225 pts (5.00 %)	1455 pts (32.00 %)	0 pts (0.00 %)	1260 pts (28.00 %)
1285 pts (29.00 %)	1455 pts (32.00 %)	1500 pts (33.00 %)	1260 pts (28.00 %)
Characters	**Core**	**Special**	**Queen's Bows**
(40 Max) (50 Max)	(25 Least) (25 Least)	(0 NoLimit) (0 NoLimit)	(30 Max) (30 Max)

Characters

HAUT PRINCE #1
High Prince - *Standard - Cavalry - 25x50*

415 POINTS

Global	Adv	Mar	Dis		Model Rules
	5"	10"	10		**Queen's Cavalier, Martial Discipline**

Defensive	HP	Def	Res	Arm	
	3	7	3	0 (+1)	**Light Armour, Shield**

Offensive	Att	Off	Str	Ap	Agi	
High Prince	4	7	4	1	8	**Lance, Hand Weapon, Lightning Reflexes**

MOUNT ELVEN HORSE

Global	Adv	Mar	Dis		Model Rules
	9"	18"	C		

Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	

Offensive	Att	Off	Str	Ap	Agi	
Elven Horse	1	3	3	0	4	**Harnessed**

Options	General • Queen's Cavalier • Elven Horse • Shield • Dragonforged Armour • Lance • Nova Flare

COMMANDANT #1
Commander - *Standard - Infantry - 20x20*

310 POINTS

Global	Adv	Mar	Dis		Model Rules
	5"	10"	9		**Royal Huntsman, Martial Discipline**

Defensive	HP	Def	Res	Arm	
	3	6	3	0 (+1)	**Light Armour, Shield**

Offensive	Att	Off	Str	Ap	Agi	
Commander	3	6	4	1	7	**Hand Weapon, Great Weapon, Lightning Reflexes, Longbow**

Options	Royal Huntsman • Battle Standard Bearer • Shield • Dragonforged Armour • Longbow (1+) • Great Weapon • Banner of Becalming

MAGE #1
Mage - *Standard - Infantry - 20x20*

560 POINTS

Global	Adv	Mar	Dis		Model Rules
	5"	10"	9		**Master of Spellcrafting, Wizard Adept, Martial Discipline**

Defensive	HP	Def	Res	Arm	
	3	4	3	0 (+1)	**Light Armour**

Offensive	Att	Off	Str	Ap	Agi	
Mage	1	4	3	0	5	**Hand Weapon, Lightning Reflexes**

Options	Light Armour • Asfad Scholar • Wizard Master • Divination

Core

Gardes-mer #1
Sea Guard **x30** - *Standard - Infantry - 20x20*

640 POINTS

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

Options	Champion • Musician • Standard Bearer • Flaming Standard

Pilleurs eleins #1
Elein Reavers **x5** - *Standard - Cavalry - 25x50*

185 POINTS

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

Options		Bow

Pilleurs eleins #2
Elein Reavers **x5** - *Standard - Cavalry - 25x50*

185 POINTS

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

Options		Bow

Lances patriciennes #1
Highborn Lancers **x10** - *Standard - Cavalry - 25x50*

445 POINTS

Global	Adv	Mar	Dis			Model Rules
	9"	18"	8			Scoring, Martial Discipline
Defensive	HP	Def	Res	Arm		
	1	4	3	2		Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi	

Offensive	Att	Off	Str	Ap	Agi	
Highborn Lancer	1	4	3	0	5	**Lance, Lightning Reflexes**
Elven Horse	1	3	3	0	4	**Harnessed**

Options	Champion • Musician • Standard Bearer • War Banner of Ryma

Special

Faucheuse garde-mer #1
Sea Guard Reaper - *Standard - Construct - 60*

200 POINTS

Global	Adv	Mar	Dis		Model Rules
	5"	5"	8		**War Machine, Martial Discipline**
Defensive	HP	Def	Res	Arm	
	4	1	4	0	**Light Armour**
Offensive	Att	Off	Str	Ap	Agi	
Crew	2	4	3	0	5	**Move or Fire, Lightning Reflexes, Elven Bolt Thrower**

Faucheuse garde-mer #2
Sea Guard Reaper - *Standard - Construct - 60*

200 POINTS

Global	Adv	Mar	Dis		Model Rules
	5"	5"	8		**War Machine, Martial Discipline**
Defensive	HP	Def	Res	Arm	
	4	1	4	0	**Light Armour**
Offensive	Att	Off	Str	Ap	Agi	
Crew	2	4	3	0	5	**Move or Fire, Lightning Reflexes, Elven Bolt Thrower**

