



# KINGDOM OF EQUITAIN

## LIST KINGDOM OF EQUITAIN #2 - 4 500 POINTS



1240 pts (28.00 %) 1540 pts (34.00 %) 660 pts (15.00 %) 1300 pts (29.00 %)  
**Special**      **Characters**      **Airborne Gallantry**      **Core**  
 (0 NoLimit)      (40 Max)      (40 Max)      (25 Least)

### Characters

### CASTELLAN #1

Castellan - Standard - Infantry - 20x20

## 190 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Castellan	4	4	4	4	4	3	3	2	7	Monstrous Infantry
<b>Model Rules</b>	Insignificant • Lowborn • Master at Arms • Rousing Orator • Serfs • Light Armour									

**Options** | May be a upgraded to Rabble Rouser • Blessed Sword

### DAMSEL #1

Damsel - Standard - Infantry - 20x20

## 540 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Damsel	4	3	3	3	3	3	3	1	7	Infantry
Unicorn	10	5	-	4	4	1	5	2	8	War Beast
<b>Model Rules</b>	Insignificant • Wizard Apprentice with 1 learned spell • Magic Resistance (1) • Beloved • Lance Formation • The Blessing									
<b>Model Rules (Unicorn)</b>	Magical Attacks • Thunderous Charge • Magic Resistance (2) • Strider (Forest) • Mount's Protection (6+)									
<b>Model Rules (Unicorn)</b>	Magical Attacks • Thunderous Charge • Magic Resistance (2) • Strider (Forest) • Mount's Protection (6+)									

**Options** | May become Wizard Master • Druidism • 3 spells • Unicorn

### NOBILITY - DUKE #1

Nobility - Duke - Standard - Infantry - 20x20

## 810 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Nobility - Duke	4	6	3	4	4	3	6	4	9	Infantry
Hippogriff	7(8)	4	-	5	5	4	4	4	6	Monstrous Beast
<b>Model Rules</b>	Jousting • Lance Formation • Oath of Fealty • The Blessing • Heavy Armour									
<b>Model Rules (Hippogriff)</b>	Devastating Charge • Fear • Towering Presence • Armour Piercing (1) • Fly (8) • Mount's Protection (6+)									
<b>Model Rules (Hippogriff)</b>	Devastating Charge • Fear • Towering Presence • Armour Piercing (1) • Fly (8) • Mount's Protection (6+)									

**Options** | Questing Oath • May take a Shield • Lance • Hippogriff • Might • Armour of Destiny • Talisman of Greater Shielding x1 • Potion of Strength

### Core


### KNIGHTS OF THE REALM #1

Knights of the Realm x5 - Standard - Infantry - 25x50

## 380 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	4	3	4	3	1	3	1	8	Cavalry
Warhorse	9[8]	3	-	3	3	1	3	1	5	
<b>Model Rules</b>	Mount's Protection (6+) • Heavy Armour • Shield • Barding									
<b>Model Rules (Knight)</b>	Scoring • Oath of Fealty • Jousting • Lance Formation • The Blessing • Lance									
<b>Model Rules (Warhorse)</b>	Thunderous Charge									


<b>Options</b>	Flail • Champion • Musician • Standard Bearer • Banner of Speed
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Core	<b>PEASANT LEVY #3</b>									<b>220 POINTS</b>	
	Peasant Levy <b>x25</b> - Standard - Infantry - 20x20										
<b>Troops</b>		<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Peasant Levy		4	2	2	3	3	1	3	1	5	Infantry
<b>Model Rules</b>		Insignificant • Scoring • Serfs • Light Armour • Shield									

<b>Options</b>	Spear • Champion • Musician • Standard Bearer
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Core	<b>PEASANT LEVY #2</b>									<b>320 POINTS</b>	
	Peasant Levy <b>x30</b> - Standard - Infantry - 20x20										
<b>Troops</b>		<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Peasant Levy		4	2	2	3	3	1	3	1	5	Infantry
<b>Model Rules</b>		Insignificant • Scoring • Serfs • Light Armour • Shield									


<b>Options</b>	Halberd • Champion • Musician • Standard Bearer
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Core	<b>PEASANT LEVY #1</b>									<b>380 POINTS</b>	
	Peasant Levy <b>x36</b> - Standard - Infantry - 20x20										
<b>Troops</b>		<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Peasant Levy		4	2	2	3	3	1	3	1	5	Infantry
<b>Model Rules</b>		Insignificant • Scoring • Serfs • Light Armour • Shield									

<b>Options</b>	Halberd • Champion • Musician • Standard Bearer
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## Special

