



KINGDOM OF EQUITAINÉ

BRETONNIANS - 4 380 POINTS



1275 pts (28.00 %) 1127 pts (25.00 %) 1978 pts (44.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Airborne Gallantry**
 (40 Max) (25 Least) (0 NoLimit) (40 Max)

Characters



DUKE #1

Duke - Standard - Cavalry - 25x50mm

490 POINTS



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



MOUNT BARDED WARHORSE

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

| | |
|--------------------|---|
| Options | Shield • Grail Oath • Barded Warhorse • General • Renown |
| Magic items | Tristan's Resolve (Hand Weapon) • Crusader's Salvation (Heavy Armour) |



PALADIN #1

Paladin - Standard - Cavalry - 25x50mm

290 POINTS



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



MOUNT BARDED WARHORSE

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

| | |
|--------------------|---|
| Options | Battle Standard Bearer • Questing Oath, Bastard Sword • Barded Warhorse |
| Magic items | Basalt Infusion (Heavy Armour) |



DAMSEL #1

Damsel - Standard - Cavalry - 25x50mm

495 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 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 |

| | |
|--------------------|--|
| Options | Druidism • Barded Warhorse • Wizard Master |
| Magic items | Binding Scroll (x2) |

Core



KNIGHTS ASPIRANT #1

Knights Aspirant x5 - Standard - Cavalry - 25x50mm

225 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|------------------|-----|-----|-----|--------------------|------------------------------------|--|
| | 8" | 16" | 7 | Scoring, Impetuous | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 3 | 2 | The Blessing, Heavy Armour, Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Knights Aspirant | 1 | 3 | 3 | 0 | 3 | Lance Formation, Devastating Charge, Lance |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 | Harnessed, Devastating Charge |



KNIGHTS ASPIRANT #2

Knights Aspirant x5 - Standard - Cavalry - 25x50mm

225 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|------------------|-----|-----|-----|--------------------|------------------------------------|--|
| | 8" | 16" | 7 | Scoring, Impetuous | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 3 | 2 | The Blessing, Heavy Armour, Shield | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Knights Aspirant | 1 | 3 | 3 | 0 | 3 | Lance Formation, Devastating Charge, Lance |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 | Harnessed, Devastating Charge |



KNIGHTS OF THE REALM #1

Knights of the Realm x12 - Standard - Cavalry - 25x50mm

677 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 | |
| Knight of the Realm | 1 | 4 | 4 | 1 | 3 | Lance Formation, Oath of Fealty, Lance |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 | Harnessed, Devastating Charge |

| | |
|----------------------|--|
| Options | Champion • Musician • Standard Bearer |
| Magic banners | Banner of the Last Charge (Banner Enchantment) |

Special



KNIGHTS FORLORN #1

Knights Forlorn x35 - Standard - Infantry - 20x20mm

820 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|------------------|--------------|-------------------------------|
| | 4" | 8" | 8 | Strider, Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 4 | 3 | 0 | The Blessing | , Forlorn Hope Armour, Shield |
| Offensive | Att | Off | Str | Ap | Agi | |
| Knights Forlorn | 1 | 4 | 4 | 1 | 4 | Questing Oath, Bastard Sword |

| | |
|----------------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
| Magic banners | Oriflamme (Banner Enchantment) |



YEOMAN OUTRIDERS #1

Yeoman Outriders x5 - Standard - Cavalry - 25x50mm

130 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|---|-----|-------------|
| | 8" | 16" | 6 | Feigned Flight, Vanguard, Light Troops, Serf, Insignificant | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 3 | 1 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Yeoman Outrider | 1 | 3 | 3 | 0 | 3 | Light Lance |
| Horse | 1 | 3 | 3 | 0 | 3 | Harnessed |

| | |
|----------------|-----------------------|
| Options | Throwing Weapons (5+) |
|----------------|-----------------------|



