



KINGDOM OF EQUITAINÉ

KOE - 635 POINTS



0 pts (0.00 %) 635 pts (14.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

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

Core



HEDGE KNIGHTS #1

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

370 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Knight Banneret, Gallantry (2), Light Troops		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	2	6+	Nobility, Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
Hedge Knight	1	4	4	1	3	Lance Formation, Paired Weapons, Light Lance, Devastating Charge (Battle Focus, Frenzy, Fearless)
Cob	1	3	4	0	3	Harnessed

Options Champion • Knight Banneret • Musician • Standard Bearer



KNIGHTS OF THE REALM #1

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

265 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	2	6+	Nobility, Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
Realm Knight	1	4	4	1	3	Lance, Lance Formation
Destrier	1	3	4	0	3	Harnessed

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Breath of the Lady				
Mf	7+		Caster	Instant

Add two Blessing Tokens to your Blessing Token pool.

Model Rules

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.

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).

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

Knight Banneret: 0–2 Models with Knight Banneret per Army.

The model gains the following rules:

- The model gains +1 Health Point, up to a maximum of 3.
- The model may take a single Banner Enchantment from this Army Book, for which it is considered to have a Special Item allowance with no limit.
- When calculating Combat Score, the model adds +1 to its side's Combat Score.
- The model can be chosen as the model that suffers the penalties for refusing a Duel. If so, it does not add +1 to its side's Combat Score.

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 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.

Nobility: 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.

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.

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

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.

Hedge Knights #1



Knights of the Realm #1

