



# KINGDOM OF EQUITAINÉ

- 4 497 POINTS



1550 pts (34.00 %) 1132 pts (25.00 %) 1815 pts (40.00 %) 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

635 POINTS



| Global       | Adv | Mar | Dis | Model Rules |     |                              |
|--------------|-----|-----|-----|-------------|-----|------------------------------|
|              | 4"  | 8"  | 9   |             |     |                              |
| Defensive    | HP  | Def | Res | Arm         | Aeg |                              |
|              | 3   | 6   | 4   | 0           | 6+  | , Heavy<br>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<br>Resistance |
| Offensive       | Att | Off | Str | Ap           | Agi |                     |
| Revered Unicorn | 2   | 5   | 4   | 1            | 5   |                     |

|                    |  |
|--------------------|--|
| <b>Options</b>     | General • Sainted • Shield • Lance (Uther's Mettle) • Valour • Revered Unicorn             |
| <b>Magic items</b> | Uther's Mettle (Lance) • Crystal Ball • Prayer-Etched (Heavy Armour) • Potion of Swiftness |



### EQUITAN LORD #2

Equitan Lord - Standard - Cavalry - 25x50mm

415 POINTS



| Global       | Adv | Mar | Dis | Model Rules |     |                              |
|--------------|-----|-----|-----|-------------|-----|------------------------------|
|              | 4"  | 8"  | 9   |             |     |                              |
| Defensive    | HP  | Def | Res | Arm         | Aeg |                              |
|              | 3   | 6   | 4   | 0           | 6+  | , Heavy<br>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>     | Battle Standard Bearer • Shield (Fortress of Faith) • Lance (Divine Judgement) • Faith • Destrier |
| <b>Magic items</b> | Divine Judgement (Lance) • Fortress of Faith (Shield)   |



## DAMSEL #1

Damsel - Standard - Cavalry - 25x50mm

**500** POINTS



| Global        | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> |            |            | <i>Model Rules</i>                        |
|---------------|------------|------------|------------|------------|------------|---|
|               | <b>4"</b>  | <b>8"</b>  | <b>7</b>   |            |            | <b>Orison, Beloved, Wizard Apprentice</b> |
| Defensive     | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> |   |
|               | <b>3</b>   | <b>3</b>   | <b>3</b>   | <b>0</b>   | <b>5+</b>  | <b>Honesty</b>                            |
| Offensive     | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i> |   |
| <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          | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> |            |            | <i>Model Rules</i> |
|-----------------|------------|------------|------------|------------|------------|--------------------|
|                 | <b>8"</b>  | <b>16"</b> | <b>C</b>   |            |            |                    |
| Defensive       | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> |                    |
|                 | <b>C</b>   | <b>C</b>   | <b>C</b>   | <b>C+2</b> | <b>C</b>   |                    |
| Offensive       | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i> |                    |
| <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 Master • Shamanism • Destrier |
| <b>Magic items</b> | Magical Heirloom • Sacred Chalice    |
| <b>Core</b>        |                                      |



## ORDO SERGEANTS #1

Ordo Sergeants x13 - Standard - Cavalry - 25x50mm

**401** POINTS



| Global               | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> |            |            | <i>Model Rules</i>                    |
|----------------------|------------|------------|------------|------------|------------|---------------------------------------|
|                      | <b>8"</b>  | <b>16"</b> | <b>7</b>   |            |            | <b>Orison, Scoring</b>                |
| Defensive            | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> |                                       |
|                      | <b>1</b>   | <b>3</b>   | <b>3</b>   | <b>1</b>   | <b>6+</b>  | <b>Honesty</b> , Heavy Armour, Shield |
| Offensive            | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i> |                                       |
| <b>Ordo Sergeant</b> | <b>1</b>   | <b>3</b>   | <b>3</b>   | <b>0</b>   | <b>3</b>   | <b>Hatred</b>                         |
| <b>Rouncey</b>       | <b>1</b>   | <b>3</b>   | <b>3</b>   | <b>0</b>   | <b>3</b>   | <b>Harnessed</b>                      |

|                |  |
|----------------|--|
| <b>Options</b> | Standard Bearer • Musician • Champion • Ordo Minister • Great Weapon |
|----------------|--|



## ORDO SERGEANTS #1

Ordo Sergeants x13 - Standard - Cavalry - 25x50mm

**401** POINTS



| Global               | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> |            |            | <i>Model Rules</i>                    |
|----------------------|------------|------------|------------|------------|------------|---------------------------------------|
|                      | <b>8"</b>  | <b>16"</b> | <b>7</b>   |            |            | <b>Orison, Scoring</b>                |
| Defensive            | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> |                                       |
|                      | <b>1</b>   | <b>3</b>   | <b>3</b>   | <b>1</b>   | <b>6+</b>  | <b>Honesty</b> , Heavy Armour, Shield |
| Offensive            | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i> |                                       |
| <b>Ordo Sergeant</b> | <b>1</b>   | <b>3</b>   | <b>3</b>   | <b>0</b>   | <b>3</b>   | <b>Hatred</b>                         |
| <b>Rouncey</b>       | <b>1</b>   | <b>3</b>   | <b>3</b>   | <b>0</b>   | <b>3</b>   | <b>Harnessed</b>                      |

|                |  |
|----------------|--|
| <b>Options</b> | Standard Bearer • Musician • Champion • Ordo Minister • Great Weapon |
|----------------|--|



### LOWBORN ARCHERS #1

Lowborn Archers x10 - Standard - Infantry - 20x20mm

155 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 |
| Lowborn Archer | 1   | 2   | 3   | 0               | 3   |

| Options | Prepared Position • Longbow and Expert Bowmen (4+) |
|---------|--|
|---------|--|



