



HIGHBORN ELVES

LISTE 27 MAI 2019 - 3 139 POINTS



375 pts (12.00 %) 1004 pts (32.00 %) 1220 pts (39.00 %) 0 pts (0.00 %) 540 pts (17.00 %) 750 pts (24.00 %)

Characters **Core** **Special** **The Ancient Allies** **Naval Ordnance** **Queen's Bows**

(40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)

Characters



HIGH PRINCE #1

High Prince - Standard - Infantry - 20x20

375 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, Hand Weapon

Options | Longbow (0+) • Spear • General • Lucky Charm • Sliver of the Blazing Dawn

Core



HIGHBORN LANCERS #1

Highborn Lancers x6 - Standard - Cavalry - 25x50

254 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	
Highborn Lancer	1	4	3	0	5	Lightning Reflexes, Lance
Elven Horse	1	3	3	0	4	Harnessed

Options | Musician



CITIZEN ARCHERS #1

Citizen Archers x17 - Standard - Infantry - 20x20

275 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Citizen Archer	1	4	3	0	5	Lightning Reflexes, Longbow (3+, 3+)

Options | Musician



SEA GUARD #1
Sea Guard **x15** - Standard - Infantry - 20x20

290 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	Lightning Reflexes, Steady Aim, Cover Volley, Spear, Bow (3+, 3+)

Options	Musician
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ELEIN REAVERS #1
Elein Reavers **x5** - Standard - Cavalry - 25x50

185 POINTS



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

Options	Bow (3+)
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Special



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

515 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Strider, Scoring, Martial Discipline, Valiant, Bodyguard		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Heavy Armour, Lion's Fur	
Offensive	Att	Off	Str	Ap	Agi	
Lion Guard	1	5	4	1	5	Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Lightning Reflexes, Great Weapon

Options	Champion • Musician • Standard Bearer
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FLAME WARDENS #1
Flame Wardens **x20** - Standard - Infantry - 20x20

505 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Scoring, Fearless, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Aegis (4+), Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Flame Warden	1	5	3	0	6	Lightning Reflexes, Fight in Extra Rank, Halberd

**GIANT EAGLE #1**
Giant Eagles - Large - Beast - 50x50

100 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Light Troops, Fly (9", 18", 9", 18")	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Giant Eagle	2	5	4	1	4

**GIANT EAGLE #2**
Giant Eagles - Large - Beast - 50x50

100 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Light Troops, Fly (9", 18", 9", 18")	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Giant Eagle	2	5	4	1	4

Naval Ordnance

**SEA GUARD REAPER #1**
Sea Guard Reaper - Standard - Construct - 60

180 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 (3+, 3+)	

**SEA GUARD REAPER #2**
Sea Guard Reaper - Standard - Construct - 60

180 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 (3+, 3+)	



SEA GUARD REAPER #3

Sea Guard Reaper - Standard - Construct - 60

180 POINTS



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

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>Favour of Meladys</i>				
<i>Mf</i>	10+	Caster		One Turn
<i>Immediately after successfully casting the spell, add one Veil Token to your Veil Token pool.</i>				
<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>				

Magic items

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

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 weapon causes two hits instead of one.

Magic banners

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

Aegis:

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:

Cover Volley: Attack Attribute - Shooting.

When an enemy unit declares a Charge against another unit containing one or more models with Martial Discipline in the Charge Phase, a single friendly unit containing one or more models with Cover Volley may immediately perform a Stand and Shoot Charge Reaction with the following conditions and restrictions:

- The distance between the Charger and the Charged unit must be greater than the Charger's Advance Rate (using the lowest value among the Charging models if there is more than one).
- The unit with Cover Volley is within 12" of the Charged unit.
- Only model parts with Cover Volley may shoot, and they may only shoot once per Charge Phase.
- The unit must use Stand and Shoot before the Charged unit declares its Charge Reaction. If the Charge is no longer possible after the unit's Stand and Shoot (e.g. due to the Charging unit being destroyed or failing a Panic Test), the Charged unit does not declare any Charge Reaction.
- The Stand and Shoot Charge Reaction is performed as if the enemy had declared the Charge against the unit with Cover Volley in their current position (apply the normal rules for the Stand and Shoot Charge Reaction, i.e. the Charging unit must be Located in the Front Arc of the unit with Cover Volley, the unit with Cover Volley cannot be Shaken or Fleeing, etc.).

Elven Bolt Thrower: Artillery Weapon.

This Shooting Weapon can be fired in two ways:

- Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (5x1), [Multiple Wounds (D3)].
- Range 48", Shots 6, Str 4, AP 2.

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.

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:

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move, Charge, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

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.

Halberd: Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. 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 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 wielder's 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:

Lion's Fur: If on foot, the wearer gains +1 Armour which is improved to +2 Armour against Shooting Attacks. Lion's Fur cannot be taken by a model with Dragonforged Armour.

Longbow: Portée 30", tir 1, Force 3, PA 0, tir de volée

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.

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.

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:

Steady Aim: Attack Attribute - Shooting.

The model can shoot from the third rank (in

addition to the 1st and 2nd) and it does not suffer to-hit penalties 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.

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.

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.

High Prince #1	Highborn Lancers #1	Citizen Archers #1	Sea Guard #1	Elein Reavers #1	Lion Guard #1	Flame Wardens #1	Giant Eagle #1	Giant Eagle #2	Sea Guard Reaper #1	Sea Guard Reaper #2	Sea Guard Reaper #3