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| 000 Pts - Kingdom of Equitaine Roster | Marlie |
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| Unit Name | ## | Adv | Mar | Dis | HP | Def | Res | Arm | Spe | Att | Off | Str | AP | Agi | Type | Cost |
|-----------------------------------|--|-----|-----|-----|----|-----|-----|-----|------|-----|-----|-----|-----|-----|------|------|
| Equitain Lord | 1 | 4 | 8 | 9 | 3 | 7 | 4 | 2+ | 5/4+ | 5 | 7 | 4 | 1 | 6 | SC | 465 |
| | Standard Infantry; General; Commanding Presence: Units within 12" (18" if TP) borrow General's Leadership; Knightly Principle-Forbearance; Santed; Model parts without Harnessed gain Orison (+1) and Fearless. The bearer gains +1 Attack Value, +1 Offensive Skill, +1 Defensive Skill, its Discipline is set to 9, and its Special Item allowance is increased by 50 pts, up to a maximum of 200 pts. In addition, the model is always under the effect of the Orisons Holy Strike, Holy Shield, and Holy Wrath. This does not prevent the model's unit from being the target of an Orison.; Lance; Heavy Armour; Shield; Courage | | | | | | | | | | | | | | | |
| <i>King Slayer</i> | The wielder of this enchanted Weapon gains +X Strength, +X Armour Penetration, +X Attack Value and Magical Attacks when attacking with it. X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated and in effect at the Initiative Step when the attacks are made. Close Combat Weapon enchantment. | | | | | | | | | | | | | | | [50] |
| <i>Potion of Swiftess</i> | One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility. | | | | | | | | | | | | | | | [20] |
| <i>#Holy Strike</i> | Model parts without Harnessed gain +1 to hit with their Close Combat Attacks. | | | | | | | | | | | | | | | [0] |
| <i>#Holy Shield</i> | Aegis (+1, max. 4+). | | | | | | | | | | | | | | | [0] |
| <i>#Holy Wrath</i> | Fear; any model that already has Fear gains Terror instead. | | | | | | | | | | | | | | | [0] |
| Mount: Destrier | 1 | 8 | 16 | | | | | 5+ | | 1 | 3 | 4 | 0 | 3 | SC | [0] |
| | Standard Cavalry; Harnessed | | | | | | | | | | | | | | | |
| Damsel Apprentice | 1 | 4 | 8 | 7 | 3 | 3 | 3 | 5+ | 5/4+ | 1 | 3 | 3 | 0 | 3 | SC | 165 |
| | Standard Infantry; Orison(1); Wizard Apprentice; The Divination; Hand Weapon; Beloved; Honesty; Orison; The Blessing | | | | | | | | | | | | | | | |
| <i>Breath of the Lady</i> | Hereditary Spell. Cast on 7+, Range: Caster. Add two Orison Tokens to your Orison Token pool. | | | | | | | | | | | | | | | [0] |
| <i>Divin Attr: Guiding Light</i> | Augment. Attribute Spell. Range 12". Lasts 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. Divination | | | | | | | | | | | | | | | [0] |
| <i>Divin1: Know Thine Enemy</i> | Augment. 7+ to cast. Range 18". Lasts one Turn. The Target gains +2 Offensive Skill, +2 Defensive Skill and +2 Agility. OR 12+ to cast as 6" Aura. Divination | | | | | | | | | | | | | | | [0] |
| <i>Divin2: Fate's Judgement</i> | Hex. Missile. Damage. 5+ to cast, Range 18". The Target suffers D3 hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed OR 9+ to cast to cause D6 hits instead. Divination | | | | | | | | | | | | | | | [0] |
| Mount: Destrier | 1 | 8 | 16 | | | | | 5+ | | 1 | 3 | 4 | 0 | 3 | SC | [0] |
| | Standard Cavalry; Harnessed | | | | | | | | | | | | | | | |
