



KINGDOM OF EQUITAIN
FOOT LIST REWORK - 4 499 POINTS



1530 pts (34.00 %) 1178 pts (26.00 %) 1791 pts (40.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Fey**
 (40 Max) (25 Least) (0 NoLimit) (20 Max)

Characters

PALADIN #1
Paladin - Standard - Infantry - 20x20

415 POINTS

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm	Aeg	
	3	7	4	0 (+1)	6+	Aegis (+1, against Magical Attacks, max 4+), Honesty, Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
Paladin	4	7	4	1	6	Divine Attacks, Magical Attacks, Lance Formation, Hand Weapon

Options | Sainted • Shield • Bastard Sword • General • Ghostly Guard • Willow's Ward • Shield Breaker

EQUITAN LORD #1
Equitan Lord - Standard - Cavalry - 25x50

385 POINTS

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

MOUNT DESTRIER

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm	Aeg	
	C	C	C	C+2	C	
Offensive	Att	Off	Str	Ap	Agi	
Destrier	1	3	4	0	3	Harnessed

Options | Faith • Shield • Destrier • Lance • Dusk Forged • Uther's Mettle

FOLK HERO #1
Folk Hero - Standard - Infantry - 20x20

275 POINTS

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Musician, Wizard Apprentice, Ordeal, Traits of a Hero		
Defensive	HP	Def	Res	Arm	Aeg	
	3	5	4	0	6+	Light Armour
Offensive	Att	Off	Str	Ap	Agi	
Folk Hero	1	5	4	1	4	Hand Weapon, Paired Weapons

Options | Paired Weapons • Bannerman • Minstrel • Legion Standard x2 • Dragon Staff • Essence of Mithril



DAMSEL #1
Damsel - Standard - Infantry - 20x20

250 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Wizard Apprentice, Beloved	
Defensive	HP	Def	Res	Arm	Aeg
	3	3	3	0	6+ Honesty
Offensive	Att	Off	Str	Ap	Agi
Damsel	1	3	3	0	3 Hand Weapon

Options	Wizard Adept • Divination • Crystal Ball
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DAMSEL #2
Damsel - Standard - Infantry - 20x20

205 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	7	Wizard Apprentice, Beloved	
Defensive	HP	Def	Res	Arm	Aeg
	3	3	3	0	6+ Honesty
Offensive	Att	Off	Str	Ap	Agi
Damsel	1	3	3	0	3 Hand Weapon

Options	Wizard Adept • Shamanism
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Core



LOWBORN LEVIES #1
Lowborn Levies x49 - Standard - Infantry - 20x20

373 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Scoring, Ordeal	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	3	0 (+1)	6+ Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Lowborn Levy	1	2	3	0	3 Spear

Options	Shield and Spear • Champion • Musician • Standard Bearer
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FEUDAL KNIGHTS #1
Feudal Knights x11 - Standard - Cavalry - 25x50

535 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Scoring	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	2	6+ Courage, Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Feudal Rider	1	4	4	1	3 Lance Formation, Lance
Destrier	1	3	4	0	3 Harnessed

Options	Champion • Knight Banneret • Musician • Standard Bearer • Castellan's Crest
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LOWBORN ARCHERS #1
Lowborn Archers x10 - Standard - Infantry - 20x20

135 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Scoring, Ordeal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	3	0	6+	
Offensive	Att	Off	Str	Ap	Agi	
Lowborn Archer	1	2	3	0	3	Crossbow

Options	Crossbow (4+)
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LOWBORN ARCHERS #2
Lowborn Archers x10 - Standard - Infantry - 20x20

135 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	6	Scoring, Ordeal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	3	0	6+	
Offensive	Att	Off	Str	Ap	Agi	
Lowborn Archer	1	2	3	0	3	Crossbow

Options	Crossbow (4+)
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Special



SACRED RELIQUARY #1
Sacred Reliquary - Standard - Infantry - 40x60

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Attached, Exclusive (R&F Infantry), Not a Leader, Tall, War Platform, Sacred Relic, Ordained		
Defensive	HP	Def	Res	Arm	Aeg	
	5	4	4	2	6+	Honesty, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi	
Sacred Reliquary	4	4	4	1	3	



MEN-AT-ARMS #1
Men-at-Arms x29 - Standard - Infantry - 20x20

446 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Scoring, Stalwart Defense		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	6+	Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
Man-at-Arms	1	4	4	1	3	

