



# KINGDOM OF EQUITAINÉ

## 2.5K OPTI - 2 482 POINTS



715 pts (29.00 %) 982 pts (39.00 %) 785 pts (31.00 %) 0 pts (0.00 %)

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

### Characters



#### EQUITAN LORD #1

Equitan Lord - Standard - Cavalry - 25x50mm

**370** POINTS



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



#### MOUNT DESTRIER

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

<b>Options</b>	General • Shield (Dusk Forged) • Lance (Uther's Mettle) • Faith • Destrier
<b>Magic items</b>	Dusk Forged (Shield) • Uther's Mettle (Lance)



#### DAMSEL #1

Damsel - Standard - Cavalry - 25x50mm

**345** POINTS



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



#### MOUNT DESTRIER

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

<b>Options</b>	Wizard Adept • Druidism • Destrier
<b>Magic items</b>	Magical Heirloom • Lightning Vambraces

### Core



### FEUDAL KNIGHTS #1

Feudal Knights x7 - Standard - Cavalry - 25x50mm

357 POINTS



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

<b>Options</b>	Standard Bearer • Musician
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)



### LOWBORN ARCHERS #1

Lowborn Archers x10 - Standard - Infantry - 20x20mm

160 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	
<b>Lowborn Archer</b>	1	2	3	0	3	

<b>Options</b>	Musician • Prepared Position • Longbow and Expert Bowmen (4+)
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### LOWBORN ARCHERS #1

Lowborn Archers x10 - Standard - Infantry - 20x20mm

160 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	
<b>Lowborn Archer</b>	1	2	3	0	3	

<b>Options</b>	Musician • Prepared Position • Longbow and Expert Bowmen (4+)
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### LOWBORN LEVIES #1

Lowborn Levies x35 - Standard - Infantry - 20x20mm

305 POINTS



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

<b>Options</b>	Standard Bearer • Musician • Champion • Shield and Spear
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Special



## KNIGHTS OF THE QUEST #1

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

**420** 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+	, Heavy Courage Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
<b>Questing Knight</b>	2	5	4	1	4	Lance Formation, Bastard Sword
<b>Destrier</b>	1	3	4	0	3	Harnessed

<b>Options</b>	Standard Bearer • Musician
<b>Magic banners</b>	Stalker's Standard (Banner Enchantment)



## PEGASUS KNIGHTS #1

Pegasus Knights x3 - Large - Cavalry - 50x50mm

**365** 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+	, Heavy Courage Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
<b>Pegasus Knight</b>	2	4	4	1	4	Lance
<b>Pegasus Charger</b>	2	4	4	1	4	Harnessed

<b>Options</b>	Standard Bearer • Musician
<b>Magic banners</b>	Aether Icon (Banner Enchantment)

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H Breath of the Lady</i>				
<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
<i>1</i>	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+)}.
<i>3</i>	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 Terrain</b> Feature on the board. The target suffers <-1> <<-2>> Offensive Skill, <-1> <<-2>> Defensive Skill, and <-1> <<-2>> to hit with Shooting Attacks.
<i>2</i>	Master of Earth	6+ <<5+>>	18"	Hex, Damage, Direct	Instant	The range of this spell can be measured from the Caster or from any <b>Impassable Terrain</b> 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
0	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 red text. 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).
A	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. This spell can only be cast once per phase.
5	Stone Skin	10+ <<9+>>	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains +2 {+3} Resilience.
6	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).
4	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.

## Magic items

**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.

**Lightning Vambraces:** The bearer can cast Hand of Heaven (Thaumaturgy) as a Bound Spell with Power Level (4/8).

**Magical Heirloom:** The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

**Uther's Mettle:** Attacks made with this weapon ignore Parry and become Magical Attacks.

At the start of the Initiative Step in which the wielder's Close Combat Attacks will be performed, nominate one enemy unit Engaged with the wielder's Front Facing. The wielder gains +1 Attack Value, up to a maximum of +5:

- For each rank of the nominated unit after the first if the wielder's model is Engaged with the unit's Front or Rear Facing.
- For each file of the nominated unit after the first if the wielder's model is Engaged with the unit's Flank Facing.

The additional attacks must be allocated towards non-Champion R&F models of the nominated unit.

If this is not possible, the additional attacks are ignored.

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

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

**Stalker's Standard:** The bearer's unit gains Strider.

## 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.

**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.

**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 Armour:** Armor +1

**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.

**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.

**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.

Feudal Knights #1



Equitan Lord #1



Knights of the Quest #1



Lowborn Archers #1



Lowborn Archers #1



Damsel #1



Lowborn Levies #1



Pegasus Knights #1