| Folk Hero | 1 | 4 | 8 | 8 | 3 | 4 | 4 | 1+ | 6+ | 2 | 2 | 4/5 | 2 | 4 | SC | 355 |
| | Standard Infantry; Insignificant; Heroic Trait - Cleric; The model gains Honesty, Ordo Minister, Orison (1), and loses Ordeal.; Heroic Trait - Bannerman; The model becomes the Battle Standard Bearer, and the bearer gains +1 Attack Value.; Light Lance; Heavy Armour; Shield; Battle Standard | | | | | | | | | | | | | | | |
| <i>Touch of Greatness</i> | Attacks made with the enchanted Weapon gain +1 Strength, +1 Armour Penetration and Magical Attacks. Strength modifiers from this Weapon, combined mundane and Weapon Enchantment, cannot exceed +2 (but it can exceed +2 through modifiers from other sources, such as spell). Close Combat Weapon enchantment | | | | | | | | | | | | | | | [45] |
| <i>Alchemist's Alloy</i> | The wearer gains +1 Armour and suffer -2 Offensive Skill. Suits of Armour Enchantment | | | | | | | | | | | | | | | [15] |
| Mount: Destrier | 1 | 8 | 16 | | | | | 5+ | | 1 | 3 | 4 | 0 | 3 | SC | [0] |
| | Standard Cavalry; Harnessed | | | | | | | | | | | | | | | |
| Feudal Knights | 5 | 8 | 16 | 8 | 1 | 4 | 3 | 2+ | 6/5+ | 1 | 4 | 4 | 1 | 3 | SC | 410 |
| | Standard Cavalry; Scoring; Lance; Heavy Armour; Shield; Standard; Musician; Courage; Lance Formation; The Blessing | | | | | | | | | | | | | | | |
| <i>Aspirant's Elan</i> | Close Combat Attacks made with Lances by the bearer's unit gain +2 Strength and +2 Armour Penetration in the First Round of Combat if the following conditions are met: #The bearer's unit is only Engaged in its Front Facing; #The bearer's unit is not Charging; #The bearer's unit failed a Charge in its previous Charge Phase. | | | | | | | | | | | | | | | [45] |
| Knight Champion - Knight Banneret | 1 | 8 | 16 | 8 | 2 | 4 | 3 | 2+ | 6+ | 2 | 4 | 4 | 1 | 3 | | [90] |
| | Knight Banneret | | | | | | | | | | | | | | | |
| <i>Banner of Roland</i> | 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. | | | | | | | | | | | | | | | [45] |
| Destrier | 6 | | | | | | | | | 1 | 3 | 4 | 0 | 3 | | [0] |
| | Harnessed | | | | | | | | | | | | | | | |
| Ordo Sergeants | 8 | 8 | 16 | 7 | 1 | 3 | 3 | 3+ | 6/5+ | 1 | 3 | 3/5 | 0/2 | 3 | SC | 300 |
| | Standard Cavalry; Orison (0); Scoring; ; Great Weapon; Heavy Armour; Shield; Standard; +1CR; Musician; Honesty | | | | | | | | | | | | | | | |
| Champion - Ordo Minister | 1 | 8 | 16 | 7 | 2 | 3 | 3 | 3+ | 6+ | 2 | 3 | 3/5 | 0/2 | 3 | | [40] |
| | Ordo Minister | | | | | | | | | | | | | | | |
| Rouncey | 9 | | | | | | | 6+ | | 1 | 3 | 3 | 0 | 3 | | [0] |
| | Harnessed | | | | | | | | | | | | | | | |

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| Unit Name | ## | Adv | Mar | Dis | HP | Def | Res | Arm | Spe | Att | Off | Str | AP | Agi | Type | Cost |
|---------------------------------|--|-----|-----|-----|----|-----|-----|-----|------|-----|-----|-----|----|-----|------|-------|
| Feudal Knights | 5 | 8 | 16 | 8 | 1 | 4 | 3 | 2+ | 6/5+ | 1 | 4 | 4 | 1 | 3 | SC | 285 |
| | Standard Cavalry; Scoring; Lance; Heavy Armour; Shield; Standard; Musician; Courage; Lance Formation; The Blessing | | | | | | | | | | | | | | | |
| Knight Champion | 1 | 8 | 16 | 8 | 1 | 4 | 3 | 2+ | 6+ | 2 | 4 | 4 | 1 | 3 | | [10] |
| Destrier | 6 | | | | | | | | | 1 | 3 | 4 | 0 | 3 | | [0] |
