



# KINGDOM OF EQUITAIN

## KOE - 4 498 POINTS



1055 pts (23.00 %) 1340 pts (30.00 %) 1763 pts (39.00 %) 340 pts (8.00 %)

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

### Characters



#### EQUITAN LORD #1

Equitan Lord - Standard - Cavalry - 25x50mm

410 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm	Aeg	
	3	6	4	0	6+	, Heavy CourageArmour
Offensive	Att	Off	Str	Ap	Agi	
Equitan Lord	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	
Destrier	1	3	4	0	3	Harnessed

<b>Options</b>	General • Justice • Destrier • Bastard Sword (Touch of Greatness)
<b>Magic items</b>	Touch of Greatness (Bastard Sword) • Destiny's Call (Heavy Armour)



#### PALADIN #1

Paladin - Standard - Cavalry - 25x50mm

385 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9	Not a Leader		
Defensive	HP	Def	Res	Arm	Aeg	
	3	7	4	0	6+	, Heavy HonestyArmour
Offensive	Att	Off	Str	Ap	Agi	
Paladin	4	7	4	1	6	Magical Attacks, Lance Formation, Righteous Smite, Hand Weapon



#### MOUNT REVERED UNICORN

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	C	, Magic Resistance Forest Guide(2) , Strider		
Defensive	HP	Def	Res	Arm	Aeg	
	C	C	4	C+1	C	
Offensive	Att	Off	Str	Ap	Agi	
Revered Unicorn	2	5	4	1	5	

<b>Options</b>	Bastard Sword (Eldritch Inscriptions) • Revered Unicorn
<b>Magic items</b>	Eldritch Inscriptions (Bastard Sword) • Prayer-Etched (Heavy Armour)



### DAMSEL #1

Damsel - Standard - Cavalry - 25x50mm

260 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Wizard Apprentice, Beloved	
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 Adept • Shamanism • Destrier

### Core



### FEUDAL KNIGHTS #1

Feudal Knights x12 - Standard - Cavalry - 25x50mm

470 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
Feudal Rider	1	4	4	1	3 Lance Formation, Lance
Destrier	1	3	4	0	3 Harnessed

#### Options

Champion • Musician • Standard Bearer



### FEUDAL KNIGHTS #1

Feudal Knights x12 - Standard - Cavalry - 25x50mm

470 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
Feudal Rider	1	4	4	1	3 Lance Formation, Lance
Destrier	1	3	4	0	3 Harnessed

#### Options

Champion • Musician • Standard Bearer



**ORDO SERGEANTS #1**  
Ordo Sergeants x13 - Standard - Cavalry - 25x50mm

400 POINTS



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

<b>Options</b>	Great Weapon • Champion • Musician • Standard Bearer
<b>Magic banners</b>	Stalker's Standard (Banner Enchantment (one choice only))

**Special**



**KNIGHTS OF THE QUEST #1**  
Knights of the Quest x10 - Standard - Cavalry - 25x50mm

735 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	, The Fearless, Scoring Quest	
Defensive	HP	Def	Res	Arm	Aeg
	1	5	4	2	6+ , Heavy Courage 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>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Discipline (Banner Enchantment)



**PEGASUS KNIGHTS #1**  
Pegasus Knights x5 - Large - Cavalry - 50x50mm

535 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fly, Light Troops, Gallantry	
	8"	16"			
Defensive	HP	Def	Res	Arm	Aeg
	3	4	4	1	6+ , Heavy Courage 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>	Champion • Musician • Standard Bearer
----------------	---------------------------------------



**SIEGE WEAPON #1**  
Siege Weapon - Standard - Construct - 75mm round


170 POINTS



Global	Adv	Mar	Dis	Model Rules	
--------	-----	-----	-----	-------------	--

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
Crew	4	2	3	0	3


Options	Trebuchet (4+)
---------	----------------



### 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+
Offensive	Att	Off	Str	Ap	Agi
Crew	4	2	3	0	3

Options	Trebuchet (4+)
---------	----------------



### YEOMAN OUTRIDERS #1

Yeoman Outriders x6 - Standard - Cavalry - 25x50mm

## 153 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Feigned Flight, Light Troops, Vanguard, Ordeal	
Defensive	HP	Def	Res	Arm	Aeg
	1	3	3	1	6+
Offensive	Att	Off	Str	Ap	Agi
Yeoman Outrider	1	3	3	0	3
Courser	1	3	3	0	3

Options	Throwing Weapons (5+) • Musician
---------	----------------------------------

## Fey



### FY KNIGHT #1

Fey Knight - Large - Cavalry - 50x75mm

## 340 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	, Special Ambush (Water Terrain or Fear, Fearless, Ghost StepForest), Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	4	6	4	1	5+
Offensive	Att	Off	Str	Ap	Agi
Fey Rider	4	6	5	3	6
Fey Steed	2	4	4	1	4

Options	Champion of the Green Knight
---------	------------------------------

## 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>				



Shamanism

		Casting	Range	Type	Duration	Effect
<b>5</b>	Totemic Summon	9+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.  Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
<b>3</b>	Savage Fury	5+ [8+]	12" [24"]	Universal	Last one Turn	The target gains Frenzy and Battle Focus.
<b>4</b>	Chilling Howl	6+ [10+]	36"	Hex	Last one Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
<b>6</b>	Break the Spirit	9+ [11+]	18" [36"]	Hex	Last one Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
<b>1</b>	Awaken the Beast	5+ [7+]	18"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
<b>4</b>	Scarification		Caster		Last one Turn	Melee Attacks against the target can never wound on better than 5+.
<b>2</b>	Swarm of Insects	5+ [8+]	24" [48"]	Hex, Missile, Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

### Magic items

**Destiny's Call:** The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

**Eldritch Inscriptions:** Failed to-wound rolls from attacks made with this weapon must be rerolled.

**Prayer-Etched:** The wearer gains +1 Armour and Aegis (+1, max. 4+).

**Touch of Greatness:** Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks.

Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

### Magic banners

**Banner of Discipline:** The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

**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.

**Breath Attack:**

**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.

**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.

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

**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).

**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.

**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 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 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.

**Magical Attacks:** The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

**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.

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

**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.

**Ordo Minister:** 0-2 Models/Army.

The model gains +1 Health Point, up to a maximum of 3. At the start of each friendly Magic Phase, the model's unit, or a model inside the model's unit, may Raise 1 Health Point with the following restrictions:

- No single unit can Recover or Raise more than 1 Health Point per Player Turn from this ability.
- Champions cannot be Raised by Ordo Ministers.

A unit that Recovered or Raised Health Points this way cannot be targeted by Fountain of Youth (Druidism) in the same Magic Phase.

**Righteous Smite:** Failed to-wound rolls of Close Combat Attacks against which the target has a Special Save must be rerolled.

**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.

**Special Ambush:**

**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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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.

Equitan Lord #1



Paladin #1



Damsel #1



Feudal Knights #1



Feudal Knights #1



Ordo Sergeants #1



Knights of the Quest #1



Pegasus Knights #1



Siege Weapon #1



Siege Weapon #1



Yeoman Outriders #1



Fey Knight #1

