



KINGDOM OF EQUITAINÉ

LIST KINGDOM OF EQUITAINÉ #1 - 435 POINTS



435 pts (100.00%) 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%)
Characters **Core** **Special** **Airborne Gallantry**
 (40 Max) (25 Least) (0 NoLimit) (40 Max)

Characters



PALADIN #1

Paladin - Standard - Infantry - 20x20mm

435 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8			
Defensive	HP	Def	Res	Arm		
	3	5	4	0	The Blessing	, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi	
Paladin	3	5	4	1	5	Lance Formation, Oath of Fealty, Hand Weapon

Options	Battle Standard Bearer • Questing Oath, Bastard Sword (Blessed Inscriptions) • Lance
Magic items	Blessed Inscriptions (Questing Oath, Bastard Sword) • Basalt Infusion (Heavy Armour)
Magic banners	Banner of the Last Charge (Battle Standard Bearer)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Breath of the Lady				
Mf	{8+} {10+}	(18") {36"}	Augment	Last one Turn
<i>The target must reroll natural to-hit and to-wound rolls of '1' with its Melee Attacks, and must reroll natural Armour Save rolls of '1'.</i>				

Magic items

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Blessed Inscriptions: Attacks made with this enchanted weapon become Divine Attacks and Magical Attacks, and failed to wound rolls must be rerolled.

Magic banners

Banner of the Last Charge: R&F Cavalry models in the bearer's unit gain **Impact Hits (X)**, where X is equal to the number of Full Ranks in the unit. These Impact Hits are resolved with Strength 4 and Armour Penetration 1.

Model Rules

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: Attack Attribute - Close Combat
The model gains Fight in Extra Rank.

If more than half of a unit's models have Lance Formation, it only needs to be 3 models wide in order to form Full Ranks. In addition, the model gains Devastating Charge (Fight in Extra Rank) if its unit is exactly 3 models wide.

Oath of Fealty: Universal Rule.

The model gains Commanding Presence with the following restrictions: It has a range of 6" and can only benefit units with more than half of their models with Serf.

The Blessing: The model gains Aegis (6+). Before rolling for the first turn (at the beginning of step 7 of the Deployment Phase Sequence), decide if the Kingdom of Equitaine army Prays or not. If it does, friendly models with The Blessing gain an additional Aegis (5+, against Strength 5 or more), and the army cannot gain any bonus to the Roll for First Turn.

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.

Paladin #1

