

New king list (Fantasy Battles: The 9th Age 2.0 Beta) [4500pts]

- Kingdom of Equitaine (Kingdom of Equitaine 2.0 Beta) [4500pts]

- Characters [1060pts]

- Castellán [135pts]

Selections: Bannerman, Light Armour, Shield [5pts]

Categories: CHARACTERS

Rules: *Bannerman, Insignificant, Lowborn, Serf, Stand Behind*

1 Global: *Castellan Global*, **2 Defensive:** *Castellan Defence*, **3 Offensive:** *Castellan Offence*, **4 Armour:** *Light Armour, Shield*

- Banner Enchantment [50pts]

Selections: Banner of Roland [50pts]

7 Artefact: *Banner of Roland*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Castellan Global	4"	8"	7	Standard	Infantry	
2 Defensive	HP	Def	Res	Arm	Ref	
Castellan Defence	3	4	4	0		
3 Offensive	Att	Off	Str	AP	Agi	Ref
Castellan Offence	2	4	4	1	3	
4 Armour	Type	Save	Rules	Ref		
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.			
Shield	Shield	+1	Parry			
7 Artefact	Type	Effect	Ref			
Banner of Roland	Banner Enchantment	The bearer's unit gains Aegis (+1, max 4+, against Ranged Attacks). Furthermore, enemy units cannot choose Stand and Shoot as Charge Reaction when charged by the bearer's unit.				

- Damsel [345pts]

Selections: Druidism, Wizard Master [225pts]

Categories: CHARACTERS

Rules: *Beloved, Insignificant, Lance Formation, Magic Resistance (1), The Blessing, Wizard Master*

1 Global: *Damsel Global*, **2 Defensive:** *Damsel Defence*, **3 Offensive:** *Damsel Offence*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Damsel Global	4"	8"	7	Standard	Infantry	
2 Defensive	HP	Def	Res	Arm	Ref	
Damsel Defence	3	3	3	0		
3 Offensive	Att	Off	Str	AP	Agi	Ref
Damsel Offence	1	3	3	0	3	

- Duke [580pts]

Selections: Army General, Hippogriff [215pts], Lance [20pts], Piety [55pts], Questing Oath [60pts], Shield [5pts]

Categories: CHARACTERS

Rules: *Lance Formation, Oath of Fealty, Piety, The Blessing*

1 Global: *Duke Global*, **2 Defensive:** *Duke Defence*, **3 Offensive:** *Duke Offence*, **4 Armour:** *Heavy Armour, Shield*, **5 Melee Weapon:** *Lance*

▪ **Special Equipment [55pts]**

Selections: Uther's Conviction [55pts]

7 Artefact: *Uther's Conviction*

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1 Global **Adv** **Mar** **Dis** **Size** **Type** **Ref**

Duke Global 4" 8" 9 Standard Infantry

Hippogriff Global 7" (8") 14" (16") C Large Cavalry

2 Defensive **HP** **Def** **Res** **Arm** **Ref**

Duke Defence 3 6 4 0

Hippogriff Defence 4 C 5 C+1

3 Offensive **Att** **Off** **Str** **AP** **Agi** **Ref**

Duke Offence 4 6 4 1 6

Hippogriff Offence 4 4 5 3 4

4 Armour **Type** **Save** **Rules** **Ref**

Heavy Armour Suit of Armour +2 A model part can only wear a single Suit of Armour.

Shield Shield +1 Parry

5 Melee Weapon **Str** **AP** **Attributes** **Ref**

Bastard Sword +2 +2 This weapon follows the rules for Great Weapons, except the wielder can use it together with a Shield. In the first Round of Combat, the wielder may choose to use it as either Spear (if Infantry) or Light Lance (unless Infantry). In subsequent Rounds of Combat, it uses the Great Weapon rules as normal.

Lance +2 +2 Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+ 2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

7 Artefact **Type** **Effect** **Ref**

Uther's Conviction Heavy Armour Enchantment The bearer gains +1 Armour. Against attacks with Armour Penetration 6 or more, the bearer gains Aegis (+1, max 4+, Against Armour Penetration 6 or more).

○ **Core [1600pts]**

▪ **Knights of the Realm [300pts]**

Selections: Champion [20pts], 6x Knight of the Realm [288pts], Standard Bearer [20pts]

Categories: CORE

Rules: *Harnessed, Lance Formation, Oath of Fealty, Scoring, The Blessing*

1 Global: *Knight of the Realm Global*, **2 Defensive:** *Knight of the Realm Defence*, **3 Offensive:** *Knight of the Realm Offence, Warhorse Offence*, **4 Armour:** *Heavy Armour, Shield*

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1 Global **Adv** **Mar** **Dis** **Size** **Type** **Ref**

Knight of the Realm Global 8" 16" 8 Standard Cavalry

2 Defensive **HP** **Def** **Res** **Arm** **Ref**

Knight of the Realm Defence 1 4 3 2

3 Offensive **Att** **Off** **Str** **AP** **Agi** **Ref**

Knight of the Realm Offence 1 4 4 1 3

Warhorse Offence 1 3 3 0 3

4 Armour **Type** **Save** **Rules** **Ref**

Heavy Armour Suit of Armour +2 A model part can only wear a single Suit of Armour.

