



# KINGDOM OF EQUITAIN

## LIST KINGDOM OF EQUITAIN - V1 #1 - 4 791 POINTS



616 pts (13.00 %) 550 pts (11.00 %) 2060 pts (43.00 %) 1065 pts (22.00 %) 500 pts (10.00 %) 165 pts (3.00 %)

**Heroes** (50 Max)    **Lords** (50 Max)    **Core** (25 Least)    **Special** (50 Max)    **Rare** (25 Max)    **Mount** (0 NoLimit)

### Lords



#### DUKE #2

Duke - Standard - Infantry - 20x20mm

255 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
<b>Model Rules</b>	Lance Formation • The Blessing • Oath of Fealty • Jousting • Heavy Armour									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									

<b>Options</b>	Questing Oath • May take a Shield • Great Weapon • Mount : Barded Warhorse • Audacity (Lord) • Dragonscale Helm • Dusk Stone x1 • Divine Icon
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#### 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
<b>Model Rules</b>	Lance Formation • The Blessing • Oath of Fealty • Jousting • Heavy Armour									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									

<b>Options</b>	May take a Shield • Lance • Mount : Barded Warhorse • Renown (Lord) • Blessed Sword • Crusader's Helm • Crystal Ball
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### Heroes



#### CASTELLAN #1

Castellan - Standard - Infantry - 20x20mm

82 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Castellan	4	4	4	3	3	2	3	2	7	Infantry
Barded Warhorse	8	3	-	3	3	1	3	1	5	War Beast
<b>Model Rules</b>	Lowborn • Master at Arms • Insignificant • Serf • Light Armour									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									

<b>Options</b>	May take a Shield • Mount : Barded Warhorse • Ring of Fire
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### DAMSEL #1

Damsel - Standard - Infantry - 20x20mm

145 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
<b>Model Rules</b>	Insignificant • Lance Formation • The Blessing • Beloved									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									

<b>Options</b>	Level 2 (Wizard Apprentice) • Mount : Barded Warhorse • Obsidian Pebble x1 • Dispel Scroll
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from the Paths of Wilderness, Nature, Heavens, Light and White Magic .
<b>Notes</b>	Heavens



### DAMSEL #2

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
<b>Model Rules</b>	Insignificant • Lance Formation • The Blessing • Beloved									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									

<b>Options</b>	Level 2 (Wizard Apprentice) • Mount : Barded Warhorse • Talisman of Roland x1 • Sceptre of Dominion
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from the Paths of Wilderness, Nature, Heavens, Light and White Magic .
<b>Notes</b>	Nature



### PALADIN #1

Paladin - Standard - Infantry - 20x20mm

83 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
<b>Model Rules</b>	Lance Formation • The Blessing • Oath of Fealty • Jousting • Heavy Armour									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									

<b>Options</b>	May take a Shield • Lance • Mount : Barded Warhorse
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### PALADIN - BSB

Paladin - BSB - Standard - Infantry - 20x20mm

156 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
<b>Model Rules</b>	Lance Formation • The Blessing • Oath of Fealty • Jousting • Heavy Armour									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									
<b>Model Rules (Barded Warhorse)</b>	Trample • Monstrous Ranks • Mount's Protection (5+)									

<b>Options</b>	Lance • Mount : Barded Warhorse • Hardened Shield • Lucky Charm x1 • Storm Clarion
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Core



### KNIGHTS OF THE REALM #1

Knights of the Realm x10 - Standard - Infantry - 20x20mm

710 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	
<b>Model Rules</b>	Heavy Armour • Lance • Mount's Protection (5+) • Shield									
<b>Model Rules (Knight)</b>	Lance Formation • The Blessing • Oath of Fealty									
<b>Model Rules (Warhorse)</b>	Thunderous Charge									

<b>Options</b>	Champion • Musician • Standard Bearer
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### KNIGHTS OF THE REALM #2

