



# KINGDOM OF EQUITAIN

## LIST ROYAUME D'EQUITAINE (v2020) #1 - 4 359 POINTS



1640 pts (36.00 %) 1081 pts (24.00 %) 1638 pts (36.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Airborne Gallantry**  
 (40 Max) (25 Least) (0 NoLimit) (40 Max)

### Characters



#### DUKE #1

Duke - Standard - Cavalry - 25x50mm

530 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

<b>Options</b>	Shield (Fortress of Faith) • Grail Oath • Barded Warhorse • General • Renown
<b>Magic items</b>	Tristan's Resolve (Hand Weapon) • Fortress of Faith (Shield) • Basalt Infusion (Heavy Armour) • Obsidian Rock • Potion of Swiftness



#### DAMOISELLE DU GRAAL #1

Damsel - Standard - Cavalry - 25x50mm

490 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Wizard Apprentice, Insignificant, Beloved		
Defensive	HP	Def	Res	Arm		
	3	3	3	0	The Blessing	, Magic Resistance (1, 1)
Offensive	Att	Off	Str	Ap	Agi	
Damsel	1	3	3	0	3	Lance Formation, Hand Weapon



#### MOUNT EQUITAN UNICORN

Global	Adv	Mar	Dis	Model Rules		
	10"	20"	C	Forest Guide		
Defensive	HP	Def	Res	Arm		
	C	C	4	C+1	Magic Resistance (2, 2)	
Offensive	Att	Off	Str	Ap	Agi	
Equitan Unicorn	2	5	4	1	5	Harnessed

<b>Options</b>	Divination • Equitan Unicorn • Wizard Master
<b>Magic items</b>	Crystal Ball • Wafers of Penitence



## DAMOISELLE DU GRAAL #2

Damsel - Standard - Cavalry - 25x50mm

285 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Wizard Apprentice, Insignificant, Beloved		
Defensive	HP	Def	Res	Arm		
	3	3	3	0	The Blessing, Magic Resistance (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Damsel	1	3	3	0	3	Lance Formation, 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

<b>Options</b>	Druidism • Barded Warhorse • Wizard Adept
<b>Magic items</b>	Magical Heirloom



## PALADIN #1

Paladin - Standard - Cavalry - 25x50mm

335 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

<b>Options</b>	Battle Standard Bearer • Shield • Questing Oath, Bastard Sword • Barded Warhorse
<b>Magic items</b>	Uther's Conviction (Heavy Armour)
<b>Magic banners</b>	Aether Icon (x2) (Battle Standard Bearer)

## Core



## ASPIRANTS CHEVALIERS #1

Knights Aspirant x5 - Standard - Cavalry - 25x50mm

235 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Scoring, Impetuous	
Defensive	HP	Def	Res	Arm	
	1	3	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>	
<b>Knight Aspirant</b>	1	3	3	0	3	Lance Formation, Devastating Charge, Lance
<b>Barded Warhorse</b>	1	3	3	0	3	Harnessed, Devastating Charge

<b>Options</b>	Musician
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	<b>ARCHERS PAYSANS #1</b> Peasant Bowmen x16 - Standard - Infantry - 20x20mm	<b>182 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	4"	8"	5	Scoring, Serf, Insignificant, Bowmen's Stakes		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Peasant Bowman</b>	1	2	3	0	3	



<b>Options</b>	Musician • Braziers, Longbow (4+)
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	<b>CHEVALIERS DU ROYAUME #1</b> Knights of the Realm x13 - Standard - Cavalry - 25x50mm	<b>664 POINTS</b>	
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<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>	
<b>Knight of the Realm</b>	1	4	4	1	3 Lance Formation, Oath of Fealty, Lance	
<b>Barded Warhorse</b>	1	3	3	0	3 Harnessed, Devastating Charge	

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Roland (Banner Enchantment)

