



KINGDOM OF EQUITAIN
KOE BETA 1 4500 - 4 500 POINTS



1415 pts (31.00 %) 1140 pts (25.00 %) 1945 pts (43.00 %) 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

595 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	
Equitan Lord	4	6	4	1	6	Lance Formation, 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	

Options	General • Honour • Sainted • Shield • Revered Unicorn • Lance (Divine Judgement)
Magic items	Divine Judgement (Lance) • Prayer-Etched (Heavy Armour) • Potion of Swiftness



DAMSEL #1
 Damsel - Large - Cavalry - 50x75mm

415 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Wizard Apprentice, Beloved		
Defensive	HP	Def	Res	Arm	Aeg	
	3	3	3	0	6+	Honesty
Offensive	Att	Off	Str	Ap	Agi	
Damsel	1	3	3	0	3	Hand Weapon



MOUNT FEY STEED

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C	Fear, Fearless, Ghost Step, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	4	C	4	C+1	5+	Aegis (4+, against Melee Attacks)
Offensive	Att	Off	Str	Ap	Agi	
Fey Steed	3	4	4	1	4	

Options	Wizard Master • Druidism • Fey Steed
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EQUITAN LORD #2

Equitan Lord - Standard - Cavalry - 25x50mm

405 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	
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 • Shield • Destrier • Bastard Sword
Magic items	Basalt Infusion (Heavy Armour)
Magic banners	Oriflamme (Battle Standard Bearer)

Core



FEUDAL KNIGHTS #1

Feudal Knights x11 - Standard - Cavalry - 25x50mm

560 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 • Knight Banneret • Musician • Standard Bearer
Magic banners	Relic Shroud (Banner Enchantment)



FEUDAL KNIGHTS #1

Feudal Knights x6 - Standard - Cavalry - 25x50mm

290 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 • Standard Bearer
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FEUDAL KNIGHTS #1

Feudal Knights x6 - Standard - Cavalry - 25x50mm

290 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 • Standard Bearer

Special



SACRED RELIQUARY #1

Sacred Reliquary - Standard - Infantry - 40x60mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Attached, Exclusive (R&F Infantry), Not a Leader, Tall, War Platform, Sacred Relic, Ordained		
Defensive	HP	Def	Res	Arm	Aeg	
	5	4	4	2	6+	
						, Heavy Honesty Armour
Offensive	Att	Off	Str	Ap	Agi	
Sacred Reliquary	4	4	4	1	3	



MEN-AT-ARMS #1

Men-at-Arms x17 - Standard - Infantry - 20x20mm

235 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	, Stalwart Scoring Defense		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	6+	
						Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
Man-at-Arms	1	4	4	1	3	

Options

Knights Forlorn • Champion • Standard Bearer



KNIGHTS PENITENT #1

Knights Penitent x3 - Standard - Cavalry - 25x50mm

270 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Scoring, Daring, Vow of Redemption		
Defensive	HP	Def	Res	Arm	Aeg	
	2	4	4	3	6+	
						, Heavy Honesty Armour
Offensive	Att	Off	Str	Ap	Agi	
Penitent Knight	1	4	4	1	3	Lance Formation, Great Weapon

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Draughthorse	1	3	5	0	3	Harnessed

Options	Champion • Musician • Standard Bearer
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	KNIGHTS PENITENT #2 Knights Penitent x3 - Standard - Cavalry - 25x50mm	270 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	7"	14"	8	Scoring, Daring, Vow of Redemption

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	2	4	4	3	6+	, Heavy Honesty Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Penitent Knight	1	4	4	1	3	Lance Formation, Great Weapon

Draughthorse	1	3	5	0	3	Harnessed
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Options	Champion • Musician • Standard Bearer
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	KNIGHTS OF THE QUEST #1 Knights of the Quest x9 - Standard - Cavalry - 25x50mm	640 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	8	, The Fearless, Scoring Quest

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	5	4	2	6+	, Heavy Courage Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Questing Knight	2	5	4	1	4	Lance Formation, Bastard Sword

Destrier	1	3	4	0	3	Harnessed
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Options	Champion • Musician • Standard Bearer
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

	SIEGE WEAPON #1 Siege Weapon - Standard - Construct - 75mm round	165 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	0"	0"	7	War Machine

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	5	1	4	0	6+	Honesty

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	4	2	3	0	3	Move or Fire

Options	Trebuchet (4+)
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	SIEGE WEAPON #1 Siege Weapon - Standard - Construct - 75mm round	165 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>	
	0"	0"	7	War Machine	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	5	1	4	0	6+ Honesty
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	4	2	3	0	3 Move or Fire

Options	Trebuchet (4+)
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Magics

Racial Trait Spell

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

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
2	Entwining Roots	(5+){8+}	18"	Hex	Last one Turn	The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.
3	Healing Waters	8+	18"	Augment	Last one Turn	The target gains Fortitude (6+) and Fortitude (+1, max 3+).
4	Master of Earth	(7+)(8+)	(6")(18")	Hex, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
5	Stone Skin	9+	18"	Augment	Last one Turn	Melee Attacks against the target can never wound on better than 5+.
6	Summer Growth	12"	11+	Ground	Instant	Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.
1	Fountain of Youth	6+	12"	Augment, Focused	Instant	When resolving the spell, choose one of the following effects: <ul style="list-style-type: none"> Recover 1 Health Point of a Character in the target unit. Raise 4 Health Points of Standard Height R&F models without Tall in the unit. Raise 2 Health Points of any other models in the unit.

Magic items

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Divine Judgement: After the wielder completes a Charge, attacks made with this weapon gain +2 Strength and +2 Armour Penetration until the wielder is no longer Engaged in Combat.

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+).

Magic banners

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.

Relic Shroud: The bearer can cast Breath of the Lady (Hereditary Spell) as a Bound Spell with Power Level (4/8).

Model Rules

Attached:

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.

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:

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.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

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.

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.

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.

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

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.

Tall:

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.

Vow of Redemption: Universal Rule.

Units with at least one model with Vow of Redemption:

- Gain Stubborn while having at least as many files as they have ranks.
- Cannot be joined by Characters other than Folk Heroes with Cleric.

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.

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 Characters category (for Army List creation).
- It cannot issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as 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 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 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

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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



Damsel #1



Feudal Knights #1



Feudal Knights #1



Feudal Knights #1



Sacred Reliquary #1



Men-at-Arms #1



Knights Penitent #1



Knights Penitent #2



Knights of the Quest #1



Siege Weapon #1



Siege Weapon #1



Equitan Lord #2

