



HIGHBORN ELVES

LIST HAUTES LIGNEES ELVES #2 - 4 496 POINTS



996 pts (22.00 %) 1130 pts (25.00 %) 380 pts (8.00 %) 1130 pts (25.00 %) 1450 pts (32.00 %) 540 pts (12.00 %)

Characters **Core** **The Ancient Allies** **Elder Service** **Special** **Peacekeepers**

(40 Max) (25 Least) (20 Max) (30 Max) (0 NoLimit) (15 Max)

Characters

LORDS OF THE SEAS - HIGH PRINCE #1

Lords of the Seas - High Prince - *Standard - Infantry - 20x20*

476 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lords of the Seas - High Prince	5	7	7	4	3	3	8	4	10	Infantry
Model Rules	Lightning Reflexes • Martial Discipline • Light Armour									
Options	Shield • Heavy Armour • Ogre Sword • Armour of Destiny • Crown of Scorn									

MAGE #1

Mage - *Standard - Infantry - 20x20*

520 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mage	5	4	4	3	3	3	5	1	9	Infantry
Grand Taurus	6	5	0	6	5	4	3	4	6	Monster
Model Rules	Lightning Reflexes • Wizard Apprentice with 1 learned spell • Martial Discipline • Master of Balance • Corps embrasé • Nourri par le feu • Flaming Attacks • Fly • Large target • Terror									
Options	May become Wizard Master • Pyromancy • 4 spells									

Core

CITIZEN ARCHERS #1

Citizen Archers **x30** - *Standard - Infantry - 20x20*

560 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Archers	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Martial Discipline • Scoring • Light Armour • Longbow									
Options	Musician									

CITIZEN ARCHERS #2

Citizen Archers **x30** - *Standard - Infantry - 20x20*

570 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Archers	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Martial Discipline • Scoring • Light Armour • Longbow									
Options	Standard Bearer • Gleaming Icon									

Special

FLAME WARDENS #1
Flame Wardens **x20** - Standard - Infantry - 20x20

640 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Flame Wardens	5	5	4	3	3	1	6	1	9	Infantry
Model Rules	Fight in Extra Rank • Lightning Reflexes • Martial Discipline • Scoring • Immune to Psychology • Ward Save (4+) • Heavy Armour • Halberd									

Options	Champion • Standard Bearer • Banner of Becalming
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LION GUARD #1
Lion Guard **x30** - Standard - Infantry - 20x20

810 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lion Guard	5	5	4	4	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Martial Discipline • Scoring • Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Monsters, & Ridden Monster) • Strider (Forest) • Valiant • Great Weapon • Heavy Armour • Lion's Fur									

Options	Champion • Standard Bearer
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Peacekeepers

SEA GUARD REAPER #1
Sea Guard Reaper - Standard - Infantry - 60

180 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	-	4	4	-	-	-	War Machine
Crew(2)	5	4	4	3	-	-	5	1	8	
Model Rules	Light Armour • Elven Bolt Thrower									
Model Rules (Crew(2))	Lightning Reflexes • Martial Discipline									

SEA GUARD REAPER #2
Sea Guard Reaper - Standard - Infantry - 60

180 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	-	4	4	-	-	-	War Machine
Crew(2)	5	4	4	3	-	-	5	1	8	
Model Rules	Light Armour • Elven Bolt Thrower									
Model Rules (Crew(2))	Lightning Reflexes • Martial Discipline									

SEA GUARD REAPER #3
Sea Guard Reaper - Standard - Infantry - 60

180 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	-	4	4	-	-	-	War Machine
Crew(2)	5	4	4	3	-	-	5	1	8	
Model Rules	Light Armour • Elven Bolt Thrower									
Model Rules (Crew(2))	Lightning Reflexes • Martial Discipline									

The Ancient Allies

FIRE PHOENIX #1

Fire Phoenix - Standard - Infantry - 50x100

380 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fire Phoenix	2(9)	5	-	5	5	5	4	4	8	Monster
Model Rules	Fireborn • Flaming Attacks • Magical Attacks • Ward Save (5+) • Fly (9) • Flame Swoop • Rebirth									

