



HIGHBORN ELVES

LISTE AVION - 4 500 POINTS



1335 pts (30.00%) 1126 pts (25.00%) 1538 pts (34.00%) 1347 pts (30.00%) 0 pts (0.00%)
Characters **Core** **Special** **Queen's Bows** **Naval Ordnance**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (15 Max)

Characters



HIGH PRINCE #1

High Prince - Standard - Infantry - 20x20mm

520 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----|-----|-----|--------------------|--------------|---|
| | 5" | 10" | 10 | Martial Discipline | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 7 | 3 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| High Prince | 4 | 7 | 4 | 1 | 8 | Lightning Reflexes, Lightning Reflexes, Hand Weapon |

| | |
|--------------------|--|
| Options | General • Heavy Armour (Protection of Dorac) • Spear (Sliver of the Blazing Dawn) • High Warden of the Flame |
| Magic items | Protection of Dorac (Heavy Armour) • Sliver of the Blazing Dawn (Spear) • Dragon Staff |



COMMANDER #1

Commander - Standard - Infantry - 20x20mm

310 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--------------------|--------------|---|
| | 5" | 10" | 9 | Martial Discipline | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 6 | 3 | 0 | Light Armour | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Commander | 3 | 6 | 4 | 1 | 7 | Lightning Reflexes, Lightning Reflexes, Hand Weapon |

| | |
|----------------------|--|
| Options | Battle Standard Bearer • Longbow (1+) (Elu's Heartwood) • Dragonforged Armour • Shield |
| Magic items | Elu's Heartwood (Longbow (1+)) |
| Magic banners | Aether Icon (x2) (Battle Standard Bearer) |



MAGE #1

Mage - Standard - Infantry - 20x20mm

505 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|--|-----|---|
| | 5" | 10" | 9 | , Master of Wizard Adept, Martial Discipline Spellcrafting | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 4 | 3 | 0 | | |
| Offensive | Att | Off | Str | Ap | Agi | |
| Mage | 1 | 4 | 3 | 0 | 5 | Lightning Reflexes, Lightning Reflexes, Hand Weapon |

| | |
|--------------------|-----------------------------------|
| Options | Wizard Master • Cosmology |
| Magic items | Magical Heirloom • Binding Scroll |

Core



SEA GUARD #1

Sea Guard x28 - Standard - Infantry - 20x20mm

661 POINTS



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

| Options | Champion • Musician • Standard Bearer |
|---------|---------------------------------------|
|---------|---------------------------------------|



CITIZEN SPEARS #1

Citizen Spears x20 - Standard - Infantry - 20x20mm

280 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|-----------------------------|----------------------|--|
| | 5" | 10" | 8 | Scoring, Martial Discipline | | |
| Defensive | HP | Def | Res | Arm | Light Armour, Shield | |
| | 1 | 4 | 3 | 0 | | |
| Offensive | Att | Off | Str | Ap | Agi | Fight in Extra Rank, Lightning Reflexes, Spear |
| Citizen Spear | 1 | 4 | 3 | 0 | 5 | |

| Options | Champion • Musician |
|---------|---------------------|
|---------|---------------------|



ELEIN REAVERS #1

Elein Reavers x5 - Standard - Cavalry - 25x50mm

185 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|--------------|-----|-----|-----|--|--------------|---------------------------------|
| | 9" | 18" | 8 | Feigned Flight, Light Troops, Vanguard, Martial Discipline | | |
| Defensive | HP | Def | Res | Arm | Light Armour | |
| | 1 | 4 | 3 | 1 | | |
| Offensive | Att | Off | Str | Ap | Agi | Lightning Reflexes, Light Lance |
| Elein Reaver | 1 | 4 | 3 | 0 | 5 | |
| Offensive | Att | Off | Str | Ap | Agi | Harnessed |
| Elven Horse | 1 | 3 | 3 | 0 | 4 | |

