



# KINGDOM OF EQUITAINÉ

## MATURE BASTION - 2 182 POINTS



535 pts (24.00 %) 792 pts (35.00 %) 855 pts (38.00 %) 0 pts (0.00 %)

**Characters**      **Core**      **Special**      **Fey**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)

### Characters



**DAMSEL #1**  
 Damsel - Large - Cavalry - 40x40mm

**225 POINTS**



Global	Adv	Mar	Dis				Model Rules
	4"	8"	7				Wizard Apprentice, Beloved
Defensive	HP	Def	Res	Arm	Aeg		
	3	3	3	0	6+	Honesty	
Offensive	Att	Off	Str	Ap	Agi		
<b>Damsel</b>	1	3	3	0	3	Hand Weapon	



### MOUNT HERALDIC STEED

Global	Adv	Mar	Dis				Model Rules
	7"	14"	C				Fly, Gallantry, Light Troops, Vanguard
	10"	14"					
Defensive	HP	Def	Res	Arm	Aeg		
	C	C	C	C+2	C	Hard Target	
Offensive	Att	Off	Str	Ap	Agi		
<b>Heraldic Steed</b>	1	4	4	1	3		

**Options**

Wizard Adept • Heraldic Steed



**EQUITAN LORD #2**  
 Equitan Lord - Standard - Cavalry - 25x50mm

**310 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		
<b>Equitan Lord</b>	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		
<b>Destrier</b>	1	3	4	0	3	Harnessed	

**Options**

Battle Standard Bearer • Shield • Destrier • Lance

### Core



## FEUDAL KNIGHTS #1

Feudal Knights x9 - Standard - Cavalry - 25x50mm

396 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

<b>Options</b>	Champion • Musician • Standard Bearer
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## FEUDAL KNIGHTS #1

Feudal Knights x9 - Standard - Cavalry - 25x50mm

396 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

<b>Options</b>	Champion • Musician • Standard Bearer
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Special



## SIEGE WEAPON #1

Siege Weapon - Standard - Construct - 75mm round

165 POINTS



Global	Adv	Mar	Dis	Model Rules		
	0"	0"	7	War Machine		
Defensive	HP	Def	Res	Arm	Aeg	
	5	1	4	0	6+	Honesty
Offensive	Att	Off	Str	Ap	Agi	
Crew	4	2	3	0	3	Move or Fire

<b>Options</b>	Trebuchet (4+)
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## SIEGE WEAPON #2

Siege Weapon - Standard - Construct - 75mm round

165 POINTS



Global	Adv	Mar	Dis	Model Rules		
	0"	0"	7	War Machine		
Defensive	HP	Def	Res	Arm	Aeg	
	5	1	4	0	6+	Honesty

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	<b>4</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>3</b>	<b>Move or Fire</b>

<b>Options</b>	Trebuchet (4+)
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### PEGASUS KNIGHTS #1

Pegasus Knights x5 - Large - Cavalry - 50x50mm

## 525 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	<b>7"</b>	<b>14"</b>	<b>8</b>	<b>Fly, Light Troops, Gallantry</b>		
	<b>8"</b>	<b>16"</b>				

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	<b>3</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>6+</b>	<b>, Heavy Courage Armour, Shield</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Pegasus Knight</b>	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	<b>Lance</b>
<b>Pegasus Charger</b>	<b>2</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>4</b>	<b>Harnessed</b>

<b>Options</b>	Champion • Musician • Standard Bearer
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## Magics

Racial Trait Spell

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

## Model Rules

- Beloved:** Universal Rule.  
While the model is joined to a unit with at least one Full Rank, it gains Stand Behind.
- 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.
- Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.
- Gallantry:** During Army List creation, the unit gains a Gallantry value that corresponds to the value stated in brackets (X). Multiple instances of Gallantry (X) in the same unit do not stack. The sum of the Gallantry values of all units on the Army List is restricted to 1 per 650 Army Points, rounding fractions up (this means that e.g. a 4500 pts army can contain units with a combined Gallantry value of up to 7).
- 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
- 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.

**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.

**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.

**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.

Damsel #1



Equitan Lord #2



Feudal Knights #1



Feudal Knights #1



Siege Weapon #1



Siege Weapon #2



Pegasus Knights #1

