+2" Adv) . While Engaged with an enemy unit's Front Facing, the model part gains Devastating Charge (+2 Att) .	Personal Protection. One of a Kind. The model gains Distracting . This instance of Distracting cannot be used in the First Round of Combat.
Justice 55 pts	Faith 20 pts
Attack Attribute. One of a Kind. Whenever another model in the model's unit suffers 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.	Universal Rule. One of a Kind. 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.
	Generosity 5 pts
	Universal Rule. One of a Kind. The model gains Commanding Presence that only friendly models with Ordeal may benefit from. In addition, Knight Banneret becomes 0-3 per Army.



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

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*	40
Special Items	up to 100
Heavy Armour	10
Shield	10
One choice only:	
Halberd	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

Heraldic Steed (models with Light Armour only)	55
Pegasus Charger (Sainted only)	55
Fey Steed (Sainted only)	60
Destrier	65
Revered Unicorn (Sainted only)	70

Optional Model Rules

Heroic Traits

Quin

120 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

70 pts

Universal Rule.

The model gains **Honesty**, **Ordo Minister**, **Orison (1)**, and loses Ordeal.

Bannerman

50 pts

Universal Rule.

The model becomes the Battle Standard Bearer, ~~and the model part gains +1 Attack Value.~~

Castellan

50 pts

Universal Rule.

The model part gains +2 Attack Value, +1 Offensive Skill, +1 Defensive Skill, and Bastard Sword. In addition, the model part **must** purchase one Knightly Principle.

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	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**

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), 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

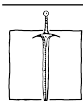
Height **Large**
 Type **Cavalry**
 Base **50×75 mm**

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, 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

250 pts + 30 pts/extra model

6–15 models

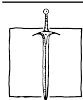
0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm



Units with an upgrade marked with [Sp] count towards Special instead of Core.

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
— Options — pts —						
Knights of the Court			(0–1 Units/Army)			
(Sp)=1/model						
— Command Group Options — pts —						
Champion					10	
Knight Banneret					30	
Musician					10	
Standard Bearer					10	
Banner Enchantment					no limit	



Ordo Sergeants

220 pts + 19 pts/extra model

8–15 models

0–30 Models/Army

Height Standard
Type Cavalry
Base 25×50 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 —						
Must choose (one choice only):						
Light Lance			free		Champion	
Great Weapon			2/model		Ordo Minister	
					Musician	
					Standard Bearer	
					10	
					10	



Lowborn Levies

210 pts + 7 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	

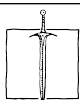
Options

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

135 pts + 10 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):

Crossbow (4+)	free
Longbow and Expert Bowmen (4+)	free
Prepared Position	20

Optional Model Rules

Expert Bowmen: Universal Rule.

Unless making a **Stand and Shoot Charge Reaction**, the model gains **Accurate** if it did not move during this Player Turn.

Prepared Position: Universal Rule.

Enemy models in base contact with one or more Lowborn Archers must take a **Dangerous Terrain (2) Test** immediately after successfully Charging a non-Fleeing unit of Lowborn Archers in its Front Facing.

Command Group Options

Champion	10
Musician	10
Standard Bearer	10

Special (No limit)



Men-at-Arms

180 pts + **15** 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+	Ordeal , 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	4/model
Ordo Wardens	2/model
Avowed Armsmen	free

Command Group Options

Champion	10
Knight Banneret (Knights Forlorn only)	25
Ordo Minister (Ordo Wardens only)	30
Musician	10
Standard Bearer	10
Banner Enchantment	no limit

Optional Model Rules

Avowed Armsmen: Universal Rule.

The model gains **Ordeal** and **Paired Weapons**.

Knights Forlorn: Universal Rule.

The model gains **Courage**, **Bastard Sword** and **Shield**. ~~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

175 pts

single model

0–2 Units/Army

Height **Standard**
Type **Infantry**
Base **40×60** mm

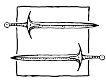
Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Not a Leader, Orison (1), Sacred Relic , Tall, War Platform		
Defensive	HP	Def	Res	Arm	Aeg	
	4	4	4	2	6+	Honesty, Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Sacred Reliquary	4	4	4	1	3	

Model Rules

Sacred Relic: Universal Rule.

