



KINGDOM OF EQUITAINÉ

ROYAL AIR FORCE 1 - 4 425 POINTS



1705 pts (38.00 %) 1145 pts (25.00 %) 1165 pts (26.00 %) 410 pts (9.00 %)

Characters **Core** **Special** **Fey**
 (40 Max) (25 Least) (0 NoLimit) (20 Max)

Characters

DAMSEL #1

Damsel - Large - Cavalry - 40x40mm

235 POINTS

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Orison, Beloved, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	3	3	3	0	5+	Honesty
Offensive	Att	Off	Str	Ap	Agi	
Damsel	1	3	3	0	3	Hand Weapon

MOUNT HERALDIC STEED

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fly, Gallantry, Light Troops, Vanguard		
	10"	14"				
Defensive	HP	Def	Res	Arm	Aeg	
	C	C	C	C+2	C	Hard Target
Offensive	Att	Off	Str	Ap	Agi	
Heraldic Steed	1	3	4	1	3	

Options	Wizard Adept • Divination • Heraldic Steed
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EQUITAN LORD #1

Equitan Lord - Large - Cavalry - 50x75mm

650 POINTS

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm	Aeg	
	3	6	4	0	6+	Courage, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi	
Equitan Lord	4	6	4	1	6	Lance Formation, Hand Weapon

MOUNT FEY STEED

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C	Fear, Fey Spirit, Ghost Step		
Defensive	HP	Def	Res	Arm	Aeg	
	4	C	4	C+1	C	Aegis (+1, max 4+)
Offensive	Att	Off	Str	Ap	Agi	
Fey Steed	2	4	4	1	4	

Options	General • Sainted • Great Weapon • Excellence • Fey Steed • Black Knight's Tabard • Percival's Panoply • Blessed Inscriptions
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EQUITAN LORD #2
Equitan Lord - Large - Cavalry - 50x75mm

550 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	9		
Defensive	HP	Def	Res	Arm	Aeg
	3	6	4	0	6+
Offensive	Att	Off	Str	Ap	Agi
Equitan Lord	4	6	4	1	6

Courage, Heavy Armour
Lance Formation, Hand Weapon



MOUNT HIPPOGRIFF

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

Options Battle Standard Bearer • Shield • Bastard Sword • Forbearance • Hippogriff • Ghostly Guard • Dusk Forged



DAMSEL #2
Damsel - Large - Cavalry - 50x75mm

270 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Orison, Beloved, Wizard Apprentice	
Defensive	HP	Def	Res	Arm	Aeg
	3	3	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
Damsel	1	3	3	0	3

Honesty
Hand Weapon



MOUNT FEY STEED

Global	Adv	Mar	Dis	Model Rules	
	8"	16"	C	Fear, Fey Spirit, Ghost Step	
Defensive	HP	Def	Res	Arm	Aeg
	4	C	4	C+1	C
Offensive	Att	Off	Str	Ap	Agi
Fey Steed	2	4	4	1	4

Aegis (+1, max 4+)

Options Wizard Adept • Shamanism • Fey Steed

Core



FEUDAL KNIGHTS #1
Feudal Knights x12 - Standard - Cavalry - 25x50mm

565 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	2	6+
Offensive	Att	Off	Str	Ap	Agi

Courage, Heavy Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Feudal Rider	1	4	4	1	3	Lance Formation, Lance
Destrier	1	3	4	0	3	Harnessed

Options	Standard Bearer • Musician • Champion • Knight Banneret • Castellan's Crest • Relic Shroud
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FEUDAL KNIGHTS #2
 Feudal Knights **x6** - Standard - Cavalry - 25x50mm

290 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>	<i>Aeg</i>	
	1	4	3	2	6+	Courage, Heavy Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Feudal Rider	1	4	4	1	3	Lance Formation, Lance
Destrier	1	3	4	0	3	Harnessed

Options	Standard Bearer • Musician • Banner of Discipline
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FEUDAL KNIGHTS #2
 Feudal Knights **x6** - Standard - Cavalry - 25x50mm

290 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>	<i>Aeg</i>	
	1	4	3	2	6+	Courage, Heavy Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Feudal Rider	1	4	4	1	3	Lance Formation, Lance
Destrier	1	3	4	0	3	Harnessed


Options	Standard Bearer • Musician • Banner of Discipline
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Special



PEGASUS KNIGHTS #1
 Pegasus Knights **x5** - Large - Cavalry - 50x50mm

585 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Gallantry, Fly, Light Troops		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	3	4	4	2	6+	Courage, Heavy Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Pegasus Knight	2	4	4	1	4	Lance
Pegasus Charger	2	4	4	1	4	Harnessed

