



KINGDOM OF EQUITAINÉ

LIST KINGDOM OF EQUITAINÉ (v2022 ALPHA 1) #7 - 370 POINTS



0 pts (0.00%) 370 pts (8.00%) 0 pts (0.00%) 0 pts (0.00%)
Characters **Core** **Special** **Fey**
 (40 Max) (25 Least) (0 NoLimit) (20 Max)

Core



FEUDAL KNIGHTS #1

Feudal Knights x6 - 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, 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 • Champion • Knight Banneret
Magic banners	Relic Shroud (Banner Enchantment) • Banner of Discipline (Banner Enchantment)

Magics

Racial Trait Spell

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

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Relic Shroud: The bearer of one or more Relic Shrouds can cast Breath of the Lady (Hereditary Spell) as a Bound Spell with Power Level (4/8).

Model Rules

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.

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.

Heavy Armour: +2 Armor

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.

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.

Qr codes of your army

Your 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