Magics



		Casting	Range	Type	Duration	Effect
5	Flaming Swords	10+ [13+]	18" [6"Aura]	Augment	Remains in Play	The target's Close Combat and Shooting Attacks gain a +1 to-wound modifier, Magical Attacks, and Flaming Attacks.
3	Scorching Salvo	7+ [10+]	24"Aura	Hex Damage	Instant	The target suffers D3 [D6] Strength 4 hits with Flaming Attacks.
4	Immolation	8+	18"	Ground	Remains in Play	Place a round 3" diameter marker with its center on the selected target point and the marker more than 1" from all units. At the end of each Phase, each unit that has been in contact with the marker during that Phase suffers an Area Attack (4) with Strength 4 and Flaming Attacks. No unit can be affected by this more than once per Player Turn.
6	Enveloping Embers	12+	24"	Hex Damage Direct	Instant	Each model in the target unit suffers 1 Strength 3 hit with Flaming Attacks.
1	Pyroclastic Flow	5+ [9+] {12+}	36" [24"] {12"}]	Hex Missile Damage	Instant	The target suffers D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.
7	Fireball		24"	Hex Missile Damage	Instant	The target suffers D3 Strength 4 hits with Flaming Attacks.
2	Cascading Fire	6+ [10+]	24" [6"Aura]	Augment	Remains in Play	At the Initiative 0 step of each Round of Combat involving the target, all enemy models in base contact with the target unit suffer a Strength 4 hit with Flaming Attacks. This is a Special Close Combat Attack.

Magic items

Armour of Destiny: Infantry, Cavalry and War Beasts only.
Type: Heavy Armour. The wearer gains a Ward Save (4+).

Crown of Scorn: Instead of making a dispel roll, you may use this item. The spell is automatically dispelled. In an Armylist that includes a model bearing the Crown of Scorn, friendly models cannot cast Spells (including Bound Spells) nor can any friendly models carry Arcane Items.

Ogre Sword: Type: Hand Weapon. Attacks made with this weapon gain +2 Strength.

Magic banners

Gleaming Icon: One use only. Must be activated the first time the bearer's unit fails a Leadership Test. The unit may reroll the failed test.

Banner of Becalming: The bearer gains Channel. At the Start of each enemy Magic Phase select one friendly Wizard within 12" of the bearer. That Wizard gains a +1 modifier to its dispel rolls during this Magic Phase.

Model Rules

Corps embrasé:

Elven Bolt Thrower: This weapon can be fired in two ways:

- As a Bolt Thrower Artillery Weapon with Range 48", Strength 3[6], [Multiple Wounds (D3)], Armour Piercing (6)
- As a Volley Gun (6) Artillery Weapon with: Range 48", Strength 4, Armour Piercing (1)

Fight in Extra Rank: Models with this special rule can make Supporting Attacks from an additional Rank. (So, normally, this means that models with this special rule will be able to make Supporting Attacks from the 3rd rank). This rule is cumulative, allowing an additional rank to make Supporting Attacks for each instance of this special rule.

Fireborn: Model parts with this special rule have a Ward Save (2+) against Flaming Attacks. While a model has Fireborn, it cannot benefit from Regeneration.

Flame Swoop: Sweeping Attack, the enemy unit suffers D6 hits, and an additional D3 hits for each rank after the first rank. These hits are Strength 4 Flaming Attacks.

Sweeping Attack:

Special Ranged Attack. This attack may be used by units consisting of models with this special rule. At the end of the Remaining Moves subphase (or the Magic Phase if this is done as part of a Magical Move), nominate one unengaged enemy unit which the unit Advanced or Marched through this phase (Bases are Overlapping, even partially). The whole unit makes an attack against the chosen enemy unit (follow the description in the unit profile). These attacks hit automatically.

Flaming Attacks: This rule is applied to attacks made with this special rule and attacks from model parts with this special rule (both Close Combat and Shooting Attacks). They don't normally have any special effect. However, they interact with other rules (such as Flammable and Regeneration).

Flaming Attacks:**Fly:**

Fly (9): Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). However, they cannot end their Movement inside or within 1" of a unit or Impassable Terrain (unless charging, when the normal exceptions to the Unit Spacing rule apply). Units using Flying Movement ignore any Terrain or units they fly over from their starting to their ending position, but they are still affected by the effects of the Terrain from which they take off and in which they land. Flying Movement can be used to March. Models with the Fly special rule also always have Swiftstride and Light Troops.

Great Weapon:**Halberd:****Heavy Armour:**

Immune to Psychology: If half or more of a unit's models are Immune to Psychology, the unit automatically passes Panic Tests and cannot declare a Flee reaction (unless already fleeing). Models that are Immune to Psychology are also immune to the effects of Fear.