YEOMAN OUTRIDERS #2

Yeoman Outriders x5 - Standard - Cavalry - 25x50mm

130 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|---|-----|--|
| | 8" | 16" | 6 | Feigned Flight, Vanguard, Light Troops, Serf, Insignificant | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 3 | 1 | | |
| Offensive | Att | Off | Str | Ap | Agi | |

| | | | | | | |
|------------------------|------------|------------|------------|-----------|------------|--------------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Yeoman Outrider | 1 | 3 | 3 | 0 | 3 | Light Lance |
| Horse | 1 | 3 | 3 | 0 | 3 | Harnessed |

| | |
|----------------|-----------------------|
| Options | Throwing Weapons (5+) |
|----------------|-----------------------|



KNIGHTS OF THE GRAIL #1

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

675 POINTS



| | | | | |
|---------------|------------|------------|------------|------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 8" | 16" | 8 | , Pure of ScoringHeart |

| | | | | | |
|------------------|-----------|------------|------------|------------|------------------------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 5 | 4 | 2 | The Blessing, Heavy Armour, Shield |

| | | | | | | |
|----------------------------|------------|------------|------------|-----------|------------|---|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Knight of the Grail | 2 | 5 | 4 | 1 | 5 | Divine Attacks, Lance Formation, Oath of Fealty, Grail Oath, Holy Migh, Lance |
| Barded Warhorse | 1 | 3 | 3 | 0 | 3 | Harnessed, Devastating Charge |

| | |
|----------------------|---|
| Options | Champion • Musician • Standard Bearer |
| Magic banners | Banner of the Green Knight (Banner Enchantment) |



BRIGANDS #1

Brigands x14 - Standard - Infantry - 20x20mm

223 POINTS



| | | | | |
|---------------|------------|------------|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 4" | 8" | 5 | Light Troops, Scout, Skirmisher, Serf, Insignificant |

| | | | | | |
|------------------|-----------|------------|------------|------------|--------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 2 | 3 | 0 | Hard Target (1, 1) |

| | | | | | | |
|------------------|------------|------------|------------|-----------|------------|---------------------------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Brigand | 1 | 2 | 3 | 0 | 3 | Quick to Fire, Longbow (3+, 3+) |

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|--|---------------|----------------|---------|---------------|
| <i>Breath of the Lady</i> | | | | |
| <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.

| | | Casting | Range | Type | Duration | Effect |
|---|---------------------|------------|-------|----------------------|---------------|---|
| 6 | 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).} |

| | | Casting | Range | Type | Duration | Effect |
|---|-------------------|--------------|--------|---------------------|---------------|--|
| 0 | 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). |
| 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 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

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

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.

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

Tristan's Resolve: While using this weapon, the wielder gains +1 Strength, +1 Armour Penetration, +1 Attack Value, and **Magical Attacks**. After a successful to-hit roll, the attacker may discard one of the hits with this weapon and choose an enchanted weapon carried by the model the attack was allocated towards. The Weapon Enchantments of the chosen weapon are ignored for the rest of the game.

Magic banners

Banner of the Green Knight: One use only. May be activated during the owner's Movement Phase. The bearer's unit gains +2" March Rate, **Ghost Step**, and loses Scoring. All friendly units are treated as Impassable Terrain. The effects last until the start of the next Player Turn.

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.

Oriflamme: The bearer gains Fear.
Enemy units in base contact with the bearer's unit cannot benefit from Rally Around the Flag.

Model Rules

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.

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.

Forlorn Hope: Personal Protection.

Enemy models do not count as charging for the purpose of Devastating Charge when attacking models with Forlorn Hope.

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

Hard Target:

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 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.

Impetuous: Universal Rule.

A unit consisting entirely of models with this rule may reroll failed Charge Range rolls. The model gains Frenzy and Fearless while Engaged in Combat.

Insignificant:

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.

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.

Longbow: Portée 30", tir 1, Force 3, PA 0, tir de volée

Magic Resistance:

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

Quick to Fire:

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.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

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.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

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.

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.

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



Paladin #1



Damsel #1



Knights Aspirant #1



Knights Aspirant #2



Knights of the Realm #1



Knights Forlorn #1



Yeoman Outriders #1



Yeoman Outriders #2



Knights of the Grail #1



Brigands #1