	<b>SACRED RELIQUARY #1</b>									<b>260 POINTS</b>	
	Sacred reliquary - Standard - Infantry - 40x60										
<b>Troops</b>		<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Sacred reliquary		4	3	2	3	5	6	3	4	8	Infantry
<b>Model Rules</b>		Impact Hits (D3) • Insignificant • Stubborn • War Platform • Innate Defense (5+) • Holy Fervor • Light Armour									

	<b>THE GREEN KNIGHT</b>									<b>360 POINTS</b>	
	The Green Knight - Standard - Infantry - 25x50										
<b>Troops</b>		<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
The Green Knight		4	6	3	4	4	3	6	4	9	Cavalry
Warhorse		9[8]	3	-	3	3	1	3	1	5	
<b>Model Rules</b>		Mount's Protection (6+) • Heavy Armour • Shield • Barding									
<b>Model Rules (The Green Knight)</b>		Ambush • Ethereal • Otherworldly • Terror • Unstable • Weapon Master • Standard Bearer • Great Weapon • Paired Weapons									
<b>Model Rules (Warhorse)</b>		Divine Attacks • Thunderous Charge									

**YEOMAN OUTRIDERS #1**  
Yeoman Outriders x10 - Standard - Infantry - 25x50

**310 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	3	3	3	1	3	1	6	Cavalry
Horse	8	3	-	3	3	1	3	1	5	
<b>Model Rules</b>	Mount's Protection (6+)									
<b>Model Rules (Rider)</b>	Fast Cavalry • Insignificant • Serfs • Light Lance • Bow									

<b>Options</b>	Shield • Light Armour • Champion • Musician • Standard Bearer
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**YEOMAN OUTRIDERS #2**  
Yeoman Outriders x10 - Standard - Infantry - 25x50

**310 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	3	3	3	1	3	1	6	Cavalry
Horse	8	3	-	3	3	1	3	1	5	
<b>Model Rules</b>	Mount's Protection (6+)									
<b>Model Rules (Rider)</b>	Fast Cavalry • Insignificant • Serfs • Light Lance • Bow									

<b>Options</b>	Shield • Light Armour • Champion • Musician • Standard Bearer
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**Airborne Gallantry**

**PEGASUS KNIGHTS #1**  
Pegasus Knights x3 - Standard - Infantry - 40x40

**420 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Pegasus Knights	4	4	3	4	3	1	3	1	8	Monstrous Cavalry
Pegasus	8[7]	3	-	4	4	2	4	2	7	
<b>Model Rules</b>	Mount's Protection (6+) • Heavy Armour • Shield • Barding									
<b>Model Rules (Pegasus Knights)</b>	Devastating Charge • Oath of Fealty • The Blessing • Lance									
<b>Model Rules (Pegasus)</b>	Fly (9)									

<b>Options</b>	Champion • Musician • Standard Bearer
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**Magics**



Druidism

		Casting	Range	Type	Duration	Effect
<b>5</b>	Stone Skin	10+ {9+}	12"	Augment	One Turn	The Range of this spell can be measured from the caster or from any Hill Terrain Feature on the table. The target gains +2{+3} Toughness.
<b>3</b>	Entwining Roots	8+ {7+}	12"	Hex	One Turn	The Range of this spell can be measured from the caster or from any Forest Terrain Feature on the table. The target suffers -1{-2} Weapon Skill and Ballistic Skill, both to a minimum of 1.
<b>4</b>	Spirits of the Wood	9+ {8+}	12"	Augment {Universal}	One Turn	All models in the target unit are considered to be within a Forest. {If the target is a friendly unit, it gains Strider (Forest).}
<b>6</b>	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the Height of the largest fraction of the target unit's models (use the largest Height in case of a tie). Standard: Raise 5{7} Wounds. Large: Raise 2{3} Wounds. Gigantic: Raise 1 {1} Wound.
<b>1</b>	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 Feature on the table. The target suffers D6 Strength 4{5} hits.
<b>A</b>	Fountain of Youth		12"	Augment Focused	Instant	The target or its unit Recovers {Raises} 1 Wound. No single model can Recover (or Raise) more than 1 Wound per Phase from this spell.

		Casting	Range	Type	Duration	Effect
<b>T</b>	The Oaken Throne	4+	Caster		Remains in Play	If the caster has The Oaken Throne in play when certain spells are cast by the caster, the {augmented} version is used. In that case, use any text marked with {} and ignore any red text. For the Attribute Spell, The Oaken Throne must be in play when the Spell triggering the Attribute was cast.
<b>2</b>	Healing Waters	8+ {7+}	12"	Augment	One Turn	The Range of this spell can be measured from the caster or from any Water Terrain Feature on the table. The target gains Regeneration (5+){(4+)}.

