



# KINGDOM OF EQUITAINÉ

## TEST 1.0 - 5 653 POINTS



489 pts (9.00 %)   545 pts (10.00 %)   3064 pts (54.00 %)   1230 pts (22.00 %)   325 pts (6.00 %)   90 pts (2.00 %)

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

### Lords



#### ARFOIS

Duke - Standard - Infantry - 20x20mm

**275 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 • Mount : Barded Warhorse • Might (Lord)
<b>Magic items</b>	Dragon Lance (Lord) • Bluffer's Helm - cannot be taken by Large Targets • Lucky Charm • Divine Icon



#### JULIETTE - WHITE - GREEN ARROWS

Grail Damsel - Standard - Infantry - 20x20mm

**270 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Grail Damsel	4	3	3	3	3	3	3	1	8	Infantry
<b>Model Rules</b>	Beloved • Insignificant • Lance Formation • The Blessing									

<b>Options</b>	Magic Resistance (1)
<b>Magic items</b>	Skull Splitter • Backlash Scroll
<b>Magic</b>	Level 3 Wizard Master . Generate spells from Paths of Path of Wilderness, Nature, Heavens, Light and White Magic .
<b>Notes</b>	White Magic; Green Arrows

### Heroes



#### GRYPH

Castellan - Standard - Infantry - 20x20mm

**96 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>	Longbow • May take a Shield • Light Lance • Mount : Barded Warhorse • Rousing Orator
<b>Magic items</b>	Ring of Fire



## JEANETTE - HEAVEN - KING KNIGHTS

Damsel - Standard - Infantry - 20x20mm

125 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>	May take Magical Resistance (1) • Mount : Barded Warhorse
<b>Magic items</b>	Talisman of Roland • Tome of Arcane Lore (Heroes)
<b>Magic</b>	Level 1 Wizard Apprentice . Generate spells from the Paths of Wilderness, Nature, Heavens, Light and White Magic .
<b>Notes</b>	Heaven



## CARSTOIS - GREEN ARROWS

Paladin - Standard - Infantry - 20x20mm

95 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Paladin	4	5	3	4	4	2	5	3	8	Infantry
<b>Model Rules</b>	Lance Formation • The Blessing • Oath of Fealty • Jousting • Heavy Armour									

<b>Magic items</b>	Screaming Swords • Hardened Shield • Sceptre of Dominion
<b>Notes</b>	Green Arrows



## PALADIN - BSB

Paladin - BSB - Standard - Infantry - 20x20mm

173 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 • Grail Oath • Lance • Mount : Barded Warhorse
<b>Magic items</b>	Armour of Percival
<b>Magic banners</b>	Banner of the Last Charge (Banner Enchantment)

Core



## EAST FLANK

Knights Aspirant x5 - Standard - Infantry - 20x20mm

505 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	3	3	3	3	1	3	1	7	Cavalry
Champion	4	4	4	3	3	1	3	2	7	Cavalry
Bonus Crusaders	-	-	-	-	-	-	-	-	+1	
Warhorse	8	3	-	3	3	1	3	1	5	
<b>Model Rules</b>	Light Armour • Lance • Mount's Protection (5+) • Shield									
<b>Model Rules (Knight)</b>	Lance Formation • The Blessing									
<b>Model Rules (Bonus Crusaders)</b>	Thunderous Charge • Oath of Fealty • Heavy Armour									
<b>Model Rules (Warhorse)</b>	Thunderous Charge									

<b>Options</b>	Crusaders • Champion • Standard Bearer
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## WEST FLANK

Knights Aspirant x5 - Standard - Infantry - 20x20mm

505 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	3	3	3	3	1	3	1	7	Cavalry
Champion	4	4	4	3	3	1	3	2	7	Cavalry
Bonus Crusaders	-	-	-	-	-	-	-	-	+1	
Warhorse	8	3	-	3	3	1	3	1	5	
<b>Model Rules</b>	Light Armour • Lance • Mount's Protection (5+) • Shield									
<b>Model Rules (Knight)</b>	Lance Formation • The Blessing									
<b>Model Rules (Bonus Crusaders)</b>	Thunderous Charge • Oath of Fealty • Heavy Armour									
<b>Model Rules (Warhorse)</b>	Thunderous Charge									

<b>Options</b>	Crusaders • Champion • Standard Bearer
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## KING KNIGHTS