## Special

	<b>LE CHEVALIER D'EMERAUDE</b> The Green Knight - Standard - Cavalry - 25x50mm	<b>375 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	, Eternal Fear, Fearless, Ghost Step, Terror, Supernal Champion		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	4	2 Aegis (1, If the army Prayed), The Blessing, Heavy Armour, Shield		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>The Green Knight</b>	5	6	4	1	6 Lambent Sword	
<b>Spectral Stallion</b>	1	4	4	1	4 Harnessed, Devastating Charge	

	<b>ROTURIERS MONTES #1</b> Yeoman Outriders x5 - Standard - Cavalry - 25x50mm	<b>145 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	8"	16"	6			Feigned Flight, Vanguard, Light Troops, Serf, Insignificant
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Yeoman Outrider</b>	1	3	3	0	3	Light Lance
<b>Horse</b>	1	3	3	0	3	Harnessed

<b>Options</b>	Shield • Light Armour • Throwing Weapons (5+)
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### CHEVALIERS DU GRAAL #1

Knights of the Grail x7 - Standard - Cavalry - 25x50mm

## 598 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	8"	16"	8			, Pure of ScoringHeart
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	4	2		The Blessing, Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Knight of the Grail</b>	2	5	4	1	5	Divine Attacks, Lance Formation, Oath of Fealty, Grail Oath, Holy Migh, Lance
<b>Barded Warhorse</b>	1	3	3	0	3	Harnessed, Devastating Charge

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Stalker's Standard (Banner Enchantment)



### RÖTURIERS MONTES #2


Yeoman Outriders x5 - Standard - Cavalry - 25x50mm

## 145 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	8"	16"	6			Feigned Flight, Vanguard, Light Troops, Serf, Insignificant
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Yeoman Outrider</b>	1	3	3	0	3	Light Lance
<b>Horse</b>	1	3	3	0	3	Harnessed


<b>Options</b>	Shield • Light Armour • Throwing Weapons (5+)
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### TREBUCHET #1

Trebuchet - Large - Construct - 75mm round

## 255 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	0"	0"	5			War Machine, Serf, Insignificant
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	6	1	4	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	4	2	3	0	3	Move or Fire, Trebuchet (4+, 4+)



## SCORPION #1

Scorpion - Standard - Construct - 75mm round

**120** POINTS



Global	Adv	Mar	Dis	Model Rules	
	0"	0"	5	<b>War Machine</b> , Serf, Insignificant	
Defensive	HP	Def	Res	Arm	
	6	1	4	0	
Offensive	Att	Off	Str	Ap	Agi
<b>Crew</b>	4	2	3	0	3
					<b>Move or Fire</b> , Scorpion (4+, 4+)

## Magics

### Racial Trait Spell

	Casting	Range	Type	Duration
<b>Breath of the Lady</b>				
<i>Mf</i>	{8+} {10+}	{18"} {36"}	<b>Augment</b>	<b>Last one Turn</b>
<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>				



### Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
<b>5</b>	Unerring Strike	7+ [10+]	18"	Hex, Missile, Damage	Instant	The target suffers <b>2D6 [3D6]</b> hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
3	Scrying	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
4	The Stars Align	8+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <b>and Shooting</b> Attacks.
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
1	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
4	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
2	Fate's Judgement	5+ [9+]	18"	Hex, Missile, Damage	Instant	The target suffers <b>D3 [D6]</b> hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



### 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.

		Casting	Range	Type	Duration	Effect
<b>6</b>	Spirits of the Wood	7+ {6+}	12"	Augment, {Universal}	Last one Turn	Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).}

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
0	The Oaken Throne	4+	Caster	Caster	Permanent	If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text. The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).
2	Master of Earth	6+ {5+}	18"	Hex, Damage, Direct	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.
1	Healing Waters	7+ {6+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)}.
A	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
4	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: <b>Standard Infantry/Beast*</b> : Raise 4 {6} Health Points. <b>Towering Presence**</b> : Raise 1 {1} Health Point. <b>Anything else***</b> : Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.
5	Stone Skin	9+ {8+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains +2 {+3} Resilience.
3	Entwining Roots	6+ {5+}	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.

