



KINGDOM OF EQUITAIN

TEST - 1 748 POINTS



0 pts (0.00 %) 1748 pts (39.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Fey**
 (40 Max) (25 Least) (0 NoLimit) (20 Max)

Core



RITARIT

Feudal Knights **x9** - Standard - Cavalry - 25x50mm

437 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	2	6+
Courage, Heavy Armour, Shield					
Offensive	Att	Off	Str	Ap	Agi
Feudal Rider	1	4	4	1	3
Lance, Lance Formation					
Destrier	1	3	4	0	3
Harnessed					

Options	Champion • Knight Banneret • Musician • Standard Bearer
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Breath of the Lady				
Mf	7+		Caster	Instant
<i>Add two Blessing Tokens to your Blessing Token pool.</i>				

Model Rules

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.

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.

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.

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.

