



# KINGDOM OF EQUITAINÉ

## SHERWOOD GUARDIANS - 3 511 POINTS



555 pts (16.00%) 1095 pts (31.00%) 1266 pts (36.00%) 595 pts (17.00%)  
**Characters**      **Core**      **Special**      **Fey**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)

### Characters



#### SIR LÖXLEY

Equitan Lord - Standard - Cavalry - 25x50mm

**335 POINTS**



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

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



#### FOLK HERO #1

Folk Hero - Standard - Infantry - 20x20mm

**220 POINTS**



Global	Adv	Mar	Dis				Model Rules
	4"	8"	8				Ordeal, Traits of a Hero
Defensive	HP	Def	Res	Arm	Aeg		
	3	5	4	0	6+	Light Armour	
Offensive	Att	Off	Str	Ap	Agi		
<b>Folk Hero</b>	1	5	4	1	4	Hand Weapon	

<b>Options</b>	Shield • Heavy Armour • Bannerman
<b>Magic banners</b>	Oriflamme (Battle Standard Bearer)

### Core



#### GUARDIANS OF WESTERN FORREST

Feudal Knights x11 - Standard - Cavalry - 25x50mm



**550 POINTS**



Global	Adv	Mar	Dis				Model Rules
	8"	16"	8				Scoring
Defensive	HP	Def	Res	Arm	Aeg		



<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	4	3	2	6+	, Heavy CourageArmour , Shield
<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	Lance Formation, Lance
<b>Destrier</b>	1	3	4	0	3	Harnessed

<b>Options</b>	Champion • Knight Banneret • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Elan (Banner Enchantment) • Castellan's Crest (Banner Enchantment)

	<b>GATE GUARD</b> Lowborn Levies x30 - Standard - Infantry - 20x20mm	<b>240 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	6	Scoring, Ordeal		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	2	3	0	6+	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Lowborn Levy</b>	1	2	3	0	3	

<b>Options</b>	Halberd and Shield • Champion • Musician • Standard Bearer
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	<b>GATE GUARD</b> Lowborn Levies x30 - Standard - Infantry - 20x20mm	<b>180 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	6	Scoring, Ordeal		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	2	3	0	6+	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Lowborn Levy</b>	1	2	3	0	3	

	<b>LOWBORN ARCHERS #1</b> Lowborn Archers x10 - Standard - Infantry - 20x20mm	<b>125 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	6	Scoring, Ordeal		
<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 (4+) and Archery Drills
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**Special**

	<b>GUARDIANS OF THE GULLY</b> Men-at-Arms x30 - Standard - Infantry - 20x20mm	<b>450 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	, Stalwart ScoringDefense		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	4	3	0	6+	Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Man-at-Arms</b>	1	4	4	1	3	



<b>Options</b>	Avowed Armsmen • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of the Relentless Company (Banner Enchantment)

	<b>GUARDIANS OF LOXLEY MANOR</b> Men-at-Arms x30 - Standard - Infantry - 20x20mm	<b>480</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	8	, Stalwart Scoring Defense

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	4	3	0	6+	Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Man-at-Arms</b>	1	4	4	1	3	

<b>Options</b>	Ordo Wardens • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of the Relentless Company (Banner Enchantment)

	<b>SHERWOOD</b> Sacred Reliquary - Standard - Infantry - 40x60mm	<b>200</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	7	Attached, Exclusive (R&F Infantry), Not a Leader, Tall, War Platform, Sacred Relic, Ordained

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	5	4	4	2	6+	, Heavy Honesty Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Sacred Reliquary</b>	4	4	4	1	3	

	<b>SHERWOOD OUTLAWS</b> Hooded Men x10 - Standard - Infantry - 20x20mm	<b>136</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	4"	8"	7	Light Troops, Scout, Unstable, Ordeal, Daring

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	3	3	0	6+	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Hooded Man</b>	1	3	3	1	3	Paired Weapons

<b>Options</b>	Enlisted Outlaws • Longbow (3+)
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**Fey**

	<b>SPIRITS OF THE LAKE</b> Naiads x5 - Large - Infantry - 25x25mm	<b>265</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	8	Fearless, Light Troops, Scout, Special Ambush (Water Terrain), Strider (Water Terrain), Wizard Conclave	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	2	4	3	0	5+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Naiaid</b>			3	3	5
<b>Grind Attacks</b>					

<b>Options</b>	Fountain of Youth (Druidism) • Savage Fury (Shamanism) • Champion
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## SIR PARZIVAL

Fey Knight - Large - Cavalry - 50x75mm

# 330 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	, Special Ambush (Water Terrain or Fear, Fearless, Ghost StepForest), Supernal	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	4	6	4	1	5+
	Aegis (4+, against Melee Attacks) Heavy Armour, Shield				
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Fey Rider</b>	4	6	5	3	6
<b>Fey Steed</b>	2	4	4	1	4
<b>Harnessed</b>					

<b>Options</b>	Warden of the Hooded Man
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H Breath of the Lady</i>				
<i>Mf</i>	7+		Caster	Instant
<i>Add two Blessing Tokens to your Blessing Token pool.</i>				

## Magic items

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

**Banner of Elan:** Close Combat Attacks made with Lances by the bearer's unit gain +2 Strength and +2 Armour Penetration in the First Round of Combat if the following conditions are met: • The bearer's unit is only Engaged in its Front Facing. • The bearer's unit is not Charging. • The bearer's unit failed a Charge in its previous Charge Phase.

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

**Castellan's Crest:** One use only. May be activated immediately before declaring a Charge with the bearer or the bearer's unit in the Charge Phase. Failed Charge Range rolls of the bearer or the bearer's unit must be rerolled until the end of the phase. Other Characters Charging out of the bearer's unit are not affected.

**Oriflamme:** The bearer gains **Fear** while Engaged in Combat. Enemy units in base contact with the bearer's unit cannot benefit from Rally Around the Flag.

## Model Rules

**Aegis:**

**Attached:**

**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.

**Exclusive:**

**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.

**Grind Attacks:** A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

**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.

**Not a Leader:** The model cannot be the General.

**Ordained:** At the start of step 7 of the Pre-Game Sequence (Spell Selection), add 1 Blessing Token to your Blessing Token pool for each model with Ordained on your Army List.

**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.

**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.

**Sacred Relic:** Universal Rule.

The model must be deployed in a Standard Height Infantry unit and can never voluntarily leave it. The model's unit gains the following rules:

- Fight in Extra Rank
- The unit's Discipline Tests are subject to Minimised Roll.
- At the start of every Magic Phase, if the unit is Engaged in Combat, add one Orison Token to your Orison Token pool

**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.

**Special Ambush:**

**Stalwart Defense:** Enemy units in base contact with one or more models with Stalwart Defense do not count as Charging for the purpose of Devastating Charge.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.  
If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.  
Sometimes Strider is linked to a specific type of Terrain, stated in brackets.  
In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**Supernal:**

**Tall:**

**Traits of a Hero:** Universal Rule.  
The Folk Hero model part must choose at least 1 and up to 2 different Heroic Traits.

**Unstable:**

**War Platform:** Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Character category (for Army List creation).
- It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

**Wizard Conclave:** The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.  
This overrides the Spell Selection rules connected to being a Wizard Adept.

## 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.

Sir Loxley



Guardians of Western Forrest



Guardians of the Gully



Guardians of Loxley Manor



Sherwood



Sherwood Outlaws



Spirits of the Lake



Sir Parzival



Gate Guard



Gate Guard



Lowborn Archers #1



Folk Hero #1

