



KINGDOM OF EQUITAIN

SINOPE BONNAVENTURA 01 02 21 COPY - 15 829 POINTS



1710 pts (38.00 %) 1125 pts (25.00 %) 1640 pts (36.00 %) 510 pts (11.00 %)

Characters **Core** **Special** **Airborne Gallantry**
 (40 Max) (25 Least) (0 NoLimit) (40 Max)

Characters



DUKE #3

Duke - Large - Cavalry - 40x40mm

510 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm		
	3	6	4	0	The Blessing	, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi	
Duke	4	6	4	1	6	Lance Formation, Oath of Fealty, Hand Weapon



MOUNT PEGASUS

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fly (8", 16", 8", 16")		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	C	C	4	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Pegasus	2	4	4	1	4	Harnessed

Options	Shield (Fortress of Faith) • Lance • Pegasus • Might
Magic items	Fortress of Faith (Shield) • Basalt Infusion (Heavy Armour)



DUKE #2

Duke - Standard - Cavalry - 25x50mm

525 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	9			
Defensive	HP	Def	Res	Arm		
	3	6	4	0	The Blessing	, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi	
Duke	4	6	4	1	6	Lance Formation, Oath of Fealty, Hand Weapon



MOUNT BARDED WARHORSE

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

Options	Shield • Questing Oath, Bastard Sword (Cleansing Light) • Barded Warhorse • General • Audacity
Magic items	Crusader's Salvation (Heavy Armour) • Cleansing Light (Questing Oath, Bastard Sword) • Potion of Strength • Dragonfire Gem • Dragon Staff



PALADIN #1

Paladin - Standard - Cavalry - 25x50mm

290 POINTS



Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8			
Defensive	HP	Def	Res	Arm		
	3	5	4	0	The Blessing	, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi	
Paladin	3	5	4	1	5	Lance Formation, Oath of Fealty, Hand Weapon



MOUNT BARDED WARHORSE

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

Options	Battle Standard Bearer • Shield • Lance (Wyrwood Core) • Barded Warhorse
Magic items	Alchemist's Alloy (Heavy Armour) • Wyrwood Core (Lance)



DAMSEL #1

Damsel - Standard - Cavalry - 25x50mm

385 POINTS



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



MOUNT BARDED WARHORSE

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

Options	Druidism • Barded Warhorse • Wizard Master
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Core



KNIGHTS ASPIRANT #6

Knights Aspirant x15 - Standard - Cavalry - 25x50mm

695 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	16"	7	Scoring, Impetuous		
Defensive	HP	Def	Res	Arm		
	1	3	3	2	The Blessing	, Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	
Knight Aspirant	1	3	3	0	3	Lance Formation, Devastating Charge, Lance

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of the Last Charge (Banner Enchantment)



KNIGHTS ASPIRANT #11

Knights Aspirant x10 - Standard - Cavalry - 25x50mm

430 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	7	Scoring, Impetuous

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	2	The Blessing, Heavy Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Knight Aspirant	1	3	3	0	3	Lance Formation, Devastating Charge, Lance
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

Options	Champion • Musician • Standard Bearer
Magic banners	Legion Standard (Banner Enchantment)

Special



YEOMAN OUTRIDERS #3

Yeoman Outriders x5 - Standard - Cavalry - 25x50mm

130 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	6	Feigned Flight, Vanguard, Light Troops, Serf, Insignificant

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	1	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Yeoman Outrider	1	3	3	0	3	Light Lance
Horse	1	3	3	0	3	Harnessed

Options	Throwing Weapons (5+)
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YEOMAN OUTRIDERS #2

Yeoman Outriders x5 - Standard - Cavalry - 25x50mm

130 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	16"	6	Feigned Flight, Vanguard, Light Troops, Serf, Insignificant

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	1	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Yeoman Outrider	1	3	3	0	3	Light Lance
Horse	1	3	3	0	3	Harnessed

Options	Throwing Weapons (5+)
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KNIGHTS OF THE QUEST #1


Knights of the Quest x13 - Standard - Cavalry - 25x50mm

675 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	2	The Blessing, Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Knight of the Quest	1	4	4	1	4	Lance Formation, Questing Oath, Bastard Sword
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge


