



# KINGDOM OF EQUITAIN

## LADY GEORGE'S GALLANT GALLOPERS - 1 475 POINTS



Characters Core **Special Support** Characters & Support

### Characters



#### LADY GEORGE

Damsel - Standard - Infantry - 20x20mm

175 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Adept (true)	
Defensive	HP	Def	Res	Arm	Aeg
	3	3	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
Damsel	1	3	3	0	3

Options

### Core



#### ORDO SERGEANTS #1

Ordo Sergeants - Standard - Infantry - 25x50mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	7	Swiftstride	
Defensive	HP	Def	Res	Arm	Aeg
	1	3	3	3	6+
Offensive	Att	Off	Str	Ap	Agi
Ordo Sergeant	1	3	5	2	0

Options



#### LOWBORN ARCHERS #1

Lowborn Archers - Standard - Infantry - 20x20mm

225 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Expert Longbow (4+)	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	3	0	6+
Offensive	Att	Off	Str	Ap	Agi
Lowborn Archer	1	2	3	0	3

Options



#### FEUDAL KNIGHTS #1

Feudal Knights - Standard - Infantry - 25x50mm

325 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Fight in Extra Rank, Devastating Charge (+2 Str, +2 AP), Swiftstride	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	5	6+

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Feudal Knight</b>	1	4	4	1	3

<b>Options</b>
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	<b>LOWBORN ARCHERS #1</b> Lowborn Archers - Standard - Infantry - 20x20mm	<b>225 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	<b>Expert Longbow (4+)</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	2	3	0	6+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Lowborn Archer</b>	1	2	3	0	3

<b>Options</b>
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	<b>FEUDAL KNIGHTS #1</b> Feudal Knights - Standard - Infantry - 25x50mm	<b>325 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	8"	16"	8	<b>Fight in Extra Rank, Devastating Charge (+2 Str, +2 AP), Swiftstride</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>
	1	4	3	5	6+
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Feudal Knight</b>	1	4	4	1	3

<b>Options</b>
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## Magics

### Model Rules

**Adept:** This Wizard knows the first and second spells of its chosen Path of Magic.

**Devastating Charge:** In the first round of a combat after a model with Devastating Charge has successfully charged, it gains the bonus(es) indicated in parentheses.


**Expert Longbow:** Shots 1, Range 30", Str 3, AP 0, no Aim modifier for Long Range if the unit did not move this turn. First 3 ranks shoot.

**Fight in Extra Rank:** Models with Fight in Extra Rank can make Supporting Attacks from an additional Rank. This rule is cumulative, allowing an additional Rank to make Supporting Attacks for each instance of this rule.

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range or a Flee / Pursuit / Overrun Distance, it rolls 3D6 and discards the lowest D6 rolled.

### 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.

<div style="border: 1px dashed black; padding: 5px;"> <p style="text-align: center;">Lady George</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Ordo Sergeants #1</p> </div>
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Lowborn Archers #1



Feudal Knights #1



Lowborn Archers #1



Feudal Knights #1

