Kingdom of Equitaine

List Kingdom of Equitaine (v2021 beta 2) #4 - 120 points

120 pts (3.00 %)	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

Damsel #1

Damsel - *Standard - Infantry - 20x20mm*

120 points

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	4"	**8"**	**7**			**Wizard Apprentice, Insignificant, Beloved**
Defensive	*HP*	*Def*	*Res*	*Arm*		
	3	**3**	**3**	**0**		**The Blessing, Magic Resistance (1, 1)**
Offensive	*Att*	*Off*	*Str*	*Ap*	*Agi*	
Damsel	**1**	**3**	**3**	**0**	**3**	**Lance Formation, Hand Weapon**

Magics

Racial Trait Spell

	Casting	*Range*	*Type*	*Duration*
Breath of the Lady				
Mf	{8+} {10+}	(18") {36"}	**Augment**	**Last one Turn**
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'.				

Model Rules

Beloved: Universal Rule.
When the model is joined to a unit with at least one Full Rank of models with Lance Formation, it gains Stand Behind and cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel.

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

Insignificant:

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 exaclty 3 models wide.

Magic Resistance:

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.

Wizard Apprentice: - Knows 1 spell.
- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
The Wizard selects its spells as described in Spell Selection
.

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.

Damsel #1