



KINGDOM OF EQUITAIN

DUCHE DE VIJO - V.1 #2 - 5 197 POINTS



266 pts (5.00 %) 495 pts (10.00 %) 2195 pts (42.00 %) 1771 pts (34.00 %) 470 pts (9.00 %) 120 pts (2.00 %)

Heroes (50 Max) **Lords** (50 Max) **Core** (25 Least) **Special** (50 Max) **Rare** (25 Max) **Mount** (0 NoLimit)

Lords



DUKE #1

Duke - Standard - Infantry - 20x20

230 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Duke	4	6	3	4	4	3	6	4	9	Infantry
Barded Warhorse	8	3	-	3	3	1	3	1	5	War Beast
Model Rules	Lance Formation • The Blessing • Oath of Fealty • Jousting • Heavy Armour									
Model Rules (Barded Warhorse)	Trample • Monstrous Ranks • Mount's Protection (5+)									
Model Rules (Barded Warhorse)	Trample • Monstrous Ranks • Mount's Protection (5+)									

Options | Grail Oath • Mount : Barded Warhorse • King Slayer • Lucky Shield • Talisman of Supreme Shielding x1



GRAIL DAMSEL #1

Grail Damsel - Standard - Infantry - 20x20

265 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Grail Damsel	4	3	3	3	3	3	3	1	8	Infantry
Unicorn	10	5	-	5	4	3	5	2	8	War Beast
Model Rules	Beloved • Insignificant • Lance Formation • The Blessing									
Model Rules (Unicorn)	Strider(Forest) • Monstrous Ranks • Magical Attacks • Magic Resistance (2) • Mount's Protection (6+)									
Model Rules (Unicorn)	Strider(Forest) • Monstrous Ranks • Magical Attacks • Magic Resistance (2) • Mount's Protection (6+)									

Options | Level 4 (Wizard Master) • Mount : Unicorn • Wand of Stability

Magic | Level 3 Wizard Master . Generate spells from Paths of Path of Wilderness, Nature, Heavens, Light and White Magic .

Heroes



DAMSEL #1

Damsel - Standard - Infantry - 20x20

95 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Damsel	4	3	3	3	3	2	3	1	7	Infantry
Model Rules	Insignificant • Lance Formation • The Blessing • Beloved									

Options | Dispel Scroll

Magic | Level 1 Wizard Apprentice . Generate spells from the Paths of Wilderness, Nature, Heavens, Light and White Magic .



PALADIN - BSB
Paladin - BSB - Standard - Infantry - 20x20

171 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Paladin	4	5	3	4	4	2	5	3	8	Infantry
Barded Warhorse	8	3	-	3	3	1	3	1	5	War Beast
Model Rules	Lance Formation • The Blessing • Oath of Fealty • Jousting • Heavy Armour									
Model Rules (Barded Warhorse)	Trample • Monstrous Ranks • Mount's Protection (5+)									
Model Rules (Barded Warhorse)	Trample • Monstrous Ranks • Mount's Protection (5+)									

Options	Grail Oath • Lance • Mount : Barded Warhorse • Armour of Percival • Talisman of Roland x1
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Core



KNIGHTS OF THE REALM #1
Knights of the Realm x15 - Standard - Infantry - 20x20

840 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	4	3	4	3	1	3	1	8	Cavalry
Champion	4	5	4	4	3	1	3	2	8	
Warhorse	8	3	-	3	3	1	3	1	5	
Model Rules	Heavy Armour • Lance • Mount's Protection (5+) • Shield									
Model Rules (Knight)	Lance Formation • The Blessing • Oath of Fealty									
Model Rules (Warhorse)	Thunderous Charge									

Options	Champion • Musician • Standard Bearer
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PEASANT BOWMEN #2
Peasant Bowmen x20 - Standard - Infantry - 20x20

670 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Peasant Bowman	4	2	3	3	3	1	3	1	5	Infantry
Model Rules	Bowmen's Stakes • Insignificant • Serf • Quick to Fire • Longbow									

Options	Musician • Standard Bearer
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PEASANT BOWMEN #1
Peasant Bowmen x21 - Standard - Infantry - 20x20

685 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Peasant Bowman	4	2	3	3	3	1	3	1	5	Infantry
Champion	4	3	4	3	3	1	3	2	5	
Model Rules	Bowmen's Stakes • Insignificant • Serf • Quick to Fire • Longbow									