| | Harnessed | | | | | | | | | | | | | | | |
| Knights Resplendent | 5 | 8 | 16 | 8 | 1 | 4 | 3 | 2+ | 6/5+ | 1 | 5 | 4 | 1 | 4 | SC | 530 |
| | Standard Cavalry; Scoring; Devastating Charge (+1 Adv,+1 Att); Lance; Heavy Armour; Shield; Standard; Musician; Courage; Lance Formation; The Blessing | | | | | | | | | | | | | | | |
| Ordo Blessed Banner | The bearer can cast Breath of the Lady (Hereditary Spell) as a Bound Spell with Power Level (4/8). | | | | | | | | | | | | | | | [50] |
| Champion - Knight Banneret | 1 | 8 | 16 | 8 | 2 | 4 | 3 | 2+ | 6+ | 2 | 5 | 4 | 1 | 3 | | [115] |
| | Knight Banneret | | | | | | | | | | | | | | | |
| Oriflamme | The bearer gains Fear while Engaged in Combat. Close Combat Attacks made by R&F models in the bearer's unit gain Battle Focus. | | | | | | | | | | | | | | | [65] |
| Destrier | 6 | | | | | | | | | 1 | 3 | 4 | 0 | 3 | | [0] |
| | Harnessed | | | | | | | | | | | | | | | |
| Sky Heralds | 2 | 7 | 14 | 8 | 2 | 4 | 3 | 3+ | 6/5+ | 1 | 4 | 4 | 1 | 3 | SC | 243 |
| | Standard Cavalry; Fly (10", 14"); Gallantry (1); Light Troops; Skirmisher; Vanguard; Hard Target (1); Light Lance; Light Armour; Shield; Standard; +1CR; Musician; Ordeal; The Blessing | | | | | | | | | | | | | | | |
| Champion | 1 | 7 | 14 | 8 | 2 | 4 | 3 | 3+ | 6+ | 2 | 4 | 4 | 1 | 3 | | [10] |
| Heraldic Steed | 3 | | | | | | | | | 1 | 3 | 4 | 1 | 3 | | [0] |
| | Harnessed; Impact Hits (1) | | | | | | | | | | | | | | | |
| Sky Heralds | 2 | 7 | 14 | 8 | 2 | 4 | 3 | 3+ | 6/5+ | 1 | 4 | 4 | 1 | 3 | SC | 243 |
| | Standard Cavalry; Fly (10", 14"); Gallantry (1); Light Troops; Skirmisher; Vanguard; Hard Target (1); Light Lance; Light Armour; Shield; Standard; +1CR; Musician; Ordeal; The Blessing | | | | | | | | | | | | | | | |
| Champion | 1 | 7 | 14 | 8 | 2 | 4 | 3 | 3+ | 6+ | 2 | 4 | 4 | 1 | 3 | | [10] |
| Heraldic Steed | 3 | | | | | | | | | 1 | 3 | 4 | 1 | 3 | | [0] |
| | Harnessed; Impact Hits (1) | | | | | | | | | | | | | | | |
| Option Footnotes: | | | | | | | | | | | | | | | | |
| Battle Standard | Rally Around the Flag!: Units w/in 12" (18" if TP) may re-roll failed Dis tests of any kind, such as Break tests, Rally test, Fear tests, Panic tests and so on. | | | | | | | | | | | | | | | |
| Beloved | When 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 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. | | | | | | | | | | | | | | | |
| Great Weapon | Attacks with +2 Strength and +2 AP. Strikes at Initiative Step 0. Cannot be used with Shield against Melee attacks | | | | | | | | | | | | | | | |
| Hand Weapon | All models comes equipped with a Hand Weapon as their default equipment. If a model has any Melee 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 to get the Parry Defensive Trait. | | | | | | | | | | | | | | | |
| Heavy Armour | Armour Save (+2) | | | | | | | | | | | | | | | |
| Honesty | The model gains Aegis (+1, against Magical Attacks, max. 4+). | | | | | | | | | | | | | | | |
| Knight Banneret | The model gains the following rules: #The model gains +1 Health Point to a maximum of 3; #When calculating Combat Score, the model adds +1 to its side's Combat Score; #The model may take a single Banner Enchantment from this Army Book, for which it is considered to have a Special Item allowance with no limit; #The model can be chosen as the model that suffers the penalties for refusing a Duel. If so, it does not add +1 to its side's Combat Score. | | | | | | | | | | | | | | | |
