



KINGDOM OF EQUITAIN

OST DU VERMANDOIS - 1 942 POINTS



530 pts (27.00%) 1412 pts (71.00%) 0 pts (0.00%) 0 pts (0.00%)
Characters **Core** **Special** **Airborne Gallantry**
 (40 Max) (25 Least) (0 NoLimit) (40 Max)

Characters



ELOI DE VERCOURS
 Duke - Standard - Cavalry - 25x50mm

275 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm		
	3	6	4	0	The Blessing	, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi	
Duke	4	6	4	1	6	Lance Formation, Oath of Fealty, Hand Weapon



MOUNT BARDED WARHORSE

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

Options Shield • Grail Oath • Barded Warhorse • General



FOULQUES D'ARTENOIS
 Paladin - Standard - Cavalry - 25x50mm

255 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8			
Defensive	HP	Def	Res	Arm		
	3	5	4	0	The Blessing	, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi	
Paladin	3	5	4	1	5	Lance Formation, Oath of Fealty, Hand Weapon



MOUNT BARDED WARHORSE

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

Options Shield (Fortress of Faith) • Grail Oath • Barded Warhorse

Magic items Fortress of Faith (Shield)

Core



CHEVALIERS DU VERMANDOIS
Knights of the Realm **x8** - Standard - Cavalry - 25x50mm

369 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>		
	1	4	3	2	The Blessing	, Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Knight of the Realm	1	4	4	1	3	Lance Formation, Oath of Fealty, Lance
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

Options	Musician • Standard Bearer
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VASSAUX D'ARTENOIS
Knights of the Realm **x6** - Standard - Cavalry - 25x50mm

275 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>		
	1	4	3	2	The Blessing	, Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Knight of the Realm	1	4	4	1	3	Lance Formation, Oath of Fealty, Lance
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

Options	Musician • Standard Bearer
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GUEUX DE LIERVAL
Peasant Levy **x32** - Standard - Infantry - 20x20mm

212 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	5	Scoring, Serf, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	0	Light Armour	, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Peasant	1	2	3	0	3	

Options	Spear • Champion • Musician • Standard Bearer
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GUEUX DE LA MARE AUX CANARDS
Peasant Levy **x32** - Standard - Infantry - 20x20mm

212 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	5	Scoring, Serf, Insignificant		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	0	Light Armour	, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Peasant	1	2	3	0	3	

Options	Halberd • Champion • Musician • Standard Bearer
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FLECHARD DES HAMEAUX

Peasant Bowmen x16 - Standard - Infantry - 20x20mm

172 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	5	Scoring, Serf, Insignificant, Bowmen's Stakes	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Peasant Bowman	1	2	3	0	3

Options	Braziers, Longbow (4+)
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PEASANT BOWMEN #2

Peasant Bowmen x16 - Standard - Infantry - 20x20mm

172 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	5	Scoring, Serf, Insignificant, Bowmen's Stakes	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Peasant Bowman	1	2	3	0	3

Options	Braziers, Longbow (4+)
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>Breath of the Lady</i>				
Mf	{8+} {10+}	(18") {36"}	Augment	Last one Turn
<i>The target must reroll natural to-hit and to-wound rolls of '1' with its Melee Attacks, and must reroll natural Armour Save rolls of '1'.</i>				

Magic items

Fortress of Faith: While using this Shield, the bearer **must** reroll natural to-hit and to-wound rolls of '1' with its Close Combat Attacks, and **must** reroll natural Armour Save rolls of '1'.

Model Rules

Bowmen's Stakes: Universal Rule.

When deploying the unit, you may place a Wall Terrain Feature fully within 1" of the unit's Front Facing but not in contact with any other Terrain Feature except Open Terrain. This Wall is up to 20 mm deep, and its length cannot be wider than the unit, to a maximum of 12". It follows the normal rules for Walls, with the exception that it contributes to Soft Cover instead of Hard Cover

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.

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.

Heavy Armour: +2 Armor

Insignificant:

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: Attack Attribute - Close Combat
The model gains Fight in Extra Rank.

If more than half of a unit's models have Lance Formation, it only needs to be 3 models wide in order to form Full Ranks. In addition, the model gains Devastating Charge (Fight in Extra Rank) if its unit is exactly 3 models wide.

Light Armour: Armor +1

Oath of Fealty: Universal Rule.

The model gains Commanding Presence with the following restrictions: It has a range of 6" and can only benefit units with more than half of their models with Serf.

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.

Serf: A unit gains +2 March Rate until the end of the Movement Phase if both the following conditions are met:

- more than half of its models with Type Infantry and/or Cavalry have Serf and
- the unit is under the effect of Commanding Presence from one or more models with Oath of Fealty at the start of its March Move.

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

The Blessing: The model gains Aegis (6+). Before rolling for the first turn (at the beginning of step 7 of the Deployment Phase Sequence), decide if the Kingdom of Equitaine army Prays or not. If it does, friendly models with The Blessing gain an additional Aegis (5+, against Strength 5 or more), and the army cannot gain any bonus to the Roll for First Turn.

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.

Eloi de Vercours



Chevaliers du Vermandois



Foulques d'Artenois



Vassaux d'Artenois



Gueux de Lierval



Gueux de la Mare aux Canards



Flécharde des Hameaux



Peasant Bowmen #2