Options	Braziers • Champion • Musician
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Special



KNIGHTS FORLORN #1

Knights Forlorn **x15** - Standard - Infantry - 20x20

920 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight Forlorn	4	4	3	4	3	1	3	1	8	Infantry
Bonus Hedge Knight	-	-	-	-	-	-	-	-	-	
Model Rules	Forlorn Oath • The Blessing • Oath of Fealty • Heavy Armour • Shield									
Model Rules (Bonus Hedge Knight)	Vanguard • Scout • Strider (Forests)									

Options	May Skirmish (max 15 models) • Standard Bearer
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KNIGHTS OF THE QUEST #1

Knights of the Quest **x11** - Standard - Infantry - 20x20

741 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	5	3	4	3	1	4	1	8	Cavalry
Champion	4	6	4	4	3	1	4	2	8	
Warhorse	8	3	-	3	3	1	3	1	5	
Model Rules	Questing Oath (Knights only) • Bastard Swords (count as Halberd) • Heavy Armour • Great Weapon • Mount's Protection (5+) • Shield									
Model Rules (Knight)	Lance Formation • The Blessing • Oath of Fealty									
Model Rules (Warhorse)	Thunderous Charge									

Options	Champion • Musician • Standard Bearer • Banner of Courage
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YEOMAN OUTRIDERS #1

Yeoman Outriders **x5** - Standard - Infantry - 20x20

55 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	3	3	3	1	3	1	6	Cavalry
Horse	8	3	-	3	3	1	3	1	5	
Model Rules	Fast Cavalry • Insignificant • Serf • Mount's Protection (6+) • Light Lance • Bow									

Options	
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YEOMAN OUTRIDERS #2

Yeoman Outriders **x5** - Standard - Infantry - 20x20

55 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	4	3	3	3	3	1	3	1	6	Cavalry
Horse	8	3	-	3	3	1	3	1	5	
Model Rules	Fast Cavalry • Insignificant • Serf • Mount's Protection (6+) • Light Lance • Bow									

Rare



THE GREEN KNIGHT

The Green Knight - Standard - Infantry - 20x20

210 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
The Green Knight	4	6	3	4	4	3	6	4	9	Cavalry
Spectral Stallion	9	4	-	4	3	1	4	1	5	
Model Rules	Otherworldly • Ambush • Terror • Unstable • Weapon Master • Ethereal • Mount's Protection (6+) • Barding • Heavy Armour • Great Weapon • Paired Weapons • Shield									



TREBUCHET #1
Trebuchet - Standard - Infantry - 20x20

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Siege War Machine	-	-	-	-	7	3	-	-	-	War Machine
Apprentice (3)	-	2	3	3	3	-	3	1	6	
Model Rules	Insignificant • Serf									



TREBUCHET #2
Trebuchet - Standard - Infantry - 20x20

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Siege War Machine	-	-	-	-	7	3	-	-	-	War Machine
Apprentice (3)	-	2	3	3	3	-	3	1	6	
Model Rules	Insignificant • Serf									

Magics

Magic items

Dispel Scroll:

King Slayer:

Lucky Shield:

Talisman of Supreme Shielding:

Wand of Stability:

Armour of Percival:

Talisman of Roland:

Magic banners

Banner of Courage:

Model Rules

Ambush:

Barding:

Bastard Swords (count as Halberd):

Beloved:

Bow:

Bowmen's Stakes:

Ethereal:

Fast Cavalry:

Forlorn Oath:

Great Weapon:

Heavy Armour:

Insignificant:

Jousting:

Lance:

Lance Formation:
 Light Lance:
 Longbow:
 Mount's Protection (5+):
 Mount's Protection (6+):
 Oath of Fealty:
 Otherwordly:
 Paired Weapons:
 Questing Oath (Knights only):
 Quick to Fire:
 Scout:
 Serf:
 Shield:
 Skirmish:
 Strider (Forests):
 Terror:
 The Blessing:
 Thunderous Charge:
 Unstable:
 Vanguard:
 Weapon Master:

Qr codes of your army

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.

Damse #1	Duke #1	Grail Damse #1	Knights Forlorn #1	Knights of the Quest #1	Knights of the Realm #1	Paladin - BSB	Peasant Bowmen #2	Peasant Bowmen #1	The Green Knight	Trebuche #1	Trebuche #2	Yeoman Outriders #1	Yeoman Outriders #2