



KINGDOM OF EQUITAINÉ

DEATH PATROL - 2 993 POINTS



815 pts (27.00%) 774 pts (26.00%) 964 pts (32.00%) 440 pts (15.00%)
Characters **Core** **Special** **Fey**
 (40 Max) (25 Least) (0 NoLimit) (20 Max)

Characters



THE HERMIT SAINT

Folk Hero - Large - Cavalry - 50x75mm

480 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Ordeal, Traits of a Hero
Defensive	HP	Def	Res	Arm	Aeg	
	3	5	4	0	6+	Light Armour
Offensive	Att	Off	Str	Ap	Agi	
Folk Hero	1	5	4	1	4	Hand Weapon, Bastard Sword



MOUNT FEY STEED

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

Options	General • Cleric • Castellan • Sainted • Heavy Armour • Shield • Great Weapon (Cleansing Light) • Fey Steed
Magic items	Black Knight's Tabard • Essence of Mithril (Light Armour) • Cleansing Light (Great Weapon)



MAID OF BASTONNE

Folk Hero - Standard - Cavalry - 25x50mm

335 POINTS



Global	Adv	Mar	Dis			Model Rules
	4"	8"	8			Ordeal, Traits of a Hero
Defensive	HP	Def	Res	Arm	Aeg	
	3	5	4	0	6+	Light Armour
Offensive	Att	Off	Str	Ap	Agi	
Folk Hero	1	5	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	Cleric • Bannerman • Heavy Armour (Alchemist's Alloy) • Shield • Destrier
Magic items	Alchemist's Alloy (Heavy Armour) • Lucky Charm
Magic banners	Aether Icon (Battle Standard Bearer)

Core



COURT KNIGHTS

Feudal Knights x9 - Standard - Cavalry - 25x50mm

420 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	Champion • Knight Banneret • Musician • Standard Bearer
Magic banners	Aether Icon (Banner Enchantment)



ORDO HOSPITALIS SANCTA NIMUE

Ordo Sergeants x12 - Standard - Cavalry - 25x50mm

354 POINTS



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

Options	Great Weapon • Champion • Musician • Standard Bearer
Magic banners	Aether Icon (Banner Enchantment (one choice only))

Special



GRAIL PALADINS

Knights Resplendent x6 - Standard - Cavalry - 25x50mm

469 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	Devastating Charge, Lance Formation, Lance
Destrier	1	3	4	0	3	Harnessed

Options	Knights of the Court • Champion • Knight Banneret • Musician • Standard Bearer
Magic banners	Oriflamme (Banner Enchantment)



QUESTING KNIGHTS

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


495 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	, The Fearless, Scoring Quest		
<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	Champion • Knight Banneret • Musician • Standard Bearer
Magic banners	Banner of Roland (Banner Enchantment)

Fey



THE LADY'S COURTIER
The Lady's Courtier - Large - Beast - 50x50mm

440 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	9	Fear, Fearless, 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	

Options	Druidism • Courtier of the Dusk
----------------	---------------------------------

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>H Breath of the Lady</i>				
<i>Mf</i>	7+		Caster	Instant
<i>Add two Blessing Tokens to your Blessing Token pool.</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>
2	Entwining Roots	(5+){8+}	18"	Hex	Last one Turn	The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.
3	Healing Waters	8+	18"	Augment	Last one Turn	The target gains Fortitude (6+) and Fortitude (+1, max 3+).
4	Master of Earth	(7+)(8+)	(6")(18")	Hex, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
5	Stone Skin	9+	18"	Augment	Last one Turn	Melee Attacks against the target can never wound on better than 5+.
6	Summer Growth	12"	11+	Ground	Instant	Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.
1	Fountain of Youth	6+	12"	Augment, Focused	Instant	When resolving the spell, choose one of the following effects: • Recover 1 Health Point of a Character in the target unit. • Raise 4 Health Points of Standard Height R&F models without Tall in the unit. • Raise 2 Health Points of any other models in the unit.

Magic items

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

Black Knight's Tabard: The bearer's model gains **Immune** (Multiple Wounds (X))

Cleansing Light: At the start of each Round of Combat, the wielder may choose to have attacks made with this weapon become Divine Attacks and Flaming Attacks and

Magical Attacks.

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.

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.

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.

Ordo Minister: 0-2 Models/Army.

The model gains +1 Health Point, up to a maximum of 3. At the start of each friendly Magic Phase, the model's unit, or a model inside the model's unit, may Raise 1 Health Point with the following restrictions:

- No single unit can Recover or Raise more than 1 Health Point per Player Turn from this ability.
- Champions cannot be Raised by Ordo Ministers.

A unit that Recovered or Raised Health Points this way cannot be targeted by Fountain of Youth (Druidism) in the same Magic 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.

Court Knights



Ordo Hospitalis Sancta Nimue



The Lady's Courtier



The Hermit Saint



Maid of Bastonne



Grail Paladins



Questing Knights

