



KINGDOM OF EQUITAINÉ

COURDENAYS RESTER - 1 775 POINTS



1005 pts (40.00 %) 729 pts (29.00 %) 770 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

605 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 REVERED UNICORN

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	C	Forest Guide		
Defensive	HP	Def	Res	Arm	Aeg	
	C	C	4	C+1	C	Magic Resistance
Offensive	Att	Off	Str	Ap	Agi	
Revered Unicorn	2	5	4	1	5	

Options	General • Sainted • Shield • Lance (Divine Judgement) • Justice • Revered Unicorn
Magic items	Divine Judgement (Lance) • Percival's Panoply (Heavy Armour) • Crown of the Wizard King

EQUITAN LORD #2

Equitan Lord - Standard - Cavalry - 25x50mm

400 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

Options	Battle Standard Bearer • Lance • Honour • Destrier
Magic banners	Banner of Speed (Battle Standard Bearer)

Special



KNIGHTS RESPLENDENT #1

Knights Resplendent x12 - Standard - Cavalry - 25x50mm

770 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	
Resplendent Knight	1	5	4	1	4	Lance Formation, Devastating Charge, Lance
Destrier	1	3	4	0	3	Harnessed

Options	Standard Bearer • Musician • Champion • Knight Banneret
Magic banners	Banner of Roland (Banner Enchantment) • Banner of Speed (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>				

Magic items

Crown of the Wizard King: During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

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

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

Magic banners

Banner of Roland: The bearer's unit gains **Aegis (+1, max. 4+, against Ranged Attacks)**. In addition, enemy units cannot choose Stand and Shoot as a Charge Reaction against Charges declared by the bearer's unit.

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

Model Rules

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.

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.

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

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.

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.

Equitan Lord #1



Knights Resplendent #1



Equitan Lord #2

