



KINGDOM OF EQUITAINÉ

LIST KINGDOM OF EQUITAINÉ (v2021 BETA 2) #84 - 3 652 POINTS



1255 pts (34.00 %) 1250 pts (34.00 %) 1147 pts (31.00 %) 0 pts (0.00 %)

Characters **Core** **Special** **Airborne Gallantry**

(40 Max) (25 Least) (0 NoLimit) (40 Max)

Characters



CASTELLAN - BANNERMAN #1
Castellan - Bannerman - Standard - Infantry - 20x20mm

85 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|--------------------|-----|-----|-----|---|--------------|
| | 4" | 8" | 7 | Serf, Insignificant, Lowborn, Stand Behind, Battle Standard Bearer, Bannerman | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 4 | 4 | 0 | Light Armour |
| Offensive | Att | Off | Str | Ap | Agi |
| Castellan | 2 | 4 | 4 | 1 | 3 |
| Hand Weapon | | | | | |

| | |
|----------------|--|
| Options | Heavy Armour • Spear • Legion Standard |
|----------------|--|



CASTELLAN - BANNERMAN #2
Castellan - Bannerman - Standard - Infantry - 20x20mm

85 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|--------------------|-----|-----|-----|---|--------------|
| | 4" | 8" | 7 | Serf, Insignificant, Lowborn, Stand Behind, Battle Standard Bearer, Bannerman | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 4 | 4 | 0 | Light Armour |
| Offensive | Att | Off | Str | Ap | Agi |
| Castellan | 2 | 4 | 4 | 1 | 3 |
| Hand Weapon | | | | | |

| | |
|----------------|--|
| Options | Heavy Armour • Spear • Legion Standard |
|----------------|--|



CASTELLAN - MASTER-AT-ARMS #1
Castellan - Standard - Infantry - 20x20mm

85 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------------------------------|-----|-----|-----|--|--------------|
| | 4" | 8" | 7 | Serf, Insignificant, Lowborn, Master-at-Arms | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 4 | 4 | 0 | Light Armour |
| Offensive | Att | Off | Str | Ap | Agi |
| Castellan | 3 | 4 | 4 | 1 | 3 |
| Weapon Master, Hand Weapon | | | | | |

| | |
|----------------|---|
| Options | Heavy Armour • Shield • Throwing weapon (4+) • Spear • Master-at-Arms |
|----------------|---|




DUKE #1
Duke - Standard - Infantry - 20x20mm

300 POINTS




| | | | | | |
|------------------|------------|------------|------------|--------------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4" | 8" | 9 | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 6 | 4 | 0 | The Blessing, Heavy Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Duke | 4 | 6 | 4 | 1 | 6 Lance Formation, Oath of Fealty, Hand Weapon |

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|----------------|--|
| Options | Humility • Crown of Autocracy • Crown of the Wizard King |
|----------------|--|




DAMSEL #1
Damsel - Standard - Infantry - 20x20mm

430 POINTS




| | | | | | |
|------------------|------------|------------|------------|---|---------------------------------------|
| <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 |

| | |
|----------------|---|
| Options | Druidism • Wizard Master • Talisman of the Void • Rod of Battle |
|----------------|---|



DAMSEL #2
Damsel - Standard - Infantry - 20x20mm

270 POINTS



| | | | | | |
|------------------|------------|------------|------------|---|---------------------------------------|
| <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 |

| | |
|----------------|--|
| Options | Divination • Wizard Adept • Book of Arcane Mastery |
|----------------|--|

Core




PEASANT BOWMEN #1
Peasant Bowmen x30 - Standard - Infantry - 20x20mm

270 POINTS




| | | | | | |
|------------------|------------|------------|------------|---|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4" | 8" | 5 | Scoring, Serf, Insignificant, Bowmen's Stakes | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 2 | 3 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Peasant Bowman | 1 | 2 | 3 | 0 | 3 |

| | |
|----------------|------------------------|
| Options | Braziers, Longbow (4+) |
|----------------|------------------------|



PEASANT BOWMEN #2
Peasant Bowmen x24 - Standard - Infantry - 20x20mm


300 POINTS



| | | | | | |
|---------------|------------|------------|------------|--------------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
|---------------|------------|------------|------------|--------------------|--|

| | | | | | |
|------------------|------------|------------|------------|---|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4" | 8" | 5 | Scoring, Serf, Insignificant, Bowmen's Stakes | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 2 | 3 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Peasant Bowman | 1 | 2 | 3 | 0 | 3 |


| | |
|----------------|---------------|
| Options | Crossbow (4+) |
|----------------|---------------|



PEASANT BOWMEN #3


Peasant Bowmen x24 - Standard - Infantry - 20x20mm

300 POINTS



| | | | | | |
|------------------|------------|------------|------------|---|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4" | 8" | 5 | Scoring, Serf, Insignificant, Bowmen's Stakes | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 2 | 3 | 0 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Peasant Bowman | 1 | 2 | 3 | 0 | 3 |


| | |
|----------------|---------------|
| Options | Crossbow (4+) |
|----------------|---------------|



PEASANT LEVY #1

Peasant Levy x60 - Standard - Infantry - 20x20mm


380 POINTS



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

| | |
|----------------|---|
| Options | Spear • Champion • Musician • Standard Bearer |
|----------------|---|


