



# KINGDOM OF EQUITAIN

## LIST ROYAUME D'EQUITAIN (v2021 BETA 2) #1 COPY - 4 498 POINTS



1505 pts (33.00 %) 1153 pts (26.00 %) 1840 pts (41.00 %) 200 pts (4.00 %)  
**Characters**                      **Core**                      **Special**                      **Airborne Gallantry**  
 (40 Max)                              (25 Least)                      (0 NoLimit)                      (40 Max)

### Characters



#### DUKE #1

Duke - Large - Cavalry - 50x50mm

685 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm		
	3	6	4	0	The Blessing	, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi	
Duke	4	6	4	1	6	Lance Formation, Oath of Fealty, Hand Weapon



#### MOUNT HIPPOGRIFF

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	, Fly (8", 16", 8", Fear, Towering Presence16") , Light Troops		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C+1		
Offensive	Att	Off	Str	Ap	Agi	
Hippogriff	4	4	5	3	4	Harnessed, Devastating Charge

#### Options

Shield • Questing Oath, Bastard Sword (Blessed Inscriptions) • Hippogriff • General • Renown

#### Magic items

Crusader's Salvation (Heavy Armour) • Blessed Inscriptions (Questing Oath, Bastard Sword) • Dragonfire Gem



#### DAMSEL #1

Damsel - Standard - Cavalry - 25x50mm

535 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Wizard Apprentice, Insignificant, Beloved		
Defensive	HP	Def	Res	Arm		
	3	3	3	0	The Blessing	, Magic Resistance (1, 1)
Offensive	Att	Off	Str	Ap	Agi	
Damsel	1	3	3	0	3	Lance Formation, Hand Weapon



#### MOUNT EQUITAN UNICORN

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

#### Options

Druidism • Equitan Unicorn • Wizard Master

#### Magic items

Binding Scroll • Talisman of the Void



### PALADIN #1

Paladin - Standard - Cavalry - 25x50mm

285 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8			
Defensive	HP	Def	Res	Arm		
	3	5	4	0	The Blessing	, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi	
Paladin	3	5	4	1	5	Lance Formation, Oath of Fealty, Hand Weapon



### MOUNT BARDED WARHORSE

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

<b>Options</b>	Battle Standard Bearer • Shield • Grail Oath • Lance • Barded Warhorse
<b>Magic items</b>	Lucky Charm
<b>Magic banners</b>	Aether Icon (x2) (Battle Standard Bearer)

### Core



### KNIGHTS OF THE REALM #1

Knights of the Realm x6 - Standard - Cavalry - 25x50mm

285 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	2	The Blessing	, Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
Knights of the Realm	1	4	4	1	3	Lance Formation, Oath of Fealty, Lance
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

<b>Options</b>	Champion • Musician • Standard Bearer
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### KNIGHTS OF THE REALM #2

Knights of the Realm x10 - Standard - Cavalry - 25x50mm

583 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	2	The Blessing	, Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
Knights of the Realm	1	4	4	1	3	Lance Formation, Oath of Fealty, Lance
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of the Last Charge (Banner Enchantment)



### KNIGHTS OF THE REALM #3

Knights of the Realm x6 - Standard - Cavalry - 25x50mm

285 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Scoring		
Defensive	HP	Def	Res	Arm	The Blessing, Heavy Armour, Shield	
	1	4	3	2		
Offensive	Att	Off	Str	Ap	Agi	Lance Formation, Oath of Fealty, Lance
Knight of the Realm	1	4	4	1	3	
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

**Options**

Champion • Musician • Standard Bearer

## Special



### TREBUCHET #1

Trebuchet - Large - Construct - 75mm round

255 POINTS



Global	Adv	Mar	Dis	Model Rules		
	0"	0"	5	War Machine, Serf, Insignificant		
Defensive	HP	Def	Res	Arm		
	6	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	Move or Fire, Trebuchet (4+, 4+)
Crew	4	2	3	0	3	



### SCORPION #1

Scorpion - Standard - Construct - 75mm round

130 POINTS



Global	Adv	Mar	Dis	Model Rules		
	0"	0"	5	War Machine, Serf, Insignificant		
Defensive	HP	Def	Res	Arm		
	6	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	Move or Fire, Scorpion (4+, 4+)
Crew	4	2	3	0	3	



### KNIGHTS OF THE GRAIL #1


Knights of the Grail x8 - Standard - Cavalry - 25x50mm

690 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	, Pure of Scoring Heart		
Defensive	HP	Def	Res	Arm	The Blessing, Heavy Armour, Shield	
	1	5	4	2		
Offensive	Att	Off	Str	Ap	Agi	Divine Attacks, Lance Formation, Oath of Fealty, Grail Oath, Holy Migh, Lance
Knight of the Grail	2	5	4	1	5	
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Roland (Banner Enchantment)



## KNIGHTS OF THE QUEST #1


Knights of the Quest x8 - Standard - Cavalry - 25x50mm

# 390 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	2	The Blessing, Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Knight of the Quest</b>	1	4	4	1	4	Lance Formation, Questing Oath, Bastard Sword
<b>Barded Warhorse</b>	1	3	3	0	3	Harnessed, Devastating Charge


<b>Options</b>	Champion • Musician • Standard Bearer
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## THE GREEN KNIGHT

The Green Knight - Standard - Cavalry - 25x50mm

# 375 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Fear, Fearless, Ghost Step, Terror, Supernal, Eternal Champion		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	4	2	Aegis (1, If the army Prayed), The Blessing, Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>The Green Knight</b>	5	6	4	1	6	Lambent Sword
<b>Spectral Stallion</b>	1	4	4	1	4	Harnessed, Devastating Charge

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Breath of the Lady</b>				
<i>Mf</i>	{8+} {10+}	{18"} {36"}	Augment	Last one Turn
<i>The target must reroll natural to-hit and to-wound rolls of '1' with its Melee Attacks, and must reroll natural Armour Save rolls of '1'.</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>
<b>6</b>	Spirits of the Wood	7+ {6+}	12"	Augment, {Universal}	Last one Turn	Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).}
<b>0</b>	The Oaken Throne	4+	Caster	Caster	Permanent	If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text. The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).

