

THE IX AGE

FANTASY BATTLES



Kingdom of Equitaine

Army Book (Core Rules)
Alpha Army Book **25th Dec** 2021

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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.

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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

Personal Protections

Courage

A piece of luck given by the Lady to courageous Knights when faced against all odds.

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

Ordo units are hardened by prayers and faith when fighting against magic itself.

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

Ordeal

The Lady rewards those serving Honesty and Courage units on the battlefield.

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.

Universal Rules

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 non-Fleeing model with Orison (X). The chosen unit gains one of the following effects:

- **Holy Strike:** Model parts without Harnessed gain +1 to hit with their Close Combat Attacks.
- **Holy Shield:** Aegis (+1, max. 4+).
- **Holy Wrath:** 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.

Knight Banneret (0-2 per 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.

Ordos Minister (0-2 per 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 Ordos Minister.

A unit that Recovered or Raised Health Points this way cannot be targeted by *Fountain of Youth* (Druidism) in the same Magic Phase.

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).

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.

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 Rank.

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

| <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 Orison Tokens to your Orison Token pool. |

Knightly Principles

The following Knightly Principles are common rules that a knight must follow and use to govern his actions.

Excellence - 40 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 - 30 pts

Personal Protection. One of a Kind.

The model gains Distracting. This instance of Distracting cannot be used in the First Round of Combat.

Generosity - 15 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.

Justice - 55 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, the model part **must** perform a single Close Combat Attack at Initiative Step 0. 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 combat round.

Valour - 55 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).

Honour - 65 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).

Faith - 35 pts

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, Ordos Minister becomes 0-3 per Army.

Special Items

Weapon Enchantments

Divine Judgement 50 pts
 Enchantment: Lance.
 Attacks made with this weapon gain **Devastating Charge** (+1 Str, +1 AP, Multiple Wounds (D3)) and become **Magical Attacks**.

Uther's Mettle 40 pts
 Enchantment: Lance
 Attacks made with this weapon become Magical Attacks. 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.

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.

Armour Enchantments

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

Percevals Panoply 40 pts
Cavalry models without Towering Presence only.
 Enchantment: Heavy Armour.
 The wearer gains +2 Armour.

Artefacts

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.

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.

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.

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:

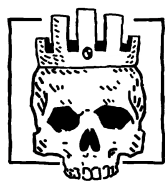
- The bearer's unit is only Engaged in its Front Facing.
- The bearer's unit is not Charging.
- The bearer's unit failed a Charge in its previous Charge Phase.

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.

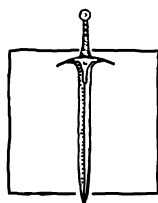
Castellans Crest 15 pts
Cavalry models only.
 The bearer's unit adds +1 to its side's Combat Score if the unit has at least 3 Full Ranks.

Relic Shroud 50 pts
0-2 per Army. 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).

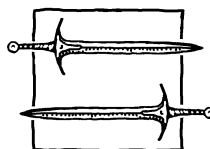
Army Organisation



Characters
Max. 40%



Core
Min. 25%




Special
No limit



Fey
Max. 20%



Characters (Max. 40%)

| | | | | | | | | | | |
|---|----------------|------------|------------|--|------------|------------------------|--|--|--|--|
|  | Damsel | | | | | <i>Height</i> Standard | | | | |
| | 115 pts | | | | | <i>Type</i> Infantry | | | | |
| | single model | | | | | <i>Base</i> 20×20 mm | | | | |
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | | | | | |
| | 4" | 8" | 7 | Beloved , Orison (1), Wizard Apprentice | | | | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> | | | | | |
| | 3 | 3 | 3 | 0 | 5+ | Honesty | | | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>AP</i> | <i>Agi</i> | | | | | |
| Damsel | 1 | 3 | 3 | 0 | 3 | | | | | |
| <i>Model Rules</i> | | | | | | | | | | |

— *Model Rules* —

Beloved: Universal Rule.