Special




SACRED RELIQUARY #1

Sacred Reliquary - Standard - Infantry - 40x60mm

165 POINTS




| | | | | | |
|--|------------|------------|------------|---|----------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 4" | 8" | 8 | Not a Leader, War Platform, Insignificant, Holy Fervor, Impetuous | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 4 | 3 | 4 | 2 | The Blessing, Heavy Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Sacred Reliquary | 4 | 3 | 3 | 0 | 3 |
| Impact Hits (D3, D3), Oath of Fealty, Devastating Charge | | | | | |



SCORPION #1


Scorpion - Standard - Construct - 75mm round

130 POINTS



| | | | | | |
|------------------|------------|------------|------------|----------------------------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 0" | 0" | 5 | War Machine, Serf, Insignificant | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 6 | 1 | 4 | 0 | |


| | | | | | | |
|------------------|------------|------------|------------|-----------|------------|--|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Crew | 4 | 2 | 3 | 0 | 3 | Move or Fire, Scorpion (4+, 4+) |



SCORPION #2

Scorpion - Standard - Construct - 75mm round

130 POINTS



| | | | | | | |
|------------------|------------|------------|------------|---|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 0" | 0" | 5 | War Machine, Serf, Insignificant | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 6 | 1 | 4 | 0 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Crew | 4 | 2 | 3 | 0 | 3 | Move or Fire, Scorpion (4+, 4+) |



KNIGHTS OF THE GRAIL #1

Knights of the Grail x9 - Standard - Cavalry - 25x50mm

722 POINTS



| | | | | | | |
|----------------------------|------------|------------|------------|-------------------------------|---|--|
| <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> | |
| 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 |

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|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|--|---------------|----------------|---------|---------------|
| <i>Breath of the Lady</i> | | | | |
| <i>Mf</i> | {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> | | | | |



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.

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|------------------|----------------|-----------------|----------------------|-----------------|--|
| A | Guiding Light | | 12" | Augment | Last 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. |
| 1 | Know Thy Enemy | 7+ [12+] | 18" [6"Aura] | Augment | Last one Turn | The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility. |
| 2 | 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). |
| 3 | Scrying | 7+ [12+] | 18" [6"Aura] | Augment | Last one Turn | The target gains Distracting and Hard Target. |

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|-----------------|----------------|-----------------|----------------------|-----------------|--|
| 4 | The Stars Align | 8+ [12+] | 18" [6"Aura] | Augment | Last one Turn | The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks. |
| 5 | 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. |
| 6 | 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. |



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.

| | | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> | <i>Effect</i> |
|----------|---------------------|----------------|--------------|----------------------|-----------------|---|
| 5 | Stone Skin | 9+ {8+} | 12" | Augment | Last 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 | Last 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. |
| 4 | Summer Growth | 11+ {10+} | 24" | Augment | Instant | This spell has different effects depending on the target: Standard Infantry/Beast* : Raise 4 {6} Health Points. Towering Presence** : Raise 1 {1} Health Point. Anything else*** : 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 Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)} . |
| A | 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. |
| 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. |

Magic items

Crown of Autocracy: The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):
Type: Augment. Range 18". Duration: One Turn.
The target gains +1 to hit with its Close Combat Attacks.

Talisman of the Void: The bearer gains Channel (1).

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Magic banners

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Model Rules

Bannerman: Universal Rule.

0–2 Models/Army.

The Castellans gain Stand Behind and is a Standard Bearer.

Battle Standard Bearer:

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.

Bowmen's Stakes: Universal Rule.

When deploying the unit, you may place a Wall Terrain Feature fully within 1" of the unit's Front Facing but not in contact with any other Terrain Feature except Open Terrain. This Wall is up to 20 mm deep, and its length cannot be wider than the unit, to a maximum of 12". It follows the normal rules for Walls, with the exception that it contributes to Soft Cover instead of Hard Cover

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 Fervor: Universal Rule.

A unit joined by a Sacred Reliquary gains Fight in Extra Rank. If the Sacred Reliquary is in base contact with an enemy model, the Sacred Reliquary and all friendly units that are Engaged in the same Combat gain +1 Armour.

Holy Migh: Attack Attribute - Melee.

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

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

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:

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

Lowborn: Universal Rule.

The model may only join units comprised entirely of models with Insignificant.

Magic Resistance:**Master-at-Arms:** Universal Rule.

The Castellán gains +1 Attack Value and its unit gains Weapon Master.

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.**Not a Leader:** The model cannot be the General.**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.

Scorpion: Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (5x1), [Multiple Wounds (D3+1, Clipped Wings)].

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.**Stand Behind:****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.**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation).
- It cannot issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per 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 (e.g. 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 be in the same unit unless noted otherwise.

Weapon Master:**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.

Castellan - Bannerman #1



Castellan - Bannerman #2



Castellan - Master-at-Arms #1



Duke #1



Damsel #1



Damsel #2



Peasant Bowmen #1



Peasant Bowmen #2



Peasant Bowmen #3



Peasant Levy #1



Sacred Reliquary #1



Scorpion #1



Scorpion #2



Knights of the Grail #1

