

2500 Pts - Kingdom of Equitaine - ARB1 Jók Szaka (G)

	Name	#	Type	M	WS	BS	S	T	W	I	A	Ld	AS	WSv	Cost	
Duke (1 ♂, 255 pts)																
	Duke	1	Ca	4	6	3	4/6	4	3	6	4	9	1+	(2+), (6+)*	255	
	Composition: Lord General: Heavy Armour; Shield; Lance Formation; Jousting; Oath of Fealty; The Blessing															
	<i>Ogre Sword</i>	1	Type: Hand Weapon. Attacks made with this weapon gain +2 Strength.													[40]
	<i>Crusader's Helm</i>	1	Type: Helm (6+ Armour Save). The wearer may reroll failed Armour Saves. Attacks against the wearer with Lethal Strike lose this special rule.													[45]
	<i>Gem of Dragonfire</i>	1	The wearer gains the Fireborn special rule.													[5]
	<i>Virtue of Valour</i>	1	The bearer automatically issues a Challenge whenever possible (this cannot be prevented by issuing a Challenge with another model first) and this Challenge must be accepted whenever possible. When Fighting a Challenge, the bearer may reroll all failed to-hit and to-wound rolls.													[40]
	Barded Warhorse	1	-	9/8	3	-	3*	3	1	3	1	5			[35]	
	Barding; Mount's Protection (6+); Swiftstride; Thunderous Charge															
Grail Damsel (1 ♀, 305 pts)																
	Grail Damsel	1	Ca	4	3	3	3	3	3	3	1	8	5+	(6+), (6+)*	305	
	Composition: Lord Level 4 Wizard Master; Magic Resistance (2); Lance Formation; Beloved; Insignificant; The Blessing															
	<i>Dispel Scroll</i>	1	One use only. Instead of making a Dispel roll, you can use the scroll. The spell is automatically Dispelled.													[35]
	<i>Talisman of Roland</i>	1	No unit may use the Stand and Shoot reaction when charged by a the bearer's unit. Furthermore, the bearer's unit has their Ward Saves increased by +1 against any Ranged Attacks, to a maximum of 4+. This cannot be used against Magical Attack.													[20]
	<i>Path of White Magic</i>	1	Must choose spells from the Path of White Magic.													[0]
	Barded Warhorse	1	-	9/8	3	-	3*	3	1	3	1	5			[25]	
	Barding; Mount's Protection (6+); Swiftstride; Thunderous Charge															
Paladin (1 ♂, 148 pts)																
	Paladin	1	Ca	4	5	3	4*	4	2	5	3	8	1+	(2+), (6+)*	148	
	Composition: Hero Battle Standard Bearer ; Lance; Heavy Armour; Shield; Lance Formation; Jousting; Oath of Fealty; The Blessing															
	<i>Dragonscale Helm</i>	1	Type: None (6+ Armour Save). The wearer has the Fireborn special rule.													[10]
	<i>Dusk Stone</i>	1	The bearer's may reroll failed Armour Saves.													[30]
	Barded Warhorse	1	-	9/8	3	-	3*	3	1	3	1	5			[25]	
	Barding; Mount's Protection (6+); Swiftstride; Thunderous Charge															
Paladin (1 ♀, 110 pts)																
	Grail Paladin	1	Ca	4	7	3	4*	4	2	5	3	8	1+	5+	110	
	Composition: Hero Heavy Armour; Lance Formation; Jousting; Oath of Fealty; The Blessing															
	<i>Flaming Lance</i>	1	Type: Lance. Attacks made with this weapon have Flaming Attacks.													[10]
	<i>Hardened Shield</i>	1	Type: Shield. Adds an additional +1 to the bearer's Armour Save (for a total of +2) while using the shield.													[5]
	<i>Lucky Charm</i>	1	One use only. May be activated when the wearer's model fails an Armour Save. The wearer may reroll the failed Armour Save.													[5]