Chevaliers de Ryma #1
Knights of Ryma **x9** - *Standard - Cavalry - 25x50*

545 POINTS

Global	Adv	Mar	Dis		Model Rules
	9"	18"	9		**Scoring, Martial Discipline**
Defensive	HP	Def	Res	Arm	
	1	5	3	2	**Dragonforged Armour, Shield**
Offensive	Att	Off	Str	Ap	Agi	
Knight of Ryma	2	5	4	1	6	**Lance, Lightning Reflexes**
Elven Horse	1	3	3	0	4	**Harnessed**

Options	Champion • Musician • Standard Bearer • War Banner of Ryma

Gardes-lions #1
Lion Guard **x15** - *Standard - Infantry - 20x20*

430 POINTS

Global	Adv	Mar	Dis		Model Rules
	5"	10"	8		**Valiant, Scoring, Strider, Martial Discipline, Bodyguard**
Defensive	HP	Def	Res	Arm	
	1	5	3	0	**Heavy Armour, Lion's Fur**
Offensive	Att	Off	Str	Ap	Agi	

Offensive	Att	Off	Str	Ap	Agi	
Lion Guard	1	5	4	1	5	**Multiple Wounds, Great Weapon, Lightning Reflexes**

Options	Champion • Musician • Standard Bearer • Baleig Highlander • Banner of Speed

Maitres de l'epee #1
Sword Masters **x5** - *Standard - Infantry - 20x20*

125 POINTS

Global	Adv	Mar	Dis		Model Rules
	5"	10"	8		**Scoring, Martial Discipline**

Defensive	HP	Def	Res	Arm	
	1	6	3	0	**Heavy Armour**

Offensive	Att	Off	Str	Ap	Agi	
Sword Master	2	6	3	0	6	**Great Weapon, Lightning Reflexes, Sword Sworn**

Queen's Bows

Gardes de la Reine #1
Queen's Guard **x10** - *Standard - Infantry - 20x20*

250 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	**Moonlight Arrows, Lightning Reflexes, Longbow**

Magics

Racial Trait Spell

	Casting	Range	Type	Duration

H Favour of Meladys

Mf	10+	Caster	Translation missing: en.magic_spell.type_target.Caster	One Turn

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:
• 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.
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.

Divination

The Conclave: Spells from Divination gain +3″ range up to a maximum of +9″ for each additional friendly Wizard within 12″ of the Caster. This bonus can never increase the combined modifier beyond +9″, however other sources may.

		Casting	Range	Type	Duration	Effect
6	Mirror of the Veil	(7+){10+}	(18"){6" Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.
5	Unerring Strike	<7+> {10+}	18"	Hex Missile Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, **Divine Attacks and Magical Attacks**.

		Casting	Range	Type	Duration	Effect
A	Guiding Light		12"	Augment	One Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
2	Fate's Judgement	<5+> {9+}	18"	Hex Missile Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	One Turn	The target gains Distracting and Hard Target.

Magic items

Nova Flare: Attacks made with this weapon gain **Devastating Charge (+1 Att)**, **Lethal Strike**, and become **Divine Attacks**. One use only. May be activated at the start of any Round of Combat. The wielder counts as Charging for the purpose of Devastating Charge.

Magic banners

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.

War Banner of Ryma: R&F model parts without Harnessed in a unit with one or more War Banners of Ryma gain **Devastating Charge (+1 Str)**. In addition, all Infantry models in the unit gain **Devastating Charge (+1" Adv)** .

Banner of Becalming: In the opponent's Magic Phase, during Siphon the Veil before converting Veil Tokens into Magic Dice, remove one Veil Token from the opponent's Veil Token pool and add one Veil Token to your Veil Token pool.

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

Model Rules

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:

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

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 (1×5), [Multiple Wounds (D3)]
• Range 48″, Shots 6, Str 4, AP 2

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.

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

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

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.

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

Marine Training: The model part may use Shooting Attacks from any rank.

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.

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.

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.

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.

Queen's Cavalier:

Royal Huntsman:

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 if 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.

Sword Sworn: The model part gains a +1 to-hit modifier when attacking with a Great Weapon.

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.

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.

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

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.

| Gardes-mer #1 | Pilleurs eleins #1 | Pilleurs eleins #2 | Lances patriciennes #1 | Gardes de la Reine #1 | Haut prince #1 | Faucheuse garde-mer #1 | Faucheuse garde-mer #2 | Chevaliers de Rymâ #1 | Commandant #1 | Mage #1 | Gardes-lions #1 | Maîtres de l'épée #1 |