Options	Avowed Armsmen • Champion • Musician • Standard Bearer • Oriflamme
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SKY HERALDS #1
Sky Heralds x6 - Standard - Cavalry - 40x40

375 POINTS



Global	Adv	Mar	Dis	Model Rules	

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fly (10", 14"), Light Troops, Skirmisher, Gallantry (1), Ordeal, Mount Support	
	10"	14"			
Defensive	HP	Def	Res	Arm	Aeg
	2	4	3	1	6+
					Hard Target (1), Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Herald	1	4	4	1	3
					Light Lance
Heraldic Steed	1	4	4	1	3
					Devastating Charge (+2 Att, Extra Support(3), Mount Support), Harnessed, Light Lance

Options	Light Lance • Champion • Musician • Standard Bearer
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SIEGE WEAPON #1

Siege Weapon - Standard - Construct - 75

165 POINTS



Global	Adv	Mar	Dis	Model Rules	
	0"	0"	7	War Machine	
Defensive	HP	Def	Res	Arm	Aeg
	5	1	4	0	6+
					Honesty
Offensive	Att	Off	Str	Ap	Agi
Crew	4	2	3	0	3
					Move or Fire

Options	Trebuchet (4+)
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SIEGE WEAPON #2

Siege Weapon - Standard - Construct - 75

165 POINTS



Global	Adv	Mar	Dis	Model Rules	
	0"	0"	7	War Machine	
Defensive	HP	Def	Res	Arm	Aeg
	5	1	4	0	6+
					Honesty
Offensive	Att	Off	Str	Ap	Agi
Crew	4	2	3	0	3
					Move or Fire

Options	Trebuchet (4+)
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HEDGE KNIGHTS #1

Hedge Knights x9 - Standard - Cavalry - 25x50

440 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	8	Light Troops, Daring	
Defensive	HP	Def	Res	Arm	Aeg
	1	4	3	2	6+
					Courage, Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Hedge Knight	1	4	4	1	3
					Devastating Charge (Battle Focus, Frenzy, Fearless, +2Ag, -2 Def), Lance Formation, Light Lance, Paired Weapons
Cob	1	3	4	0	3
					Harnessed

Options	Champion • Knight Banneret • Musician • Standard Bearer • Banner of Roland
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Magics				
Racial Trait Spell				
	Casting	Range	Type	Duration

	Casting	Range	Type	Duration
H Breath of the Lady				
Mf	7+		Translation missing: en.magic_spell.type_target.Caster	Instant

Add two Blessing Tokens to your Blessing Token pool.



Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
5	Unerring Strike	<7+> {10+}	18"	Hex Missile Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks .
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Distracting and Hard Target.
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.
A	Guiding Light		12"	Augment	One Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
6	Mirror of the Veil	(7+){10+}	(18"){6" Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
2	Fate's Judgement	<5+> {9+}	18"	Hex Missile Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



Shamanism

		Casting	Range	Type	Duration	Effect
5	Totemic Summon	9+ [12+]	96"	Ground	Instant	Summon a Totemic Beast (profile below). It must be placed within 1" [10"] of the Board Edge. Totemic Beast (for Totemic Summon) single model Size Large Type Beast Base 40x40 mm Global Adv Mar Dis Model Rules 3D6" - 7 Fearless, Random Movement (3D6") Defensive HP Def Res Arm 3 3 5 - Offensive Att Off Str AP Agi 4 3 5 2 3 Breath Attack (Str 3, AP 0)
3	Savage Fury	5+ [8+]	12" [24"]	Universal	One Turn	The target gains Frenzy and Battle Focus.
4	Chilling Howl	6+ [10+]	36"	Hex	One Turn	All units within 6" [12"] of the target when the spell is cast suffer a -1 to-wound modifier on their Shooting [Ranged] Attacks [including effects of spells cast while affected by spell effects].
6	Break the Spirit	9+ [11+]	18" [36"]	Hex	One Turn	The target suffers a -1 to-hit modifier, and treats all Terrain (including Open Terrain) as Dangerous Terrain (2).
1	Awaken the Beast	5+ [7+]	18"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration [+1 Resilience].
A	Scarification		Caster		One Turn	Melee Attacks against the target can never wound on better than 5+.
2	Swarm of Insects	5+ [8+]	24" [48"]	Hex Missile Damage	Permanent	Immediately after successfully casting this spell, the target suffers 5D6 hits with Strength 1, Armour Penetration 0, and Magical Attacks. If one or more unsaved wounds are caused, the target suffers -1 to hit with its Shooting Attacks. This spell is immediately ended when the target performs an Advance, March, Charge, Failed Charge, or Pursuit Move.