	Barded Warhorse	1	-	9/8	3	-	3*	3	1	3	1	5			[25]	
	Barding; Mount's Protection (6+); Swiftstride; Thunderous Charge															
Knights of the Realm (12 ♂, 342 pts)																
	Knights of the Realm	11	Ca	4	4	3	4*	3	1	3	1	8	2+	(6+)*	342	
	Composition: Core Musician; Standard Bearer; Lance; Heavy Armour; Shield; Lance Formation; Jousting; Oath of Fealty; The Blessing															
	Champion	1	Ca	4	5	4	4*	3	1	3	2	8	2+	(6+)*	[36]	
	Lance; Heavy Armour; Shield; Lance Formation; Oath of Fealty; The Blessing															
	Barded Warhorse	12	-	9/8	3	-	3*	3	1	3	1	5			[0]	
	Barding; Mount's Protection (6+); Swiftstride; Thunderous Charge															
	<i>Banner of the Last Charge</i>	1	All mounts in the bearer's unit gain Impact Hits (1).													[20]

Name	#	Type	M	WS	BS	S	T	W	I	A	Ld	AS	WSv	Cost
Knights of the Realm (12 $\frac{1}{2}$, 322 pts)														
Knights of the Realm	11	Ca	4	4	3	4*	3	1	3	1	8	2+	(6+)*	322
Composition: Core Musician; Standard Bearer; Lance; Heavy Armour; Shield; Lance Formation; Jousting; Oath of Fealty; The Blessing														
Champion	1	Ca	4	5	4	4*	3	1	3	2	8	2+	(6+)*	[36]
Lance; Heavy Armour; Shield; Lance Formation; Oath of Fealty; The Blessing														
Barded Warhorse	12	-	9/8	3	-	3*	3	1	3	1	5			[0]
Barding; Mount's Protection (6+); Swiftstride; Thunderous Charge														
Peasant Bowmen (24 $\frac{1}{2}$, 130 pts)														
Peasant Bowmen	24	In	4	2	3	3	3	1	3	1	5			130
Composition: Core Long Bow; Bowmen's Stakes; Insignificant; Serfs														
Yeoman Outriders (5 $\frac{1}{2}$, 80 pts)														
Yeoman Outriders	4	Ca	4	3	3	3*	3	1	3	1	6	4+		80
Composition: Special Light Lance; Bow; Light Armour; Shield; Fast Cavalry; Insignificant; Serfs														
Champion	1	Ca	4	4	4	3*	3	1	3	2	6	4+		[21]
Light Lance; Bow; Light Armour; Shield; Insignificant; Serfs														
Horse	5	-	8	3	-	3	3	1	3	1	5			[0]
Mount's Protection (6+); Swiftstride														
Pegasus Knights (3 $\frac{1}{2}$, 161 pts)														
Pegasus Knights	2	MC	4	4	3	4*	3	1	3	1*	8	3+	(6+)*	161
Composition: Special Devastating Charge; Lance; Heavy Armour; Shield; Oath of Fealty; The Blessing														
Champion	1	MC	4	5	4	4*	3	1	3	2*	8	3+		[54]
Devastating Charge; Lance; Heavy Armour; Shield; Oath of Fealty														
Young Pegasus	3	-	7	3	-	4	4	2	4	2	6			[0]
Fly (9); Mount's Protection (6+); Stomp (1)														
Pegasus Knights (3 $\frac{1}{2}$, 161 pts)														
Pegasus Knights	2	MC	4	4	3	4*	3	1	3	1*	8	3+	(6+)*	161
Composition: Special Devastating Charge; Lance; Heavy Armour; Shield; Oath of Fealty; The Blessing														
Champion	1	MC	4	5	4	4*	3	1	3	2*	8	3+		[54]
Devastating Charge; Lance; Heavy Armour; Shield; Oath of Fealty														
Young Pegasus	3	-	7	3	-	4	4	2	4	2	6			[0]
Fly (9); Mount's Protection (6+); Stomp (1)														
Knights of the Grail (8 $\frac{1}{2}$, 355 pts)														
Knights of the Grail	7	Ca	4	5	3	4*	4	1	5	2	8	2+	5+	355
Composition: Rare Musician; Standard Bearer; Lance; Heavy Armour; Shield; Lance Formation; Jousting; Monstrous Support; Oath of Fealty; Pure of Heart														
Champion	1	Ca	4	6	4	4*	4	1	5	3	8	2+	5+	[48]
