



HIGHBORN ELVES

MOSTRI - 3 646 POINTS



550 pts (15.00 %) 1738 pts (48.00 %) 918 pts (25.00 %) 440 pts (12.00 %) 0 pts (0.00 %) 575 pts (16.00 %)

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

550 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 • Ogre Sword • Lucky Shield • Obsidian Nullstone x1

Heroes



COMMANDER #1
Commander - Standard - Infantry - 20x20

365 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Commander	5	6	6	4	3	2	7	3	9	Infantry
Bonus High Warden of the Flame	-	-	-	-	-	-	-	-	-	
Fire Phoenix	2	5	0	5	5	5	4	3	8	Monster
Model Rules	Lightning Reflexes • Martial Discipline • Light Armour									
Model Rules (Bonus High Warden of the Flame)	Immune to Psychology • Immune to Psychology • Ward Save (4+) • Ward Save (4+) • Magic Resistance (1) • Magic Resistance (1) • Divine Attacks • Divine Attacks									
Model Rules (Fire Phoenix)	Magical Attacks • Ward Save (4+) • Fly (9) • Fireborn • Flaming Attacks • Flame Swoop • Rebirth									
Model Rules (Fire Phoenix)	Magical Attacks • Ward Save (4+) • Fly (9) • Fireborn • Flaming Attacks • Flame Swoop • Rebirth									

Options | High Warden of the Flame • Mount : Fire Phoenix • Hero's Sword (Heroes) - Characters only • Divine Icon



COMMANDER - BSB
Commander - BSB - Standard - Infantry - 20x20

258 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Commander	5	6	6	4	3	2	7	3	9	Infantry
Bonus Royal Huntsman	-	-	-	-	-	-	-	-	-	
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Crew (2)	-	5	4	4	-	-	5	1	8	
Lion (2)	8	5	5	5	-	-	4	2	-	
Model Rules	Lightning Reflexes • Martial Discipline • Light Armour									
Model Rules (Chariot)	Lightning Reflexe • Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Monsters and Ridden Monster) • Impact Hits (+1) • Martial Discipline • Valiant • Heavy Armour • Great Weapon • Mount's Protection (5+)									
Model Rules (Chariot)	Lightning Reflexe • Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Monsters and Ridden Monster) • Impact Hits (+1) • Martial Discipline • Valiant • Heavy Armour • Great Weapon • Mount's Protection (5+)									

Options | Royal Huntsman • Mount : Lion Chariot • Great Weapon • Armour of Destiny



MAGE #1
Mage - Standard - Infantry - 20x20

145 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mage	5	4	4	3	3	2	5	1	8	Infantry
Elven Horse	9	3	0	3	3	1	4	1	3	War Beast
Model Rules	Lightning Reflexes • Martial Discipline • Master of Balance									
Model Rules (Elven Horse)	Mount's Protection (6+)									
Model Rules (Elven Horse)	Mount's Protection (6+)									

Options	Level 2 (Wizard Apprentice) • Mount : Elven Horse • Dispel Scroll
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MAGE #2
Mage - Standard - Infantry - 20x20

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mage	5	4	4	3	3	2	5	1	8	Infantry
Elven Horse	9	3	0	3	3	1	4	1	3	War Beast
Model Rules	Lightning Reflexes • Martial Discipline • Master of Balance									
Model Rules (Elven Horse)	Mount's Protection (6+)									
Model Rules (Elven Horse)	Mount's Protection (6+)									

Options	Level 2 (Wizard Apprentice) • Mount : Elven Horse • Ring of Fire • Tome of Arcane Lore (Heroes)
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Core



ELEIN REAVERS #2
Elein Reavers x5 - Standard - Infantry - 20x20

85 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									



HIGHBORN LANCERS #1
Highborn Lancers x6 - Standard - Infantry - 20x20

537 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+) • Musician • Standard Bearer
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HIGHBORN LANCERS #2
Highborn Lancers x6 - Standard - Infantry - 20x20

537 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+) • Musician • Standard Bearer
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HIGHBORN LANCERS #3


Highborn Lancers **x7** - Standard - Infantry - 20x20

579 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+) • Musician • Standard Bearer • Flaming Standard
<h2>Rare</h2>	




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+)									



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
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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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SEA GUARD REAPER #3

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

Divine Icon:

Hero's Sword (Heroes) - Characters only:

Armour of Destiny:

Lucky Shield:

Obsidian Nullstone:

Ogre Sword:

Dispel Scroll:

Ring of Fire:

Tome of Arcane Lore (Heroes):

Magic banners

Flaming Standard:

Model Rules

Chill Aura:

Devastating Charge:

Divine Attacks:

Fast Cavalry:

Fly (8):

Heavy Armour:

Immune to Psychology:

Innate Defence (5+):

Lance:

Level 1 Wizard Apprentice:

Light Armour:

Light Lance:

Lightning Reflexes:

Lion's Fur:

Magic Resistance (1):

Magical Attacks:

Martial Discipline:

Master of Balance:

Mount's Protection (6+):

Multiple Shot (3):

Quick to Fire:

Shield:

Steady Aim:

Sword Sworn:

Valiant:

Ward Save (4+):

Ward Save (5+):

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.

Commander #1	Commander - BSB	Elein Reavers #2	Frost Phoenix #1	High Prince #1	Highborn Lancers #1	Highborn Lancers #2	Highborn Lancers #3	Mage #1	Mage #2	Sea Guard Reaper #1	Sea Guard Reaper #2	Sea Guard Reaper #3