Magic items

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Shield Breaker: Attacks made with this weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

Willow's Ward: While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If the reroll from Dusk Forged is failed, the bearer automatically fails any Special Save against that wound.

Uther's Mettle: Attacks made with this weapon ignore Parry. At the start of the Initiative Step in which the wielder's Close Combat Attacks will be performed, nominate one enemy unit Engaged with the wielder's Front Facing. The wielder gains +1 Attack Value, up to a maximum of +5: • For each rank of the nominated unit after the first if the wielder's model is Engaged with the unit's Front or Rear Facing. • For each file of the nominated unit after the first if the wielder's model is Engaged with the unit's Flank Facing. The additional attacks must be allocated towards non-Champion R&F models of the nominated unit. If this is not possible, the additional attacks are ignored.

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

Magic banners

Castellan's Crest: One use only. May be activated immediately before declaring a Charge with the bearer or the bearer's unit in the Charge Phase. Failed Charge Range rolls of the bearer or the bearer's unit must be rerolled until the end of the phase. Other Characters Charging out of the bearer's unit are not affected.

Oriflamme: The bearer gains **Fear** while Engaged in Combat. Enemy units in base contact with the bearer's unit cannot benefit from Rally Around the Flag.

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Banner of Roland: The bearer's unit gains **Aegis (+1, max. 4+, against Ranged Attacks)**. In addition, enemy units cannot choose Stand and Shoot as a Charge Reaction against Charges declared by the bearer's unit.

Model Rules

Aegis:

Attached:

Beloved: Universal Rule.

While the model is joined to a unit with at least one Full Rank, it gains Stand Behind.

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.

Crossbow: Range 30" Shots 1 Strength 4 Armour Penetration 1 Unwieldy

Daring: Units with more than half of their models with Daring cannot voluntarily declare Flee as a Charge Reaction and **must** reroll failed Panic Tests.

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Divine Attacks: Successful Aegis saves taken against the attack must be rerolled.

Exclusive:

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.

Gallantry: During Army List creation, the unit gains a Gallantry value that corresponds to the value stated in brackets (X).

Multiple instances of Gallantry (X) in the same unit do not stack. The sum of the Gallantry values of all units on the Army List is restricted to 1 per 650 Army Points, rounding fractions up (this means that e.g. a 4500 pts army can contain units with a combined Gallantry value of up to 7).

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

Hard Target:

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 Armour

Honesty: The model gains Aegis (+1, against Magical Attacks, max. 4+)

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.

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.

Light Armour: Armor +1

Light Lance:

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.

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

Mount Support: The model part ignores Harnessed for the purpose of Supporting Attacks.

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.

Musician:

Not a Leader: The model cannot be the General.

Ordained: At the start of step 7 of the Pre-Game Sequence (Spell Selection), add 1 Blessing Token to your Blessing Token pool for each model with Ordained on your Army List.

Ordeal: The model gains Aegis (+1, max. 5+) with the following condition: Its unit must be Engaged in the same Combat as at least one other friendly unit containing one or more models with Courage or Honesty.

Units consisting entirely of models with Ordeal are ignored by units with more than half of their models with Courage for the purpose of Panic Tests.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Sacred Relic: Universal Rule.

The model must be deployed in a Standard Height Infantry unit and can never voluntarily leave it. The model's unit gains the following rules:

- Fight in Extra Rank
- The unit's Discipline Tests are subject to Minimised Roll.
- At the start of every Magic Phase, if the unit is Engaged in Combat, add one Orison Token to your Orison Token pool

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.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Spear:

Stalwart Defense: Enemy units in base contact with one or more models with Stalwart Defense do not count as Charging for the purpose of Devastating Charge.

Tall:

Traits of a Hero: Universal Rule.

The Folk Hero model part must choose at least 1 and up to 2 different Heroic Traits.

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.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation).
- It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

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

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.

Lowborn Levies #1	Feudal Knights	Sacred Reliquary #1	Men-at- Arms #1	Sky Heralds #1	Paladin #1	Equitan Lord #1	Folk Hero #1	Damsel #1	Damsel #2	Lowborn Archers #1	Lowborn Archers #2	Siege Weapon #1	Siege Weapon #2	Hedge Knights #1