Lance; Heavy Armour; Shield; Lance Formation; Jousting; Monstrous Support; Oath of Fealty														
Barded Warhorse	8	-	9/8	3	-	3*	3	1	3	1	5			[0]
Barding; Mount's Protection (6+); Swiftstride; Thunderous Charge														
<i>The Oriflamme</i>	1	The bearer causes Fear. Enemy units in base contact with the bearer's unit may not benefit from Hold Your Ground.												[45]
Siege War Machine (1 $\frac{1}{2}$, 130 pts)														
Trebuchet	1	WM					7	4						130
Composition: RareWarEng														
Crew	4	-	-	2	3	3	3	-	3	1	5			[0]
Insignificant; Serfs														
Total Cost: 2499														

Option Footnotes

Options	
Barding	Grants a +1 armour save bonus but reduces mount's Movement by 1.
Battle Standard Bearer	Hold your Ground! : If not fleeing, friendly models within 12" may reroll failed Leadership tests.
Bow	Shooting weapon. Range 24", Strength 3, Volley Fire.
General	Inspiring Presence : If not fleeing, friendly units within 12" may use this model's Leadership.
Hand Weapon	All models are armed with a Hand Weapon. Hand Weapons cannot be lost, destroyed or nullified by any means. If a model has any combat weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons can be used alongside a Shield to get the Parry rule.
Heavy Armour	5+ armour save.

Lance	Close Combat weapon. Attacks made with a Lance have +2 Strength in the Round of Combat directly after the Wielder has charged into combat. This bonus can only be used for attacks directed against the charged enemies.
Level 4 Wizard Master	Can channel Power and Dispel dice. Adds +2 to all attempts to cast and dispel. Knows 4 spells.
Light Armour	6+ armour save.
Light Lance	Close Combat weapon. Attacks made with a Light Lance has +1 Strength in the Round of Combat directly after the Wielder has charged into combat. This bonus can only be used for attacks directed against the charged enemies.
Long Bow	Shooting weapon. Range 30", Strength 3, Volley Fire.
Musician	+1 to combat results in a tie. +1 Leadership when attempting to Rally. Allows Swift Reform.
Shield	+1 armour save bonus.
Standard Bearer	+1 to Combat Score. When a Standard Bearer is removed as a casualty while Engaged in Combat, the Standard is considered to be captured by the opponent.
Trebuchet	This is a Catapult (3") Artillery Weapon: Range 12-60", Strength 4 [10], [Multiple Wounds (Ordnance)].
Oath	
Grail Oath	Models parts with this special rule are Immune to Psychology, have a Ward Save (5+) and Magical Attacks. Characters with this special rule get +1 Weapon Skill.
Special Rules	
Beloved	The model ignores all penalties for refusing a challenge and loses First in Rank when joined to a unit with at least one Full Rank of models with the Lance Formation.
Bowmen's Stakes	When deploying the Bowmen unit, you may place a Wall Terrain Feature in base contact with the front of the Bowmen unit. This Wall is as wide as the unit to a maximum of 12" and up to 20mm deep and follows all the normal rules for Walls with the exception of being Soft Cover instead of Hard Cover.
Devastating Charge	In the first round of a combat after a model with this rule has successfully charged into combat, model parts with this special rule have +1 Attack.