### LOWBORN ARCHERS #1

Lowborn Archers x12 - Standard - Infantry - 20x20mm

175 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 |
| Lowborn Archer | 1   | 2   | 3   | 0               | 3   |

| Options | Prepared Position • Longbow and Expert Bowmen (4+) |
|---------|--|
|---------|--|

## Special



### HEDGE KNIGHTS #1

Hedge Knights x6 - Standard - Cavalry - 25x50mm

325 POINTS



| Global       | Adv | Mar | Dis | Model Rules          |  |
|--------------|-----|-----|-----|----------------------|--|
|              | 8"  | 16" | 8   | Light Troops, Daring |  |
| Defensive    | HP  | Def | Res | Arm                  | Aeg  |
|              | 1   | 4   | 3   | 2                    | 6+   |
|              |     |     |     |                      | , Heavy<br>Courage Armour , Shield   |
| Offensive    | Att | Off | Str | Ap                   | Agi  |
| Hedge Knight | 2   | 4   | 4   | 1                    | 3  |
|              |     |     |     |                      | Lance Formation, Devastating Charge (Battle Focus, Frenzy, Hatred, Fearless) |
| Courser      | 1   | 3   | 3   | 0                    | 3  |
|              |     |     |     |                      | Harnessed  |

| Options       | Standard Bearer • Musician • Champion • Knight Banneret |
|---------------|---|
| Magic banners | Castellan's Crest (Banner Enchantment)                  |



### KNIGHTS RESPLENDENT #1

Knights Resplendent x12 - Standard - Cavalry - 25x50mm

751 POINTS



| Global             | Adv | Mar | Dis | Model Rules |  |
|--------------------|-----|-----|-----|-------------|--|
|                    | 8"  | 16" | 8   | Scoring     |  |
| Defensive          | HP  | Def | Res | Arm         | Aeg  |
|                    | 1   | 4   | 3   | 2           | 6+   |
|                    |     |     |     |             | , Heavy<br>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                                  |

|                      |  |
|----------------------|--|
| <b>Options</b>       | Standard Bearer • Musician • Champion • Knight Banneret • Knights of the Court |
| <b>Magic banners</b> | Castellan's Crest (Banner Enchantment) • Banner of Speed (Banner Enchantment)  |



## KNIGHTS RESPLENDENT #1

Knights Resplendent x12 - Standard - Cavalry - 25x50mm

# 739 POINTS



|                           |            |            |            |            |            |   |                             |
|---------------------------|------------|------------|------------|------------|------------|---|-----------------------------|
| <i>Global</i>             | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> |            |            |   | <i>Model Rules</i>          |
|                           | <b>8"</b>  | <b>16"</b> | <b>8</b>   |            |            |   | <b>Scoring</b>              |
| <i>Defensive</i>          | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> | <i>Aeg</i> |   |                             |
|                           | <b>1</b>   | <b>4</b>   | <b>3</b>   | <b>2</b>   | <b>6+</b>  | <b>Courage</b>                                    | <b>Heavy Armour, Shield</b> |
| <i>Offensive</i>          | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i> |   |                             |
| <b>Resplendent Knight</b> | <b>1</b>   | <b>5</b>   | <b>4</b>   | <b>1</b>   | <b>4</b>   | <b>Lance Formation, Devastating Charge, Lance</b> |                             |
| <b>Destrier</b>           | <b>1</b>   | <b>3</b>   | <b>4</b>   | <b>0</b>   | <b>3</b>   | <b>Harnessed</b>                                  |                             |

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

## Magics

Racial Trait Spell

|   | Casting | Range | Type   | Duration      |
|---|---------|-------|--------|---------------|
| <b>H Breath of the Lady</b>                             |         |       |        |               |
| <i>Mf</i>   | 7+      |       | Caster | Last one Turn |
| <i>Add two Orison Tokens to your Orison Token pool.</i> |         |       |        |               |



|          |                  | Casting   | Range     | Type                 | Duration      | Effect   |
|----------|------------------|-----------|-----------|----------------------|---------------|--|
| <b>3</b> | Savage Fury      | 5+ [8+]   | 12" [24"] | Universal            | Last one Turn | The target gains Frenzy and Battle Focus.  |
| <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.                                   |
| <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>5</b> | Totemic Summon   | 10+ [12+] | 96"       | Ground               | Instant       | Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge.<br><br>Totemic Beast (for Totemic Summon)<br>single model<br>Size Large<br>Type Beast<br>Base 40x40 mm<br>Global Adv Mar Dis Model Rules<br>3D6" - 7 Fearless, Random Movement (3D6")<br>Defensive HP Def Res Arm<br>3 3 5 -<br>Offensive Att Off Str AP Agi<br>4 3 5 2 3 Breath Attack (Str 3, AP 0) |
| <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>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].  |

## Magic items

**Crystal Ball:** The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single

Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

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

**Fortress of Faith:** The bearer must reroll Armour Save rolls of '1'

**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.

**Potion of Swiftess:** One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

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

**Sacred Chalice:** The bearer gains **Magic Resistance (1)**. When the bearer's unit is the target of an enemy Casting Attempt, including Attribute Spells, the bearer's owner gains 1 Veil Token.

**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

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

**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.

## Model Rules

**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.

**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

**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.

**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 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.

**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



Equitan Lord #2



Damsel #1



Ordo Sergeants #1



Ordo Sergeants #1



Lowborn Archers #1



Lowborn Archers #1



Hedge Knights #1



Knights Resplendent #1



Knights Resplendent #1