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

- **Fight in Extra Rank**
- The unit'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 Orison Token to the owner's Orison Token pool. Ignore this effect if a Character with Faith is part of the model's unit.**



Knights Resplendent

335 pts + 44 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			35					
Musician			10					
Standard Bearer			10					
Banner Enchantment			no limit					



Knights Penitent

250 pts + 60 pts/extra model

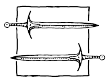
4-9 models



0-2 Units/Army

Height Standard
Type Cavalry
Base 25x50 mm

Global	Adv	Mar	Dis	Model Rules				
	7"	14"	8	Daring, 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 —		
Champion			10			Standard Bearer		
Ordo Minister and Orison (0)			55			Banner Enchantment		
Musician			10			no limit		



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, 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

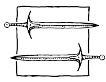
240 pts + 28 pts/extra model

6–9 models

0–2 Units/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	2	4	4	1	3	Devastating Charge (Battle Focus, Frenzy, Hatred, Fearless), Lance Formation	
Courser	1	3	3	0	3	Harnessed	
Command Group Options			pts-	Command Group Options			pts-
Champion			10	Standard Bearer			10
Knight Banneret						30	
Musician			10				



Yeoman Outriders

135 pts + 9 pts/extra model

5–15 models

0–4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

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

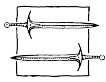
130 pts + 8 pts/extra model

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, 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+), Paired Weapons						
— Options —			pts—	— Optional Model Rules —		
Enlisted Outlaws				20	Enlisted Outlaws: Universal Rule.	
The model gains Hard Target (1) and Skirmisher and loses Daring 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 friendly units 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 pts-

Must choose (one choice only):

Scorpion (4+) free

Trebuchet (4+) 30

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 12–72", Shots 1, Str 4, AP 1. The model's Height is changed to Large.



Pegasus Knights

345 pts + 85 pts/extra model

3–5 models

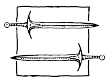
0–12 Models/Army

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	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	Command Group Options	pts
Champion	10	Standard Bearer	10
Knight Banneret	20	Banner Enchantment	no limit
Musician	10		



Sky Heralds

210 pts + 30 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	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):

Light Lance

Paired Weapons

free

free

Champion

Musician

Standard Bearer

10

10

10

Fey (Max. 20%)



Naiads

140 pts + 15 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	Fey Spirit, Light Troops, Water Spirits , 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)

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.

Units with more than half of their models with Water Spirits are Stubborn if more than half of their models are inside a Water Terrain with the centre of their bases. In addition, Water Terrain is Covering Terrain for models with Water Spirits inside them and contributes to Soft Cover. ~~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 Lanterns

145 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	Fey Spirit, Fly (8", 16"), Illusions , Insignificant, Lights in the Mist , Scout, Unstable		
Fly	8"	16"				
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, 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, 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"
- -2" Pursuit Distance



The Lady's Courtier

435 pts

single model

One of a Kind

Height Large

Type Beast

Base 50x50 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Fear, Fey Spirit, 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

— Optional Model Rules —

Courtier of the Dawn: Universal Rule.

The model gains **+3 Attack Value**, **Fly (8", 16")** and **Gallantry (2)**, and it is a Wizard Apprentice that must **always** select *Awaken the Beast* (Shamanism). Charge Range rolls of models with a model part with Harnessed are subject to Maximised Roll if they Charge the same unit as a Courtier of the Dawn or a unit Engaged with a Courtier of the Dawn. 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 friendly 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.



Fey Knight

350 pts

single model

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

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Bound to the Land , 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	Breath Attack (Str 4, AP 0, Magical Attacks), Harnessed

— *Model Rules* —

Bound to the Land: Universal Rule.

The model gains **Ambush**. In addition, when declaring if the model will Ambush (during step 8 of the Pre-Game Sequence), you must declare that the model Ambushes from a Field or Water Terrain Feature instead of the Board Edge. If so, follow the rules for Ambush but replace all instances of “Board Edge” in the rules for Ambush with “edge of any Field or Water Terrain”.

— *Options* —

Must choose (one choice only):

- Champion of the Green Knight** (One of a Kind) free
- Chosen of the Snow Childe** (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** and counts as a Champion for the purpose of Issuing and Accepting Duels **and, while fighting a Duel, gains Aegis (4+)**.

Chosen of the Snow Childe: 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 Large, Gigantic)**.

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, Stalwart Defense
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						Not a Leader, Orison (1), Sacred Relic, Tall, War Platform
Standard, Infantry	HP	4	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
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
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	2	Off	4	Str	4	AP	1	Agi	3		Devastating Charge (Battle Focus, Frenzy, Hatred, Fearless), Lance Formation
Courseur	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
Courseur	Att	1	Off	3	Str	3	AP	0	Agi	3		Harnessed
Hooded Men	Adv	4"	Mar	8"	Dis	7						Daring, Light Troops, Ordeal, 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+), 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	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, 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						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 Lanterns	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	3		5+		Aegis (+1, against Melee Attacks)
Lady's Courtier	Att	5	Off	5	Str	5	AP	4	Agi	7		
Fey Knight	Adv	8"	Mar	16"	Dis	8						Bound to the Land, 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		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+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 3 Hotfix 1

- Bastard Sword, rewrote the text to be clearer
- Relic Shroud, removed unnecessary part
- Knights of the Court 1 ↗ 4
- Knights Penitent, added missing standard bearer upgrade
- Naiads, resilience increased to 3

