



KINGDOM OF EQUITAINÉ

LISTS - 2 805 POINTS



1455 pts (32.00 %) 0 pts (0.00 %) 1350 pts (30.00 %) 0 pts (0.00 %)

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

Characters



DAMSEL #1

Damsel - Standard - Cavalry - 25x50mm

470 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Orison, Beloved, Wizard Apprentice	
Defensive	HP	Def	Res	Arm	Aeg
	3	3	3	0	5+ Honesty
Offensive	Att	Off	Str	Ap	Agi
Damsel	1	3	3	0	3 Hand Weapon



MOUNT REVERED UNICORN

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	C	Forest Guide	
Defensive	HP	Def	Res	Arm	Aeg
	C	C	4	C+1	C Magic Resistance
Offensive	Att	Off	Str	Ap	Agi
Revered Unicorn	2	5	4	1	5

Options Wizard Master • Druidism • General • Revered Unicorn



FOLK HERO #1

Folk Hero - Standard - Cavalry - 25x50mm

360 POINTS



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

Magic items Alchemist's Alloy (Heavy Armour) • Sacred Chalice

Magic banners Aether Icon (x2) (Battle Standard Bearer)



EQUITAN LORD #1

Equitan Lord - Large - Cavalry - 50x75mm

625 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
Equitan Lord	4	6	4	1	6 Lance Formation, Hand Weapon



MOUNT HIPPOGRIFF

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Fear, Fly, Gallantry, Light Troops, Towering Presence, Relentless	
	8"	16"			
Defensive	HP	Def	Res	Arm	Aeg
	4	C	5	C+1	C
Offensive	Att	Off	Str	Ap	Agi
Hippogriff	4	4	5	3	4

Options	Paladin • Shield (Dusk Forged) • Bastard Sword (Tristan's Resolve) • Excellence • Hippogriff
Magic items	Tristan's Resolve (Bastard Sword) • Ghostly Guard (Heavy Armour) • Dusk Forged (Shield) • Potion of Strength

Special



KNIGHTS PENITENT #1

Knights Penitent x9 - Standard - Cavalry - 25x50mm

630 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Scoring, Unstable, Daring	
Defensive	HP	Def	Res	Arm	Aeg
	2	4	4	3	6+ Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Penitent Knight	1	4	4	1	3 Lance Formation, Great Weapon
Draughthorse	1	3	5	1	3 Harnessed

Options	Standard Bearer • Musician • Champion • Ordo Minister and Orison (0)
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KNIGHTS OF THE QUEST #1

Knights of the Quest x10 - Standard - Cavalry - 25x50mm

720 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	The Quest , Fearless, Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	5	4	2	6+ , Heavy Courage Armour , Shield
Offensive	Att	Off	Str	Ap	Agi
Questing Knight	2	5	4	1	4 Lance Formation, Bastard Sword
Destrier	1	3	4	0	3 Harnessed

Options	Standard Bearer • Musician • Champion • Knight Banneret
Magic banners	Rending Banner (Banner Enchantment)

Magics

Racial Trait Spell

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

		Casting	Range	Type	Duration	Effect
1	Healing Waters	7+ <<6+>>	18"	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+)} .
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.
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 Feature on the board. The target suffers 1D6 hits with Strength <4> <<5>>, Armour Penetration <1> <<2>> and Magical Attacks .
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).
4	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. This spell can only be cast once per phase.
5	Stone Skin	10+ <<9+>>	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.
6	Spirits of the Wood	7+ {6+}	12"	Augment, {Universal}	Last one Turn	<If the target is an enemy unit Engaged in Combat, the spell has no effect. Otherwise,> 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).
4	Summer Growth	11+ <<10+>>	24"	Augment	Instant	This spell has different effects depending on the target: Standard Infantry/Beast* : Raise 4 {6} Health Points. Towering Presence** : Raise 1 {1} Health Point. Anything else*** : 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.

Magic items

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

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If the reroll from Dusk Forged is failed, the bearer automatically fails any Special Save against that wound.

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Potion of Strength: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

Sacred Chalice: The bearer gains **Magic Resistance (1)**. When the bearer's unit is the target of an enemy Casting Attempt, including Attribute Spells, the bearer's owner gains 1 Veil Token.

Tristan's Resolve: While using this weapon, the wielder gains +1 Attack Value, and attacks made with this weapon become **Magical Attacks** and gain +1 Armour Penetration. 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. Any Weapon Enchantment of the chosen weapon is ignored for the rest of the game.

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.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour

Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

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.

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.

Daring: Units with more than half of their models with Daring cannot voluntarily declare Flee as a Charge Reaction and must reroll failed Panic Tests

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.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

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 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.

Orison: At the start of step 7 of the Pre-Game Sequence (Spell Selection), each model with Orison (X) adds X Orison Tokens to its owner's Orison Token pool. Any player's Orison Token pool can never contain more than 6 Orison Tokens. At the start of any phase or Round of Combat, one or more Orison Tokens can be removed from the Orison Token pool. For each removed token, choose one friendly non-Fleeing unit within 8" of any friendly non-Fleeing model with Orison (X).

The chosen unit gains one of the following effects:

- Holy Strike: Model parts without Harnessed gain +1 to hit with their Close Combat Attacks.

- Holy Shield: Aegis (+1, max. 4+).

- Holy Wrath: Fear; any model that already has Fear gains Terror instead.

Several instances of an effect on the same model are not cumulative, and a single unit can only be the target of one Orison per phase unless specifically stated otherwise. The effects last until the end of the 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.

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.

Unstable:

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

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.

Knights Penitent #1



Knights of the Quest #1



Damsel #1



Folk Hero #1



Equitan Lord #1