Shield Shield +1 Parry

▪ **Knights of the Realm [300pts]**

Selections: Champion [20pts], 6x Knight of the Realm [288pts], Standard Bearer [20pts]

Categories: CORE

Rules: *Harnessed, Lance Formation, Oath of Fealty, Scoring, The Blessing*

1 Global: *Knight of the Realm Global*, **2 Defensive:** *Knight of the Realm Defence*, **3 Offensive:** *Knight of the Realm Offence, Warhorse Offence*, **4 Armour:** *Heavy Armour, Shield*

1 Global **Adv** **Mar** **Dis** **Size** **Type** **Ref**

Knight of the Realm Global 8" 16" 8 Standard Cavalry

2 Defensive **HP** **Def** **Res** **Arm** **Ref**

Knight of the Realm Defence 1 4 3 2

3 Offensive **Att** **Off** **Str** **AP** **Agi** **Ref**

Knight of the Realm Offence 1 4 4 1 3

Warhorse Offence 1 3 3 0 3

4 Armour **Type** **Save** **Rules** **Ref**

Heavy Armour Suit of Armour +2 A model part can only wear a single Suit of Armour.

Shield Shield +1 Parry

▪ **Peasant Bowmen [275pts]**

Selections: Champion [20pts], Crossbow (4+) [45pts], Musician [20pts], 15x Peasant Bowman [150pts], Standard Bearer [20pts]

Categories: CORE

Rules: *Bowmen's Stakes, Insignificant, Scoring, Serf*

1 Global: *Peasant Bowman Global*, **2 Defensive:** *Peasant Bowman Defence*, **3 Offensive:** *Peasant Bowman Offence*, **6 Ranged Weapon:** *Crossbow*

1 Global **Adv** **Mar** **Dis** **Size** **Type** **Ref**

Peasant Bowman Global 4" 8" 5 Standard Infantry

2 Defensive **HP** **Def** **Res** **Arm** **Ref**

Peasant Bowman Defence 1 2 3 0

3 Offensive **Att** **Off** **Str** **AP** **Agi** **Ref**

Peasant Bowman Offence 1 2 3 0 3

6 Ranged Weapon **Range** **Shots** **Str** **AP** **Attributes** **Ref**

Crossbow 30" 1 4 1 Unwieldy

▪ **Peasant Bowmen [220pts]**

Selections: Champion [20pts], Longbow (4+) & Braziers, 16x Peasant Bowman [160pts], Standard Bearer [20pts]

Categories: CORE

Rules: *Bowmen's Stakes, Braziers, Insignificant, Scoring, Serf*

1 Global: *Peasant Bowman Global*, **2 Defensive:** *Peasant Bowman Defence*, **3 Offensive:** *Peasant Bowman Offence*, **6 Ranged Weapon:** *Longbow*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Peasant Bowman Global	4"	8"	5	Standard	Infantry	
2 Defensive	HP	Def	Res	Arm	Ref	
Peasant Bowman Defence	1	2	3	0		
3 Offensive	Att	Off	Str	AP	Agi	Ref
Peasant Bowman Offence	1	2	3	0	3	
6 Ranged Weapon	Range	Shots	Str	AP	Attributes	Ref
Longbow	30"	1	3	0	Volley Fire	

▪ **Peasant Levy [505pts]**

Selections: Champion [20pts], Halberd [60pts], Musician [20pts], 60x Peasant Levy [420pts], Standard Bearer [20pts]

Categories: CORE

Rules: *Insignificant, Scoring, Serf*

1 Global: *Peasant Levy Global*, **2 Defensive:** *Peasant Levy Defence*, **3 Offensive:** *Peasant Levy Offence*, **4 Armour:** *Light Armour, Shield*, **5 Melee Weapon:** *Halberd*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Peasant Levy Global	4"	8"	5	Standard	Infantry	
2 Defensive	HP	Def	Res	Arm	Ref	
Peasant Levy Defence	1	2	3	0		
3 Offensive	Att	Off	Str	AP	Agi	Ref
Peasant Levy Offence	1	2	3	0	3	
4 Armour	Type	Save	Rules	Ref		
Light Armour	Suit of Armour	+1	A model part can only wear a single Suit of Armour.			
Shield	Shield	+1	Parry			
5 Melee Weapon	Str	AP	Attributes	Ref		
Halberd	+1	+1	A model using this weapon cannot simultaneously use a Shield against Melee Attacks .			