Options	Champion • Musician • Standard Bearer
Magic banners	Flaming Standard (Banner Enchantment)



KNIGHTS OF THE QUEST #3

Knights of the Quest x13 - Standard - Cavalry - 25x50mm

705 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	16"	8	Scoring		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	2	The Blessing, Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Knight of the Quest	1	4	4	1	4	Lance Formation, Questing Oath, Bastard Sword
Barded Warhorse	1	3	3	0	3	Harnessed, Devastating Charge

Options	Champion • Musician • Standard Bearer
Magic banners	Oriflamme (Banner Enchantment)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Breath of the Lady				
<i>Mf</i>	{8+} {10+}	{18"} {36"}	Augment	Last one Turn
The target must reroll natural to-hit and to-wound rolls of '1' with its Melee Attacks, and must reroll natural Armour Save rolls of '1'.				



Druidism

Nature's Call: All Wizards that know at least one Druidism spell (excluding Bound Spells) know the Learned Spell The Oaken Throne in addition to their other spells.

		Casting	Range	Type	Duration	Effect
6	Spirits of the Wood	7+ {6+}	12"	Augment, {Universal}	Last one Turn	Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).}
0	The Oaken Throne	4+	Caster	Caster	Permanent	If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text. The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute. This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).
2	Master of Earth	6+ {5+}	18"	Hex, Damage, Direct	Instant	The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.
1	Healing Waters	7+ {6+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Water Terrain Feature on the board. The target gains Fortitude (5+) {(4+)}.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
A	Fountain of Youth		12"	Augment, Focused	Instant	The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.
4	Summer Growth	11+ {10+}	24"	Augment	Instant	This spell has different effects depending on the target: Standard Infantry/Beast* : Raise 4 {6} Health Points. Towering Presence** : Raise 1 {1} Health Point. Anything else*** : Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.
5	Stone Skin	9+ {8+}	12"	Augment	Last one Turn	The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board. The target gains +2 {+3} Resilience.
3	Entwining Roots	6+ {5+}	12"	Hex	Last one Turn	The Range of this spell can be measured from the Caster or from any Forest Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.

Magic items

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Cleansing Light: At the start of each Round of Combat, the wielder may choose to have attacks made with this enchanted weapon become Flaming Attacks and Magical Attacks.

Crusader's Salvation: The wearer gains +1 Armour and **must** reroll failed Armour Saves.

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

Dragonfire Gem: The bearer gains Aegis (2+, against Flaming Attacks). The bearer automatically fails all Fortitude Saves.

Fortress of Faith: While using this Shield, the bearer **must** reroll natural to-hit and to-wound rolls of '1' with its Close Combat Attacks, and **must** reroll natural Armour Save rolls of '1'.

Potion of Strength: One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

Wyrwood Core: The wielder gains **Breath Attack (Str 5, AP 0, Flaming Attacks)**. Attacks made with this weapon become **Flaming Attacks** and **Magical Attacks**.

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.

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Banner of the Last Charge: R&F Cavalry models in the bearer's unit gain **Impact Hits (X)**, where X is equal to the number of Full Ranks in the unit. These Impact Hits are resolved with Strength 4 and Armour Penetration 1.

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit.

The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

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.

Oriflamme: The bearer gains Fear.

Enemy units in base contact with the bearer's unit cannot benefit from Rally Around the Flag.

Model Rules

Aegis:

Bastard Sword: Close Combat Weapon

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and always strike at Initiative Step 0 (regardless of the wielder's Agility). In the First Round of Combat, it may instead be used as a Spear if the wielder is Infantry or as a Light Lance if the wielder is not Infantry. All R&F models in the unit must use the weapon in the same way. A Bastard Sword can be enchanted as if it was a Great Weapon.

Beloved: Universal Rule.

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

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.

Eternal Champion: Universal Rule.

The Green Knight cannot be deployed during the Deployment Phase. Once per game, at the start of any of your Movement Phases, you may deploy The Green Knight within 6" of a friendly Damsel.

The Green Knight cannot perform a March Move this Player Turn.