While the model is joined to a unit with at least one Full Rank, it gains Stand Behind.

| | | | | | |
|---|--|------------|---|--|------------|
| <i>Magic Options</i> | | <i>pts</i> | <i>Options</i> | | <i>pts</i> |
| Wizard Adept | | 95 | Sainted | | 45 |
| Wizard Master | | 265 | Special Items | | up to 100 |
| | | | If Wizard Master | | up to 200 |
|  | | | <i>Mount Options</i> | | <i>pts</i> |
| Divination | | | Heraldic Steed | | 25 |
|  | | | Destrier | | 50 |
| Druidism | | | Revered Unicorn | | 75 |
|  | | | Pegasus Charger | | 35 |
| Shamanism | | | Fey Steed (Wizard Adept and Wizard Master only) | | 50 |



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+ | Heavy Armour, Courage |
| Offensive | Att | Off | Str | AP | Agi | |
| Lord | 4 | 6 | 4 | 1 | 6 | Lance Formation |
| Options | | pts | | Model Rules | | |
| A single Knightly Principle | | no limit | | Paladin: Universal Rule. | | |
| Battle Standard Bearer | | 50 | | The Lord model part gains Divine Attacks. The model gains | | |
| Sainted* | | 100 | | Not a Leader, Honesty, Orison (1), and loses Courage. | | |
| Paladin* | | 30 | | Mount Options | | pts |
| Special Items | | up to 150 | | Destrier | | 65 |
| If Battle Standard Bearer | | up to 100 | | Hippogriff | | 210 |
| One choice only: | | | | Pegasus Charger | | 95 |
| Bastard Sword | | 25 | | Revered Unicorn (Sainted and/or Paladin only) | | 70 |
| Halberd | | 5 | | Fey Steed (Sainted and/or Paladin only) | | 120 |
| Lance | | 15 | | | | |
| Paired Weapons | | 5 | | | | |
| Great Weapon | | 15 | | | | |
| Shield | | 10 | | | | |

*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+ Light Armour, Ordeal |
| Offensive | Att | Off | Str | AP | Agi |
| Hero | 1 | 4 | 4 | 1 | 4 |

Optional 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**.

Heroic Traits

Bannerman 65 pts

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

Quin 120 pts

Counts as two Heroic Traits.

The model is a Wizard Adept that chooses Witchcraft as its Path of Magic.

Troubadour 35 pts

The model gains March to the Beat and is a Wizard Apprentice that chooses Divination as its Path of Magic.

Cleric 75 pts

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

Castellan 30 pts

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.

Options

| | |
|---|-----------|
| Sainted* | 50 |
| Special Items | up to 100 |
| Heavy Armour | 10 |
| Shield | 5 |
| Must choose (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 |

Mount Options

| | |
|---|----|
| Destrier | 55 |
| Heraldic Steed (models without Heavy Armour only) | 50 |
| Revered Unicorn (Sainted only) | 55 |
| Pegasus Charger (Sainted only) | 70 |
| Fey Steed (Sainted only) | 70 |

*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 | Agi | |
| | C | C | C | C+2 | C | |
| Offensive | Att | Off | Str | AP | Agi | |
| Destrier | 1 | 3 | 4 | 0 | 3 | Harnessed |



Heraldic Steed

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

| Global | Adv | Mar | Dis | Model Rules | | |
|----------------|------------------|------------|----------|---|----------|----------------------------|
| | Ground 7" | 14" | C | Gallantry (1), Fly (10", 14"), Light Troops, Vanguard | | |
| | Fly 10" | 14" | | | | |
| Defensive | HP | Def | Res | Arm | Agi | |
| | 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) |



Pegasus Charger

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

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



Hippogriff

0-2 Mounts/Army

Height Large

Type Cavalry

Base 50×75 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|------------|-----|-----|-----|--|-----|-----------|
| Ground | 7" | 14" | C | Gallantry (2), Fear, Fly (8", 16"), Towering Presence, Relentless | | |
| 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 |

Relentless: Universal Rule.