## Magic items

**Blessed Sword:** Type: Hand Weapon. Attacks made with this weapon gain Divine Attacks and may reroll failed to-wound rolls.

**Armour of Destiny:** Infantry, Cavalry and War Beasts only.  
Type: Heavy Armour. The wearer gains a Ward Save (4+).

**Potion of Strength:** May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn, the bearer gains +2 Strength.

**Talisman of Greater Shielding:** The bearer gains a Ward Save (5+).

## Magic banners

**Banner of Speed:** The bearer's unit gains +1 Movement.

## Model Rules

**Ambush:** Before Deployment, after choosing Deployment Zones, an army that includes units with the Ambush special rule must state which of your units with this special rule will use it (starting with the player that picked the Deployment Zone).

Deploy your army as usual, but without deploying any of the Ambushing units. Starting from Game Turn 2, roll a dice for each Ambushing unit at the start of each of your Remaining Moves subphases. After you have rolled for all Ambushing units, each unit that rolled 3+, now enters the Battlefield from any table edge. Place the arriving unit with all of its back rank touching the Board Edge. Ambushing models are free to move in the Remaining Moves subphase, except that they may not March Move, and they must end this Movement Phase no more than twice their Movement value from the Board Edge. If an Ambushing unit has not entered the board (due to failing all its 3+ rolls) before the game ends, the unit counts as destroyed. An Ambushing Character may choose to be deployed within an Ambushing unit that it would normally be allowed to join (declare this when declaring which units are Ambushing). In that case the player rolls once for the combined unit. Until arriving on the Battlefield, Ambushing units cannot do any actions at all, and all items, rules, abilities etc. do not work while not on the Battlefield.

### Barding:

**Beloved:** When a model with this special rule is joined to a unit with at least one Full Rank of models with the Lance Formation, the model cannot be chosen by the enemy as the model that refuses a Challenge, and it can be placed anywhere in the unit, it doesn't have to be placed as far forward as possible. Other models with the Front Rank rule have priority for being as far forward as possible.

### Bow:

**Devastating Charge:** In the first round of a combat after a model with this rule has successfully charged into combat, model parts with this special rule have +1 Attack.

**Ethereal:** Models with this special rule treat all Terrain as Open Terrain for movement purposes, but cannot end their movement inside (or within 1" of) Impassable Terrain. Model parts with Ethereal gain Magical Attacks, and non-mount model parts with Ethereal gain Ward Save (5+), which is increased to Ward Save (3+) against all attacks that are not Magical Attacks. Units including any non-mount R&F part with Ethereal can only be joined by Characters with Ethereal on a non-mount part.

**Fast Cavalry:** Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with Fast Cavalry voluntarily flees as a Charge Reaction and subsequently rallies the next friendly Player Turn, then the unit may move and shoot during that Player Turn. The rallied unit may not charge and counts as having moved for the purpose of shooting. This rule cannot be applied if a unit fails to rally on the next friendly Player or involuntarily flees, such as a result of a failed Panic Test.

**Fly (9):** Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). However, they cannot end their Movement inside or within 1" of a unit or Impassable Terrain (unless charging, when the normal exceptions to the Unit Spacing rule apply). Units using Flying Movement ignore any Terrain or units they fly over from their starting to their ending position, but they are still affected by the effects of the Terrain from which they take off and in which they land. Flying Movement can be used to March. Models with the Fly special rule also always have Swiftstride and Light Troops.

### Great Weapon:

### Heavy Armour:

**Holy Fervor:** All friendly models with Insignificant in units within 6" gain The Blessing. All friendly Insignificant Infantry and Insignificant Cavalry models in units within 6" gain Fight in Extra Rank and may reroll all natural to-wound rolls of '1'.

**Impact Hits (D3):** Impact Hits are Special Close Combat Attacks which can ( and must) only be made in the first Round of Combat after a model with this rule successfully charged into combat. Impact Hits are resolved at Initiative 10 and inflict a number of hits equal to the value stated within brackets (X) to a single enemy unit in base contact, which must be the charged enemy unit. Impact Hits automatically hit and have a Strength value equal to the model's own Strength, with +1 Strength for every Full Rank after the first in the unit, provided that those ranks are comprised entirely of models with the Impact Hits special rule. Due to

being Special Attacks, Impact Hits do not benefit from weapon bonuses or special rules. If a model has both Grinding Attacks and Impact Hits, it may only use one of these rule in the same Combat Round (you may choose which). If the value within brackets is preceded by a '+' sign, add the value to the already existing Impact Hits instead (if the model already had Impact Hits). If not, use the value directly.

In Chariots, only a Chariot itself can use this Special Attack. In the other multipart models only the mounts can use it.

