



**KINGDOM OF EQUITAINÉ**  
**NEUE LISTE - 2 996 POINTS**



815 pts (27.00 %) 773 pts (26.00 %) 1408 pts (47.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Fey**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)

## Characters

	<b>DAMSEL</b> Damsel - Standard - Cavalry - 25x50mm	<b>300 POINTS</b>	
--	--------------------------------------------------------	-------------------	--

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	

	<b>MOUNT REVERED UNICORN</b>	
--	------------------------------	--

Global	Adv	Mar	Dis				Model Rules
	9"	18"	C				Forest Guide
Defensive	HP	Def	Res	Arm	Aeg		
	C	C	4	C+1	C	Magic Resistance	
Offensive	Att	Off	Str	Ap	Agi		
Revered Unicorn	2	5	4	1	5		

<b>Options</b>	Wizard Adept • Revered Unicorn
----------------	--------------------------------

	<b>LORD</b> Equitan Lord - Standard - Cavalry - 25x50mm	<b>515 POINTS</b>	
--	------------------------------------------------------------	-------------------	--

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	

	<b>MOUNT DESTRIER</b>	
--	-----------------------	--

Global	Adv	Mar	Dis				Model Rules
	8"	16"	C				
Defensive	HP	Def	Res	Arm	Aeg		
	C	C	C	C+2	C		
Offensive	Att	Off	Str	Ap	Agi		
Destrier	1	3	4	0	3	Harnessed	

<b>Options</b>	General • Sainted • Shield • Lance • Honour • Destrier • Potion of Swiftess • Divine Judgement
----------------	------------------------------------------------------------------------------------------------

## Core



### SERGEANTS 1

Ordo Sergeants **x15** - Standard - Cavalry - 25x50mm

443 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Orison, Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	3	3	1	6+
Offensive	Att	Off	Str	Ap	Agi
Ordo Sergeant	1	3	3	0	3
Rouncey	1	3	3	0	3

<b>Options</b>	Standard Bearer • Musician • Champion • Ordo Minister • Great Weapon
----------------	----------------------------------------------------------------------



### BAUERN

Lowborn Levies **x30** - Standard - Infantry - 20x20mm

330 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Ordeal, Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	3	0	6+
Offensive	Att	Off	Str	Ap	Agi
Lowborn Levy	1	2	3	0	3

<b>Options</b>	Standard Bearer • Musician • Champion • Shield
----------------	------------------------------------------------

## Special



### CHARGER

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

663 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
Resplendent Knight	1	5	4	1	4
Destrier	1	3	4	0	3

<b>Options</b>	Standard Bearer • Musician • Champion • Knight Banneret • Knights of the Court • Banner of Roland • Relic Shroud
----------------	------------------------------------------------------------------------------------------------------------------



### TREBUCHET

Siege Weapon - Standard - Construct - 75mm round


170 POINTS



Global	Adv	Mar	Dis	Model Rules	
	0"	0"	7	War Machine	
Defensive	HP	Def	Res	Arm	Aeg
	5	1	4	0	6+
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	<b>4</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Move or Fire</b>


<b>Options</b>	Trebuchet (4+)
----------------	----------------



**QUEST**

Knights of the Quest **x9** - Standard - Cavalry - 25x50mm

**575 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>The Quest, Fearless, Scoring</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	<b>1</b>	<b>5</b>	<b>4</b>	<b>2</b>	<b>6+</b>	<b>Courage, Heavy Armour, Shield</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Questing Knight</b>	<b>2</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>4</b>	<b>Lance Formation, Bastard Sword</b>
<b>Destrier</b>	<b>1</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>3</b>	<b>Harnessed</b>

<b>Options</b>	Standard Bearer • Musician • Champion
----------------	---------------------------------------

### Magics

Racial Trait Spell

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

### Magic items

**Divine Judgement:** Attacks made with this weapon gain **Devastating Charge (+1 Str, +1 AP, Multiple Wounds (D3))** and become **Magical Attacks**.

**Potion of Swiftwiness:** 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.

### Magic banners

**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.

**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).

### Model Rules

**Bastard Sword:** Close Combat Weapon  
Hand Weapon. Attacks made with a Bastard Sword gain +1 Strength and, in the First Round of Combat, +1 Armour Penetration.

**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.

**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.

**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.

**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

**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 Armour:** Armor +1

**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.

**Ordeal:** The model gains Aegis (+1, max. 5+) with the following condition: Its unit must be Engaged in the same Combat as at least one other friendly unit containing one or more models with Courage or Honesty.

Units consisting entirely of models with Ordeal are ignored by units with more than half of their models with Courage for the purpose of Panic Tests.

**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.

**The Quest:** Universal Rule.

Immediately after deploying the first friendly unit of Knights of the Quest during the Deployment Phase, the owner must choose 1 unit entry from the opponent's Army Book (this may also be a Character, but not a Character Mount). Models of all units from this unit entry in the enemy army (even if there is more than one such unit) are considered "marked".

For attacks allocated either towards marked models, or towards models joined to units with more than half of their models marked, Questing Knights gain Lethal Strike and must reroll failed to-wound rolls.

**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.

**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.

Sergents 1



Bauern



Damsel



Lord



Charger



Trebuchet



Quest

