



KINGDOM OF EQUITAINÉ

CAMPAGNE TOUR 1 - 2 250 POINTS



695 pts (31.00 %) 800 pts (36.00 %) 755 pts (34.00 %) 0 pts (0.00 %)

Characters **Core** **Special** **Fey**
 (40 Max) (25 Least) (0 NoLimit) (20 Max)

Characters



ENGUERRANT

Equitan Lord - Standard - Cavalry - 25x50mm

255 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

General • Shield • Bastard Sword • Destrier



LAMBERT

Folk Hero - Standard - Cavalry - 25x50mm

230 POINTS



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

Destrier • Heavy Armour • Great Weapon • Bannerman



ISABEAU

Damsel - Standard - Infantry - 20x20mm

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Orison, Beloved, Wizard Apprentice		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	3	3	3	0	5+	Honesty
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Damsel	1	3	3	0	3	Hand Weapon

Options

Wizard Adept

Core



DEVOTS DE L'ORDO #1

Ordo Sergeants x8 - Standard - Cavalry - 25x50mm

240 POINTS



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

Options

Standard Bearer • Champion • Light Lance



MILICE PAYSANNE #1

Lowborn Levies x30 - Standard - Infantry - 20x20mm

250 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	6	Ordeal, Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	2	3	0	6+	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Lowborn Levy	1	2	3	0	3	

Options

Standard Bearer • Champion • Shield and Spear



CHEVALIERS FEODAux #1

Feudal Knights x7 - Standard - Cavalry - 25x50mm

310 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>	<i>Aeg</i>	
	1	4	3	2	6+	, Heavy Courage Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Feudal Rider	1	4	4	1	3	Lance Formation, Lance
Destrier	1	3	4	0	3	Harnessed

Options

Standard Bearer • Musician • Champion

Special



CHEVALIERS PENITENTS #1

Knights Penitent x4 - Standard - Cavalry - 25x50mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Scoring, Unstable, Daring		
Defensive	HP	Def	Res	Arm	Aeg	
	2	4	4	3	6+	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi	
Penitent Knight	1	4	4	1	3	Lance Formation, Great Weapon
Draughthorse	1	3	5	1	3	Harnessed

Options	Standard Bearer • Champion • Ordo Minister and Orison (0)
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SERGEANTS MONTES #1

Yeoman Outriders x5 - Standard - Cavalry - 25x50mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Ordeal, Feigned Flight, Light Troops, Vanguard		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	1	6+	Light Armour
Offensive	Att	Off	Str	Ap	Agi	
Yeoman Outrider	1	3	3	0	3	Light Lance
Courser	1	3	3	0	3	Harnessed

Options	Throwing Weapons (5+)
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CHEVALIERS ERRANTS #1

Hedge Knights x7 - Standard - Cavalry - 25x50mm

300 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Light Troops, Daring		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	2	6+	Courage, Heavy 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 • Champion
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Breath of the Lady				
Mf	7+		Caster	Last one Turn
Add two Orison Tokens to your Orison Token pool.				

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.

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.

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.

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

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.

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.

Traits of a Hero: Universal Rule.

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

Unstable:

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.

Enguerrant



Lambert



Isabeau



Dévots de l'Ordo #1



Milice paysanne #1



Chevaliers féodaux #1



Chevaliers pénitents #1



Sergeants montés #1



Chevaliers errants #1

