



767 pts (38.00 %) 521 pts (26.00 %) 549 pts (27.00 %) 160 pts (8.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Rare** **Mercenaries** **Allies**
 (50 Max) (25 Least) (50 Max) (25 Max) (20 Max) (25 Max)

Characters



PRINCE #1

Prince - Standard - Infantry - 20x20

362 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Prince	5	7	7	4	3	3	6	4	10	
Griffon	6	5	-	5	(+2)	(+3)	5	4	-	
Model Rules	Valour Of Ages • Ithilmar Weapons • Hand Weapon • Strike First									
Model Rules (Griffon)	Griffonic pelt • Fly(9) • Large Target • Serrated Maw • Swiftstride • Terror • Stomp Attacks(D3) • Wicked Claws • Close Order									
Model Rules (Griffon)	Griffonic pelt • Fly(9) • Large Target • Serrated Maw • Swiftstride • Terror • Stomp Attacks(D3) • Wicked Claws • Close Order									

Options | Lance • Full plate armour • Griffon • Shield • General • Armour Of Destiny • Obsidian Lodestone



NOBLE #1

Noble - Standard - Infantry - 20x20

175 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Noble	5	6	6	4	3	2	5	3	9	
Model Rules	Valour Of Ages • Strike First • Hand Weapon • Ithilmar Weapons									

Options | Great Weapon • Full plate armour • Battle Standard Bearer (one choice only) • Banner Of Arcane Protection



ARCHMAGE #1

Archmage - Standard - Infantry - 20x20

230 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Archmage	5	4	4	3	3	3	5	2	8	
Model Rules	Wizard(level 3) • Lileath's Blessing • Valour Of Ages • Hand Weapon • Elven Reflexes • Lore Of Saphery • Ithilmar Weapons									

Options | Wizard level 4 • Lore Of High Magic • Talisman Of Protection • Silvery Wand

Core



LANCIERS ELFIQUES #1

Elven Spearmen x20 - Standard - Infantry - 20x20

205 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Elven Spearmen	5	4	4	3	3	1	4	1	8	
Sentinel	5	4	4	3	3	1	4	2	8	
Model Rules	Thrusting Spears • Light armour • Regimental Unit • Shield • Close Order • Hand Weapon • Martial Prowess • Elven Reflexes • Valour Of Ages									

Options | Sentinel • Standard Bearer • Musician • Shieldwall • Valour Of Ages



ARCHERS ELFIQUES #1

Elven Archers x10 - Standard - Infantry - 20x20

105 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Elven Archer	5	4	4	3	3	1	4	1	8	
Sentinel	5	4	5	3	3	1	4	1	8	
Model Rules	Hand Weapon • Detachment • Longbow • Close Order • Elven Reflexes									

Options	Musician • Valour Of Ages
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ARCHERS ELFIQUES #1

Elven Archers x10 - Standard - Infantry - 20x20

105 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Elven Archer	5	4	4	3	3	1	4	1	8	
Sentinel	5	4	5	3	3	1	4	1	8	
Model Rules	Hand Weapon • Detachment • Longbow • Close Order • Elven Reflexes									

Options	Musician • Valour Of Ages
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PATROUILLEURS ELLYRIENS #1

Ellyrian Reavers x5 - Standard - Infantry - 20x20

106 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Ellyrian Reaver	-	4	4	3	3	1	4	1	8	
Harbinger	-	4	5	3	3	1	4	2	8	
Elven Steed	9	3	-	3	-	-	4	1	-	
Model Rules	Open Order • Fast Cavalry • Swiftstride • Elven Reflexes • Valour Of Ages									
Model Rules (Ellyrian Reaver)	Cavalry Spear • Light armour • Hand Weapon									
Model Rules (Elven Steed)	Hooves									

Options	Musician • Shortbow and Cavalry Spear • Scouts
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Special



MAITRES DES EPEES DE HOETH #1

Swordmasters of Hoeth x20 - Standard - Infantry - 20x20

323 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Swordmasters	5	6	4	3	3	1	6	1	8	
Bladelord	5	6	4	3	3	1	6	2	8	
Model Rules	Valour Of Ages • Warriors Of The White Tower • Cleaving Blow • Ithilmar Armour • Close Order • Hand Weapon • Magic Resistance(-1) • Elven Reflexes • Sword Of Hoeth • Heavy armour • Deflect Shots									

Options	Bladelord • Standard Bearer • Musician • War Banner
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PRINCES DRAGONS #1

Dragon Princes x5 - Standard - Infantry - 20x20

226 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dragon Prince	-	5	4	3	3	1	5	2	9	
Drakemaster	-	5	4	3	3	1	5	3	9	
Barded Elven Steed	8	3	-	3	-	-	4	1	-	
Model Rules	Swiftstride • Drilled • Ihilmar Barding • Ihilmar Weapons • Close Order • Valour Of Ages • Counter Charge • Dragon Armour • Impetuous • Elven Reflexes • Sons Of Caledor • First Charge									
Model Rules (Dragon Prince)	Hand Weapon • Full plate armour • Shield • Lance									
Model Rules (Barded Elven Steed)	Hooves • Barding									

Options	Drakemaster • Standard Bearer • Musician • Banner Of Ellyrion
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Rare



BALISTES SERRE D'AIGLE #1

Eagle Claw Bolt Thrower - Standard - Infantry - 20x20

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Eagle Claw Bolt Thrower	-	-	-	-	6	2	-	-	-	
Sea Guard Crew	5	4	4	3	3	2	4	2	8	
Model Rules	Light armour • Skirmishers • Elven Reflexes • Repeater Bolt Thrower • Hand Weapon • Valour Of Ages									