2022 alpha 3 - Desing Changes

- Ordeal redesign
- Orison clarification
- Santed clarification
- Bastard Sword redesign
- Uther's Mettle redesign
- [Fortress of Faith](#) new armour enchant item
- Black Knight's Tabard redesign
- Castellan's Crest redesign
- Relic Shroud no more 0-2
- Folk Hero additional attack moved from Bannerman to Castellan
- Feudal Knights Knights of the Court option moved to Knights Resplendent
- Lowborn Archers addition to Expert Bowmen
- Men-at-Arms redesign
- Sacred Reliquary clarification
- Knights Resplendent option for Knights of the Court
- Knights of the Court redesign
- Knights Penitent gain banner enchantment option
- Hedge Knights redesign
- Hooded Men redesign
- Siege Weapon Trebuchet reduced min range
- Pegasus Knights redesign
- Naiads redesign
- Friar's Lanterns redesign
- The Lady's Courtier redesign
- Fey Knight redesign

2022 alpha 3 - Point Changes

- Uther's Mettle 35 ↗ 45
- Mortal Reminder 45 ↘ 40
- Percival's Panoply 55 ↗ 60
- [Fortress of Faith](#) (new item) 35
- Sacred Chalice 25 ↘ 20
- Black Knight's Tabard 65 ↘ 55

- Oriflamme 55 ↘ 50
- **Banner of Elan** 35 ↘ 30
- Castellan's Crest 15 ↗ 25
- Damsel Heraldic Steed 25 ↘ 20
- Damsel Pegasus Charger 35 ↘ 30
- Damsel Fey Steed 60 ↘ 50
- Equitan Lord 150 ↘ 140
- Equitan Lord Sainted 120 ↗ 125
- Equitan Lord Generosity 10 ↘ 5
- Equitan Lord Valour 60 > 65
- Equitan Lord Faith 25 ↘ 20
- Equitan Lord Great Weapon 25 ↗ 40
- Equitan Lord Shield 10 ↗ 20
- Equitan Lord Hippogriff 205 ↘ 200
- Equitan Lord Pegasus Charger 120 ↗ 125
- Equitan Lord Revered Unicorn 90 ↘ 80
- Folk Hero 75 ↘ 70
- Folk Hero Bannerman 70 ↘ 50
- Folk Hero **Minstrel** 35 ↘ 30
- Folk Hero Cleric 75 ↘ 70
- Folk Hero Castellan 35 ↗ 50
- Folk Hero Sainted 50 ↘ 40
- Folk Hero Shield 5 ↗ 10
- Folk Hero Great Weapon 5 ↗ 10
- Folk Hero Longbow 10 ↘ 5
- Folk Hero Destrier 70 ↘ 65
- Folk Hero Fey Steed 65 ↘ 60
- Folk Hero Heraldic Steed 60 ↘ 55
- Folk Hero Revered Unicorn 75 ↘ 70
- Folk Hero Pegasus Charger 60 ↘ 55
- Ordo Sergeants additional models 20 ↘ 19
- Lowborn Levies 205 ↗ 210
- Lowborn Levies additional models 8 ↘ 7
- Lowborn Levies Shield 2 ↗ 3
- Lowborn Archers 130 ↗ 135
- Lowborn Archers additional models 9 ↗ 10
- Lowborn Archers Crossbow 1 ↘ 0
- Men-at-Arms 190 ↘ 180
- Men-at-Arms additional models 14 ↗ 15
- Men-at-Arms Knights Forlorn 3 ↗ 4
- Men-at-Arms Ordo Wardens 3 ↘ 2
- Men-at-Arms Ordeal and Paired Weapons free
- Sacred Reliquary 185 ↘ 175
- Knights Resplendent 340 ↘ 335
- Knights Resplendent 45 ↘ 44
- Knights Penitent Ordo Minister 50 ↗ 55
- Knights of the Quest Knight Banneret 35 ↘ 30
- Yeoman Outriders additional models 10 ↘ 9
- Yeoman Outriders Shields 2 ↘ 1
- Hooded Men 130
- Hooded Men additional models 10 ↘ 8
- Siege Weapon Scorpion 145 ↘ 140
- Siege Weapon Trebuchet 175 ↘ 170
- Hedge Knights 250 ↘ 240
- Hedge Knights additional models 30 ↘ 28
- Hedge Knights Knight Banneret 35 ↘ 30
- Pegasus Knights 335 ↗ 345
- Pegasus Knights additional model 80 ↗ 85
- Sky Heralds additional model 35 ↘ 30
- Sky Heralds Light Lance 5 ↘ free
- Naiads 150 ↘ 140
- Friar's Lanterns 150 ↘ 145
- Lady's Courtier Dawn 400 ↗ 435
- Lady's Courtier Dusk 410 ↗ 450
- Fey Knight Champion of the Green Knights 355 ↘ 350