



# HIGHBORN ELVES

## TOURNOIS - 4 490 POINTS



0 pts (0.00 %)   1500 pts (33.00 %)   1870 pts (42.00 %)   760 pts (17.00 %)   360 pts (8.00 %)   1060 pts (24.00 %)  
**Characters**      **Core**      **Special**      **The Ancient Allies**      **Naval Ordnance**      **Queen's Bows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (20 Max)      (15 Max)      (30 Max)

### Core



#### HIGHBORN LANCERS #1

Highborn Lancers x5 - Standard - Cavalry - 25x50

**220 POINTS**



| Global          | Adv | Mar | Dis |     |                      | Model Rules                 |
|-----------------|-----|-----|-----|-----|----------------------|-----------------------------|
|                 | 9"  | 18" | 8   |     |                      | Scoring, Martial Discipline |
| Defensive       | HP  | Def | Res | Arm |                      |                             |
|                 | 1   | 4   | 3   | 2   | Heavy Armour, Shield |                             |
| Offensive       | Att | Off | Str | Ap  | Agi                  |                             |
| Highborn Lancer | 1   | 4   | 3   | 0   | 5                    | Lightning Reflexes, Lance   |
| Elven Horse     | 1   | 3   | 3   | 0   | 4                    | Harnessed                   |

Options

Musician



#### HIGHBORN LANCERS #2

Highborn Lancers x5 - Standard - Cavalry - 25x50

**220 POINTS**



| Global          | Adv | Mar | Dis |     |                      | Model Rules                 |
|-----------------|-----|-----|-----|-----|----------------------|-----------------------------|
|                 | 9"  | 18" | 8   |     |                      | Scoring, Martial Discipline |
| Defensive       | HP  | Def | Res | Arm |                      |                             |
|                 | 1   | 4   | 3   | 2   | Heavy Armour, Shield |                             |
| Offensive       | Att | Off | Str | Ap  | Agi                  |                             |
| Highborn Lancer | 1   | 4   | 3   | 0   | 5                    | Lightning Reflexes, Lance   |
| Elven Horse     | 1   | 3   | 3   | 0   | 4                    | Harnessed                   |

Options

Musician



#### CITIZEN ARCHERS #1

Citizen Archers x10 - Standard - Infantry - 20x20

**170 POINTS**



| Global         | Adv | Mar | Dis |     |              | Model Rules                          |
|----------------|-----|-----|-----|-----|--------------|--------------------------------------|
|                | 5"  | 10" | 8   |     |              | Scoring, Martial Discipline          |
| Defensive      | HP  | Def | Res | Arm |              |                                      |
|                | 1   | 4   | 3   | 0   | Light Armour |                                      |
| Offensive      | Att | Off | Str | Ap  | Agi          |                                      |
| Citizen Archer | 1   | 4   | 3   | 0   | 5            | Lightning Reflexes, Longbow (3+, 3+) |

Options

Musician



#### CITIZEN ARCHERS #2

Citizen Archers x10 - Standard - Infantry - 20x20

**170 POINTS**



| Global | Adv | Mar | Dis |  |  | Model Rules |
|--------|-----|-----|-----|--|--|-------------|
|--------|-----|-----|-----|--|--|-------------|

|                                      |            |            |            |                             |              |
|--------------------------------------|------------|------------|------------|-----------------------------|--------------|
| <i>Global</i>                        | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>          |              |
|                                      | 5"         | 10"        | 8          | Scoring, Martial Discipline |              |
| <i>Defensive</i>                     | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                  |              |
|                                      | 1          | 4          | 3          | 0                           | Light Armour |
| <i>Offensive</i>                     | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                   | <i>Agi</i>   |
| <b>Citizen Archer</b>                | 1          | 4          | 3          | 0                           | 5            |
| Lightning Reflexes, Longbow (3+, 3+) |            |            |            |                             |              |

|                |          |
|----------------|----------|
| <b>Options</b> | Musician |
|----------------|----------|



### CITIZEN ARCHERS #3


Citizen Archers x10 - Standard - Infantry - 20x20

## 170 POINTS



|                                      |            |            |            |                             |              |
|--------------------------------------|------------|------------|------------|-----------------------------|--------------|
| <i>Global</i>                        | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>          |              |
|                                      | 5"         | 10"        | 8          | Scoring, Martial Discipline |              |
| <i>Defensive</i>                     | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                  |              |
|                                      | 1          | 4          | 3          | 0                           | Light Armour |
| <i>Offensive</i>                     | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                   | <i>Agi</i>   |
| <b>Citizen Archer</b>                | 1          | 4          | 3          | 0                           | 5            |
| Lightning Reflexes, Longbow (3+, 3+) |            |            |            |                             |              |


|                |          |
|----------------|----------|
| <b>Options</b> | Musician |
|----------------|----------|