		Casting	Range	Type	Duration	Effect
2	Master of Earth	6+ {5+}	18"	Hex, Damage, Direct	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.
1	Healing Waters	7+ {6+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)}.
A	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
4	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: Standard Infantry/Beast*: Raise 4 {6} Health Points. Towering Presence**: Raise 1 {1} Health Point. Anything else***: Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.
5	Stone Skin	9+ {8+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains +2 {+3} Resilience.
3	Entwining Roots	6+ {5+}	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.

## Magic items

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

**Blessed Inscriptions:** Attacks made with this enchanted weapon become Divine Attacks and Magical Attacks, and failed to wound rolls must be rerolled.

**Crusader's Salvation:** The wearer gains +1 Armour and must reroll failed Armour Saves.

**Dragonfire Gem:** The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

**Lucky Charm:** One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

**Talisman of the Void:** The bearer gains Channel (1).

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

**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 when reacting to Charges made by the bearer's unit.

**Banner of the Last Charge:** R&F Cavalry models in the bearer's unit gain Impact Hits (X), where X is equal to the number of Full Ranks in the unit. These Impact Hits are resolved with Strength 4 and Armour Penetration 1.

## Model Rules

**Aegis:**

**Bastard Sword:** Close Combat Weapon

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and always strike at Initiative Step 0 (regardless of the wielder's Agility). In the First Round of Combat, it may instead be used as a Spear if the wielder is Infantry or as a Light Lance if the wielder is not Infantry. All R&F models in the unit must use the weapon in the same way. A Bastard Sword can be enchanted as if it was a Great Weapon.

**Beloved:** Universal Rule.

When the model is joined to a unit with at least one Full Rank of models with Lance Formation, it gains Stand Behind and cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel.

**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.

**Divine Attacks:** Successful Aegis saves taken against the attack must be rerolled.

**Eternal Champion:** Universal Rule.

The Green Knight cannot be deployed during the Deployment Phase. Once per game, at the start of any of your Movement Phases, you may deploy The Green Knight within 6" of a friendly Damsel.

The Green Knight cannot perform a March Move this Player Turn.

If The Green Knight has not been deployed by the end of the game, it counts as destroyed.

While The Green Knight is within 12" of a friendly Damsel, it gains Stubborn and may Issue and Accept Duels as if it was a Champion.

**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.

**Grail Oath:** 0-1 Characters with Grail Oath per Army.

- Universal Rule.

The model gains Fearless.

- Personal Protection.

The model gains Aegis (5+). Characters with Grail Oath gain +1 Defensive Skill.

- Attack Attribute - Close Combat.

The model part gains Magical Attacks. Characters with Grail Oath gain +1 Offensive Skill.

**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

**Holy Migh:** Attack Attribute - Melee.

The model part can make up to 2 Supporting Attacks while its unit has at least one Full Rank.

**Insignificant:**

**Lambent Sword:** Melee Weapon.

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and ignore Parry.

**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:** Attack Attribute - Close Combat

The model gains Fight in Extra Rank.

If more than half of a unit's models have Lance Formation, it only needs to be 3 models wide in order to form Full Ranks. In addition, the model gains Devastating Charge (Fight in Extra Rank) if its unit is exactly 3 models wide.

**Magic Resistance:**

**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.

**Oath of Fealty:** Universal Rule.

The model gains Commanding Presence with the following restrictions: It has a range of 6" and can only benefit units with more than half of their models with Serf.

**Pure of Heart:** Universal Rule.

Only Damsels and Characters with Grail Oath may join a unit with this rule.

**Questing Oath:** - Universal Rule.

The model is immune to the effects of Fear from enemy models. Models with Questing Oath gain +2 Advance Rate when rolling for Charge Range against enemy units with at least one model with Fear.

- Attack Attribute - Close Combat.

The model part gains +1 to-hit with Close Combat Attacks against models with Fear

**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.

**Scorpion:** Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (5x1), [Multiple Wounds (D3+1, Clipped Wings)].

**Serf:** A unit gains +2 March Rate until the end of the Movement Phase if both the following conditions are met:

- more than half of its models with Type Infantry and/or Cavalry have Serf and

- the unit is under the effect of Commanding Presence from one or more models with Oath of Fealty at the start of its March Move.

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

**Supernal:**

**Terror:** The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

**The Blessing:** The model gains Aegis (6+). Before rolling for the first turn (at the beginning of step 7 of the Deployment Phase Sequence), decide if the Kingdom of Equitaine army Prays or not. If it does, friendly models with The Blessing gain an additional Aegis (5+, against Strength 5 or more), and the army cannot gain any bonus to the Roll for First Turn.

**Thrice Blessed:** Personal Protection.  
The Green Knight gains The Blessing.  
If the Army Prayed, The Green Knight gains Aegis (+1).

**Trebuchet:** Catapult (4) Artillery Weapon  
Range 12-60", Shots 1, Str 4 [8], AP 2 [6], [Multiple Wounds (D3, Clipped Wings)].

**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.

Duke #1



Damsel #1



Paladin #1



Knights of the Realm #1



Knights of the Realm #2



Knights of the Realm #3



Trebuchet #1



Scorpion #1



Knights of the Grail #1



Knights of the Quest #1



The Green Knight