○ **Special [1840pts]**

▪ **Knights Forlorn [1000pts]**

Selections: Champion [20pts], 40x Knight Forlorn [1000pts], Musician [20pts], Standard Bearer [20pts]

Categories: SPECIAL

Rules: *Forlorn Hope, Questing Oath, Scoring, Strider (Forest), The Blessing*

1 Global: *Knight Forlorn Global*, **2 Defensive:** *Knight Forlorn Defence*, **3 Offensive:** *Knight Forlorn Offence*, **4 Armour:** *Heavy Armour, Shield*, **5 Melee Weapon:** *Bastard Sword*

1 Global	Adv	Mar	Dis	Size	Type	Ref
Knight Forlorn Global	4"	8"	8	Standard	Infantry	
2 Defensive	HP	Def	Res	Arm	Ref	

Knight Forlorn Defence 1 4 3 0

3 Offensive Att Off Str AP Agi Ref

Knight Forlorn Offence 1 4 4 1 4

4 Armour Type Save Rules Ref

Heavy Armour Suit of Armour +2 A model part can only wear a single Suit of Armour.

Shield Shield +1 Parry

5 Melee Weapon Str AP Attributes Ref

Bastard Sword +2 +2 This weapon follows the rules for Great Weapons, except the wielder can use it together with a Shield. In the first Round of Combat, the wielder may choose to use it as either Spear (if Infantry) or Light Lance (unless Infantry). In subsequent Rounds of Combat, it uses the Great Weapon rules as normal.

▪ **Peasant Crusaders [410pts]**

Selections: Champion [20pts], Musician [20pts], Paired Weapons, 40x Peasant Crusader [400pts], Standard Bearer [20pts]

Categories: SPECIAL

Rules: *Bodyguard (Sacred Reliquary), Devastating Charge (+1 Att), Frenzy, Hatred, Impetuous, Insignificant, Scoring, Serf*

1 Global: *Peasant Crusader Global*, **2 Defensive:** *Peasant Crusader Defence*, **3 Offensive:** *Peasant Crusader Offence*, **4 Armour:** *Light Armour*, **5 Melee Weapon:** *Paired Weapons*

1 Global Adv Mar Dis Size Type Ref

Peasant Crusader Global 4" 8" 7 Standard Infantry

2 Defensive HP Def Res Arm Ref

Peasant Crusader Defence 1 2 3 0

3 Offensive Att Off Str AP Agi Ref

Peasant Crusader Offence 1 3 3 0 3

4 Armour Type Save Rules Ref

Light Armour Suit of Armour +1 A model part can only wear a single Suit of Armour.

5 Melee Weapon Str AP Attributes Ref

Paired Weapons As User As User The wielder gains +1 Attack Value when using this weapon. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks .

▪ **Sacred Reliquary [150pts]**

Categories: SPECIAL

Rules: *Devastating Charge (+1 Att), Holy Fervor, Impact Hits (D3), Impetuous, Insignificant, Oath of Fealty, The Blessing, War Platform*

1 Global: *Sacred Reliquary Global*, **2 Defensive:** *Sacred Reliquary Defence*, **3 Offensive:** *Sacred Reliquary Offence*, **4 Armour:** *Heavy Armour*

1 Global Adv Mar Dis Size Type Ref

Sacred Reliquary Global 4" 8" 8 Standard Infantry

2 Defensive HP Def Res Arm Ref

Sacred Reliquary Defence 4 3 4 2

3 Offensive Att Off Str AP Agi Ref

Sacred Reliquary Offence 4 3 3 0 3

4 Armour Type Save Rules Ref

Heavy Armour Suit of Armour +2 A model part can only wear a single Suit of Armour.

▪ **Siege War Machine [280pts]**

Selections: Trebuchet (4+) [280pts]

Categories: SPECIAL

Rules: *Insignificant, War Machine*

1 Global: *Siege War Machine Global (Trebuchet (4+))*, **2 Defensive:** *Siege War Machine Defence*, **3**

Offensive: *Siege War Machine Offence*, **6 Ranged Weapon:** *Trebuchet (4+)*

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1 Global Adv Mar Dis Size Type Ref

Siege War Machine Global (Trebuchet (4+)) 0" 0" 5 Large Construct

2 Defensive HP Def Res Arm Ref

Siege War Machine Defence 6 1 4 0

3 Offensive Att Off Str AP Agi Ref

Siege War Machine Offence 4 2 3 0 3

6 Ranged Weapon Range Shots Str AP Attributes Ref

Trebuchet (4+) 12-60" 1 4 [8] 2 [6] Catapult (4) Artillery Weapon, [Multiple Wounds (D3, Clipped Wings)]