



HIGHBORN ELVES

SSS - 4 050 POINTS



SS

460 pts (11.00 %) 1905 pts (47.00 %) 160 pts (4.00 %) 460 pts (11.00 %) 1065 pts (26.00 %) 295 pts (7.00 %)

Lords (50 Max) **Core** (25 Least) **Heroes** (50 Max) **Rare** (25 Max) **Special** (50 Max) **Mount** (0 NoLimit)

Lords



HIGH PRINCE #1
High Prince - Standard - Infantry - 20x20

460 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
Bonus Prince of Ryma	-	-	-	-	-	-	-	-	-	
Dragon	6	5	1	6	6	6	3	5	9	Monster
Model Rules	Martial Discipline • Lightning Reflexes • Light Armour									
Model Rules (Bonus Prince of Ryma)	Devastating Charge									
Model Rules (Dragon)	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									
Model Rules (Dragon)	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									

Options

Prince of Ryma • Mount : Dragon

Heroes



MAGE #1
Mage - Standard - Infantry - 20x20

160 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mage	5	4	4	3	3	2	5	1	8	Infantry
Model Rules	Lightning Reflexes • Martial Discipline • Master of Balance									

Options

Level 2 (Wizard Apprentice) • Asfad Scholar • Book of Arcane Power (Heroes)

Core



CITIZEN ARCHERS #1
Citizen Archers x20 - Standard - Infantry - 20x20

180 POINTS



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



CITIZEN SPEARS #1
Citizen Spears x30 - Standard - Infantry - 20x20

240 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Spear	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Fight in Extra Rank • Martial Discipline • Light Armour • Shields • Spear									



ELEIN REAVERS #1
Elein Reavers **x5** - Standard - Infantry - 20x20

440 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Fast Cavalry • Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									

Options	May take Mount's Protection (5+)
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ELEIN REAVERS #2
Elein Reavers **x5** - Standard - Infantry - 20x20

440 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Fast Cavalry • Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									

Options	May take Mount's Protection (5+)
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HIGHBORN LANCERS #1
Highborn Lancers **x10** - Standard - Infantry - 20x20

605 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Champion	5	5	5	3	3	1	5	2	8	
Model Rules	Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Heavy Armour • Lance • Shield									

Options	May take Mount's Protection (5+)
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Special



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

285 POINTS



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



KNIGHTS OF RYMA #1
Knights of Ryma **x10** - Standard - Infantry - 20x20

270 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	5	5	4	4	3	1	6	1	9	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Lightning Reflexes • Martial Discipline • Dragonforged Armour • Shields • Lance • Mount's Protection (5+)									



LION GUARD #1
Lion Guard x20 - Standard - Infantry - 20x20

260 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	Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster) • Bodyguard (High Prince and Commander) • Strider (Forest) • Lightning Reflexes • Martial Discipline • Valiant • Lion's Fur • Heavy Armour • Great Weapon									



SWORD MASTERS #1
Sword Masters x20 - Standard - Infantry - 20x20

250 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sword Master	5	6	4	3	3	1	6	2	8	Infantry
Model Rules	Lightning Reflexes • Martial Discipline • Sword Sworn • Heavy Armour • Great Weapon									

Rare



FROST PHOENIX #1
Frost Phoenix - Standard - Infantry - 20x20

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Frost Phoenix	2	5	0	5	5	5	3	5	8	Monster
Model Rules	Chill Aura • Magical Attacks • Fly (8) • Ward Save (5+) • Innate Defence (5+)									



GIANT EAGLE #1
Giant Eagle - Standard - Infantry - 20x20

50 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Giant Eagle	2	5	0	4	4	3	4	2	8	Monstrous Beast
Model Rules	Fly (9)									



GIANT EAGLE #2
Giant Eagle - Standard - Infantry - 20x20

50 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Giant Eagle	2	5	0	4	4	3	4	2	8	Monstrous Beast
Model Rules	Fly (9)									



SEA GUARD REAPER #1
Sea Guard Reaper - Standard - Infantry - 20x20

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	-	7	2	-	-	-	War Machine
Crew (2)	5	4	4	3	3	-	5	1	8	
Model Rules	Lightning Reflexes • Martial Discipline									

Options | May purchase Repeating Shot



SEA GUARD REAPER #2
Sea Guard Reaper - Standard - Infantry - 20x20

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	-	7	2	-	-	-	War Machine
Crew (2)	5	4	4	3	3	-	5	1	8	
Model Rules	Lightning Reflexes • Martial Discipline									

Options	May purchase Repeating Shot
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Magics

Magic items

Book of Arcane Power (Heroes):

Model Rules

Bodyguard (High Prince and Commander):

Chill Aura:

Devastating Charge:

Divine Attacks:

Dragonforged Armour:

Fast Cavalry:

Fight in Extra Rank:

Fight in Extra Ranks:

Fly (8):

Fly (9):

Great Weapon:

Halberd:

Heavy Armour:

Immune to Psychology:

Innate Defence (5+):

Lance:

Level 1 Wizard Apprentice:

Light Armour:

Light Lance:

Lightning Reflexes:

Lion's Fur:

Longbow:

Magic Resistance (1):

Magical Attacks:

Martial Discipline:

Master of Balance:

Mount's Protection (5+):

Mount's Protection (6+):

Multiple Shot (3):

Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster):

Quick to Fire:

Shield:

Shields:

Spear:

Steady Aim:

Strider (Forest):

Sword Sworn:

Valiant:

Ward Save (4+):

Ward Save (5+):

Weapon Master:

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.

Citizen Archers #1	Citizen Spears #1	Elein Reavers #1	Elein Reavers #2	Flame Wardens #1	Frost Phoenix #1	Giant Eagle #1	Giant Eagle #2	High Prince #1	Highborn Lancers #1	Knights of Ryma #1	Lion Guard #1	Mage #1	Sea Guard Reaper #1	Sea Guard Reaper #2	Sword Masters #1