



# KINGDOM OF EQUITAIN

## KOE - 4 262 POINTS



1430 pts (32.00 %) 1127 pts (25.00 %) 1705 pts (38.00 %) 0 pts (0.00 %)  
**Characters**                      **Core**                      **Special**                      **Airborne Gallantry**  
 (40 Max)                      (25 Least)                      (0 NoLimit)                      (40 Max)

### Characters



#### PORTA

Duke - Standard - Cavalry - 25x50

**435 POINTS**



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



#### 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

**Options** | Grail Oath • Paired Weapons • Barded Warhorse • Valour • Crusader's Salvation • Potion of Strength



#### GENERAL

Duke - Standard - Cavalry - 25x50

**560 POINTS**



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



#### 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

**Options** | Shield • Questing Oath, Bastard Sword • Lance • Barded Warhorse • General • Might • Fortress of Faith • Divine Judgement



#### DAMSEL #1

Damsel - Standard - Cavalry - 25x50

**435 POINTS**



Global	Adv	Mar	Dis	Model Rules	

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	7	Wizard Apprentice, Insignificant, Beloved	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	3	0	The Blessing, Magic Resistance (1, 1)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Damsel	1	3	3	0	3 Lance Formation, Hand Weapon



### MOUNT BARDED WARHORSE

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

Options | Druidism • Barded Warhorse • Wizard Master • Magical Heirloom

## Core



### KNIGHTS ASPIRANT #1

Knights Aspirant x5 - Standard - Cavalry - 25x50

225 POINTS



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



### KNIGHTS ASPIRANT #2

Knights Aspirant x5 - Standard - Cavalry - 25x50

225 POINTS



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



### KNIGHTS OF THE REALM #1

Knights of the Realm x12 - Standard - Cavalry - 25x50

677 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>	
	1	4	3	2	The Blessing, Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Knight of the Realm</b>	1	4	4	1	3	Lance Formation, Oath of Fealty, Lance
<b>Barded Warhorse</b>	1	3	3	0	3	Harnessed, Devastating Charge

<b>Options</b>	Champion • Musician • Standard Bearer • Banner of the Last Charge
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## Special

	<b>KNIGHTS OF THE QUEST #1</b> Knights of the Quest <b>x12</b> - <i>Standard - Cavalry - 25x50</i>	<b>640</b> 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>		
	1	4	3	2	The Blessing, Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Knight of the Quest</b>	1	4	4	1	4	Lance Formation, Questing Oath, Bastard Sword
<b>Barded Warhorse</b>	1	3	3	0	3	Harnessed, Devastating Charge

<b>Options</b>	Champion • Musician • Standard Bearer • Banner of Speed
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	<b>KNIGHTS OF THE GRAIL #1</b> Knights of the Grail <b>x8</b> - <i>Standard - Cavalry - 25x50</i>	<b>690</b> 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, Pure of Heart		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	2	The Blessing, Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Knight of the Grail</b>	2	5	4	1	5	Divine Attacks, Lance Formation, Oath of Fealty, Grail Oath, Holy Migh, Lance
<b>Barded Warhorse</b>	1	3	3	0	3	Harnessed, Devastating Charge

<b>Options</b>	Champion • Musician • Standard Bearer • Banner of Roland
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	<b>THE GREEN KNIGHT</b> The Green Knight - <i>Standard - Cavalry - 25x50</i>	<b>375</b> 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, Terror, Supernal, Eternal Champion		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	4	2	Aegis (1, If the army Prayed), The Blessing, Thrice Blessed, Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>The Green Knight</b>	5	6	4	1	6	Lambent Sword
<b>Spectral Stallion</b>	1	4	4	1	4	Harnessed, Devastating Charge

Magics				
Racial Trait Spell				
	Casting	Range	Type	Duration

	Casting	Range	Type	Duration
<b>Breath of the Lady</b>				
Mf	{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'.				



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
6	Spirits of the Wood	7+ {6+}	12"	Augment {Universal}	One Turn	Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).}
0	The Oaken Throne	4+	Caster	Caster	Permanent	If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text. The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).
2	Master of Earth	6+ {5+}	18"	Hex Damage Direct	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.
1	Healing Waters	7+ {6+}	12"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)}.
4	Fountain of Youth		12"	Augment Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
4	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: <b>Standard Infantry/Beast*</b> : Raise 4 {6} Health Points. <b>Towering Presence**</b> : Raise 1 {1} Health Point. <b>Anything else***</b> : Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.
5	Stone Skin	9+ {8+}	12"	Augment	One Turn	The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains +2 {+3} Resilience.
3	Entwining Roots	6+ {5+}	12"	Hex	One Turn	The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.

## Magic items

**Crusader's Salvation:** The wearer gains +1 Armour and **must** reroll failed Armour Saves.

**Potion of Strength:** One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

**Divine Judgement:** Attacks made with this weapon gain **Devastating Charge (Multiple Wounds (D3+1))** and become **Magical Attacks**.

**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'.

**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.

## Magic banners

**Banner of the Last Charge:** R&F Cavalry models in the bearer's unit gain **Impact Hits (X)**, where X is equal to the number of Full Ranks in the unit. These Impact Hits are resolved with Strength 4 and Armour Penetration 1.

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

**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 when reacting to Charges made by the bearer's unit.

## 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.
- 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 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.
- 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.

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

**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

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.

