



KINGDOM OF EQUITAINÉ
VS WDG v2.2 - 4 251 POINTS



1670 pts (37.00 %) **1048 pts (23.00 %)** 1533 pts (34.00 %) 400 pts (9.00 %)
Characters **Core** **Special** **Airborne Gallantry**
 (40 Max) (25 Least) (0 NoLimit) (40 Max)

Characters



THE KING
 Duke - Large - Cavalry - 50x50mm

610 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
Duke	4	6	4	1	6
Lance Formation, Oath of Fealty, Hand Weapon					




MOUNT HIPPOGRIFF


Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Fear, Towering Presence, Fly (8", 16", 8", 16"), Light Troops	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	4	C	5	C+1	
Offensive	Att	Off	Str	Ap	Agi
Hippogriff	4	4	5	3	4
Harnessed, Devastating Charge					

Options | Shield • Questing Oath, Bastard Sword • Hippogriff • General • Daring • Binding Scroll x1 • Crystal Ball • Basalt Infusion



THE PRINCE
 Duke - Large - Cavalry - 50x50mm

570 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
Duke	4	6	4	1	6
Lance Formation, Oath of Fealty, Hand Weapon					




MOUNT HIPPOGRIFF

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Fear, Towering Presence, Fly (8", 16", 8", 16"), Light Troops	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	4	C	5	C+1	
Offensive	Att	Off	Str	Ap	Agi
Hippogriff	4	4	5	3	4
Harnessed, Devastating Charge					

Options | Hippogriff • Valour • Binding Scroll x1 • Potion of Swiftmess • Ghostly Guard • Tristan's Resolve



BSB

Paladin - Standard - Cavalry - 25x50mm

325 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8			
Defensive	HP	Def	Res	Arm		
	3	5	4	0	The Blessing, Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Paladin	3	5	4	1	5	Lance Formation, Oath of Fealty, 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	
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

Options

Battle Standard Bearer • Shield • Grail Oath • Lance • Barded Warhorse • Aether Icon x1 • Fortress of Faith



LIL' JOHN

Castellan - Standard - Infantry - 20x20mm

80 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+) • Master-at-Arms



ALAN-A-DALE

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

Core



PEASANT LEVY #1

Peasant Levy x50 - Standard - Infantry - 20x20mm

310 POINTS



Global	Adv	Mar	Dis	Model Rules	
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<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 • Musician • Standard Bearer
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KNIGHTS OF THE REALM #1
Knights of the Realm x8 - Standard - Cavalry - 25x50mm

369 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	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 Realm	1	4	4	1	3
Barded Warhorse	1	3	3	0	3

Options	Champion • Standard Bearer
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KNIGHTS OF THE REALM #2
Knights of the Realm x8 - Standard - Cavalry - 25x50mm


369 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	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 Realm	1	4	4	1	3
Barded Warhorse	1	3	3	0	3


Options	Champion • Standard Bearer
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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



SACRED RELIQUARY #2
Sacred Reliquary - Standard - Infantry - 40x60mm

165 POINTS



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



PEASANT CRUSADERS #1
Peasant Crusaders x34 - Standard - Infantry - 20x20mm

263 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Scoring, Serf, Insignificant, Impetuous, Bodyguard		
Defensive	HP	Def	Res	Arm		
	1	2	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Peasant Crusader	1	3	3	0	3	Hatred, Devastating Charge

Options

Musician • Standard Bearer • Shield • Legion Standard



YEOMAN OUTRIDERS #1
Yeoman Outriders x5 - Standard - Cavalry - 25x50mm

130 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	6	Feigned Flight, Vanguard, Light Troops, Serf, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	3	3	1		
Offensive	Att	Off	Str	Ap	Agi	
Yeoman Outrider	1	3	3	0	3	Light Lance
Horse	1	3	3	0	3	Harnessed

Options

Throwing Weapons (5+)



YEOMAN OUTRIDERS #2
Yeoman Outriders x5 - Standard - Cavalry - 25x50mm

130 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	6	Feigned Flight, Vanguard, Light Troops, Serf, Insignificant		
Defensive	HP	Def	Res	Arm		
	1	3	3	1		
Offensive	Att	Off	Str	Ap	Agi	
Yeoman Outrider	1	3	3	0	3	Light Lance
Horse	1	3	3	0	3	Harnessed

Options

Throwing Weapons (5+)



KNIGHTS OF THE GRAIL #1

Knights of the Grail x8 - Standard - Cavalry - 25x50mm

680 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 • Standard Bearer • Banner of Speed
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Breath of the Lady				
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>				

Magic items

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

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 Strength, +1 ArmourPenetration, +1 Attack Value, and **Magical Attacks**. 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. The Weapon Enchantments of the chosen weapon are ignored for the rest of the game.

Fortress of Faith: While using this Shield, the bearer **must** reroll natural to-hit and to-wound rolls of '1' with its Close Combat Attacks, and **must** reroll natural Armour Save rolls of '1'.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

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.

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

Model Rules

Bannerman: Universal Rule.

0–2 Models/Army.

The Castellans gain Stand Behind and is a Standard Bearer.

Battle Standard Bearer:

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

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.

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

Heavy Armour: +2 Armour

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: Armour +1

Light Lance:

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Lowborn: Universal Rule.

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

Master-at-Arms: Universal Rule.

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

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.

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.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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 toward 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:

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.

The King



The Prince



BSB



LiL' John



Alan-a-Dale



Peasant Levy #1



Knights of the Realm #1



Knights of the Realm #2



Sacred Reliquary #1



Sacred Reliquary #2



Peasant Crusaders #1



Yeoman Outriders #1



Yeoman Outriders #2



Knights of the Grail #1

