



KINGDOM OF EQUITAINÉ

2500 BRETONEN - 4 918 POINTS



Token of the King (25% = 625 Punkte)

454 pts (9.00 %) 375 pts (8.00 %) 2093 pts (43.00 %) 1866 pts (38.00 %) 130 pts (3.00 %) 155 pts (3.00 %)

Heroes **Lords** **Core** **Special** **Rare** **Mount**

(50 Max) (50 Max) (25 Least) (50 Max) (25 Max) (0 NoLimit)

Lords

DUKE #1

Duke - Standard - Infantry - 20x20mm

375 POINTS

| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|---------------------------------|--|----|----|---|---|---|---|---|----|-----------------|
| Duke | 4 | 6 | 3 | 4 | 4 | 3 | 6 | 4 | 9 | Infantry |
| Hippogriff | 7 | 4 | - | 5 | 5 | 4 | 4 | 4 | 6 | Monstrous Beast |
| Model Rules | Lance Formation • The Blessing • Oath of Fealty • Jousting • Heavy Armour | | | | | | | | | |
| Model Rules (Hippogriff) | Fly(8) • Armour Piercing(1) • Fear • Large Target • Devastating Charge • Mount's Protection (6+) | | | | | | | | | |
| Model Rules (Hippogriff) | Fly(8) • Armour Piercing(1) • Fear • Large Target • Devastating Charge • Mount's Protection (6+) | | | | | | | | | |

Options | Grail Oath • May take a Shield • Mount : Hippogriff • Armour Piercing (1) • Devastating Charge • Renown (Lord) • Blessed Sword • Crusader's Helm • Blessed Scripture (Lord) x1 • Potion of Swiftiness

Notes | Utility Character! 2+/2+/5++ Multiple Wounds halving down, rounding up! (Cannonball überleben! Key selling point!)
Dreh- und Angelpunkt meiner Armee. Großer Threat gegen alles. 18" Inspiring Presence.

Heroes

DAMSEL #2

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 .

Notes | Path of Wilderness (take out warmachines = swarm of insects - the redwood shaft (bolt thrower) - curse of the wildwood is immensely powerful for deterring large elite infantry blocks from charging stuff - Monstrous Transformation auf BSB)

DAMSEL #1

Damsel - Standard - Infantry - 20x20mm

150 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+) | | | | | | | | | |

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|----------------|--|
| Options | Level 2 (Wizard Apprentice) • Mount : Barded Warhorse • Obsidian Pebble x1 • Ring of Fire • Tome of Arcane Lore (Heroes) |
| Magic | Level 1 Wizard Apprentice . Generate spells from the Paths of Wilderness, Nature, Heavens, Light and White Magic . |
| Notes | Path of White Magic (Lore Attribute awesome auf pegs - Magic Move (3) ist meh - will 1 und 2 bekommen - gegen Infanterie Elfen oder andere low AS high modelcount armeen hat 6 Priorität) - RoF (lvl 3) 1 dicen (gerade wenn anderer bannw. Hat) |



PALADIN - BSB
Paladin - BSB - Standard - Infantry - 20x20mm

169 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+) | | | | | | | | | |

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|----------------|--|
| Options | Questing Oath • Great Weapon • Mount : Barded Warhorse • Hardened Shield • Dusk Stone x1 • Divine Icon |
| Notes | Jagd (Solo) alles was S5/T5+ hat (zB Kriegsmaschinen oder Monster) (nicht in Speere oder so!) |

Core



KNIGHTS OF THE REALM #2
Knights of the Realm x8 - Standard - Infantry - 20x20mm

658 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 | | | | | | | | | |

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|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
| Notes | +White |



KNIGHTS OF THE REALM #1
Knights of the Realm x10 - Standard - Infantry - 20x20mm

735 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 | | | | | | | | | |

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|----------------|---|
| Options | Champion • Musician • Standard Bearer • Banner of Speed |
| Notes | +Wilderness (+AST in spielen wo missile/spell (warmachine/molten metal) Bedrohung) Warhorse -> Thunderous Charge |



PEASANT BOWMEN #1
Peasant Bowmen x28 - Standard - Infantry - 20x20mm


700 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 | | | | | | | | | |

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|----------------|---|
| Options | Braziers |
| Notes | Flammenattacken gegen Monster benutzen! |


Special



KNIGHTS OF THE QUEST #1


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

606 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 | | | | | | | | | |


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|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|



PEGASUS KNIGHTS #2


Pegasus Knights **x4** - Standard - Infantry - 20x20mm

575 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 | | | | | | | | | |


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|----------------|---|
| Options | May take Barding • Devastating Charge (Knight only) • Skirmish (4 models or less) • Champion • Musician • Standard Bearer |
|----------------|---|



PEGASUS KNIGHTS #1


Pegasus Knights **x4** - Standard - Infantry - 20x20mm

575 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 | | | | | | | | | |


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|----------------|---|
| Options | May take Barding • Devastating Charge (Knight only) • Skirmish (4 models or less) • Champion • Musician • Standard Bearer |
|----------------|---|



YEOMAN OUTRIDERS #2

Yeoman Outriders **x5** - Standard - Infantry - 20x20mm

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 | | | | | | | | | |



YEOMAN OUTRIDERS #2

Yeoman Outriders x5 - Standard - Infantry - 20x20mm

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



SCORPION #1

Scorpion - Standard - Infantry - 20x20mm

65 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 | | | | | | | | | |

Notes

Mit Guiding Hand (White 2) buffen wenn nötig.



SCORPION #2

Scorpion - Standard - Infantry - 20x20mm

65 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 | | | | | | | | | |

Notes

Mit Guiding Hand (White 2) buffen wenn nötig.

Magics

Magic items

Dispel Scroll:

Obsidian Pebble:

Ring of Fire:

Tome of Arcane Lore (Heroes):

Blessed Scripture (Lord):

Blessed Sword:

Crusader's Helm:

Potion of Swiftiness:

Divine Icon:

Dusk Stone:

Hardened Shield:

Magic banners

Banner of Speed:

Model Rules

Bastard Swords (count as Halberd):

Beloved:

Bow:

Bowmen's Stakes:

Fast Cavalry:

Fly (9):

Great Weapon:

Heavy Armour:

Insignificant:

Jousting:

Lance:

Lance Formation:

Light Lance:

Longbow:

Mount's Protection (5+):

Mount's Protection (6+):

Oath of Fealty:

Questing Oath (Knights only):

Quick to Fire:

Scout:

Serf:

Shield:

Skirmish:

Strider (Forests):

The Blessing:

Thunderous Charge:

Vanguard:

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.

Damsel #2



Damsel #1



Duke #1



Knights of the Quest #1



Knights of the Realm #2



Knights of the Realm #1



Paladin - BSB



Peasant Bowmen #1



Pegasus Knights #2



Pegasus Knights #1



Scorpion #1



Scorpion #2



Yeoman Outriders #2



Yeoman Outriders #2

