



KINGDOM OF EQUITAIN


TEST - 4 733 POINTS



354 pts (7.00%) 0 pts (0.00%) 3217 pts (68.00%) 690 pts (15.00%) 472 pts (10.00%) 40 pts (1.00%)


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

Heroes




CASTELLAN #1
 Castellan - Standard - Infantry - 20x20

57 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Castellan	4	4	4	3	3	2	3	2	7	Infantry
Model Rules	Lowborn • Master at Arms • Insignificant • Serf • Light Armour									

Options	Crossbow • May take a Shield • Screaming Swords
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DAMSEL #1
 Damsel - Standard - Infantry - 20x20

115 POINTS




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Damsel	4	3	3	3	3	2	3	1	7	Infantry
Barded Warhorse	8	3	-	3	3	1	3	1	5	War Beast
Model Rules	Insignificant • Lance Formation • The Blessing • Beloved									
Model Rules (Barded Warhorse)	Trample • Monstrous Ranks • Mount's Protection (5+)									
Model Rules (Barded Warhorse)	Trample • Monstrous Ranks • Mount's Protection (5+)									

Options	Level 2 (Wizard Apprentice) • May take Magical Resistance (1) • Mount : Barded Warhorse
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

182 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	May take a Shield • Mount : Barded Warhorse • The Oriflamme • Dragon Lance (Heroes)
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Core



KNIGHTS OF THE REALM #1
Knights of the Realm **x6** - Standard - Infantry - 20x20

626 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 • Banner of the Last Charge
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KNIGHTS OF THE REALM #2
Knights of the Realm **x6** - Standard - Infantry - 20x20

626 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 • Banner of the Last Charge
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PEASANT BOWMEN #1
Peasant Bowmen **x20** - Standard - Infantry - 20x20

690 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	(CRUSADERS) May replace Longbow with Crossbow (cannot take braziers)
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PEASANT LEVY #1
Peasant Levy **x20** - Standard - Infantry - 20x20

1 275 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Peasant	4	2	2	3	3	1	3	1	5	Infantry
Champion	4	3	3	3	3	1	3	2	5	
Model Rules	Insignificant • Serf • Light Armour • Shield									

Options	Halberd • Champion • Musician • Standard Bearer • Banner of Discipline
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Special



PEASANT CRUSADERS #1
Peasant Crusaders **x20** - Standard - Infantry - 20x20

690 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Peasant Crusader	4	3	2	3	3	1	3	1	7	Infantry
Champion	4	4	3	3	3	1	3	2	8	
Model Rules	Serf • Frenzy • Stubborn • Insignificant • Hatred • Light Armour • Shield									

Options | May swap Shield for Paired Weapons • Champion • Musician • Standard Bearer

Rare



KNIGHTS OF THE GRAIL #1

Knights of the Grail **x6** - Standard - Infantry - 20x20

472 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	5	3	4	4	1	5	2	9	Cavalry
Champion	4	6	4	4	4	1	5	3	9	
Warhorse	8	3	-	3	3	1	3	1	5	
Model Rules	Grail Oath (Knight's only) • Pure of Heart • Monstrous Support • Mount's Protection (6+) • Barding • Heavy Armour • Lance • Shield									
Model Rules (Knight)	Lance Formation • Oath of Fealty • Jousting									
Model Rules (Warhorse)	Thunderous Charge									

Options | Champion • Musician • Standard Bearer • May have Divine Attacks • Flaming Standard • Blessed Sword

Magics

Magic items

Screaming Swords:

Blessed Sword:

Dragon Lance (Heroes):

Magic banners

Flaming Standard:

Banner of the Last Charge:

The Oriflamme:

Banner of Discipline:

Model Rules

Barding:

Beloved:

Bowmen's Stakes:

Frenzy:

Grail Oath (Knight's only):

Hatred:

Heavy Armour:

Insignificant:

Jousting:

Lance:

Lance Formation:

Light Armour:

Longbow:

Lowborn:

Master at Arms:

Monstrous Support:

Mount's Protection (5+):

Mount's Protection (6+):

Oath of Fealty:

Pure of Heart:

Quick to Fire:

Scout:

Serf:

Shield:

Skirmish:

Stubborn:

The Blessing:

Thunderous Charge:

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.

Castellan #1	Damsel #1	Knights of the Grail #1	Knights of the Realm #1	Knights of the Realm #2	Paladin - BSB	Peasant Bowmen #1	Peasant Crusaders #1	Peasant Levy #1