#### **Innate Defense (5+):**

**Insignificant:** Units consisting entirely of models with this special rule do not cause Panic Tests on friendly units without this special rule. Only Insignificant Characters can join units with Insignificant R&F models.

**Jousting:** A model with this special rule may use a Lance when charging even when armed with a Magical Weapon. If the model uses a mundane Lance when charging it may switch its weapon at the start of the next Round of Combat.

#### **Lance:**

**Lance Formation:** Models with this special rule gain Monstrous Ranks and Fight in Extra Rank. When charging and with a unit that has ranks 3 models wide, models with this special rule gain an additional instance of Fight in Extra Rank.

#### **Light Armour:**

#### **Light Lance:**

**Lowborn:** A Castellán may only join units comprised entirely of models with Insignificant.

A Castellán gains the following special rules while joined to the following units:

Yeomen Outriders - Fast Cavalry.

Peasant Crusaders - Hatred and Frenzy.

**Magic Resistance (1):** All models in a unit with one or more models with Magic Resistance add the value within brackets (X) to any Ward Save rolls (using the same rules as for adding to Armour Saves) when rolling Ward Saves against Wounds caused by spell effects. Magic Resistance, like most special rules, is not cumulative.

**Master at Arms:** The Castellán and its unit gain Weapon Master.

#### **Mount's Protection (6+):**

**Oath of Fealty:** Models with this special rule gain Inspiring Presence with the following exceptions: it has a range of 6" and may only benefit units with more than half of their models with Serf.

**Otherworldly:** Models with this special rule have Magical Attacks, are Immune to Psychology and have a Ward Save (5+). Units with the Otherworldly special rule can only be joined by Otherworldly Characters. Similarly, Otherworldly Characters can only join Otherworldly units.

#### **Paired Weapons:**

**Rousing Orator:** The Castellán and its unit gain Devastating Charge.

**Scoring:** Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

**Serfs:** If more than half of a unit's models have this special rule, and if the unit is under the effect of Inspiring Presence from one or more models with Oath of Fealty then the unit gains +1 Movement when Marching.

#### **Shield:**

#### **Standard Bearer:**

**Stubborn:** A unit with at least one model with this special rule ignores any Combat Score penalties to its Leadership when taking Break Tests or Combat Reform Leadership Tests.

**Terror:** When a unit with one or more models with this special rule declares a Charge, its target must take a Panic Test. If the test is failed, the target of the Charge must declare a Flee reaction, if able to do so. All models with Terror also have the Fear special rule and are immune to Fear and Terror.

#### **The Blessing:**

**Unstable:** Unstable units can only be joined by Unstable Characters.

Units with this special rule automatically pass all Break Tests. When a unit with this special rule loses a combat, it suffers a Wound (without any saves allowed) for each point of Combat Score by which it lost the combat.

The number of lost wounds is reduced in some situations. Apply the modifiers in the following order:

1. If the unit is Stubborn, halve the number of lost wounds (round fractions up).
2. If the unit is Steadfast, reduce all lost wounds above 12 to 12.
3. If the unit receives Hold Your Ground, reduce the number of lost wounds with the unit's current Rank Bonus. Units with no Rank Bonus reduce the number of wounds lost by 1 instead.

Apply all other modifiers (from items/special rules/spells etc) afterward.

The Wounds are distributed in the following order:

1. R&F models (excluding Champions)
2. Champion
3. Characters (distributed by the owner of the unit, as evenly as possible)

**War Platform:** Models with this special rule may join units as if they were Characters, even if they are not Characters and even if they are Large Targets, and follow the rules for Characters with regards to distributing hits. While joined to and moving with a unit consisting of 5 or more models (besides the War Platform itself) a model with the War Platform special rule may March even though its Troop Type would normally forbid it, for example if it is a Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back models with the Front Rank rule, and must keep its position in the centre of the front rank at all times. If two positions are equally central (this is the case in a unit with an even number of models in the first rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (for example due to Mismatching bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching bases and that only a single War Platform can ever be in the same unit. Models with this rule lose Swiftstride.

**Weapon Master:** At the beginning of each Round of Combat, model parts with this special rule may choose which weapon they fight with. This includes selecting to use a Hand Weapon even if they have other weapons. If armed with a Magical Weapon, the model must still use it.

**Wizard Apprentice with 1 learned spell:**

## 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.

Castellan #1	Damsel #1	Knights of the Realm #1	Nobility - Duke #1	Peasant Levy #3	Peasant Levy #2	Peasant Levy #1	Pegasus Knights #1	Sacred reliquary #1	The Green Knight	Yeoman Outriders #1	Yeoman Outriders #2
