



**KINGDOM OF EQUITAIN**  
**HAUNTED KNIGHTS - 4 202 POINTS**



1195 pts (27.00 %) 1010 pts (22.00 %) 1997 pts (44.00 %) 405 pts (9.00 %)  
**Characters**      **Core**      **Special**      **Airborne Gallantry**  
 (40 Max)      (25 Least)      (0 NoLimit)      (40 Max)

**Characters**

	<b>DAMSEL #1</b> Damsel - Standard - Cavalry - 25x50	<b>385 POINTS</b>	
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Global	Adv	Mar	Dis				Model Rules
	4"	8"	7				Wizard Apprentice, Insignificant, Beloved
Defensive	HP	Def	Res	Arm			
	3	3	3	0	The Blessing, Magic Resistance (1, 1)		
Offensive	Att	Off	Str	Ap	Agi		
Damsel	1	3	3	0	3	Lance Formation, Hand Weapon	

**MOUNT BARDED WARHORSE**

Global	Adv	Mar	Dis				Model Rules
	8"	16"	C				
Defensive	HP	Def	Res	Arm			
	C	C	C	C+2			
Offensive	Att	Off	Str	Ap	Agi		
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge	

<b>Options</b>	Divination • Barded Warhorse • Wizard Master
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	<b>DUKE #1</b> Duke - Standard - Infantry - 20x20	<b>405 POINTS</b>	
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Global	Adv	Mar	Dis				Model Rules
	4"	8"	9				
Defensive	HP	Def	Res	Arm			
	3	6	4	0	The Blessing, Heavy Armour		
Offensive	Att	Off	Str	Ap	Agi		
Duke	4	6	4	1	6	Lance Formation, Oath of Fealty, Hand Weapon	

<b>Options</b>	Shield • Questing Oath, Bastard Sword • General • Piety • Tristan's Resolve • Faith of Percival
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	<b>PALADIN #1</b> Paladin - Large - Cavalry - 40x40	<b>405 POINTS</b>	
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Global	Adv	Mar	Dis				Model Rules
	4"	8"	8				
Defensive	HP	Def	Res	Arm			
	3	5	4	0	The Blessing, Heavy Armour		
Offensive	Att	Off	Str	Ap	Agi		
Paladin	3	5	4	1	5	Lance Formation, Oath of Fealty, Hand Weapon	

**MOUNT PEGASUS**

Global	Adv	Mar	Dis				Model Rules

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Fly (8", 16", 8", 16"), Light Troops	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	C	C	4	C+2	
Offensive	Att	Off	Str	Ap	Agi
Pegasus	2	4	4	1	4

**Options** Battle Standard Bearer • Shield • Grail Oath • Lance • Pegasus • Basalt Infusion • Fortress of Faith

## Core



### KNIGHTS ASPIRANT #1

Knights Aspirant x5 - Standard - Cavalry - 25x50

245 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Scoring, Impetuous	
Defensive	HP	Def	Res	Arm	
	1	3	3	2	
				The Blessing, Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi
Knight Aspirant	1	3	3	0	3
				Lance Formation, Devastating Charge, Lance	
Barded Warhorse	1	3	3	0	3
				Harnessed, Devastating Charge	

**Options** Champion • Musician



### KNIGHTS ASPIRANT #2

Knights Aspirant x5 - Standard - Cavalry - 25x50

245 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Scoring, Impetuous	
Defensive	HP	Def	Res	Arm	
	1	3	3	2	
				The Blessing, Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi
Knight Aspirant	1	3	3	0	3
				Lance Formation, Devastating Charge, Lance	
Barded Warhorse	1	3	3	0	3
				Harnessed, Devastating Charge	

**Options** Champion • Musician



### PEASANT LEVY #1

Peasant Levy x40 - Standard - Infantry - 20x20

260 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	5	Scoring, Serf, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
				Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi
Peasant	1	2	3	0	3

**Options** Champion • Musician • Standard Bearer



## PEASANT LEVY #2

Peasant Levy x40 - Standard - Infantry - 20x20

260 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	5	Scoring, Serf, Insignificant	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Peasant	1	2	3	0	3

**Options**

Champion • Musician • Standard Bearer

Special



## KNIGHTS FORLORN #1

Knights Forlorn x40 - Standard - Infantry - 20x20

865 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Strider, Scoring	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	The Blessing, Forlorn Hope, Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Knights Forlorn	1	4	4	1	4

**Options**

Champion • Musician • Standard Bearer



## KNIGHTS OF THE GRAIL #1

Knights of the Grail x9 - Standard - Cavalry - 25x50

757 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Scoring, Pure of Heart	
Defensive	HP	Def	Res	Arm	
	1	5	4	2	The Blessing, Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Knight of the Grail	2	5	4	1	5
Barded Warhorse	1	3	3	0	3

**Options**

Champion • Musician • Standard Bearer • Banner of the Green Knight



## THE GREEN KNIGHT

The Green Knight - Standard - Cavalry - 25x50

375 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Fear, Fearless, Ghost Step, Terror, Supernal, Eternal Champion	
Defensive	HP	Def	Res	Arm	
	3	6	4	2	Aegis (1, If the army Prayed), The Blessing, Thrice Blessed, Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
The Green Knight	5	6	4	1	6
Spectral Stallion	1	4	4	1	4

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Breath of the Lady</b>				
<i>Mf</i>	{8+} {10+}	{18"} {36"}	Translation missing: en.magic_spell.type_target.Augment	One Turn
The target must reroll natural to-hit and to-wound rolls of '1' with its Melee Attacks, and must reroll natural Armour Save rolls of '1'.				



