



KINGDOM OF EQUITAINÉ

KE 1500 PERUS - 1 501 POINTS



300 pts (20.00 %) 388 pts (26.00 %) 435 pts (29.00 %) 378 pts (25.00 %)

Special **Characters** **Airborne Gallantry** **Core**
 (0 NoLimit) (40 Max) (40 Max) (25 Least)

Characters

NOBILITY - PALADIN #1
 Nobility - Paladin - Standard - Infantry - 20x20mm

388 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Nobility - Paladin	4	5	3	4	4	3	5	3	8	Infantry
Pegasus	7[6]	4	-	4	4	3	4	2	6	Monstrous Beast
Model Rules	Jousting • Lance Formation • Oath of Fealty • The Blessing • Heavy Armour									
Model Rules (Pegasus)	Fly (8) • Mount's Protection (6+) • Barding									
Model Rules (Pegasus)	Fly (8) • Mount's Protection (6+) • Barding									

Options | Questing Oath • Great Weapon • Pegasus • Hardened Shield • Talisman of Greater Shielding x1 • Ring of Fire

Core

KNIGHTS OF THE REALM #1
 Knights of the Realm x7 - Standard - Infantry - 25x50mm

378 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	4	3	4	3	1	3	1	8	Cavalry
Warhorse	9[8]	3	-	3	3	1	3	1	5	
Model Rules	Mount's Protection (6+) • Heavy Armour • Shield • Barding									
Model Rules (Knight)	Scoring • Oath of Fealty • Jousting • Lance Formation • The Blessing • Lance									
Model Rules (Warhorse)	Thunderous Charge									

Options | Champion • Standard Bearer • Gleaming Icon

Special

YEOMAN OUTRIDERS #1
 Yeoman Outriders x5 - Standard - Infantry - 25x50mm

140 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	Mount's Protection (6+)									
Model Rules (Rider)	Fast Cavalry • Insignificant • Serfs • Light Lance • Bow									

Options | Shield • Light Armour

YEOMAN OUTRIDERS #2
Yeoman Outriders x5 - Standard - Infantry - 25x50mm

160 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	Mount's Protection (6+)									
Model Rules (Rider)	Fast Cavalry • Insignificant • Serfs • Light Lance • Bow									

Options	Shield • Light Armour • Champion
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Airborne Gallantry

PEGASUS KNIGHTS #1
Pegasus Knights x3 - Standard - Infantry - 40x40mm

435 POINTS



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

Options	Champion • Standard Bearer • Banner of Discipline
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Magics

Magic items

Hardened Shield: Type: Shield. The bearer gains an additional +1 to its Armour Save (for a total of +2) while using the shield. The bearer attacks with normal Close Combat Attacks at -3 Initiative (to a minimum of 1).

Ring of Fire: The bearer can cast Pyroclastic Flow from Pyromancy as a Bound Spell (Power Level 3).

Talisman of Greater Shielding: The bearer gains a Ward Save (5+).

Magic banners

Gleaming Icon: One use only. Must be activated the first time the bearer's unit fails a Leadership Test. The unit may reroll the failed test.

Banner of Discipline: The bearer's unit automatically passes all Panic Tests.

Model Rules

Barding:

Bow:

Devastating Charge: In the first round of a combat after a model with this rule has successfully charged into combat, model parts with this special rule have +1 Attack.

Fast Cavalry: Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with Fast Cavalry voluntarily flees as a Charge Reaction and subsequently rallies the next friendly Player Turn, then the unit may move and shoot during that Player Turn. The rallied unit may not charge and counts as having moved for the purpose of shooting. This rule cannot be applied if a unit fails to rally on the next friendly Player or involuntarily flees, such as a result of a failed Panic Test.

Fly (9): Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). However, they cannot end their Movement inside or within 1" of a unit or Impassable Terrain (unless charging, when the normal exceptions to the Unit Spacing rule apply). Units using Flying Movement ignore any Terrain or units they fly over from their starting to their ending position, but they are still affected by the effects of the Terrain from which they take off and in which they land. Flying Movement can be used to March. Models with the Fly special rule also always have Swiftstride and Light Troops.

Heavy Armour:

Insignificant: Units consisting entirely of models with this special rule do not cause Panic Tests on friendly units without this special rule. Only Insignificant Characters can join units with Insignificant R&F models.

Jousting: A model with this special rule may use a Lance when charging even when armed with a Magical Weapon. If the model uses a mundane Lance when charging it may switch its weapon at the start of the next Round of Combat.

Lance:

Lance Formation: Models with this special rule gain Monstrous Ranks and Fight in Extra Rank. When charging and with a unit that has ranks 3 models wide, models with this special rule gain an additional instance of Fight in Extra Rank.

Light Lance:

Mount's Protection (6+):

Oath of Fealty: Models with this special rule gain Inspiring Presence with the following exceptions: it has a range of 6" and may only benefit units with more than half of their models with Serf.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Serfs: If more than half of a unit's models have this special rule, and if the unit is under the effect of Inspiring Presence from one or more models with Oath of Fealty then the unit gains +1 Movement when Marching.

Shield:

The Blessing:

Qr codes of your army

You 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.

Knights of the Realm #1



Nobility - Paladin #1



Pegasus Knights #1



Yeoman Outriders #1



Yeoman Outriders #2