### SEA GUARD #1

Sea Guard x25 - Standard - Infantry - 20x20

## 550 POINTS



|                                                                   |            |            |            |                             |                      |
|-------------------------------------------------------------------|------------|------------|------------|-----------------------------|----------------------|
| <i>Global</i>                                                     | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>          |                      |
|                                                                   | 5"         | 10"        | 8          | Scoring, Martial Discipline |                      |
| <i>Defensive</i>                                                  | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                  |                      |
|                                                                   | 1          | 5          | 3          | 0                           | Light Armour, Shield |
| <i>Offensive</i>                                                  | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                   | <i>Agi</i>           |
| <b>Sea Guard</b>                                                  | 1          | 4          | 3          | 0                           | 5                    |
| Lightning Reflexes, Steady Aim, Cover Volley, Spear, Bow (3+, 3+) |            |            |            |                             |                      |

|                |                                       |
|----------------|---------------------------------------|
| <b>Options</b> | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|

**Special**



### SWORD MASTERS #1

SwordMasters x25 - Standard - Infantry - 20x20

## 630 POINTS



|                                               |            |            |            |                             |              |
|-----------------------------------------------|------------|------------|------------|-----------------------------|--------------|
| <i>Global</i>                                 | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>          |              |
|                                               | 5"         | 10"        | 8          | Scoring, Martial Discipline |              |
| <i>Defensive</i>                              | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                  |              |
|                                               | 1          | 6          | 3          | 0                           | Heavy Armour |
| <i>Offensive</i>                              | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                   | <i>Agi</i>   |
| <b>Sword Master</b>                           | 2          | 6          | 3          | 0                           | 6            |
| Lightning Reflexes, Sword Sworn, Great Weapon |            |            |            |                             |              |


|                |                                                            |
|----------------|------------------------------------------------------------|
| <b>Options</b> | Champion • Musician • Standard Bearer • Navigator's Banner |
|----------------|------------------------------------------------------------|



### LION GUARD #1

Lion Guard x25 - Standard - Infantry - 20x20

## 710 POINTS



|               |            |            |            |                                                          |  |
|---------------|------------|------------|------------|----------------------------------------------------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                                       |  |
|               | 5"         | 10"        | 8          | Strider, Scoring, Martial Discipline, Valiant, Bodyguard |  |

| Defensive  | HP  | Def | Res | Arm |                          |                                                                                                             |
|------------|-----|-----|-----|-----|--------------------------|-------------------------------------------------------------------------------------------------------------|
|            | 1   | 5   | 3   | 0   | Heavy Armour, Lion's Fur |                                                                                                             |
| Offensive  | Att | Off | Str | Ap  | Agi                      |                                                                                                             |
| Lion Guard | 1   | 5   | 4   | 1   | 5                        | Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Lightning Reflexes, Great Weapon |


|                |                                                            |
|----------------|------------------------------------------------------------|
| <b>Options</b> | Champion • Musician • Standard Bearer • War Banner of Ryma |
|----------------|------------------------------------------------------------|



### FLAME WARDENS #1

Flame Wardens x20 - Standard - Infantry - 20x20

**530 POINTS**



| Global       | Adv | Mar | Dis | Model Rules                           |                          |                                                  |
|--------------|-----|-----|-----|---------------------------------------|--------------------------|--------------------------------------------------|
|              | 5"  | 10" | 9   | Scoring, Fearless, Martial Discipline |                          |                                                  |
| Defensive    | HP  | Def | Res | Arm                                   |                          |                                                  |
|              | 1   | 5   | 3   | 0                                     | Aegis (4+), Heavy Armour |                                                  |
| Offensive    | Att | Off | Str | Ap                                    | Agi                      |                                                  |
| Flame Warden | 1   | 5   | 3   | 0                                     | 6                        | Lightning Reflexes, Fight in Extra Rank, Halberd |

|                |                                                             |
|----------------|-------------------------------------------------------------|
| <b>Options</b> | Champion • Musician • Standard Bearer • Banner of Becalming |
|----------------|-------------------------------------------------------------|