If The Green Knight has not been deployed by the end of the game, it counts as destroyed.

While The Green Knight is within 12" of a friendly Damsel, it gains Stubborn and may Issue and Accept Duels as if it was a Champion.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

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.

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.

Forlorn Hope: Personal Protection.

Enemy models do not count as charging for the purpose of Devastating Charge when attacking models with Forlorn Hope.

Ghost Step: The model treats all Terrain Features as Open Terrain for movement purposes, but must abide by the Unit Spacing rule upon the completion of its moves.

Grail Oath: 0-1 Characters with Grail Oath per Army.

- Universal Rule.

The model gains Fearless.

- Personal Protection.

The model gains Aegis (5+). Characters with Grail Oath gain +1 Defensive Skill.

- Attack Attribute - Close Combat.

The model part gains Magical Attacks. Characters with Grail Oath gain +1 Offensive Skill.

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 with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Holy Migh: Attack Attribute - Melee.

The model part can make up to 2 Supporting Attacks while its unit has at least one Full Rank.

Impetuous: Universal Rule.

A unit consisting entirely of models with this rule may reroll failed Charge Range rolls. The model gains Frenzy and Fearless while Engaged in Combat.

Insignificant:

Lambent Sword: Melee Weapon.

Attacks made with this weapon gain +2 Strength, +2 Armour Penetration, and ignore Parry.

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: Attack Attribute - Close Combat

The model gains Fight in Extra Rank.

If more than half of a unit's models have Lance Formation, it only needs to be 3 models wide in order to form Full Ranks. In addition, the model gains Devastating Charge (Fight in Extra Rank) if its unit is exactly 3 models wide.

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.

Magic Resistance:

Oath of Fealty: Universal Rule.

The model gains Commanding Presence with the following restrictions: It has a range of 6" and can only benefit units with more than half of their models with Serf.

Pure of Heart: Universal Rule.

Only Damsels and Characters with Grail Oath may join a unit with this rule.

Questing Oath: - Universal Rule.

The model is immune to the effects of Fear from enemy models. Models with Questing Oath gain +2 Advance Rate when rolling for Charge Range against enemy units with at least one model with Fear.

- Attack Attribute - Close Combat.

The model part gains +1 to-hit with Close Combat Attacks against models with Fear

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.

Serf: A unit gains +2 March Rate until the end of the Movement Phase if both the following conditions are met:

- more than half of its models with Type Infantry and/or Cavalry have Serf and

- the unit is under the effect of Commanding Presence from one or more models with Oath of Fealty at the start of its March Move.

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

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:

Terror: The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

The Blessing: The model gains Aegis (6+). Before rolling for the first turn (at the beginning of step 7 of the Deployment Phase Sequence), decide if the Kingdom of Equitaine army Prays or not. If it does, friendly models with The Blessing gain an additional Aegis (5+, against Strength 5 or more), and the army cannot gain any bonus to the Roll for First Turn.

Thrice Blessed: Personal Protection.

The Green Knight gains The Blessing.

If the Army Prayed, The Green Knight gains Aegis (+1).

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 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.

Knights of the Realm #2



Yeoman Outriders #1



Knights Aspirant #2



Yeoman Outriders #3



Knights Aspirant #3



Yeoman Outriders #2



Knights of the Grail #1



Knights Aspirant #1



Duke #3



Knights of the Grail #2



Knights of the Realm #1



Knights of the Quest #1



Knights Aspirant #9



Knights of the Quest #2



Knights of the Quest #3



Duke #2



Knights Forlorn #1



Knights Aspirant #7



Paladin #1



Knights of the Quest #4



Knights Aspirant #4



The Green Knight



Damsel #1



Knights Forlorn #2



Knights Aspirant #5



Knights of the Grail #3



Knights Aspirant #6



Knights of the Quest #5



Knights of the Realm #3



Knights Aspirant #8



Knights of the Realm #4



Knights of the Realm #5



Peasant Levy #1



Knights of the Realm #6



Knights Aspirant #10



Knights Aspirant #11



Knights of the Realm #7



Pegasus Knights #1



Pegasus Knights #2