



# KINGDOM OF EQUITAIN

## 4500 KNIGHTS COPY - 4 096 POINTS



1150 pts (26.00 %) 1130 pts (25.00 %) 1366 pts (30.00 %) 450 pts (10.00 %)

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

### Characters



#### EQUITAN LORD #1

Equitan Lord - Large - Cavalry - 50x75mm

715 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 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** | General • Sainted • Shield • Lance • Honour • Hippogriff • Percival's Panoply • Fortress of Faith • Divine Judgement



#### DAMSEL #1

Damsel - Standard - Cavalry - 25x50mm

435 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 DESTRIER

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

**Options** | Wizard Master • Druidism • Destrier

### Core



**FEUDAL KNIGHTS #1**  
 Feudal Knights **x6** - Standard - Cavalry - 25x50mm

**300 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	<b>Scoring</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	4	3	2	6+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Feudal Rider</b>	1	4	4	1	3
<b>Destrier</b>	1	3	4	0	3

<b>Options</b>	Standard Bearer • Champion • Knight Banneret
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**FEUDAL KNIGHTS #1**  
 Feudal Knights **x6** - Standard - Cavalry - 25x50mm

**280 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	<b>Scoring</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	4	3	2	6+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Feudal Rider</b>	1	4	4	1	3
<b>Destrier</b>	1	3	4	0	3

<b>Options</b>	Standard Bearer • Musician • Champion
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**LOWBORN ARCHERS #1**  
 Lowborn Archers **x24** - Standard - Infantry - 20x20mm

**275 POINTS**



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

<b>Options</b>	Longbow and Expert Bowmen (4+)
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**LOWBORN ARCHERS #1**  
 Lowborn Archers **x24** - Standard - Infantry - 20x20mm

**275 POINTS**



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

<b>Options</b>	Longbow and Expert Bowmen (4+)
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Special



**PEGASUS KNIGHTS #1**  
Pegasus Knights x3 - Large - Cavalry - 50x50mm

415 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

<b>Options</b>	Standard Bearer • Champion • Banner of Speed
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**KNIGHTS OF THE QUEST #1**  
Knights of the Quest x9 - Standard - Cavalry - 25x50mm

575 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	The Quest, Fearless, Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	1	5	4	2	6+	Courage, Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
Questing Knight	2	5	4	1	4	Lance Formation, Bastard Sword
Destrier	1	3	4	0	3	Harnessed

<b>Options</b>	Standard Bearer • Musician • Champion
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**SIEGE WEAPON #1**  
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+	Honesty
Offensive	Att	Off	Str	Ap	Agi	
Crew	4	2	3	0	3	Move or Fire

<b>Options</b>	Trebuchet (4+)
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**HOODED MEN #1**  
Hooded Men x15 - Standard - Infantry - 20x20mm

206 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Ordeal, Light Troops, Scout, Unstable, Daring		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	0	6+	
Offensive	Att	Off	Str	Ap	Agi	
Hooded Man	1	3	3	1	3	Longbow, Paired Weapons

Options

Enlisted Outlaws

## Fey

Fey

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

450 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
<b>H Breath of the Lady</b>				
<i>Mf</i>	7+		Caster	Last one Turn
<i>Add two Orison Tokens to your Orison Token pool.</i>				



Druidism

**Nature's Call:** All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

		Casting	Range	Type	Duration	Effect
<b>5</b>	Stone Skin	10+ <<9+>>	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Hill</b> Terrain Feature on the board. The target gains +2 {+3} Resilience.
<b>3</b>	Entwining Roots	<6+> <<5+>>	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Forest</b> Terrain Feature on the board. The target suffers <-1> <<-2>> Offensive Skill, <-1> <<-2>> Defensive Skill, and <-1> <<-2>> to hit with Shooting Attacks.
<b>4</b>	Summer Growth	11+ <<10+>>	24"	Augment	Instant	This spell has different effects depending on the target: <b>Standard Infantry/Beast**:</b> Raise 4 {6} Health Points. <b>Towering Presence**:</b> Raise 1 {1} Health Point. <b>Anything else***:</b> Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.
<b>6</b>	Spirits of the Wood	7+ {6+}	12"	Augment, {Universal}	Last one Turn	<If the target is an enemy unit Engaged in Combat, the spell has no effect. Otherwise,> place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). If the target is a friendly unit, it gains Strider (Forest).
<b>1</b>	Healing Waters	7+ <<6+>>	18"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any <b>Water Terrain</b> Feature on the board. The target gains Fortitude (5+) {(4+)}.
<b>A</b>	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit <b>Recovers</b> {Raises} 1 Health Point. This spell can only be cast once per phase.
<b>0</b>	The Oaken Throne	4+	Caster	Caster	Permanent	If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any <b>red text</b> . The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).

		Casting	Range	Type	Duration	Effect
2	Master of Earth	6+ <<5+>>	18"	Hex, Damage, Direct	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers 1D6 hits with Strength <4> <<5>>, Armour Penetration <1> <<2>> and <b>Magical Attacks</b> .



		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.
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.
4	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

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

**Fortress of Faith:** The bearer must reroll Armour Save rolls of '1'

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

### Magic banners

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

### Model Rules

#### Aegis:

**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.

**Daring:** Units with more than half of their models with Daring cannot voluntarily declare Flee as a Charge Reaction and must reroll failed 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.

**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.

**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, a Charge 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 at least one model part with Harnessed is considered to be mounted.

**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 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.

**Longbow:** Portée 30", tir 1, Force 3, PA 0, Tir précis, Tir rapide

**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.

**Paired Weapons:** The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**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.

**Scout:** At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is

deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Supernal:**

**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.

**Unstable:**

**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.

Pegasus Knights #1



Feudal Knights #1



Feudal Knights #1



Equitan Lord #1



Damsel #1



Knights of the Quest #1



Lowborn Archers #1



Lowborn Archers #1



Siege Weapon #1



Hooded Men #1



The Lady's Courtier #1

