




# KINGDOM OF EQUITAIN

## BOJAN - 1 370 POINTS




825 pts (60.00 %) 265 pts (19.00 %) 280 pts (20.00 %) 440 pts (32.00 %)  
**Characters**      **Core**      **Special**      **Airborne Gallantry**  
 (40 Max)      (25 Least)      (0 NoLimit)      (40 Max)

### Characters



**BOJAN**  
 Duke - Large - Cavalry - 40x40mm

**440 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	
<b>Duke</b>	4	6	4	1	6	Lance Formation, Oath of Fealty, Hand Weapon





### MOUNT PEGASUS

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	
<b>Pegasus</b>	2	4	4	1	4	Harnessed

**Options** | Shield • Questing Oath, Bastard Sword • Lance • Pegasus • General • Valour



**DAMSEL #1**  
 Damsel - Standard - Cavalry - 25x50mm

**385 POINTS**


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	
<b>Damsel</b>	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	
<b>Barded Warhorse</b>	1	3	3	0	3	Harnessed, Devastating Charge

**Options** | Druidism • Barded Warhorse • Wizard Master

### Core



## KNIGHTS OF THE REALM #1

Knights of the Realm **x6** - Standard - Cavalry - 25x50mm

265 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	2	The Blessing, Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Knight of the Realm	1	4	4	1	3	Lance Formation, Oath of Fealty, Lance
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

Options

Champion

Special



## CAVALIERI DEL GRAAL #1

Knights of the Grail **x3** - Standard - Cavalry - 25x50mm

280 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	Divine Attacks, Lance Formation, Oath of Fealty, Grail Oath, Holy Migh, Lance
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

Options

Champion • Musician • Standard Bearer • Banner of Speed

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Breath of the Lady</b>				
Mf	{8+} {10+}	{18"} {36"}	Augment	Last one Turn
<i>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'.</i>				



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
5	Stone Skin	9+ {8+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Hill</b> Terrain Feature on the board. The target gains +2 {+3} Resilience.
3	Entwining Roots	6+ {5+}	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Forest</b> Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.

		Casting Range	Type	Duration	Effect	
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.
6	Spirits of the Wood	7+ {6+}	12"	Augment, {Universal}	Last 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).}
1	Healing Waters	7+ {6+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Water Terrain</b> Feature on the board. The target gains Fortitude (5+) {(4+)}.
A	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit <b>Recovers</b> {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
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 <b>red text</b> . 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.

## Magic banners

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

## Model Rules

**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.

**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.

**Insignificant:**

**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.

**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.

**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.

**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.

bojan



Damsel #1



Knights of the Realm #1



Cavalieri del graal #1

