



KINGDOM OF EQUITAINÉ

BARONNIE D'UDEZER - 3 500 POINTS



990 pts (28.00 %) 1410 pts (40.00 %) 1100 pts (31.00 %) 0 pts (0.00 %)

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

Characters

DAMOISELLE #1

Damsel - Standard - Cavalry - 25x50

260 POINTS

Global	Adv	Mar	Dis				Model Rules
	4"	8"	7				Wizard Apprentice, Beloved
Defensive	HP	Def	Res	Arm	Aeg		
	3	3	3	0	6+	Honesty	
Offensive	Att	Off	Str	Ap	Agi		
Damsel	1	3	3	0	3	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	Wizard Adept • Druidism • Destrier
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SEIGNEUR D'EQUITAINÉ #1

Equitan Lord - Standard - Cavalry - 25x50

330 POINTS

Global	Adv	Mar	Dis				Model Rules
	4"	8"	9				
Defensive	HP	Def	Res	Arm	Aeg		
	3	6	4	0 (+1)	6+	Courage, Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi		
Equitan Lord	4	6	4	1	6	Lance, Hand Weapon, Lance Formation	

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 • Destrier • Lance • Fortress of Faith • Divine Judgement
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SEIGNEUR D'EQUITAINE #2

Equitan Lord - Standard - Infantry - 20x20

235 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9		
Defensive	HP	Def	Res	Arm	Aeg
	3	6	4	0	6+
Courage, Heavy Armour, Shield					
Offensive	Att	Off	Str	Ap	Agi
Equitan Lord	4	6	4	1	6
Hand Weapon, Lance Formation					

Options	Battle Standard Bearer • Percival's Panoply
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DAMOISELLE #2

Damsel - Standard - Cavalry - 25x50

165 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Wizard Apprentice, Beloved	
Defensive	HP	Def	Res	Arm	Aeg
	3	3	3	0	6+
Honesty					
Offensive	Att	Off	Str	Ap	Agi
Damsel	1	3	3	0	3
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	Druidism • Destrier
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Core



CHEVALIERS FEODAUx #1

Feudal Knights x11 - Standard - Cavalry - 25x50

470 POINTS



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, Lance Formation					
Destrier	1	3	4	0	3
Harnessed					

Options	Champion • Musician • Standard Bearer
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CHEVALIERS FEODAUx #1


Feudal Knights x11 - Standard - Cavalry - 25x50

470 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	4	3	2	6+ Courage, Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Feudal Rider	1	4	4	1	3 Lance, Lance Formation
Destrier	1	3	4	0	3 Harnessed

Options	Champion • Musician • Standard Bearer
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CHEVALIERS FEODAUX #1
 Feudal Knights x11 - Standard - Cavalry - 25x50

470 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	4	3	2	6+ Courage, Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Feudal Rider	1	4	4	1	3 Lance, Lance Formation
Destrier	1	3	4	0	3 Harnessed

Options	Champion • Musician • Standard Bearer
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Special




CHEVALIERS DE LA LICE #1
 Knights Resplendent x8 - Standard - Cavalry - 25x50

445 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring, Knights of the Court	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	4	3	2	6+ Courage, Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Resplendent Knight	1	5	4	1	4 Lance, Lance Formation, Devastating Charge (+1" Adv, +1 Age, +1 Att)
Destrier	1	3	4	0	3 Harnessed

Options	Champion • Musician • Standard Bearer
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CHEVALIERS PENITENTS #1
 Knights Penitent x8 - Standard - Cavalry - 25x50

655 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	8	Scoring, Fearless, Unstable, Vow of Redemption	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	2	4	4	3	6+ Honesty, Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Penitent Knight	1	4	4	1	3 Great Weapon, Lance Formation
Draughthorse	1	3	5	0	3 Harnessed

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Breath of the Lady				
Mf	7+		Translation missing: en.magic_spell.type_target.Caster	Instant
Add two Blessing Tokens to your Blessing Token pool.				



Druidism

Nature's Call: All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

		Casting	Range	Type	Duration	Effect
1	Fountain of Youth	6+	12"	Augment Focused	Instant	When resolving the spell, choose one of the following effects: • Recover 1 Health Point of a Character in the target unit. • Raise 4 Health Points of Standard Height R&F models without Tall in the unit. • Raise 2 Health Points of any other models in the unit.
2	Entwining Roots	(5+)(8+)	18"	Hex	One Turn	The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.
3	Healing Waters	8+	18"	Augment	One Turn	The target gains Fortitude (6+) and Fortitude (+1, max 3+).
4	Master of Earth	(7+)(8+)	(6")(18")	Hex Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
5	Stone Skin	9+	18"	Augment	One Turn	Melee Attacks against the target can never wound on better than 5+.
6	Summer Growth	12"	11+	Ground	Instant	Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.

Magic items

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

Fortress of Faith: The bearer must reroll Armour Save rolls of '1'

Percival's Panoply: The wearer gains +2 Armour.

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.

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

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 with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

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

Knights of the Court: The model gains **Bodyguard (Sainted or General with Courage)**. 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"quote; Adv).

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.

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.

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

Unstable:

Vow of Redemption: Universal Rule.

Units with at least one model with Vow of Redemption:

- Gain Stubborn while having at least as many files as they have ranks.
- Cannot be joined by Characters other than Folk Heroes with Cleric.

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.

Damoiselle #1	Seigneur d'Équitaire #1	Seigneur d'Équitaire #2	Damoiselle #2	Chevaliers féodaux #1	Chevaliers féodaux #1	Chevaliers féodaux #1	Chevaliers de la Lice #1	Chevaliers pénitents #1