Large target:**Light Armour:**

Lightning Reflexes: Model parts with this special rule have +1 to hit with their Close Combat Attacks. This does not apply if the model part would be striking at initiative 0 (for example due to a Great Weapon or the Mesmeric Allure spell). If this is the case, it strikes at its own Initiative instead.

Lion's Fur: The wearer gains Innate Defence (6+), which is improved to Innate Defence (5+) against Shooting Attacks.

Longbow:

Magical Attacks: Attacks with this special rule or Attacks made by model parts with this special rule normally don't have any special effect. However, they interact with other rules (such as Ethereal). Models with this special rule apply it to all their attacks, including Special Attacks such as Stomp, Impact Hits, and Breath Attacks (unless stated otherwise). All attacks caused by spells and Magical Items have Magical Attacks.

Martial Discipline: If more than half of a unit's models has this special rule, when taking Leadership Tests other than Panic or Break Tests, roll one additional D6 and remove the highest D6 rolled.

Master of Balance: Any Highborn Elves army that includes one or more models with this rule add an additional +1 to Channel Attempts in the opponent's Magic Phase.

Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Monsters, & Ridden Monster): Unsaved Wounds caused by attacks with this special rule or by Close Combat Attacks from model parts with this special rule are multiplied into the value given in brackets (X). If the value is a Dice (such as "Multiple Wounds (D3)"), roll one such Dice for each unsaved Wound with this special rule. The amount of Wounds that the attack is multiplied into can never be higher than the Wounds Characteristic of the Target (excluding Wounds suffered previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a Troll (W3) and rolls a '5' for the amount of Wounds, this is reduced to 3 Wounds.

If (Ordnance) is stated as the value in brackets, this normally counts as Multiple Wounds (D3+1), but against targets with the Fly special rule this is increased to Multiple Wounds (D3+2).

Sometimes this rule is connected to certain Troop Types or special rules. If this is the case, the Troop Type will be given within brackets (Y), for example Multiple Wounds (2, Infantry). If this is the case, only apply the Multiple Wounds rule when attacking models of the given Troop Type or possessing the given special rules.

Nourri par le feu:

Rebirth: The first time a Fire Phoenix loses its last wound, the owner must roll a D6. On a roll of 5+ (or 3+ if this model is a Ridden Monster) place a marker centered on the centre of the model's final position. If the roll fails then the model counts as a casualty. Otherwise, at the start of the remaining moves sub-phase in the next Player Turn, the owner places the Fire Phoenix model (including its rider if it had one) back onto the table. The center of the model must be placed within 3" of its marker and more than 1" away from other models and impassable terrain, facing any direction (if this is not possible, the Fire Phoenix cannot be returned and counts as a casualty). The returned model is the same model that left the game, including any and all ongoing effects (such as Remains in Play spells affecting the model), with the exception that it always returns with only 1 Wound left.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Strider (Forest): Models with this special rule may ignore any movement effect caused by Terrain except Impassable Terrain and Buildings and never lose their Steadfast or Rank Bonus due to Terrain. Sometimes this special rule is only linked to a specific type of Terrain, stated in brackets. In this case, the Strider rule effect is only applied in relation to the specified Terrain type.

Terror:

Valiant: Models with this special rule gain Stubborn when in base contact with an enemy model with Fear. R&F models with this rule gain Bodyguard (Lord of the Seas). Bodyguard only applies to specified Characters without a Honour, unless that Honour is Royal Huntsman.

Ward Save (4+): Ward Saves are special saves, taken after failed Armour Saves. The value of the save will be stated in brackets. Ward Saves cannot be taken alongside Regeneration Saves (if a model has both, it must choose which one to use).

Ward Save (5+): Ward Saves are special saves, taken after failed Armour Saves. The value of the save will be stated in brackets. Ward Saves cannot be taken alongside Regeneration Saves (if a model has both, it must choose which one to use).

Wizard Apprentice with 1 learned spell:

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 profile with your phone.

Citizen Archers #1	Citizen Archers #2	Fire Phoenix #1	Flame Wardens #1	Lion Guard #1	Lords of the Seas - High Prince #1	Mage #1	Sea Guard Reaper #1	Sea Guard Reaper #2	Sea Guard Reaper #3
									