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



Revered Unicorn

0-2 Mounts/Army

Height Standard

Type Cavalry

Base 25×50 mm

| 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 | |
| Rev. Unicorn | 2 | 5 | 4 | 1 | 5 | Harnessed |

Forest Guide: Universal Rule.

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



Fey Steed

0-2 Mounts/Army



Height Large



Type Cavalry

Base 50×75 mm

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

Core (Min. 25%)

| | | | | | | | |
|---|-------------------------------------|------------|----------|--|-----------|-------------------------------|-----------------|
|  | Feudal Knights | | |  | | | Height Standard |
| | 250 pts + 36 pts/extra model | | | 6-15 models | | | Type Cavalry |
| | | | | 0-4 Units/Army | | | Base 25×50 mm |
| Global | Adv | Mar | Dis | Model Rules | | | |
| | 8" | 16" | 8 | Scoring | | | |
| Defensive | HP | Def | Res | Arm | Aeg | | |
| | 1 | 4 | 3 | 2 | 6+ | Heavy Armour, Shield, Courage | |
| Offensive | Att | Off | Str | AP | Agi | | |
| Feudal Knight | 1 | 4 | 4 | 1 | 3 | Lance, Lance Formation | |
| Destrier | 1 | 3 | 4 | 0 | 3 | Harnessed | |
| Command Group Options | | | | | pts | | |
| Champion | | | | | 10 | | |
| Knight Banneret | | | | | 25 | | |
| Musician | | | | | 10 | | |
| Standard Bearer | | | | | 10 | | |
| Banner Enchantment | | | | | no limit | | |

| | | | | | | | |
|--|-------------------------------------|------------|----------|--|-----------|---------------------------------------|-----------------|
|  | Ordo Sergeants | | |  | | | Height Standard |
| | 220 pts + 20 pts/extra model | | | 8-15 models | | | Type Cavalry |
| | | | | 0-30 Models/Army | | | 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+ | Heavy Armour, Shield, Honesty | |
| Offensive | Att | Off | Str | AP | Agi | | |
| Ordo Sergeant | 1 | 3 | 3 | 0 | 3 | Hatred | |
| Rouncey | 1 | 3 | 3 | 0 | 3 | Harnessed | |
| Command Group Options | | | | | pts | Options | pts |
| Champion | | | | | 10 | Must choose (one choice only): | |
| Ordos Minister | | | | | 25 | | free |
| Musician | | | | | 10 | | free |
| Standard Bearer | | | | | 10 | | |
| | | | | | | Light Lance | |
| | | | | | | Great Weapon | |



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+ Light Armour, Ordeal |
| Offensive | Att | Off | Str | AP | Agi |
| Lowborn Levy | 1 | 2 | 3 | 0 | 3 |
| Command Group Options | | pts | | Options | pts |
| Champion | 10 | | Must choose (one choice only): | | |
| Musician | 10 | | Shield | | 1/model |
| Standard Bearer | 10 | | Halberd | | free |
| | | | Spear and Shield | | free |



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 War Machine in the army, the maximum number of Bowmen 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 | |
| Model Rules | | | | Options | | pts |
| Expert Bowmen: Attack Attribute - Shooting. | | | | Must choose (one choice only): | | |
| The model gains Accurate if it did not move during this Player Turn. | | | | Longbow (4+) and Expert Bowmen | | free |
| | | | | Crossbow (4+) | | 1/model |
| | | | | Defensive Stakes | | 25 |
| Defensive Stakes: Universal Rule. | | | | Command Group Options | | pts |
| Immediately after successfully Charging a non-Fleeing unit of Lowborn Archers in its Front Facing, enemy models in base contact with one or more Lowborn Archer must take a Dangerous Terrain (2) Test. | | | | Champion | | 10 |
| | | | | Musician | | 10 |
| | | | | Standard Bearer | | 10 |