Fast Cavalry	Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with the Fast Cavalry special rule voluntarily declares the charge reaction "Flee" (i.e. not when already Fleeing or as a result of a failed Terror test), and then subsequently rallies in the following Player Turn, the unit is free to move normally (except it cannot charge) and shoot (but still counts as having moved).
Fireborn	Models with this special rule have a 2+ Ward Save against Flaming Attacks.
Flaming Attacks	This rule applied to Attacks with this special rule, and Attacks from models with this special rule (both Close Combat and Shooting attacks). They don't normally have any special effect. However, they interact with other rules (such as Flammable and Regeneration).
Fly	Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). All modifiers to ground movement values are also applied to the flying value of a model. Flying Movement can be used to March. Units using Flying Movement ignore all Terrain and units during the Flying Movement (from their starting to their ending position), but must abide the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain from which they take off and in which they land. Models with the Fly special rule also always have Swiftstride and Light Troops.
Immune to Psychology	If half or more of a unit's models are Immune to Psychology, the unit automatically passes Panic tests and cannot declare a Flee reaction (unless already Fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.
Impact Hits	Special Attack. Impact Hits are Special Close Combat Attacks which can only be made in the round of a combat after a model with this rule has successfully charged into combat. Impact Hits are resolved at Initiative 10 and inflict a number of hits equal to the value stated within brackets (X) to a single enemy unit in base contact, which must be the charged enemy unit. Impact Hits automatically hit and have a Strength value equal to the model's own Strength, with +1 to Strength for every full rank after the first in the unit, provided that those ranks are comprised entirely of models with the Impact Hits special rule. Due to being Special Attacks, Impact Hits do not benefit from Weapon Bonuses or special rules. If a model has both Grinding Attacks and Impact Hits, it may only use one of these rule in the same Combat Round (you are free to choose which one). If the value within brackets is preceded by a '+' sign, add the existing value to already existing Impact Hits instead (if the model already had Impact Hits). If not, use the value directly. In Chariots, only a Chariot itself can use this Special Attack. In the other multipart models only the mounts can use it.
Insignificant	Units consisting entirely of models with this special rule do not cause Panic Tests in units without this special rule. Only Insignificant Characters can join units with Insignificant R&F models.
Jousting	A model with this rule may use a Lance when charging, even when armed with a Magical Weapon. If the model uses a mundane Lance when charging, it may switch its weapon at the start of the next Round of Combat.
Lance Formation	Models with this special rule have Monstrous Ranks and Fight in Extra Rank. When charging and inside a unit that is 3 models wide in rank, models with this rule gain an additional instance of Fight in Extra Rank.
Light Troops	Units composed entirely of models with this special rule are allowed to make any number of Reforms when moving in the Remaining Moves sub-phase, and they may still Advance or March. They are allowed to shoot even if they Marched or Reformed. No model may move more than its movement allowance (or twice that number if marching), from its starting position to its final position, around any obstructions (including the 1" rule). If the model performed any action during the movement (such as Sky Serpent's Slashing attacks), the distance moved is counted from its starting position to the point on the battlefield where they performed that action and then to their final position. If at least half of the models in a unit have the Light Troops special rule, the unit always counts as having 0 Full Ranks.
Magic Resistance	All models in a unit with one or more models with Magic Resistance add the value within brackets (X) to any Ward Save rolls (using the same rules as for adding to Armour Saves) when rolling Ward Saves against wounds caused by spell effects. Remember that Magic Resistance, like most special rules, is not cumulative.

Magical Attack	Attacks with this special rule or Attacks made by parts of models with this special rule normally don't have any special effect. However, they interact with other rules (such as Ethereal). Models with this special rule apply it to all their attacks, including Special Attacks such as Stomps, Impact Hits, and Breath Attacks (unless stated otherwise). All damage from Spells, Miscast hits and Magic Items cause Magical Attacks.
