



HIGHBORN ELVES

BUILD - 1 530 POINTS



1530 pts (34.00 %) **0 pts (0.00 %) Core** **0 pts (0.00 %) Special** **0 pts (0.00 %) The Ancient Allies** **0 pts (0.00 %) Naval Ordnance** **0 pts (0.00 %) Queen's Bows**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)

Characters



DUELIST PRINCE
High Prince - Standard - Infantry - 20x20

590 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	10	Wizard Adept, Martial Discipline, Master of Spellcrafting, Protean Magic	
Defensive	HP	Def	Res	Arm	
	3	7	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
High Prince	4	7	4	1	8
Lightning Reflexes, Sword Sworn, Hand Weapon					

Options | Great Weapon • Master of Canreig Tower • King Slayer • Ring of the Pearl Throne



SLIVER PRINCE
High Prince - Standard - Infantry - 20x20

430 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	10	Fearless, Martial Discipline	
Defensive	HP	Def	Res	Arm	
	3	7	3	0	Aegis, Magic Resistance, Light Armour
Offensive	Att	Off	Str	Ap	Agi
High Prince	4	7	4	1	8
Flaming Attacks, Lightning Reflexes, Hand Weapon					

Options | Spear • High Warden of the Flame • Sliver of the Blazing Dawn



HORSE PRINCE
High Prince - Standard - Cavalry - 25x50

510 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	10	Martial Discipline	
Defensive	HP	Def	Res	Arm	
	3	7	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
High Prince	4	7	4	1	8
Lightning Reflexes, Devastating Charge, Hand Weapon					



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	Shield • Heavy Armour • Lance • Queen's Cavalier • Elven Horse • Death Cheater • Nova Flare
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>Favour of Meladys</i>				
<i>Mf</i>	10+	Caster		One Turn
<p><i>Immediately after successfully casting the spell, add one Veil Token to your Veil Token pool.</i></p> <p><i>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 instead and the wound is ignored. An attack with Multiple Wounds will inflict one wound less than usual instead. 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></p>				

Magic items

King Slayer: The wielder of this enchanted weapon gains +X Strength, +X Armour Penetration, +X Attack Value, and Magical Attacks while using it, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

Ring of the Pearl Throne: After step 4of the Round of Combat Sequence (after issuing and accepting Duels), choose one of the following:• A single Special Item on a Character or Champion in base contact with the bearer• A single Special Item on a single model unit in base contact with the bearer• A Banner Enchantment carried by a Standard Bearer in base contact with the bearerThis Special Item is ignored for as long as its bearer remains in base contact with the bearer of the Ring of the PearlThrone. Only a single Special Item can be affected at any time. In case the model has more than one instance of thechosen item, only one instance is affected.

Sliver of the Blazing Dawn: Attacks made with this weapon gain +1Strength, +2 Armour Penetration, and become **Magical Attacks**. Each successful to-hit roll with this weaponcauses two hits instead of one.

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

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

Model Rules

Aegis:

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Flaming Attacks: The attack doesn't have any special effect. However, it interacts with other rules, such as Flammable and Regeneration.

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

Light Armour: Armor +1

Lightning Reflexes:

Magic Resistance:

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. When performing a Casting Attempt with a single Magic Dice, a natural roll of '1' or '2' is always a failed Casting Attempt, regardless of any modifiers.

Protean Magic: During Spell Selection, the Wizard must select its spells between the Learned Spell 1 of the Paths it has access to and the Hereditary Spell of its army. This rule overrides the Spell Selection rules connected to being Wizard Apprentice, Adept or Master.

Sword Sworn: Attack Attribute - Close Combat.

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

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.

Duelist Prince



Sliver Prince



Horse Prince