## Naval Ordnance



### SEA GUARD REAPER #1

Sea Guard Reaper - Standard - Construct - 60

**180 POINTS**



| Global    | Adv | Mar | Dis | Model Rules                     |              |                                                               |
|-----------|-----|-----|-----|---------------------------------|--------------|---------------------------------------------------------------|
|           | 5"  | 5"  | 8   | War Machine, Martial Discipline |              |                                                               |
| Defensive | HP  | Def | Res | Arm                             |              |                                                               |
|           | 4   | 1   | 4   | 0                               | Light Armour |                                                               |
| Offensive | Att | Off | Str | Ap                              | Agi          |                                                               |
| Crew      | 2   | 4   | 3   | 0                               | 5            | Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+) |



### SEA GUARD REAPER #2

Sea Guard Reaper - Standard - Construct - 60

**180 POINTS**



| Global    | Adv | Mar | Dis | Model Rules                     |              |                                                               |
|-----------|-----|-----|-----|---------------------------------|--------------|---------------------------------------------------------------|
|           | 5"  | 5"  | 8   | War Machine, Martial Discipline |              |                                                               |
| Defensive | HP  | Def | Res | Arm                             |              |                                                               |
|           | 4   | 1   | 4   | 0                               | Light Armour |                                                               |
| Offensive | Att | Off | Str | Ap                              | Agi          |                                                               |
| Crew      | 2   | 4   | 3   | 0                               | 5            | Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+) |

## The Ancient Allies



### FROST PHOENIX #1

Phoenix - Gigantic - Beast - 50x100

**380 POINTS**



| Global    | Adv | Mar | Dis | Model Rules                                                                          |  |
|-----------|-----|-----|-----|--------------------------------------------------------------------------------------|--|
|           | 2"  | 4"  | 8   | Light Troops, Light Troops, Fearless, Supernal, Fly (9", 18", 9", 18"), Rebirth (5+) |  |
|           | 9"  | 18" |     |                                                                                      |  |
| Defensive | HP  | Def | Res | Arm                                                                                  |  |

|                  |            |            |            |            |            |
|------------------|------------|------------|------------|------------|------------|
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i> |            |
|                  | 5          | 5          | 5          | 3          | Aegis (5+) |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i> |
| Phoenix          | 4          | 5          | 5          | 2          | 4 Frost    |



## FROST PHOENIX #2

Phoenix - Gigantic - Beast - 50x100

# 380 POINTS



|                  |            |            |            |                                                                                      |            |
|------------------|------------|------------|------------|--------------------------------------------------------------------------------------|------------|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                                                                   |            |
|                  | 2"         | 4"         | 8          | Light Troops, Light Troops, Fearless, Supernal, Fly (9", 18", 9", 18"), Rebirth (5+) |            |
|                  | 9"         | 18"        |            |                                                                                      |            |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>                                                                           |            |
|                  | 5          | 5          | 5          | 3                                                                                    | Aegis (5+) |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>                                                                            | <i>Agi</i> |
| Phoenix          | 4          | 5          | 5          | 2                                                                                    | 4 Frost    |

## Magics

Racial Trait Spell

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Casting | Range  | Type | Duration |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|--------|------|----------|
| <b>Favour of Meladys</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |         |        |      |          |
| <i>Mf</i>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 10+     | Caster |      | One Turn |
| <p>Immediately after successfully casting the spell, add one Veil Token to your Veil Token pool.</p> <p>When a friendly unit within 18" of the Caster suffers a wound before Special Saves, you may discard a Veil Token from your Veil Token pool instead and the wound is ignored. An attack with Multiple Wounds will inflict one wound less than usual instead. For Standard Infantry, up to 2 wounds are ignored per token provided they are suffered simultaneously. A maximum of two Veil Tokens may be discarded each phase for this purpose. Characters and Gigantic models can only ignore a single wound this way per phase.</p> |         |        |      |          |

## Magic banners

**Navigator's Banner:** R&F models in the bearer's unit gain **Distracting** in the FirstRound of Combat against attacks from enemies Engaged in the bearer's unit's Front Facing.

**War Banner of Ryma:** R&F model parts without Harnessed in a unit with one or more War Banners of Ryma gain **Devastating Charge (+1 Str)**. In addition, all Infantry models in the unit gain **Devastating Charge (+1" Adv)**.

**Banner of Becalming:** In the opponent's Magic Phase, during Siphon the Veil before converting Veil Tokens into Magic Dice, remove one Veil Token from the opponent's Veil Token pool and add one Veil Token to your Veil Token pool.