Knights of the Realm x10 - Standard - Infantry - 20x20mm

710 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	
<b>Model Rules</b>	Heavy Armour • Lance • Mount's Protection (5+) • Shield									
<b>Model Rules (Knight)</b>	Lance Formation • The Blessing • Oath of Fealty									
<b>Model Rules (Warhorse)</b>	Thunderous Charge									

<b>Options</b>	Champion • Musician • Standard Bearer
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### PEASANT BOWMEN #1

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	-	-	-	-	-	-	
<b>Model Rules</b>	Bowmen's Stakes • Insignificant • Serf • Quick to Fire • Longbow									
<b>Model Rules (Bonus Brigand)</b>	Skirmish • Scout									

<b>Options</b>	(CASTELLAN) Brigands (max 10 models)
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Special



### KNIGHTS OF THE QUEST #1

Knights of the Quest x5 - Standard - Infantry - 20x20mm

580 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	
<b>Model Rules</b>	Questing Oath (Knights only) • Bastard Swords (count as Halberd) • Heavy Armour • Great Weapon • Mount's Protection (5+) • Shield									
<b>Model Rules (Knight)</b>	Lance Formation • The Blessing • Oath of Fealty									
<b>Model Rules (Warhorse)</b>	Thunderous Charge									

<b>Options</b>	Champion • Musician • Standard Bearer
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**PEGASUS KNIGHTS #1**  
Pegasus Knights x3 - Standard - Infantry - 20x20mm

**485 POINTS**



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

<b>Options</b>	May take Barding • Musician • Standard Bearer
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**Rare**



**KNIGHTS OF THE GRAIL #1**  
Knights of the Grail x3 - Standard - Infantry - 20x20mm

**290 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	5	3	4	4	1	5	2	9	Cavalry
Warhorse	8	3	-	3	3	1	3	1	5	
<b>Model Rules</b>	Grail Oath (Knight's only) • Pure of Heart • Monstrous Support • Mount's Protection (6+) • Barding • Heavy Armour • Lance • Shield									
<b>Model Rules (Knight)</b>	Lance Formation • Oath of Fealty • Jousting									
<b>Model Rules (Warhorse)</b>	Thunderous Charge									

<b>Options</b>	Musician • Standard Bearer
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**THE GREEN KNIGHT**  
The Green Knight - Standard - Infantry - 20x20mm

**210 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
The Green Knight	4	6	3	4	4	3	6	4	9	Cavalry
Spectral Stallion	9	4	-	4	3	1	4	1	5	
<b>Model Rules</b>	Otherworldly • Ambush • Terror • Unstable • Weapon Master • Ethereal • Mount's Protection (6+) • Barding • Heavy Armour • Great Weapon • Paired Weapons • Shield									

**Magics**

**Magic items**

Ring of Fire:

Dispel Scroll:

Obsidian Pebble:

Sceptre of Dominion:

Talisman of Roland:

Divine Icon:

Dragonscale Helm:

Dusk Stone:

Blessed Sword:

Crusader's Helm:

Crystal Ball:

**Hardened Shield:**

**Lucky Charm:**

**Storm Clarion:**

## **Model Rules**

**Ambush:**

**Barding:**

**Bastard Swords (count as Halberd):**

**Beloved:**

**Bowmen's Stakes:**

**Ethereal:**

**Fly (9):**

**Grail Oath (Knight's only):**

**Great Weapon:**

**Heavy Armour:**

**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:**

**Otherwordly:**

**Paired Weapons:**

**Pure of Heart:**

**Questing Oath (Knights only):**

**Quick to Fire:**

**Scout:**

**Serf:**

**Shield:**

**Skirmish:**

**Strider (Forests):**

**Terror:**

**The Blessing:**

**Thunderous Charge:**

**Unstable:**

Vanguard:

Weapon Master:

## 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.

Castellan #1



Damsel #1



Damsel #2



Duke #2



Duke #1



Knights of the Grail #1



Knights of the Quest #1



Knights of the Realm #1



Knights of the Realm #2



Paladin #1



Paladin - BSB



Peasant Bowmen #1



Pegasus Knights #1



The Green Knight