| Knighthly Principle-Forbearance | The bearer gains Distracting. This instance of Distracting cannot be used in the First Round of Combat. | | | | | | | | | | | | | | | |
| Lance | Attacks gain Devastating Charge (+2 Strength and +2 AP). | | | | | | | | | | | | | | | |
| Lance Formation | 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 Rank. | | | | | | | | | | | | | | | |
| Light Armour | Armour Save (+1) | | | | | | | | | | | | | | | |
| Light Lance | Attacks gain Devastating Charge (+1 Strength and +1 AP). | | | | | | | | | | | | | | | |
| Musician | Allows swift reforms. Enemy march tests within 8" suffer -1 to Ld. | | | | | | | | | | | | | | | |
| 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. The model's Aegis can never be improved beyond 5+. | | | | | | | | | | | | | | | |

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| Option Footnotes: | | |
| Ordo Minister | The model gains +1 Health Point to a maximum of 3. At the start of each friendly Magic Phase the model's unit, or a model inside the model's unit, may Raise 1 Health Point with the following restrictions: #No single unit can Recover or Raise more than 1 Health Point per Player Turn from this ability; #Champions cannot be Raised by Ordos Minister. A unit that Recovered or Raised Health Points this way cannot be targeted by Fountain of Youth (Druidism) in the same Magic Phase. | |
| 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. Additional instances of Orison (X) on the same model do not stack unless they are written as Orison (+X). 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 non-Fleeing model with Orison (X). The chosen unit gains one of the effects. 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. | |
| Shield | +1 AS; Parry (foot models only) | |
| Standard | +1CR | |
| The Blessing | Unit profiles in this Army Book contain an additional Characteristic, which corresponds to the units' Aegis Saves, shortened Aeg. This Characteristic is treated as if the unit has the Personal Protection Aegis (X+) written on their profile, where X is the Aeg Characteristic value. Not having an Aeg value does not prevent a unit from being the target of an Aegis modifier. A model from the Kingdom of Equitaine Army Book with Courage, Ordeal, or Honesty that is Fleeing can never use any Aegis Save. | |
| Wizard Apprentice | Know 1 Spell. Can choose between the Learned Spell 1 of their chosen Path and the Hereditary Spell of their army. | |

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| Total | 2996 |
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Models in Army: 36

Validation Results using Rule-Set 'Primary Rule Set':

You have exceeded the limit of Gallantry value!

| Troop Type | Count | Unused | Points | Unused | Percent |
|--------------------|-------|--------|--------|--------|---------|
| Characters (<=40%) | 3 | n/a | 985 | 215 | 32% |
| Core (>=25%) | 3 | n/a | 995 | 2005 | 33% |
| Special (<=100%) | 3 | n/a | 1016 | 1984 | 33% |
| Fey (<=20%) | 0 | n/a | 0 | 600 | 0% |
| Magic Item Summary | 12 | n/a | 335 | n/a | 11% |