



# HIGHBORN ELVES

## LOTHERN SEA GUARD - 200 POINTS



0 pts (0.00 %) Characters (40 Max)  
 0 pts (0.00 %) Core (25 Least)  
 200 pts (4.00 %) Special (0 NoLimit)  
 0 pts (0.00 %) Queen's Bows (30 Max)

### Special



**SEA GUARD REAPER #1**  
 Sea Guard Reaper - Standard - Construct - 60

200 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	5"	8	Martial Discipline, War Machine	
Defensive	HP	Def	Res	Arm	
	4	1	4	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
<b>Crew</b>	2	4	3	0	5

Elven Bolt Thrower, Move or Fire, Lightning Reflexes

### Magics

Racial Trait Spell

	Costing	Range	Type	Duration
<b>H Favour of Meladys</b>				
Mf	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"> <li>No Special Save can be taken.</li> <li>If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored.</li> </ul> <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>				

### Model Rules

**Elven Bolt Thrower:** Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1x5), [Multiple Wounds (D3)]
- Range 48", Shots 6, Str 4, AP 2

**Light Armour:** Armor +1

**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.

**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.

**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

Your 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 Reaper #1