| Options | Bow (3+) |
|---------|----------|
|---------|----------|

Special



FLAME WARDENS #1

Flame Wardens x24 - Standard - Infantry - 20x20mm



628 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|---------------------------------------|----------------------|--|
| | 5" | 10" | 9 | Fearless, Scoring, Martial Discipline | | |
| Defensive | HP | Def | Res | Arm | , Heavy Aegis Armour | |
| | 1 | 5 | 3 | 0 | | |
| Offensive | Att | Off | Str | Ap | Agi | |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|---------------------|------------|------------|------------|-----------|------------|--|
| Flame Warden | 1 | 5 | 3 | 0 | 6 | Fight in Extra Rank , Lightning Reflexes, Halberd |

| | |
|----------------------|---|
| Options | Champion • Musician • Standard Bearer |
| Magic banners | Navigator's Banner (Banner Enchantment) |

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|--|--|-------------------|---|
|  | KNIGHTS OF RYMA #1 Knights of Ryma x5 - Standard - Cavalry - 25x50mm | 340 POINTS |  |
|--|--|-------------------|---|



| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
|---------------|------------|------------|------------|-----------------------------|
| | 9" | 18" | 9 | Scoring, Martial Discipline |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|------------------|-----------|------------|------------|------------|------------------------------|
| | 1 | 5 | 3 | 2 | , Dragonforged Shield Armour |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|-----------------------|------------|------------|------------|-----------|------------|---|
| Knight of Ryma | 1 | 5 | 4 | 1 | 6 | Devastating Charge, Lightning Reflexes, Lance |

| | | | | | | |
|--------------------|---|---|---|---|---|-----------|
| Elven Horse | 1 | 3 | 3 | 0 | 4 | Harnessed |
|--------------------|---|---|---|---|---|-----------|

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|----------------|---------------------|
| Options | Champion • Musician |
|----------------|---------------------|

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|--|--|-------------------|--|
|  | KNIGHTS OF RYMA #2 Knights of Ryma x5 - Standard - Cavalry - 25x50mm | 340 POINTS |  |
|--|--|-------------------|--|

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
|---------------|------------|------------|------------|-----------------------------|
| | 9" | 18" | 9 | Scoring, Martial Discipline |

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|------------------|-----------|------------|------------|------------|------------------------------|
| | 1 | 5 | 3 | 2 | , Dragonforged Shield Armour |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|-----------------------|------------|------------|------------|-----------|------------|---|
| Knight of Ryma | 1 | 5 | 4 | 1 | 6 | Devastating Charge, Lightning Reflexes, Lance |

| | | | | | | |
|--------------------|---|---|---|---|---|-----------|
| Elven Horse | 1 | 3 | 3 | 0 | 4 | Harnessed |
|--------------------|---|---|---|---|---|-----------|

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|----------------|---------------------|
| Options | Champion • Musician |
|----------------|---------------------|

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|--|--|-------------------|---|
|  | LION GUARD #1 Lion Guard x10 - Standard - Infantry - 20x20mm | 230 POINTS |  |
|--|--|-------------------|---|

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

| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
|------------------|-----------|------------|------------|------------|--------------------------|
| | 1 | 5 | 3 | 0 | Heavy Armour, Lion's Fur |

| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|-------------------|------------|------------|------------|-----------|------------|---|
| Lion Guard | 1 | 5 | 4 | 1 | 5 | Lightning Reflexes, Multiple Wounds, Great Weapon |

| | |
|----------------|----------|
| Options | Musician |
|----------------|----------|

Queen's Bows



QUEEN'S GUARD #1
Queen's Guard x17 - Standard - Infantry - 20x20mm

501 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|---------------|-----|-----|-----|-----------------------------|--------------|
| | 5" | 10" | 8 | Scoring, Martial Discipline | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 5 | 3 | 0 | Light Armour |
| Offensive | Att | Off | Str | Ap | Agi |
| Queen's Guard | 1 | 5 | 3 | 0 | 5 |

| Options | Champion • Musician • Standard Bearer |
|---------|---------------------------------------|
|---------|---------------------------------------|

