



# KINGDOM OF EQUITAIN

## UTY - 880 POINTS



880 pts (20.00%) 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%)  
**Characters**      **Core**      **Special**      **Fey**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)

### Characters



#### SEIGNEUR D'EQUITAIN #1

Equitan Lord - Large - Cavalry - 50x75mm

740 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm	Aeg	
	3	6	4	0	6+	, Heavy Courage Armour
Offensive	Att	Off	Str	Ap	Agi	
Equitan Lord	4	6	4	1	6	Lance Formation, Hand Weapon



#### MOUNT HIPPOGRIF

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fear, Fly, Gallantry, Light Troops, Towering Presence, Relentless		
	8"	16"				
Defensive	HP	Def	Res	Arm	Aeg	
	4	C	5	C+1	C	
Offensive	Att	Off	Str	Ap	Agi	
Hippogriff	4	4	5	3	4	

<b>Options</b>	General • Sainted • Shield (Fortress of Faith) • Lance (Blessed Inscriptions) • Honour • Hippogriff
<b>Magic items</b>	Blessed Inscriptions (Lance) • Prayer-Etched (Heavy Armour) • Fortress of Faith (Shield)



#### SEIGNEUR D'EQUITAIN #2

Equitan Lord - Standard - Infantry - 20x20mm

140 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm	Aeg	
	3	6	4	0	6+	, Heavy Courage Armour
Offensive	Att	Off	Str	Ap	Agi	
Equitan Lord	4	6	4	1	6	Lance Formation, Hand Weapon

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Breath of the Lady</b>				
Mf	7+		Caster	Last one Turn
<i>Add two Orison Tokens to your Orison Token pool.</i>				

### Magic items

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

**Fortress of Faith:** The bearer must reroll Armour Save rolls of '1'

**Prayer-Etched:** The wearer gains +1 Armour and Aegis (+1, max. 4+).

## Model Rules

**Courage:** The model gains Aegis (+1, max. 4+) with the following restriction: The effect can only be used against wounds against which the model cannot take or would automatically fail its any Armour Saves. Units with more than half of their models with Courage ignore friendly units consisting entirely of models with Ordeal for the purpose of Panic Tests.

**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:** Close Combat

The model gains Fight in Extra Rank, and its maximum number of Supporting Attacks is increased by 1. If more than half of a unit's models have Lance Formation and the unit is 3 or 4 models wide, it counts as being in Line Formation and only needs to be 3 models wide in order to form Full Ranks.

## 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.

Seigneur d'Équitaire #1



Seigneur d'Équitaire #2

