



KINGDOM OF EQUITAIN

SANG ET POUSSIERE - 5 349 POINTS



380 pts (7.00 %) 590 pts (11.00 %) 2530 pts (47.00 %) 1142 pts (21.00 %) 707 pts (13.00 %) 100 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 - 20x20mm

295 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 May take a Shield • Lance • Mount : Barded Warhorse • Renown (Lord) • Mace of Tristan (Lord) • Crusader's Helm • Lucky Charm x1



GRAIL DAMSEL #1

Grail Damsel - Standard - Infantry - 20x20mm

295 POINTS



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

Options Level 4 (Wizard Master) • Magic Resistance (2) • Mount : Barded Warhorse • Talisman of Roland x1 • Gem of Fortune

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

Heroes



(CASTELLAN #1

Castellan - Standard - Infantry - 20x20mm

67 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 • Spear • Rousing Orator • Screaming Swords



DAMSEL #1

Damsel - Standard - Infantry - 20x20mm

135 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) • Mount : Barded Warhorse • 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 - 20x20mm

178 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 • Lance • Mount : Barded Warhorse • Banner of the Last Charge • Hero's Sword (Heroes) - Characters only • Armour of Percival
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Core



KNIGHTS ASPIRANT #1

Knights Aspirant x6 - Standard - Infantry - 20x20mm

561 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	3	3	3	3	1	3	1	7	Cavalry
Champion	4	4	4	3	3	1	3	2	7	Cavalry
Warhorse	8	3	-	3	3	1	3	1	5	
Model Rules	Light Armour • Lance • Mount's Protection (5+) • Shield									
Model Rules (Knight)	Lance Formation • The Blessing									
Model Rules (Warhorse)	Thunderous Charge									

Options	May be given Heavy Armour • Champion • Standard Bearer • Banner of Speed
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KNIGHTS OF THE REALM #1

Knights of the Realm x9 - Standard - Infantry - 20x20mm

699 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 • War Standard
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PEASANT BOWMEN #1

Peasant Bowmen x10 - Standard - Infantry - 20x20mm

630 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	May replace Bowmen's Stakes with: Skirmish (20 models or less) • Braziers • Champion
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PEASANT BOWMEN #2

Peasant Bowmen x10 - Standard - Infantry - 20x20mm

640 POINTS



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

Options	(CASTELLAN) Brigands (max 10 models)
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Special



PEASANT CRUSADERS #1

Peasant Crusaders x11 - Standard - Infantry - 20x20mm

606 POINTS



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

Options	May swap Shield for Paired Weapons
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PEGASUS KNIGHTS #1

Pegasus Knights x3 - Standard - Infantry - 20x20mm

536 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	4	3	4	3	1	3	1	8	Monstrous Cavalry
Champion	4	5	4	4	3	1	3	1	8	
Young Pegasus	8	3	-	4	4	2	4	2	7	
Model Rules	Mount's Protection (6+) • Heavy Armour • Lance • Shield									
Model Rules (Knight)	Fly (9) • The Blessing • Oath of Fealty									

Options	May take Barding • Vanguard • Devastating Charge (Knight only) • Skirmish (4 models or less) • Champion • Musician • Standard Bearer • Banner of Courage
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Rare



KNIGHTS OF THE GRAIL #1

Knights of the Grail **x6** - *Standard - Infantry - 20x20mm*

447 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 • Standard Bearer • May have Divine Attacks • Banner of Discipline
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SACRED RELIQUARY #1

Sacred Reliquary - *Standard - Infantry - 20x20mm*

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sacred Reliquary	4	3	2	3	5	6	3	4	8	Infantry
Model Rules	Holy Fervor • Stubborn • War Platform • Impact Hits (D3) • Innate Defense(5+) • Light Armour									



TREBUCHET #1

Trebuchet - *Standard - Infantry - 20x20mm*

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
Screaming Swords:
Dispel Scroll:
Crusader's Helm:
Lucky Charm:
Mace of Tristan (Lord):
Gem of Fortune:
Talisman of Roland:
Armour of Percival:
Hero's Sword (Heroes) - Characters only:

Magic banners
Banner of Speed:
Banner of Discipline:
War Standard:
Banner of the Last Charge:

Model Rules

Barding:

Beloved:

Bowmen's Stakes:

Fly (9):

Frenzy:

Grail Oath (Knight's only):

Hatred:

Heavy Armour:

Holy Fervor:

Impact Hits (D3):

Innate Defense(5+):

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:

War Platform:

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



Duke #1



Grail Damsel #1



Knights Aspirant #1



Knights of the Grail #1



Knights of the Realm #1



Paladin - BSB



Peasant Bowmen #1



Peasant Bowmen #2



Peasant Crusaders #1



Pegasus Knights #1



Sacred Reliquary #1



Trebuchet #1