Options	Standard Bearer • Champion • Knight Banneret • Oriflamme
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PEGASUS KNIGHTS #2
Pegasus Knights x5 - Large - Cavalry - 50x50mm

580 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Gallantry, Fly, Light Troops	
	8"	16"			
Defensive	HP	Def	Res	Arm	Aeg
	3	4	4	2	6+
Courage, Heavy Armour, Shield					
Offensive	Att	Off	Str	Ap	Agi
Pegasus Knight	2	4	4	1	4
Lance					
Pegasus Charger	2	4	4	1	4
Harnessed					

Options Standard Bearer • Champion • Knight Banneret • Banner of Roland

Fey

Fey

THE LADY'S COURTIER #1
The Lady's Courtier - Large - Beast - 50x50mm

410 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Fey Spirit, Fear, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	5	5	5	3	5+
Aegis (+1, against Melee Attacks)					
Offensive	Att	Off	Str	Ap	Agi
Lady's Courtier	5	5	5	4	7

Options Witchcraft • Courtier of the Dusk

Magics

Racial Trait Spell

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



Divination

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.

		Casting	Range	Type	Duration	Effect
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 .
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Distracting and Hard Target.
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.

		Casting	Range	Type	Duration	Effect
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.
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.
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.
2	Fate's Judgement	<5+> {9+}	18"	Hex, Missile, Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



Shamanism

		Casting	Range	Type	Duration	Effect
5	Totemic Summon	10+ {12+}	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
3	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"	Hex	Last one Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
1	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
A	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.



Witchcraft

		Casting	Range	Type	Duration	Effect
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")
3	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
4	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
A	Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
2	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

Magic items

Black Knight's Tabard: Attacks against the bearer's model with Multiple Wounds (X) lose this Attack Attribute.

Blessed Inscriptions: Attacks made with this weapon become Divine Attacks and Magical Attacks, and failed to wound rolls must be rerolled.

Percival's Panoply: The wearer gains +2 Armour.

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If the reroll from Dusk Forged is failed, the bearer automatically fails any Special Save against that wound.

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Magic banners

Oriflamme: The bearer gains **Fear** while Engaged in Combat. Enemy units in base contact with the bearer's unit cannot benefit from Rally Around the Flag.

Banner of Roland: The bearer's unit gains **Aegis (+1, max. 4+, against Ranged Attacks)**. In addition, enemy units cannot choose Stand and Shoot as a Charge Reaction against Charges declared by the bearer's unit.

Castellan's Crest: One use only. May be activated immediately before declaring a Charge with the bearer or the bearer's unit in the Charge Phase. Failed Charge Range rolls of the bearer or the bearer's unit must be rerolled until the end of the phase. Other Characters Charging out of the bearer's unit are not affected.

Relic Shroud: The bearer of one or more Relic Shrouds can cast Breath of the Lady (Hereditary Spell) as a Bound Spell with Power Level (4/8).

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Model Rules

Aegis:

Beloved: Universal Rule.

While the model is joined to a unit with at least one Full Rank, it gains Stand Behind.

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.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fey Spirit: The model gains Fearless and Magical Attacks. Models with Fey Spirit can only join or be joined by Damsels or models with Fey Spirit.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Gallantry: During Army List creation, the unit gains a Gallantry value that corresponds to the value stated in brackets (X). Multiple instances of Gallantry (X) in the same unit do not stack. The sum of the Gallantry values of all units on the Army List is restricted to 1 per 650 Army Points, rounding fractions up (this means that e.g. a 4500 pts army can contain units with a combined Gallantry value of up to 7).

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

Honesty: The model gains Aegis (+1, against Magical Attacks, max. 4+)

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.

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.

Orison: At the start of step 7 of the Pre-Game Sequence (Spell Selection), each model with Orison (X) adds X Orison Tokens to its owner's Orison Token pool. Any player's Orison Token pool can never contain more than 6 Orison Tokens. At the start of any phase or Round of Combat, one or more Orison Tokens can be removed from the Orison Token pool. For each removed token, choose one friendly non-Fleeing unit within 8" of any friendly non-Fleeing model with Orison (X).

The chosen unit gains one of the following effects:

- Holy Strike: Model parts without Harnessed gain +1 to hit with their Close Combat Attacks.
- Holy Shield: Aegis (+1, max. 4+).
- Holy Wrath: Fear; any model that already has Fear gains Terror instead.

Several instances of an effect on the same model are not cumulative, and a single unit can only be the target of one Orison per phase unless specifically stated otherwise. The effects last until the end of the phase.

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.

Supernal:

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.

Pegasus Knights #1



Pegasus Knights #2



Damsel #1



Equitan Lord #1



Equitan Lord #2



Feudal Knights #1



Feudal Knights #2



Feudal Knights #2



Damsel #2



The Lady's Courtier #1

