



KINGDOM OF EQUITAIN

2500 - 2 499 POINTS



610 pts (24.00 %) 1188 pts (48.00 %) 701 pts (28.00 %) 0 pts (0.00 %)

Characters **Core** **Special** **Fey**
 (40 Max) (25 Least) (0 NoLimit) (20 Max)

Characters



SEIGNEUR D'EQUITAIN #1

Equitan Lord - Standard - Cavalry - 25x50

350 POINTS



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, Hand Weapon



MOUNT DESTRIER

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

Options | General • Shield • Lance • Destrier • Black Knight's Tabard • Uther's Mettle



DAMOISELLE #1

Damsel - Standard - Infantry - 20x20

260 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	7			Orison, Beloved, 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	Hand Weapon

Options | Wizard Adept • Magical Heirloom

Core



LOWBORN ARCHERS #1

Lowborn Archers x30 - Standard - Infantry - 20x20

355 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	6			Ordeal, Scoring
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	3	0	6+	
Offensive	Att	Off	Str	Ap	Agi	
Lowborn Archer	1	2	3	0	3	

Options

Prepared Position • Longbow and Expert Bowmen (4+)

**LOWBORN LEVIES #1**Lowborn Levies **x31** - Standard - Infantry - 20x20**258** POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Ordeal, Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	3	0	6+
Offensive	Att	Off	Str	Ap	Agi
Lowborn Levy	1	2	3	0	3

Options

Standard Bearer • Shield and Spear

**LOWBORN ARCHERS #2**Lowborn Archers **x10** - Standard - Infantry - 20x20**135** POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Ordeal, Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	3	0	6+
Offensive	Att	Off	Str	Ap	Agi
Lowborn Archer	1	2	3	0	3

Options

Crossbow (4+)

**FEUDAL KNIGHTS #1**Feudal Knights **x12** - Standard - Cavalry - 25x50**440** POINTS

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	2	6+
Offensive	Att	Off	Str	Ap	Agi
Feudal Rider	1	4	4	1	3
Destrier	1	3	4	0	3

Options

Standard Bearer

Special

**MEN-AT-ARMS #1**Men-at-Arms **x20** - Standard - Infantry - 20x20**355** POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	0	6+
Offensive	Att	Off	Str	Ap	Agi
Man-at-Arms	1	4	4	1	3

Options

Standard Bearer • Champion • Knights Forlorn



HOODED MEN #1

Hooded Men **x15** - Standard - Infantry - 20x20

206 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Ordeal, Light Troops, Scout, Unstable, Daring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	3	3	0	6+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Hooded Man	1	3	3	1	3

Options	Enlisted Outlaws
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SIEGE WEAPON #1

Siege Weapon - Standard - Construct - 75

140 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	0"	0"	7	War Machine	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	5	1	4	0	6+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	4	2	3	0	3

Options	Scorpion (4+)
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
H Breath of the Lady				
<i>Mf</i>	7+		Translation missing: en.magic_spell.type_target.Caster	One Turn
<i>Add two Orison Tokens to your Orison Token pool.</i>				

Magic items

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

Uther's Mettle: 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.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Model Rules

Beloved: Universal Rule.

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

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 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.

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

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield,

then giving Parry

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armour

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

Lance: 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.

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.

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Longbow: Portée 30", tir 1, Force 3, PA 0, Tir précis, Tir rapide

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

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

Units consisting entirely of models with Ordeal are ignored by units with more than half of their models with Courage for the purpose of Panic Tests.

Orison: 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:

- 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.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. 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.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Unstable:

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Seigneur d'Équitaire #1	Damoiselle #1	Lowborn Archers #1	Lowborn Levies #1	Lowborn Archers #2	Men-at-Arms #1	Hooded Men #1	Siege Weapon #1	Feudal Knights #1
								