



KINGDOM OF EQUITAINÉ

KILLING BLOW - 4 489 POINTS



940 pts (21.00 %) 1199 pts (27.00 %) 2015 pts (45.00 %) 335 pts (7.00 %)

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

Characters

REPANSE DE LYONESS

Paladin - Standard - Cavalry - 25x50

510 POINTS

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm	Aeg	
	3	7	4	0	6+	Aegis (+1, against Magical Attacks, max 4+), Heavy Armour, Honesty
Offensive	Att	Off	Str	Ap	Agi	
Paladin	4	7	4	1	6	Divine Attacks, Magical Attacks, 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 Sainted • Destrier • Talisman of Shielding • Prayer-Etched

MORGIANA LE FAY

Damsel - Standard - Cavalry - 25x50

430 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 Master • Divination • General • Destrier

Core



KNIGHTS OF THE REALM

Feudal Knights x12 - Standard - Cavalry - 25x50

617 POINTS



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 Rider	1	4	4	1	3	Lance, Lance Formation
Destrier	1	3	4	0	3	Harnessed

Options	Champion • Knight Banneret • Musician • Standard Bearer • Banner of Roland • Banner of Speed
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KNIGHTS OF THE REALM

Feudal Knights x12 - Standard - Cavalry - 25x50

582 POINTS



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 Rider	1	4	4	1	3	Lance, Lance Formation
Destrier	1	3	4	0	3	Harnessed

Options	Champion • Musician • Standard Bearer • Banner of Roland • Banner of Speed
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Special



ROYAL KNIGHTS

Pegasus Knights x3 - Large - Cavalry - 50x50

320 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fly, Light Troops, Gallantry		
	8"	16"				
Defensive	HP	Def	Res	Arm	Aeg	
	2	4	4	2	6+	Heavy Armour, Shield, Courage
Offensive	Att	Off	Str	Ap	Agi	
Pegasus Knight	2	4	4	1	4	Lance
Pegasus Charger	2	4	4	1	4	Harnessed



TREBUCHET

Siege Weapon - Standard - Construct - 75

165 POINTS



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	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	4	2	3	0	3	Move or Fire

Options	Trebuchet (4+)
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	TREBUCHET Siege Weapon - <i>Standard</i> - <i>Construct</i> - 75	165 POINTS	
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<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+	Honesty

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	4	2	3	0	3	Move or Fire

Options	Trebuchet (4+)
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	QUESTING KNIGHTS Knights of the Quest x9 - <i>Standard</i> - <i>Cavalry</i> - 25x50	780 POINTS	
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

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Fearless, Scoring, The Quest		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	5	4	2	6+	Heavy Armour, Shield, Courage

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Questing Knight	2	5	4	1	4	Bastard Sword, Lance Formation

Destrier	1	3	4	0	3	Harnessed
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Options	Champion • Knight Banneret • Musician • Standard Bearer • Oriflamme • Banner of Speed
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	GRAIL KNIGHTS Knights Resplendent x8 - <i>Standard</i> - <i>Cavalry</i> - 25x50	585 POINTS	
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<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+	Heavy Armour, Shield, Courage

<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	Devastating Charge, Lance, Lance Formation

Destrier	1	3	4	0	3	Harnessed
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Options	Champion • Knight Banneret • Musician • Standard Bearer • Oriflamme • Banner of Speed
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Fey

	GILLES DE BRETONNE Fey Knight - <i>Large</i> - <i>Cavalry</i> - 50x75	335 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Fear, Fearless, Ghost Step, Special Ambush (Water Terrain or Forest), Supernal		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	4	6	4	1	5+	Aegis (4+, against Melee Attacks), Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Fey Rider	4	6	5	3	6	
Fey Steed	2	4	4	1	4	Harnessed

Options	Champion of the Green Knight
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Magics

Racial Trait Spell

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



Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Distracting and Hard Target.
2	Fate's Judgement	<5+> {9+}	18"	Hex Missile Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).
A	Guiding Light		12"	Augment	One Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
5	Unerring Strike	<7+> {10+}	18"	Hex Missile Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks .
6	Mirror of the Veil	(7+){10+}	(18"){6" Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.

Magic items

Prayer-Etched: The wearer gains +1 Armour and **Aegis (+1, max. 4+)**.

Talisman of Shielding: The bearer gains Aegis (5+).

Magic banners

Banner of Roland: 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 Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Oriflamme: 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.

Model Rules

Aegis:

Bastard Sword: Close Combat Weapon

Hand Weapon. Attacks made with a Bastard Sword gain +1 Strength and, in the First Round of Combat, +1 Armour Penetration.

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.

Divine Attacks: Successful Aegis saves taken against the attack must be rerolled.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Gallantry: 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).

Ghost Step: The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

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+)

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 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.

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

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.

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.

Special Ambush:

Supernal:

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.

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.