## Magic items

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Crystal Ball:** The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

**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'.

**Magical Heirloom:** The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

**Potion of Swiftmess:** One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

**Tristan's Resolve:** While using this weapon, the wielder gains +1 Strength, +1 Armour Penetration, +1 Attack Value, and **Magical Attacks**. After a successful to-hit roll, the attacker may discard one of the hits with this weapon and choose an enchanted weapon carried by the model the attack was allocated towards. The Weapon Enchantments of the chosen weapon are ignored for the rest of the game.

**Uther's Conviction:** The wearer gains +1 Armour and Aegis (+1, max. 4+, against Armour Penetration 6 or more)

**Wafers of Penitence:** One use only. May be activated after rolling for a Dispelling Attempt. Add +2 to the rolled result. This is an exception to the Casting and Dispelling Modifiers rule.

## 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 when reacting to Charges made by the bearer's unit.

**Stalker's Standard:** The bearer's unit gains Strider.

## Model Rules

**Aegis:**

**Beloved:** Universal Rule.

When the model is joined to a unit with at least one Full Rank of models with Lance Formation, it gains Stand Behind and cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel.

**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.

**Divine Attacks:** Successful Aegis saves taken against the attack must be rerolled.

**Eternal Champion:** Universal Rule.

The Green Knight cannot be deployed during the Deployment Phase. Once per game, at the start of any of your Movement Phases, you may deploy The Green Knight within 6" of a friendly Damsel.

The Green Knight cannot perform a March Move this Player Turn.

If The Green Knight has not been deployed by the end of the game, it counts as destroyed.

While The Green Knight is within 12" of a friendly Damsel, it gains Stubborn and may Issue and Accept Duels as if it was a Champion.

**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.

**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.

**Ghost Step:** The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

**Grail Oath:** 0-1 Characters with Grail Oath per Army.

- Universal Rule.

The model gains Fearless.

- Personal Protection.

The model gains Aegis (5+). Characters with Grail Oath gain +1 Defensive Skill.

- Attack Attribute - Close Combat.

The model part gains Magical Attacks. Characters with Grail Oath gain +1 Offensive Skill.

**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

**Holy Migh:** Attack Attribute - Melee.

The model part can make up to 2 Supporting Attacks while its unit has at least one Full Rank.

**Impetuous:** Universal Rule.

A unit consisting entirely of models with this rule may reroll failed Charge Range rolls. The model gains Frenzy and Fearless while Engaged in Combat.

**Insignificant:****Lambent Sword:** Melee Weapon.

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and ignore Parry.

**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 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.

**Magic Resistance:**

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**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.

**Pure of Heart:** Universal Rule.

Only Damsels and Characters with Grail Oath may join a unit with this rule.

**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.

**Scorpion:** Artillery Weapon.

Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (5x1), [Multiple Wounds (D3+1, Clipped Wings)].

**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.

**Supernal:**

**Terror:** The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

**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.

**Thrice Blessed:** Personal Protection.

The Green Knight gains The Blessing.

If the Army Prayed, The Green Knight gains Aegis (+1).

**Trebuchet:** Catapult (4) Artillery Weapon

Range 12-60", Shots 1, Str 4 [8], AP 2 [6], [Multiple Wounds (D3, Clipped Wings)].

**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.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**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.

Duc #1



Aspirants chevaliers #1



Damoiselle du Graal #1





Archers paysans #1



Damosielle du Graal #2



Chevaliers du royaume #1



Paladin #1



Le chevalier d'émeraude



Roturiers montés #1



Chevaliers du graal #1



Roturiers montés #2



Trébuchet #1



Scorpion #1