Special (No limit)

| | | | | | | |
|--|------------------------------|-----|--|----------------|-----------------|------------------------------|
|  | Men-at-Arms | |  | | Height Standard | |
| | 200 pts + 16 pts/extra model | | 15-30 models | | Type Infantry | |
| | | | | 0-2 Units/Army | | 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+ | Heavy Armour, Shield, Ordeal |
| Offensive | Att | Off | Str | AP | Agi | |
| Man-at-Arms | 1 | 4 | 4 | 1 | 3 | |
| Model Rules | | | Command Group Options | | | pts |
| Forlorn: Universal Rule. The model loses Ordeal and gains Courage and Bastard Sword. In the First Round of Combat, enemy units in base contact do not count as Charging for the purpose of Devastating Charge. | | | Champion | | | 10 |
| | | | Knight Banneret (Knights Forlorn only) | | | 25 |
| | | | Ordos Minister (Ordo Wardens only) | | | 30 |
| | | | Musician | | | 10 |
| | | | Standard Bearer | | | 10 |
| | | | Banner Enchantment | | | no limit |
| Ordo Wardens: Universal Rule. The model loses Ordeal and gains Orison (0), Honesty, and Great Weapon. | | | One choice only: | | | |
| | | | Knights Forlorn | | | 2/model |
| | | | Ordo Wardens | | | 2/model |

| | | | | | | | | |
|---|-------------------|------------|------------|------------|------------|------------------------|--------------------|--|
|  | Holy Relic | | | | | <i>Height Standard</i> | | |
| | 185 pts | | | | | <i>Type Infantry</i> | | |
| | | | | | | <i>Base 40×60 mm</i> | | |
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | | | | <i>Model Rules</i> | |
| | 4" | 8" | 7 | | | | | Holy Relic , Orison (1), Not a Leader, War Platform, Tall |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> | | | |
| | 4 | 4 | 4 | 2 | 5+ | Heavy Armour, Honesty | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>AP</i> | <i>Agi</i> | | | |
| Reliquary | 4 | 4 | 4 | 1 | 3 | | | |
| <hr/> <i>Model Rules</i> <hr/> | | | | | | | | |
| 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: | | | | | | | | |
| <ul style="list-style-type: none">● 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 Resplendant

320 pts + 50 pts/extra model

6-12 models



0-3 Units/Army

Height Standard

Type Cavalry

Base 25×50 mm

| Global | Adv | Mar | Dis | Model Rules | |
|-----------------------|-----------|------------|----------|-------------|---|
| | 8" | 16" | 8 | Scoring | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 1 | 4 | 3 | 2 | 6+ Heavy Armour, Shield, Courage |
| Offensive | Att | Off | Str | AP | Agi |
| Resplendant Knight | 1 | 5 | 4 | 1 | 4 Lance, Lance Formation, Devastating Charge (+1" Adv, +1 Att) |
| Destrier | 1 | 3 | 4 | 0 | 3 Harnessed |
| Command Group Options | | pts | | Model Rules | |
| Champion | | 10 | | | |
| Knight Banneret | | 30 | | | |
| Musician | | 10 | | | |
| Standard Bearer | | 10 | | | |
| Banner Enchantment | | no limit | | | |



