



# HIGHBORN ELVES

## TEST - 2 188 POINTS



500 pts (11.00 %) 1463 pts (33.00 %) 225 pts (5.00 %) 900 pts (20.00 %)  
**Characters**      **Core**      **Special**      **Queen's Bows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (25 Max)

### Characters



**HIGH PRINCE #1**  
 High Prince - Large - Cavalry - 50x50

**500 POINTS**



Global	Cha	Mob	Cou	Model Rules		
	"	"		Martial Discipline		
Defensive	HP	Def	Res	Arm		
	3	7	3	0		
Offensive	Att	Off	Str	Ap	Agi	
High Prince	4	7	4	1	8	
Light Armour, Hand Weapon, Lightning Reflexes						



### MOUNT GRIFFON

Global	Cha	Mob	Cou	Model Rules		
	"	"	"	C		
Swiftstride, Exclusive, Ancient Allies (1), Fly, Light Troops						
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	Ap	Agi	
Griffon	4	5	5	3	5	
Beast, First Strike (+1 Att, Hatred), Stomp Attacks (1), Mount						

Options

Griffon

### Core



**HIGHBORN LANCERS #1**  
 Highborn Lancers x9 - Standard - Cavalry - 25x50

**318 POINTS**



Global	Cha	Mob	Cou	Model Rules		
	"	"		Martial Discipline, Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	2		
Shield						
Offensive	Att	Off	Str	Ap	Agi	
Highborn Lancer	1	4	3	0	5	
Lightning Reflexes, Lance						
Elven Horse	1	3	3	0	4	
Mount						

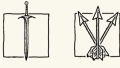


**ELEIN REAVERS #1**  
 Erlein Reavers x5 - Standard - Cavalry - 25x50

**180 POINTS**




Global	Cha	Mob	Cou	Model Rules		
	"	"		Feigned Flight, Martial Discipline, Vanguard, Light Troops		
Defensive	HP	Def	Res	Arm		
	1	4	3	1		
Offensive	Att	Off	Str	Ap	Agi	
Elvin Reaver	1	4	3	0	5	Light Armour, Light Lance, Lightning Reflexes
Elven Horse	1	3	3	0	4	Light Armour, Mount



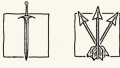
### SEA GUARD #1

Sea Guard x20 - Standard - Infantry - 20x20

## 360 POINTS




Global	Cha	Mob	Cou	Model Rules		
	"	"		Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Shield	
Offensive	Att	Off	Str	Ap	Agi	
Sea Guard	1	4	3	0	5	Light Armour, Lightning Reflexes, Spear, Bow (3+)




### SEA GUARD #1

Sea Guard x20 - Standard - Infantry - 20x20

## 360 POINTS




Global	Cha	Mob	Cou	Model Rules		
	"	"		Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Shield	
Offensive	Att	Off	Str	Ap	Agi	
Sea Guard	1	4	3	0	5	Light Armour, Lightning Reflexes, Spear, Bow (3+)



### CITIZEN SPEARS #1


Citizen Spears x20 - Standard - Infantry - 20x20

## 245 POINTS



Global	Cha	Mob	Cou	Model Rules		
	"	"		Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Shield	
Offensive	Att	Off	Str	Ap	Agi	
Citizen Spear	1	4	3	0	5	Light Armour, Lightning Reflexes, Fight in Extra Rank, Spear


## Special



### SWORD MASTERS #1

Sword Masters x10 - Standard - Infantry - 20x20

## 225 POINTS



Global	Cha	Mob	Cou	Model Rules	
	"	"		Martial Discipline	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	6	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Sword Master	2	6	3	0	6	Great Weapon, Lightning Reflexes

## Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b><i>H Favour of Meladys</i></b>				
<i>Mf</i>	10+	Caster	Translation missing: en.magic_spell.type_target.Caster	One Turn
<p><i>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:</i></p> <ul style="list-style-type: none"> <li><i>• No Special Save can be taken.</i></li> <li><i>• If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored. 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.</i></li> </ul>				

## Model Rules

**Bow:**

**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

**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

**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:** 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.

**Mount:**

**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:**

**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.

### 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.

High Prince #1	Highborn Lancers #1	Elein Reavers #1	Sea Guard #1	Sea Guard #1	Citizen Spears #1	Sword Masters #1
						