



KINGDOM OF EQUITAINÉ

TRAHISON 3000 - 2 995 POINTS



500 pts (17.00%) 700 pts (23.00%) 1645 pts (55.00%) 150 pts (5.00%)
Characters **Core** **Special** **Fey**
 (40 Max) (25 Least) (0 NoLimit) (20 Max)

Characters



SEIGNEUR D'EQUITAINÉ #1

Equitan Lord - Standard - Cavalry - 25x50mm

500 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 • Sainted • Shield • Bastard Sword (Touch of Greatness) • Destrier
Magic items	Prayer-Etched (Heavy Armour) • Touch of Greatness (Bastard Sword)

Core



CHEVALIERS FEODAUX #1

Feudal Knights x6 - Standard - Cavalry - 25x50mm

280 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	Standard Bearer • Musician • Champion
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CHEVALIERS FEODAUX #2

Feudal Knights x6 - Standard - Cavalry - 25x50mm



280 POINTS



Global	Adv	Mar	Dis				Model Rules
	8"	16"	8				Scoring
Defensive	HP	Def	Res	Arm	Aeg		

<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
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	ARCHERS PAYSANS #1 Lowborn Archers x10 - Standard - Infantry - 20x20mm	140 POINTS	
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<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+	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Lowborn Archer	1	2	3	0	3	

Options	Musician • Longbow and Expert Bowmen (4+)
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Special

	HOMMES D'ARMES #1 Men-at-Arms x15 - Standard - Infantry - 20x20mm	305 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	8	Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	4	3	0	6+	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Man-at-Arms	1	4	4	1	3	

Options	Standard Bearer • Musician • Champion • Ordo Wardens • Ordo Minister
Magic banners	Legion Standard (Banner Enchantment)

	RELIQUAIRE SACRE #1 Sacred Reliquary - Standard - Infantry - 40x60mm	185 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Orison, Sacred Relic, Not a Leader, Tall, War Platform		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	4	4	4	2	6+	, Heavy Honesty Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Sacred Reliquary	4	4	4	1	3	

	CHEVALIERS PENITENTS #1 Knights Penitent x4 - Standard - Cavalry - 25x50mm	330 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, Unstable, Daring		


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	2	4	4	3	6+	Heavy 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	1	3	Harnessed

Options	Standard Bearer • Musician • Champion • Ordo Minister and Orison (0)
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	CHEVALIERS DE LA QUETE #1 Knights of the Quest x6 - Standard - Cavalry - 25x50mm	395 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 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+	, 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

Options	Standard Bearer • Musician • Champion
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	CHEVALIERS ERRANTS #1 Hedge Knights x6 - Standard - Cavalry - 25x50mm	280 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Light Troops, Daring		
<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>	
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 • Musician • Champion
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	HORS-LA-LOI #1 Hooded Men x8 - Standard - Infantry - 20x20mm	150 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	7	Ordeal, Light Troops, Scout, Unstable, Daring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	1	3	3	0	6+	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Hooded Man	1	3	3	1	3	, Paired Longbow Weapons



ONDINES #1

Naiads x5 - Large - Infantry - 25x25mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	8	Fey Spirit, Water Spirits, Light Troops, Wizard Conclave		
Defensive	HP	Def	Res	Arm	Aeg	
	2	4	3	0	5+	
Offensive	Att	Off	Str	Ap	Agi	
Naiad			3	3	5	Grind Attacks

Options	
	Healing Waters (Druidism)

Magics

Racial Trait Spell

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

Magic items

Prayer-Etched: The wearer gains +1 Armour and Aegis (+1, max. 4+).

Touch of Greatness: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks.

Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

Magic banners

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Model Rules

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.

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.

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.

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

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

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 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.

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 précis, Tir rapide

Not a Leader: The model cannot be the General.

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.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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.

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.

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

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.

Unstable:

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 Character's category (for Army List creation). - It cannot issue Duels, Accept Duels or Make Way.

- It can perform Swirling Melee.

- It does not count as a 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.

Water Spirits: Universal Rule.

The model gains Strider (Water Terrain) and Scout with the following restriction: At least half the models of the model's unit must be deployed fully inside Water Terrain or the owner's Deployment Zone.

In addition, Melee Attacks that are Flaming Attacks from enemy units Engaged with the model lose Flaming Attacks.

Units with more than half of their models with Water Spirits are Stubborn if more than half of their models are inside a Water Terrain with the centre of their bases. In addition, Water Terrain is Covering Terrain for models with Water Spirits inside them and contributes to Soft Cover.

Wizard Conclave: The Champion of a unit with Wizard Conclave gains +1 Health Point in addition to the normal Characteristics increases associated with being a Champion, and is a Wizard Adept.

This Champion may select up to two spells from predetermined spells given in brackets after Wizard Conclave.

This overrides the Spell Selection rules connected to being a Wizard Adept.

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.

Chevaliers féodaux #1



Chevaliers féodaux #2



Archers paysans #1



Seigneur d'Équitaire #1



Hommes d'armes #1



Reliquaire sacré #1



Chevaliers pénitents #1



Chevaliers de la Quête #1



Chevaliers errants #1



Hors-la-loi #1



Ondines #1

