




# KINGDOM OF EQUITAINÉ

## KNIGHTS - 2 250 POINTS



520 pts (23.00 %) 1355 pts (60.00 %) 375 pts (17.00 %) 200 pts (9.00 %)  
**Characters**                      **Core**                      **Special**                      **Airborne Gallantry**  
 (40 Max)                      (25 Least)                      (0 NoLimit)                      (40 Max)


### Characters



#### DUKE #1

Duke - Large - Cavalry - 50x50mm

## 520 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 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	
<b>Hippogriff</b>	4	4	5	3	4	Harnessed, Devastating Charge

<b>Options</b>	Grail Oath • Lance • Hippogriff • Might
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### Core



#### KNIGHTS OF THE REALM #1


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

## 365 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	
<b>Knight of the Realm</b>	1	4	4	1	3	Lance Formation, Oath of Fealty, Lance
<b>Barded Warhorse</b>	1	3	3	0	3	Harnessed, Devastating Charge


<b>Options</b>	Banner of the Last Charge
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#### KNIGHTS ASPIRANT #1

Knights Aspirant x5 - Standard - Cavalry - 25x50mm



## 275 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Scoring, Impetuous		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	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>
<b>Knight Aspirant</b>	1	3	3	0	3 Lance Formation, Devastating Charge, Lance
<b>Barded Warhorse</b>	1	3	3	0	3 Harnessed, Devastating Charge



<b>Options</b>	Rending Banner
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	<b>PEASANT BOWMEN #1</b> Peasant Bowmen x15 - Standard - Infantry - 20x20mm	<b>165 POINTS</b>	
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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, 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>
<b>Peasant Bowman</b>	1	2	3	0	3

<b>Options</b>	Braziers, Longbow (4+)
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	<b>PEASANT BOWMEN #2</b> Peasant Bowmen x15 - Standard - Infantry - 20x20mm	<b>210 POINTS</b>	
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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, 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>
<b>Peasant Bowman</b>	1	2	3	0	3



<b>Options</b>	Crossbow (4+)
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	<b>PEASANT LEVY #1</b> Peasant Levy x30 - Standard - Infantry - 20x20mm	<b>170 POINTS</b>	
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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>
<b>Peasant</b>	1	2	3	0	3

<b>Options</b>	Halberd
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	<b>PEASANT LEVY #2</b> Peasant Levy x30 - Standard - Infantry - 20x20mm	<b>170 POINTS</b>	
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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>


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Peasant</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>3</b>

<b>Options</b>	Spear
<b>Special</b>	



**THE GREEN KNIGHT**  
The Green Knight - Standard - Cavalry - 25x50mm

**375 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	<b>8"</b>	<b>16"</b>	<b>8</b>	<b>Fear, Fearless, Ghost Step, Terror, Supernal, Eternal Champion</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>3</b>	<b>6</b>	<b>4</b>	<b>2</b>	<b>Aegis (1, If the army Prayed), The Blessing, Thrice Blessed, Heavy Armour, Shield</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>The Green Knight</b>	<b>5</b>	<b>6</b>	<b>4</b>	<b>1</b>	<b>6</b>	<b>Lambent Sword</b>
<b>Spectral Stallion</b>	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	<b>Harnessed, Devastating Charge</b>

### Magics

Racial Trait Spell

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

**Banner of the Last Charge:** R&F Cavalry models in the bearer's unit gain **Impact Hits (X)**, where X is equal to the number of Full Ranks in the unit. These Impact Hits are resolved with Strength 4 and Armour Penetration 1.

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

### Model Rules

**Aegis:**

**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.

**Eternal Champion:** Universal Rule.  
The Green Knight cannot be deployed during the Deployment Phase. Once per game, at the start of any of your Movement Phases, you may deploy The Green Knight within 6" of a friendly Damsel.  
The Green Knight cannot perform a March Move this Player Turn.  
If The Green Knight has not been deployed by the end of the game, it counts as destroyed.  
While The Green Knight is within 12" of a friendly Damsel, it gains Stubborn and may Issue and Accept Duels as if it was a Champion.

**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.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee

Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Ghost Step:** The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

**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

**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:**

**Lambent Sword:** Melee Weapon.

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and ignore Parry.

**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

**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.

**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.

**Supernal:**

**Terror:** The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

**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.

**Thrice Blessed:** Personal Protection.

The Green Knight gains The Blessing.

If the Army Prayed, The Green Knight gains Aegis (+1).

## 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.

Duke #1



Knights of the Realm #1



Knights Aspirant #1



Peasant Bowmen #1



Peasant Bowmen #2



Peasant Levy #1



Peasant Levy #2



The Green Knight