## Model Rules

**Aegis:**

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**Bow:**

**Cover Volley:** Attack Attribute - Shooting.

When an enemy unit declares a Charge against another unit containing one or more models with Martial Discipline in the Charge Phase, a single friendly unit containing one or more models with Cover Volley may immediately perform a Stand and Shoot Charge Reaction with the following conditions and restrictions:

- The distance between the Charger and the Charged unit must be greater than the Charger's Advance Rate (using the lowest value among the Charging models if there is more than one).
- The unit with Cover Volley is within 12" of the Charged unit.
- Only model parts with Cover Volley may shoot, and they may only shoot once per Charge Phase.
- The unit must use Stand and Shoot before the Charged unit declares its Charge Reaction. If the Charge is no longer possible after the unit's Stand and Shoot (e.g. due to the Charging unit being destroyed or failing a Panic Test), the Charged unit does not declare any Charge Reaction.
- The Stand and Shoot Charge Reaction is performed as if the enemy had declared the Charge against the unit with Cover Volley in their current position (apply the normal rules for the Stand and Shoot Charge Reaction, i.e. the Charging unit must be Located in the Front Arc of the unit with Cover Volley, the unit with Cover Volley cannot be Shaken or Fleeing, etc.).

**Elven Bolt Thrower:** Artillery Weapon.

This Shooting Weapon can be fired in two ways:

- Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (5x1), [Multiple Wounds (D3)].
- Range 48", Shots 6, Str 4, AP 2.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

**Fight in Extra Rank:**

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a

**March Move.** When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by 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 Features from which they take off and in which they land.

**Frost:** The model gains Aegis (5+), Fearless, and Supernal. Enemy units in base contact with one or more Frost Phoenixes suffer -2 Agility, -2 Offensive Skill, and -2 Defensive Skill.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armor

**Lance:** Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

**Light Armour:** Armor +1

**Light Troops:** Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

**Lightning Reflexes:**

**Lion's Fur:** If on foot, the wearer gains +1 Armour which is improved to +2 Armour against Shooting Attacks. Lion's Fur cannot be taken by a model with Dragonforged Armour.

**Longbow:** Portée 30", tir 1, Force 3, PA 0, tir de volée

**Martial Discipline:** If more than half of a unit's models have Martial Discipline, their Discipline Tests are subject to Minimised Roll except for Panic and Break Tests.

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**Multiple Wounds:** Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

**Rebirth:** Universal Rule.

The first time a Phoenix loses its last Health Point, the owner must roll a D6. The roll is successful on a roll of 5+ (or 3+ if the model has Warden's Bond):

- Remove the model as a casualty as usual, but place a marker on the centre of the model's final position.
- In the next Player Turn, at the start of step 3 of the Movement Phase Sequence (after Rallying Fleeing units), the Phoenix model is placed back on the Battlefield. The centre of the model must be placed within 3" of the marker and the model must be placed more than 1" away from other units and Impassable Terrain, facing any direction.
- If the model cannot be placed following these rules, it cannot return for the rest of the game.
- The returned model is the same model that left the game, including any and all ongoing effects (such as spells affecting the model), with the exception that it always returns with only 1 Health Point left and counts as Rallied in case it was Fleeing when it lost its last Health Point (and thus is Shaken until the end of the Player Turn).
- The model does not grant Victory Point for being Destroyed if it still has Health Points left at the end of the game.

If the roll fails, follow the normal rules (i.e the model is removed as a casualty)

**Scoring:** Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

**Shield:** +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

**Spear:**

**Steady Aim:** Attack Attribute - Shooting.

The model can shoot from the third rank (in addition to the 1st and 2nd) and it does not suffer to-hit penalties for Stand and Shoot Charge Reactions.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain. Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**Supernal:**

**Sword Sworn:** Attack Attribute - Close Combat.

The model part gains a +1 to-hit modifier when attacking with a Great Weapon.

**Valiant:** The model is immune to the effects of Fear. If more than half of a unit's models have Valiant, the unit automatically passes Panic Tests caused by Terror.














**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

### 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.

| Highborn<br>Lancers #1                                                           | Highborn<br>Lancers #2                                                            | Citizen<br>Archers #1                                                             | Citizen<br>Archers #2                                                             | Citizen<br>Archers #3                                                             | Sea Guard<br>#1                                                                   | Sword<br>Masters #1                                                               | Lion Guard<br>#1                                                                  | Flame<br>Wardens #1                                                                | Sea Guard<br>Reaper #1                                                              | Sea Guard<br>Reaper #2                                                              | Frost<br>Phoenix #1                                                                 | Frost<br>Phoenix #2                                                                 |
|----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
|  |  |  |  |  |  |  |  |  |  |  |  |  |