



KINGDOM OF EQUITAIN

LIST KINGDOM OF EQUITAIN - V1 #11 - 3 530 POINTS



589 pts (17.00 %) 350 pts (10.00 %) 1079 pts (31.00 %) 787 pts (22.00 %) 725 pts (21.00 %) 170 pts (5.00 %)

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

Lords



DUKE #1

Duke - Standard - Infantry - 20x20mm

350 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Duke	4	6	3	4	4	3	6	4	9	Infantry
Hippogriff	7	4	-	5	5	4	4	4	6	Monstrous Beast
Model Rules	Lance Formation • The Blessing • Oath of Fealty • Jousting • Heavy Armour									
Model Rules (Hippogriff)	Fly(8) • Armour Piercing(1) • Fear • Large Target • Devastating Charge • Mount's Protection (6+)									
Model Rules (Hippogriff)	Fly(8) • Armour Piercing(1) • Fear • Large Target • Devastating Charge • Mount's Protection (6+)									

Options	Questing Oath • May take a Shield • Great Weapon • Mount : Hippogriff • Armour Piercing (1) • Devastating Charge • Valour (Lord)
Magic items	Divine Icon • Dragonscale Helm • Sprout of Rebirth

Heroes



DAMSEL #3

Damsel - Standard - Infantry - 20x20mm

135 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
Model Rules	Insignificant • Lance Formation • The Blessing • Beloved									
Model Rules (Barded Warhorse)	Trample • Monstrous Ranks • Mount's Protection (5+)									
Model Rules (Barded Warhorse)	Trample • Monstrous Ranks • Mount's Protection (5+)									

Options	Level 2 (Wizard Apprentice) • Mount : Barded Warhorse
Magic items	Book of Arcane Power (Heroes)
Magic	Level 1 Wizard Apprentice . Generate spells from the Paths of Wilderness, Nature, Heavens, Light and White Magic .



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

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



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

Options	Level 2 (Wizard Apprentice) • May take Magical Resistance (1) • Mount : Barded Warhorse
Magic items	Talisman of Roland • Tome of Arcane Lore (Heroes)
Magic	Level 1 Wizard Apprentice . Generate spells from the Paths of Wilderness, Nature, Heavens, Light and White Magic .



PALADIN - BSB

Paladin - BSB - Standard - Infantry - 20x20mm

159 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
Model Rules	Lance Formation • The Blessing • Oath of Fealty • Jousting • Heavy Armour									
Model Rules (Barded Warhorse)	Trample • Monstrous Ranks • Mount's Protection (5+)									
Model Rules (Barded Warhorse)	Trample • Monstrous Ranks • Mount's Protection (5+)									

Options	Questing Oath • Great Weapon • Mount : Barded Warhorse
Magic items	Hardened Shield • Dusk Stone
Magic banners	Banner of Courage (Banner Enchantment)

Core



KNIGHTS OF THE REALM #1

Knights of the Realm x14 - Standard - Infantry - 20x20mm

834 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	
Model Rules	Heavy Armour • Lance • Mount's Protection (5+) • Shield									
Model Rules (Knight)	Lance Formation • The Blessing • Oath of Fealty									
Model Rules (Warhorse)	Thunderous Charge									

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of the Last Charge (Banner Enchantment)



PEASANT BOWMEN #3

Peasant Bowmen x10 - Standard - Infantry - 20x20mm

60 POINTS



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



PEASANT BOWMEN #4

Peasant Bowmen x10 - Standard - Infantry - 20x20mm

60 POINTS



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



PEASANT BOWMEN #4

Peasant Bowmen x10 - Standard - Infantry - 20x20mm

60 POINTS



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



PEASANT BOWMEN #2

Peasant Bowmen x11 - Standard - Infantry - 20x20mm

65 POINTS



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

Special



KNIGHTS OF THE QUEST #1

Knights of the Quest x12 - Standard - Infantry - 20x20mm

787 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	
Model Rules	Questing Oath (Knights only) • Bastard Swords (count as Halberd) • Heavy Armour • Great Weapon • Mount's Protection (5+) • Shield									
Model Rules (Knight)	Lance Formation • The Blessing • Oath of Fealty									
Model Rules (Warhorse)	Thunderous Charge									

Options Champion • Musician • Standard Bearer

Magic banners Banner of Speed (Banner Enchantment)

Rare



KNIGHTS OF THE GRAIL #1

Knights of the Grail x13 - Standard - Infantry - 20x20mm

725 POINTS



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

Options	Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)

Magics

Magic items

Book of Arcane Power (Heroes):

Dispel Scroll:

Divine Icon:

Dragonscale Helm:

Dusk Stone:

Hardened Shield:

Obsidian Pebble:

Sprout of Rebirth:

Talisman of Roland:

Tome of Arcane Lore (Heroes):

Magic banners

Banner of Courage:

Banner of Speed:

Banner of the Last Charge:

Rending Banner:

Model Rules

Barding:

Bastard Swords (count as Halberd):

Beloved:

Bowmen's Stakes:

Grail Oath (Knight's only):

Great Weapon:

Heavy Armour:

Insignificant:

Jousting:

Lance:

Lance Formation:

Longbow:

Monstrous Support:

Mount's Protection (5+):

Mount's Protection (6+):

Oath of Fealty:

Pure of Heart:

Questing Oath (Knights only):

Quick to Fire:

Scout:

Serf:

Shield:

Skirmish:

Strider (Forests):

The Blessing:

Thunderous Charge:

Vanguard:

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.

Damsel #3



Damsel #1



Damsel #2



Duke #1



Knights of the Grail #1



Knights of the Quest #1



Knights of the Realm #1



Paladin - BSB



Peasant Bowmen #3



Peasant Bowmen #4



Peasant Bowmen #4



Peasant Bowmen #2