Knights Aspirant x9 - Standard - Infantry - 20x20mm

634 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	4	3	3	3	3	1	3	1	7	Cavalry
Champion	4	4	4	3	3	1	3	2	7	Cavalry
Warhorse	8	3	-	3	3	1	3	1	5	
<b>Model Rules</b>	Light Armour • Lance • Mount's Protection (5+) • Shield									
<b>Model Rules (Knight)</b>	Lance Formation • The Blessing									
<b>Model Rules (Warhorse)</b>	Thunderous Charge									

<b>Options</b>	May be given Heavy Armour • Champion • Musician • Standard Bearer
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<b>Magic banners</b>	Banner of Speed (Banner Enchantment)
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## XBOW

Peasant Bowmen x20 - 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
<b>Model Rules</b>	Bowmen's Stakes • Insignificant • Serf • Quick to Fire • Longbow									

<b>Options</b>	Standard Bearer • (CRUSADERS) May replace Longbow with Crossbow (cannot take braziers)
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## GREEN ARROWS

Peasant Bowmen x30 - Standard - Infantry - 20x20mm

720 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Peasant Bowman	4	2	3	3	3	1	3	1	5	Infantry
Champion	4	3	4	3	3	1	3	2	5	
<b>Model Rules</b>	Bowmen's Stakes • Insignificant • Serf • Quick to Fire • Longbow									

<b>Options</b>	Champion • Standard Bearer
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Special



## FOOTIES

Knights Forlorn x10 - Standard - Infantry - 20x20mm

885 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight Forlorn	4	4	3	4	3	1	3	1	8	Infantry
Bonus Hedge Knight	-	-	-	-	-	-	-	-	-	
<b>Model Rules</b>	Forlorn Oath • The Blessing • Oath of Fealty • Heavy Armour • Shield									
<b>Model Rules (Bonus Hedge Knight)</b>	Vanguard • Scout • Strider (Forests)									

<b>Options</b>	May become Hedge Knights (max 20 models) • Standard Bearer
<b>Magic banners</b>	Gleaming Icon (Banner Enchantment)



## LIGHT CAVALRY

Yeoman Outriders x10 - Standard - Infantry - 20x20mm

345 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	
<b>Model Rules</b>	Fast Cavalry • Insignificant • Serf • Mount's Protection (6+) • Light Lance • Bow									

<b>Options</b>	Shields • Light Armour
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Rare



## HOLY - BLUE ARROWS

Sacred Reliquary - Standard - Infantry - 20x20mm

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sacred Reliquary	4	3	2	3	5	6	3	4	8	Infantry
<b>Model Rules</b>	Holy Fervor • Stubborn • War Platform • Impact Hits (D3) • Innate Defense(5+) • Light Armour									

<b>Notes</b>	Blue Arrows
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## SCORPION

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	
<b>Model Rules</b>	Insignificant • Serf									



## TREB1

Trebuchet - Standard - Infantry - 20x20mm

130 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	
<b>Model Rules</b>	Insignificant • Serf									

Magics

Magic items

**Armour of Percival:**

**Backlash Scroll:**

**Bluffer's Helm - cannot be taken by Large Targets:**

**Divine Icon:**

**Dragon Lance (Lord):**

**Hardened Shield:**

**Lucky Charm:**

**Ring of Fire:**

**Sceptre of Dominion:**

**Screaming Swords:**

**Skull Splitter:**

**Talisman of Roland:**

**Tome of Arcane Lore (Heroes):**

## **Magic banners**

**Banner of Speed:**

**Banner of the Last Charge:**

**Gleaming Icon:**

## **Model Rules**

**Beloved:**

**Bow:**

**Bowmen's Stakes:**

**Fast Cavalry:**

**Forlorn Oath:**

**Heavy Armour:**

**Holy Fervor:**

**Impact Hits (D3):**

**Innate Defense(5+):**

**Insignificant:**

**Jousting:**

**Lance:**

**Lance Formation:**

**Light Armour:**

**Light Lance:**

**Longbow:**

**Lowborn:**

**Master at Arms:**

**Mount's Protection (5+):**

**Mount's Protection (6+):**

**Oath of Fealty:**

**Quick to Fire:**

**Scout:**

**Serf:**

**Shield:**

**Skirmish:**

**Strider (Forests):**

**Stubborn:**

**The Blessing:**

**Thunderous Charge:**

**Vanguard:**

**War Platform:**

## 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.

Gryph



Jeanette - Heaven - King Knights



Artois



Juliette - White - Green Arrows



East Flank



West Flank



King Knights



Footies



Carstois - Green Arrows



Paladin - BSB



XBow



Green Arrows



Holy - Blue Arrows



Scorpion



Trebl



Light Cavalry

