



KINGDOM OF EQUITAIN

DEATH STAR CONCEPT - 2 037 POINTS



1250 pts (28.00 %) 0 pts (0.00 %) 787 pts (17.00 %) 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

390 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 | Battle Standard Bearer • Halberd • Faith • Destrier • Percival's Panoply • Mortal Reminder

HEROS DU PEUPLE #1

Folk Hero - Standard - Cavalry - 25x50

405 POINTS

Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Ordeal, Traits of a Hero	
Defensive	HP	Def	Res	Arm	Aeg
	3	4	4	0	6+
Light Armour					
Offensive	Att	Off	Str	Ap	Agi
Folk Hero	1	4	4	1	4
Bastard Sword, Hand Weapon					

MOUNT REVERED UNICORN

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	C	Forest Guide	
Defensive	HP	Def	Res	Arm	Aeg
	C	C	4	C+1	C
Magic Resistance					
Offensive	Att	Off	Str	Ap	Agi
Revered Unicorn	2	5	4	1	5

Options | Revered Unicorn • Sainted • Heavy Armour • Shield • Castellan • Excellence • Potion of Swiftiness • Ghostly Guard • Tristan's Resolve



SEIGNEUR D'EQUITAINE #2

Equitan Lord - Standard - Cavalry - 25x50

455 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9		
Defensive	HP	Def	Res	Arm	Aeg
	3	6	4	0	6+
Offensive	Att	Off	Str	Ap	Agi
Equitan Lord	4	6	4	1	6

Courage, Heavy Armour
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 | Paladin • Shield • Lance • Valour • Destrier • Basalt Infusion • Divine Judgement

Special



CHEVALIERS DE LA LICE #1

Knights Resplendent x12 - Standard - Cavalry - 25x50

787 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
ResplendentKnight	1	5	4	1	4
Destrier	1	3	4	0	3

Courage, Heavy Armour, Shield
Lance Formation, Devastating Charge, Lance
Harnessed

Options | Standard Bearer • Musician • Champion • Knight Banneret • Knights of the Court • Banner of Speed • Castellan's Crest

Magics

Racial Trait Spell

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

Magic items

Mortal Reminder: The wielder gains **Fear**. Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become **Magical Attacks**.

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

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Potion of Swiftmess: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

Tristan's Resolve: While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become **Magical Attacks** and gain +1 Armour Penetration. 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. Any Weapon Enchantment of the chosen weapon is 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.

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

Magic banners

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

Castellan's Crest: One use only. May be activated immediately before declaring a Charge with the bearer or the bearer's unit in the Charge Phase. Failed Charge Range rolls of the bearer or the bearer's unit must be rerolled until the end of the phase. Other Characters Charging out of the bearer's unit are not affected.

Model Rules

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.

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.

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

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

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.

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.

Traits of a Hero: Universal Rule.

The Folk Hero model part must choose at least 1 and up to 2 different Heroic Traits.

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



Héros du peuple #1



Seigneur d'Équitaire #2



Chevaliers de la Lice #1



