



KINGDOM OF EQUITAIN

TEST - 760 POINTS



760 pts (17.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Fey**
 (40 Max) (25 Least) (0 NoLimit) (20 Max)

Characters



FOLK HERO #1

Folk Hero - Standard - Infantry - 20x20mm

75 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Ordeal, Traits of a Hero		
Defensive	HP	Def	Res	Arm	Aeg	
	3	5	4	0	6+	Light Armour
Offensive	Att	Off	Str	Ap	Agi	
Folk Hero	1	5	4	1	4	Hand Weapon



EQUITAN LORD #1

Equitan Lord - Large - Cavalry - 50x50mm

685 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm	Aeg	
	3	6	4	0	6+	Courage, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi	
Equitan Lord	4	6	4	1	6	Lance Formation, Hand Weapon



MOUNT PEGASUS CHARGER

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fly, Gallantry, Light Troops		
	8"	16"				
Defensive	HP	Def	Res	Arm	Aeg	
	C	C	4	C+2	C	Hard Target
Offensive	Att	Off	Str	Ap	Agi	
Pegasus Charger	2	4	4	1	4	

Options Valour • Sainted • Pegasus Charger • Great Weapon • Black Knight's Tabard • Lucky Charm • Prayer-Etched • Cleansing Light

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Breath of the Lady				
Mf	7+		Caster	Instant
Add two Blessing Tokens to your Blessing Token pool.				

Magic items

Black Knight's Tabard: The bearer's model gains **Immune** (Multiple Wounds (X))

Cleansing Light: At the start of each Round of Combat, the wielder may choose to have attacks made with this weapon become Divine Attacks and Flaming Attacks and Magical Attacks.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Prayer-Etched: The wearer gains +1 Armour and **Aegis (+1, max. 4+)**.

Model Rules

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 or would automatically fail its 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.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat 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, then giving Parry

Heavy Armour: +2 Armor

Lance Formation: Close Combat

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 Ranks.

Light Armour: Armor +1

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.

Units consisting entirely of models with Ordeal are ignored by units with more than half of their models with Courage for the purpose of Panic Tests.

Traits of a Hero: Universal Rule.

The Folk Hero model part must choose at least 1 and up to 2 different Heroic Traits.

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.

Folk Hero #1



Equitan Lord #1