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.

		Casting	Range	Type	Duration	Effect
<b>5</b>	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.
<b>3</b>	Scrying	7+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains Distracting and Hard Target.
<b>4</b>	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.
<b>6</b>	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
<b>1</b>	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
<b>A</b>	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.
<b>2</b>	Fate's Judgement	5+ [9+]	18"	Hex Missile Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

## Magic items

**Faith of Percival:** While using this Shield, the wearer gains **Aegis (+1, max. 4+)**. Attacks against the bearer that are Divine Attacks lose this Attack Attribute while using this Shield.

**Tristan's Resolve:** While using this weapon, the wielder gains +1 Strength, +1 Armour Penetration, +1 Attack Value, and **Magical Attacks**. 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. The Weapon Enchantments of the chosen weapon are ignored for the rest of the game.

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Fortress of Faith:** While using this Shield, the bearer **must** reroll natural to-hit and to-wound rolls of '1' with its Close Combat Attacks, and **must** reroll natural Armour Save rolls of '1'.

## Magic banners

**Banner of the Green Knight:** One use only. May be activated during the owner's Movement Phase. The bearer's unit gains +2" March Rate, **Ghost Step**, and loses Scoring. All friendly units are treated as Impassable Terrain. The effects last until the start of the next Player Turn.

## Model Rules

**Aegis:**

**Bastard Sword:** Close Combat Weapon

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and always strike at Initiative Step 0 (regardless of the wielder's Agility). In the First Round of Combat, it 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. A Bastard Sword can be enchanted as if it was a Great Weapon.

**Beloved:** Universal Rule.

When the model is joined to a unit with at least one Full Rank of models with Lance Formation, it gains Stand Behind and cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel.

**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.

**Eternal Champion:** Universal Rule.

The Green Knight cannot be deployed during the Deployment Phase. Once per game, at the start of any of your Movement Phases, you may deploy The Green Knight within 6" of a friendly Damsel.

The Green Knight cannot perform a March Move this Player Turn.

If The Green Knight has not been deployed by the end of the game, it counts as destroyed.

While The Green Knight is within 12" of a friendly Damsel, it gains Stubborn and may Issue and Accept Duels as if it was a Champion.

**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.

**Forlorn Hope:** Personal Protection.

Enemy models do not count as charging for the purpose of Devastating Charge when attacking models with Forlorn Hope.

**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.

**Grail Oath:** 0-1 Characters with Grail Oath per Army.

- Universal Rule.

The model gains Fearless.

- Personal Protection.

The model gains Aegis (5+). Characters with Grail Oath gain +1 Defensive Skill.

- Attack Attribute - Close Combat.

The model part gains Magical Attacks. Characters with Grail Oath gain +1 Offensive Skill.

**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 Armor

**Holy Migh:** Attack Attribute - Melee.

The model part can make up to 2 Supporting Attacks while its unit has at least one Full Rank.

**Impetuous:** Universal Rule.

A unit consisting entirely of models with this rule may reroll failed Charge Range rolls. The model gains Frenzy and Fearless while Engaged in Combat.

**Insignificant:**

**Lambent Sword:** Melee Weapon.

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and ignore Parry.

**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:** Attack Attribute - Close Combat

The model gains Fight in Extra Rank.

If more than half of a unit's models have Lance Formation, it only needs to be 3 models wide in order to form Full Ranks. In addition, the model gains Devastating Charge (Fight in Extra Rank) if its unit is exactly 3 models wide.

**Light Armour:** Armor +1

**Magic Resistance:**

**Oath of Fealty:** Universal Rule.

The model gains Commanding Presence with the following restrictions: It has a range of 6" and can only benefit units with more than half of their models with Serf.

**Pure of Heart:** Universal Rule.

Only Damsels and Characters with Grail Oath may join a unit with this rule.

**Questing Oath:** - Universal Rule.

The model is immune to the effects of Fear from enemy models. Models with Questing Oath gain +2 Advance Rate when rolling for Charge Range against enemy units with at least one model with Fear.

- Attack Attribute - Close Combat.

The model part gains +1 to-hit with Close Combat Attacks against models with Fear

**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.

**Serf:** A unit gains +2 March Rate until the end of the Movement Phase if both the following conditions are met:

- more than half of its models with Type Infantry and/or Cavalry have Serf and

- the unit is under the effect of Commanding Presence from one or more models with Oath of Fealty at the start of its March Move.

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

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.  
 If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.  
 Sometimes Strider is linked to a specific type of Terrain, stated in brackets.  
 In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**Supernal:**

**Terror:** The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

**The Blessing:** The model gains Aegis (6+). Before rolling for the first turn (at the beginning of step 7 of the Deployment Phase Sequence), decide if the Kingdom of Equitaine army Prays or not. If it does, friendly models with The Blessing gain an additional Aegis (5+, against Strength 5 or more), and the army cannot gain any bonus to the Roll for First Turn.

**Thrice Blessed:** Personal Protection.  
 The Green Knight gains The Blessing.  
 If the Army Prayed, The Green Knight gains Aegis (+1).

**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

Your 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.

Damsel #1	Duke #1	Paladin #1	Knights Aspirant #1	Knights Aspirant #2	Peasant Levy #1	Peasant Levy #2	Knights Forlorn #1	Knights of the Grail #1	The Green Knight
									