



# KINGDOM OF EQUITAINÉ

## 3000 KNIGHTS - 2 999 POINTS



855 pts (29.00%)   750 pts (25.00%)   944 pts (31.00%)   450 pts (15.00%)  
**Characters**      **Core**      **Special**      **Fey**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)

### Characters



#### FOLK HERO #1

Folk Hero - Standard - Cavalry - 25x50mm

**360** POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			<b>Ordeal, Traits of a Hero</b>
Defensive	HP	Def	Res	Arm	Aeg	
	3	4	4	0	6+	<b>Light Armour</b>
Offensive	Att	Off	Str	Ap	Agi	
<b>Folk Hero</b>	1	4	4	1	4	<b>Hand Weapon</b>



#### 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	
<b>Destrier</b>	1	3	4	0	3	<b>Harnessed</b>

<b>Options</b>	Destrier • Heavy Armour (Alchemist's Alloy) • Shield • Paired Weapons • Cleric • Bannerman
<b>Magic items</b>	Alchemist's Alloy (Heavy Armour) • Crown of the Wizard King • Lucky Charm
<b>Magic banners</b>	Aether Icon (Battle Standard Bearer)



#### FOLK HERO #2

Folk Hero - Large - Cavalry - 50x75mm

**495** POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			<b>Ordeal, Traits of a Hero</b>
Defensive	HP	Def	Res	Arm	Aeg	
	3	4	4	0	6+	<b>Light Armour</b>
Offensive	Att	Off	Str	Ap	Agi	
<b>Folk Hero</b>	1	4	4	1	4	<b>Bastard Sword, Hand Weapon</b>



#### MOUNT FEY STEED

Global	Adv	Mar	Dis			Model Rules
	8"	16"	C			<b>Fear, Fey Spirit, Ghost Step</b>
Defensive	HP	Def	Res	Arm	Aeg	
	4	C	4	C+1	C	<b>Aegis (+1, max 4+)</b>
Offensive	Att	Off	Str	Ap	Agi	
<b>Fey Steed</b>	2	4	4	1	4	

<b>Options</b>	Fey Steed • General • Sainted • Great Weapon (Mortal Reminder) • Cleric • Castellan • Excellence
<b>Magic items</b>	Mortal Reminder (Great Weapon) • Black Knight's Tabard • Essence of Mithril (Light Armour)

### Core



## FEUDAL KNIGHTS #1

Feudal Knights x8 - Standard - Cavalry - 25x50mm

370 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 , Heavy Armour , Shield, Shield
Offensive	Att	Off	Str	Ap	Agi	
Feudal Rider	1	4	4	1	3	Lance Formation, Lance
Destrier	1	3	4	0	3	Harnessed

<b>Options</b>	Standard Bearer • Musician • Champion • Knight Banneret
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## ORDO SERGEANTS #1

Ordo Sergeants x12 - Standard - Cavalry - 25x50mm

380 POINTS



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

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



## KNIGHTS RESPLENDENT #1

Knights Resplendent x6 - Standard - Cavalry - 25x50mm

474 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

<b>Options</b>	Standard Bearer • Musician • Champion • Knight Banneret • Knights of the Court
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<b>Magic banners</b>	Oriflamme (Banner Enchantment)
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## KNIGHTS OF THE QUEST #1

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

470 POINTS



Global	Adv	Mar	Dis	Model Rules		
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	The Quest, Fearless, Scoring	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	5	4	2	6+ Courage, Heavy 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

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

## Fey



### THE LADY'S COURTIER #1

The Lady's Courtier - Large - Beast - 50x50mm

## 450 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	9	Fey Spirit, Fear, Supernal	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	5	5	5	3	5+ Aegis (+1, against Melee Attacks)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Lady's Courtier	5	5	5	4	7
Lady's Courtier	5	5	5	4	7

<b>Options</b>	Courtier of the Dusk
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3 style="color: #800000;">H Breath of the Lady</h3>				
<i>Mf</i>	7+		Caster	Last one Turn
Add two Orison Tokens to your Orison Token pool.				

## Magic items

**Alchemist's Alloy:** The wearer gains +1 Armour and suffers -2 Offensive Skill.

**Black Knight's Tabard:** Attacks against the bearer's model with Multiple Wounds (X) lose this Attack Attribute.

**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).

**Essence of Mithril:** The wearer's Armour is set to 5 and can never be improved beyond this.

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

**Mortal Reminder:** The wielder gains **Fear**. Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become **Magical Attacks**.

## 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 against Charges declared by the bearer's unit.

**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.

## Model Rules

**Aegis:**

**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.

**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.

**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.

**Fey Spirit:** The model gains Fearless and Magical Attacks. Models with Fey Spirit can only join or be joined by Damsels or models with Fey Spirit.

**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 Armour:** Armor +1

**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.

**Supernal:****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.

**Traits of a Hero:** Universal Rule.

The Folk Hero model part must choose at least 1 and up to 2 different Heroic Traits.

**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.

Feudal Knights #1



Ordo Sergeants #1



The Lady's Courtier #1



Knights Resplendent #1



Knights of the Quest #1



Folk Hero #1



Folk Hero #2