Knights Penitant

250 pts + 60 pts/extra model

4-9 models



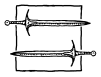
0-2 Units/Army

Height Standard

Type Cavalry

Base 25×50 mm

| Global | Adv | Mar | Dis | Model Rules | |
|-------------------------------|-----------|------------|----------|-----------------------------|--|
| | 7" | 14" | 8 | Scoring, Fearless, Unstable | |
| Defensive | HP | Def | Res | Arm | Aeg |
| | 2 | 4 | 4 | 3 | 6+ Heavy Armour |
| Offensive | Att | Off | Str | AP | Agi |
| Penitant Knight | 1 | 4 | 4 | 1 | 3 Great Weapon, Lance Formation |
| Draghthorse | 1 | 3 | 5 | 1 | 3 Harnessed |
| Feynman | | pts | | | |
| Champion | | 10 | | | |
| Ordos Minister and Orison (0) | | 35 | | | |
| Musician | | 10 | | | |
| 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 | The Quest, Fearless, Scoring | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 1 | 5 | 4 | 2 | 6+ | Heavy Armour, Shield, Courage |
| Offensive | Att | Off | Str | AP | Agi | |
| Questing Knight | 2 | 5 | 4 | 1 | 4 | Bastard Sword, Lance Formation |
| Destrier | 1 | 3 | 4 | 0 | 3 | Harnessed |
| Command Group Options | | | | | pts | Model Rules |
| Champion | | | | 10 | The Quest: Universal Rule. | |
| Knight Banneret | | | | 30 | Immediately after deploying the first friendly unit of | |
| Musician | | | | 10 | Knights of the Quest during the Deployment Phase, the | |
| Standard Bearer | | | | 10 | owner must choose 1 unit entry from the opponent's Army | |
| Banner Enchantment | | | | no limit | 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". | |
| | | | | | | Questing Knights gain Lethal Strike and must reroll failed to-wound rolls for Close Combat Attacks allocated either towards marked models, or towards models joined to units with more than half of their models marked. |



Knights of the Court

260 pts + 40 pts/extra model

6-12 models



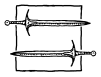
One of a Kind

Height Standard

Type Cavalry

Base 25×50 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------------|-----|-----|-----|--|--|-------------------------------|
| | 8" | 16" | 8 | Scoring, Bodyguard(Sainted or General with Courage), Sworn Companions | | |
| Defensive | HP | Def | Res | Arm | Aeg | |
| | 1 | 4 | 3 | 2 | 6+ | Heavy Armour, Shield, Courage |
| Offensive | Att | Off | Str | AP | Agi | |
| Knight of the Court | 1 | 4 | 4 | 1 | 4 | Lance, Lance Formation |
| Destrier | 1 | 3 | 4 | 0 | 3 | Harnessed |
| Command Group Options | | | | | pts | Model Rules |
| Champion | | | | 10 | Sworn Companions: Universal Rule. | |
| Knight Banneret | | | | 30 | While joined by a model with Sainted or a General with | |
| Musician | | | | 10 | Courage, the model's unit gains Fearless. In addition, there | |
| Standard Bearer | | | | 10 | must be fewer than 3 models with Sworn Companions in | |
| Banner Enchantment | | | | no limit | the unit before hits can be distributed onto Characters with | |
| | | | | | the same Height and Type. | |



Hedge Knights

260 pts + 40 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 | Light Troops, Fearless | | |
| Defensive | HP | Def | Res | Arm | Agi | |
| | 1 | 4 | 3 | 2 | 6+ | Heavy Armour, Courage |
| Offensive | Att | Off | Str | AP | Agi | |
| Hedge Knight | 1 | 4 | 4 | 1 | 3 | Lance Formation, Devastating Charge (Battle Focus, -2 Def, +2 Agi), Paired Weapons |
| Courser | 1 | 3 | 3 | 0 | 3 | Harnessed |
| Command Group Options | | | | pts | | |
| Champion | | | | 10 | | |
| Knight Banneret | | | | 30 | | |
| Musician | | | | 10 | | |
| Standard Bearer | | | | 10 | | |



Yeoman Outriders

135 pts + 10 pts/extra model

5-15 models

0-4 Units/Army

Height Standard
Type Cavalry
Base 25×50 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------------|-----------|------------|----------|--|---------------------------------------|----------------------|
| | 8" | 16" | 7 | Feigned Flight, Light Troops, Vanguard | | |
| Defensive | HP | Def | Res | Arm | Agi | |
| | 1 | 3 | 3 | 1 | 6+ | Light Armour, Ordeal |
| Offensive | Att | Off | Str | AP | Agi | |
| Yeoman | 1 | 3 | 3 | 0 | 3 | Light Lance |
| Courser | 1 | 3 | 3 | 0 | 3 | Harnessed |
| Command Group Options | | | | pts | Options | pts |
| Champion | | | | 10 | Shield | 2 |
| Musician | | | | 10 | Must choose (one choice only): | |
| Standard Bearer | | | | 10 | Bow (4+) | free |
| | | | | | 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 | Light Troops, Scout, Skirmisher, Fearless, 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 |
| Quick to Fire, Longbow (3+) | | | | | |
| Options | | | pts | Model Rules | |
| Paired Weapons | | | 1/model | Enlisted Outlaw: 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 units (friend or foe) for the rest of the game (but can become Dangerous Terrain from other sources). | |
| Enlisted Outlaw | | | 25 | | |