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|--|---------|--------|--------|---------------|
| <i>H Favour of Meladys</i> | | | | |
| <i>Mf</i> | 10+ | Caster | Caster | Last one Turn |
| <p>You gain one Veil Token that is not removed when the spell ends. 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 and apply the following rules instead:</p> <ul style="list-style-type: none"> No Special Save can be taken. If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored. <p>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> | | | | |



Cosmology

Duality: All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

| | | Casting | Range | Type | Duration | Effect |
|---|-------------------------------|---------|-------|-------------------------------|---------------|---|
| 4 | Perception of Strength Chaos | 8+ | 24" | Hex | Last one Turn | The target suffers -1 Strength and -1 Armour Penetration. |
| 5 | Unity in Divergence Cosmos | 10+ | 24" | Augment | Last one Turn | All models in the target unit gain Aegis (5+) . |
| 5 | Unity in Divergence Chaos | 10+ | 24" | Hex, Damage, Direct | Instant | Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks. |
| 4 | Perception of Strength Cosmos | 8+ | 24" | Augment | Last one Turn | The target gains +1 Strength and +1 Armour Penetration. |
| 6 | Truth of Time Cosmos | 7+ | 24" | Augment, Focused | Instant | The target Recovers 1 Health Point |
| 6 | Touch the Heart chaos | 7+ | 24" | Hex, Missile, Damage, Focused | Instant | The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks. |
| 1 | Altered Sight Chaos | 5+ | 24" | Hex | Last one Turn | The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1. |
| 2 | Truth of Time Cosmos | 5+ | 24" | Augment | Last one Turn | Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll. |
| 2 | Truth of Time Chaos | 5+ | 24" | Hex | Last one Turn | Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll. |
| 1 | Altered Sight Cosmos | 5+ | 24" | Augment | Last one Turn | The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1. |
| 3 | Ice and Fire Cosmos | 8+ | 24" | Hex, Missile, Damage | Instant | The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled. |
| 3 | Ice and Fire Chaos | 8+ | 24" | Hex, Damage, Augment | Instant | The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks . Successful Armour Saves against wounds caused by this spell must be rerolled. |

Magic items

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

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

Elu's Heartwood: This weapon gains Shots 3, Str as user +1, AP as user +1, and **Magical Attacks**.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Protection of Dorac: The wearer gains +2 Armour and +2 Defensive Skill.

Sliver of the Blazing Dawn: Attacks made with this weapon gain +1 Strength, +2 Armour Penetration, and become **Magical Attacks**. Each successful to-hit roll with this weapon causes two hits instead of one.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

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

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: 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.).

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.

Dragonforged Armour: Armour Equipment

Heavy Armour. The wearer gains Aegis (2+, against Flaming Attacks) and Aegis (6+), and automatically fails all Fortitude Saves.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fight in Extra Rank:

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.

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

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 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 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.

Lightning Reflexes:

Lightning Reflexes: Close Combat

A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0.

Lion's Fur: Armour Equipment

If on foot, the wearer gains +1 Armour, which is improved to +2 Armour against Shooting Attacks.

Longbow: Portée 30", tir 1, Force 3, PA 0, Tir précis, Tir rapide

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.

Master of Spellcrafting: The Wizard's spells have their Casting Value reduced by 1. When performing a Casting Attempt with a single Magic Dice, a natural roll of '1' or '2' is always a failed Casting Attempt, regardless of any modifiers.

Moonlight Arrows: This Attack Attribute can only be used with Bows or Longbows without Weapon Enchantments. The attacks become **Flaming Attacks** and **Magical Attacks**, and have their Strength set to 4 and their Armour Penetration set to 1.

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.

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: The model can shoot from the third rank (in addition to the first and second) and it does not suffer the -1 to-hit modifier 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.

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.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. 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.

Wizard Adept: - Knows 2 spells.

- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and 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.

Sea Guard #1



Citizen Spears #1



Elein Reavers #1



Flame Wardens #1



High Prince #1



Commander #1



Mage #1



Knights of Ryma #1



Queen's Guard #1



Knights of Ryma #2



Lion Guard #1