Monstrous Support	Models with this special rule may make up to 3 Supporting Attacks instead of 1. Note that mounts may still not make Supporting Attacks.
Multiple Wounds	<p>Unsaved wounds caused by attacks with this special rule or by Close Combat Attacks from model parts with this special rule, are multiplied into the value given in brackets (X). If the value is a Dice (such as "Multiple Wounds (D3)"), roll one such Dice for each unsaved wound with this special rule. The amount of wounds that the attack is multiplied into can never be higher than the Wounds Characteristics of the Target (excluding already suffered wounds previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a Troll (W3) and rolls a '5' for the amount of wounds, this is reduced to 3 wounds.</p> <p>If (Ordnance) is stated as the value in brackets, this normally counts as Multiple Wounds (D3+1), but against targets with the Fly special rule this is increased to Multiple Wounds (D3+2). Sometimes this rule is connected to certain Troop types or special rules, if this is the case, the unit type will be given within brackets (Y). For example, Multiple Wounds (2, Infantry). When this is the case, only use the Multiple Wound rule when attacking models of the given Troop Type or possessing given special rules.</p>
Oath of Fealty	Models with this special rule have Inspiring Presence, but only models with Serfs special rule may receive it and it has a range of 6".
Parry	Close Combat Attacks from opponents in the front can never score successful hits on to-hit rolls of better than 4+, before applying to-hit modifiers. This can only be used by models on foot and against Close Combat Attacks from the front.
Pure of Heart	Only Characters with Beloved or Grail Oath may join a unit with this special rule.
Serfs	If half or more of a unit's models have this special rule and are under the effect of Inspiring Presence from one or more models with Oath of Fealty, the unit gain +1 Movement when Marching.
Stomp	<p>Special Attack. A model with this special rule must make a Special Close Combat Attack in the Close Combat Phase at Initiative 0 against a single enemy unit in base contact, provided that the Troop Type of the target unit is Infantry, War Beast, Swarm or War Machine. This attack deals a number of hits equal to the value stated within brackets (X), which automatically hit and have a Strength equal to the model's own Strength. Hits caused by Stomp can only be allocated onto models with Infantry, War Beast, Swarm or War Machine Troop Type (ignore models of different Troop Type when distributing hits).</p> <p>In multipart models, riders can never Stomp. Stomp attacks can only ever be allocated to models that can normally be stomped. Being a Special Attack, Stomp never benefits from any equipment or special rule the model has.</p>
Swiftstride	When a unit composed entirely of models with this special rule rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this would lead to rolling 3D6) and discards the lowest dice.
The Blessing	<p>Models with this special rule have a Ward Save (6+). One of the two following options may be chosen for army (you must note which one in the Army List) and is in effect for all models in the army with the Blessing.</p> <ul style="list-style-type: none"> - Token of the King : The Blessing is increased to (5+) against attacks with Strength 5 or greater. - Token of the Grail : The Blessing is increased to (5+) against attacks with Armour Piercing.
Thunderous Charge	In the first round of a combat after a model with this special rule has successfully charged into combat, model parts with this special rule receive a +1 Strength bonus to their normal Close Combat Attacks. This Strength bonus can only be used for Attacks directed against the charged enemies.
Vanguard	After Deployment (including Scouts), units composed entirely of models with this special rule may perform a 12" move. The move is performed as if in the Remaining Moves sub-phase, including any actions and restrictions the unit would normally have in the Remaining Moves sub-phase (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Movement Characteristic and no March Moves are allowed. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.
Volley Fire	Shooting weapons with this special rule or Shooting Attacks from model parts with this special rule ignore intervening models for Cover purposes when shooting. (However, they don't ignore Terrain and must still be able to draw a Line of Sight to their target). Furthermore, (unless making a Stand and Shoot Charge Reaction) if the unit hasn't moved in this Player Turn, all models with a Volley Fire Shooting weapon may shoot (even if they are further back than the usual first two ranks allowed to shoot).