Siege Weapon

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+ |
| Offensive | Att | Off | Str | AP | Agi |
| Ordo Crew | 4 | 2 | 3 | 0 | 3 |
| Move or Fire | | | | | |
| 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.

The model's Height is changed to Large.

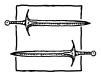
Catapult (3×8), Range 18–72", Shots 1, Str 4, AP 1.

Options pts

Must choose (one choice only):

Scorpion (4+) 140

Trebuchet (4+) 180



Pegasus Knights

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



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

Fey (Max. 20%)

| | | | | | | | | |
|---|-------------------------------------|------------|------------------------|--|------------|------------------------|--|--|
|  | Naiads | | | | | <i>Height</i> Standard | | |
| | 180 pts + 20 pts/extra model | | | | | <i>Type</i> Beast | | |
| | 5-10 models | | | | | <i>Base</i> 25×25 mm | | |
| | 0-2 Units/Army | | | | | | | |
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | | | |
| | 6" | 12" | 8 | Light Troops, Wizard Conclave, Water Spirits , Fey Spirit | | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> | | | |
| | 2 | 4 | 2 | 0 | 5+ | | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>AP</i> | <i>Agi</i> | | | |
| Naiad | | | 3 | 3 | 5 | Grind Attacks (2) | | |
| <i>Model Rules</i> | | | <i>Wizard Conclave</i> | | | | | |

Model Rules

Wizard Conclave

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.

Must select 2 spells from:

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

Champion

120 pts

| | | | | | | | | |
|---|------------------------|------------|------------|--------------------|---|------------------------|--|--|
|  | Friar's Lantern | | | | | <i>Height</i> Standard | | |
| | 150 pts | | | | | <i>Type</i> Beast | | |
| | single model | | | | | <i>Base</i> 50×50 mm | | |
| | 0-2 Units/Army | | | | | | | |
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | | | |
| | Ground | 4" | 8" | 6 | Fey Spirit, Scout, Fly (8", 16"), Illusions , Unstable, Insignificant, Lights in the Mist | | | |
| | Fly | 8" | 16" | | | | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> | | | |
| | 5 | 1 | 1 | 0 | 5+ | Hard Target (2) | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>AP</i> | <i>Agi</i> | | | |
| Friar's Lantern | | | 1 | 0 | 10 | Grind Attacks (1) | | |
| <hr/> <i>Model Rules</i> <hr/> | | | | | | | | |

Model Rules

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 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

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.



The Lady's Courtier

single model

One of a Kind

Height Large

Type Beast

Base 50×50 mm

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

Must choose (one choice only):

Courtier of Dawn: Universal Rule. 430 pts
The model gains +3 Attack Value, Fly (8", 16"), Light Troops, and Gallantry (2). Model parts (friend or foe) with Harnessed Engaged in the same Combat as the model gain +1 to hit.

Courtier of Dusk: Universal Rule. 435 pts
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 Engaged in the same Combat as the model (friend or foe) is reduced by 1.



Fey Knight

single model

Height Large

Type Cavalry

Base 50×75 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--|-----|----------------------|
| | 8" | 16" | 8 | Fey Spirit, Ghost Step, Fear, 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 |

Must choose (one choice only):

Stream and Springs: Universal Rule. 360 pts
One of a Kind.
The Fey Rider gains 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).

Field and Stone: Universal Rule. 350 pts
One of a Kind.
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.

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.