BALISTES SERRE D'AIGLE #1

Eagle Claw Bolt Thrower - Standard - Infantry - 20x20

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Eagle Claw Bolt Thrower	-	-	-	-	6	2	-	-	-	
Sea Guard Crew	5	4	4	3	3	2	4	2	8	
Model Rules	Light armour • Skirmishers • Elven Reflexes • Repeater Bolt Thrower • Hand Weapon • Valour Of Ages									

Magics

Lore Of High Magic

		Casting	Range	Type	Duration	Effect
0	Drain Magic (Signature Spell)	9+	Self		Instant	Remains in Play. Whilst this spell is in play, enemy Wizards that are within 24" of the caster's model when attempting to cast a spell must increase that spell's casting value by 2.
1	Walk Between Worlds	10+	Self		Instant	Until your next Start of Turn sub-phase, the caster and any unit they have joined gain the Ethereal and Reserve Move special rules.
2	Fiery Convocation	10+	18"		Instant	Place a large (5") blast template so that its central hole is directly over the centre of the target enemy unit. Once placed, the template will scatter D3+1". Any enemy model whose base lies underneath the template's final position risks being hit (as described on page 95) and suffering a Strength 4 hit with an AP of -2. These hits have the Flaming Attacks special rule.
3	Tempest	9+	12"		Instant	Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template does not move and is treated as dangerous terrain. Whilst within 6" of the template, enemy units treat open ground as difficult terrain and difficult terrain as dangerous terrain.
4	Corporeal Unmaking	8+	Combat		Instant	A single enemy unit the caster is engaged in combat with suffers D3 Strength 5 hits, with no armour or Regeneration saves permitted (Ward saves can be attempted as normal).
5	Fury Of Khaine	9+	12"		Instant	Until the end of this turn, the target friendly unit gains the Extra Attacks (+1) special rule. This spell may target a friendly unit engaged in combat.
6	Shield Of Saphery	9+	18"		Instant	Until the end of this turn, the target friendly unit gains a 5+ Ward save against any wounds suffered. If this spell is cast, the effects of any other Enchantment previously cast on the target unit immediately expire.

Magic items

Armour Of Destiny: The potent Armour of Destiny protects its wearer from all but the most grievous of harm.

The Armour of Destiny is a suit of heavy armour. In addition, its wearer has a 4+ Ward save against any wounds suffered.

Obsidian Lodestone: An air of chill hangs about obsidian, stilling the Winds of Magic in its presence.

A model may purchase up to three Obsidian Lodestones.

A model that bears a single Obsidian Lodestone has Magic Resistance (-1), a model that bears two has Magic Resistance (-2), and a model that bears three has Magic Resistance (-3).

Silvery Wand: This slender wand is covered with many intricately carved lines of winding runes in an ancient script.

The bearer of the Silvery Wand knows one more spell (chosen in the usual way) than is normal for their Level of Wizardry.

Note that this does not increase the Wizard's Level.

Talisman Of Protection: A powerful magical aura surrounds this humble talisman, protecting its wearer from harm.

The Talisman of Protection gives its bearer a 5+ Ward save against any wounds suffered.

Magic banners

War Banner: A proud banner of great age. Those that march beneath the War Banner fight with grim resolve.

When calculating its combat result, a unit carrying the War Banner may claim an additional bonus of +1 combat result point.

Banner Of Ellyrion: This depiction of Korhandir, the father of all horses, imbues a regiment with tireless energy.

A unit carrying the Banner of Ellyrion gains the Move through Cover special rule.

Banner Of Arcane Protection: The heavy fabric of this banner is interwoven with powerful protective charms.

A unit carrying the Banner of Arcane Protection gains the Magic Resistance (-3) special rule. In addition, friendly units within 6" of the model carrying this standard gain the Magic Resistance (-1) special rule.

Model Rules

Barding:

Cavalry Spear:

Cleaving Blow: With a swift and deadly strike, a skilled warrior can cleave through armour.

If a model with this special rule rolls a natural 6 when making a roll To Wound for an attack made in combat, it has struck a 'Cleaving Blow'. Enemy models whose troop type is 'regular infantry', 'heavy infantry', 'light cavalry', 'heavy cavalry' or 'war beasts' are not permitted an armour or Regeneration save against a Cleaving Blow (Ward saves can be attempted as normal).

Note that if an attack wounds automatically, this special rule cannot be used.

Close Order:

Counter Charge:

Deflect Shots: It is said that, as the Swordmasters advance into battle, their blades blur and weave faster than the eyes of the enemy can see, knocking aside arrows in mid-flight.

A model with this special rule has a 6+ Ward save against any wounds suffered that were caused by a non-magical shooting attack.

Detachment:

Dragon Armour: Dragon armour is forged in the heart of a volcano by the most skilled of artificers and decorated beyond the skill of any mere mortal artisan. Yet, more than its exquisite form, what makes Dragon armour so desirable are the many potent enchantments that ward against the blows of the enemy.

A model with this special rule has a 6+ Ward save against any wounds suffered. In addition, a Wizard with this special rule may wear armour without penalty.

Drilled:

Elven Reflexes: Elves possess phenomenal speed and grace, striking at their enemies faster than the eye can see.

A model with this special rule (but not its mount) has a +1 modifier to its Initiative characteristic (to a maximum of 10) during the first round of any combat.

Fast Cavalry:

First Charge:

Full plate armour:

Great Weapon:

Hand Weapon:

Heavy armour:

Hooves: counts as a hand weapon

Ithilmar Barding: Ithilmar is a wondrous and lightweight metal found only in Vaul's Anvil, the largest volcano in Ulthuan. A warrior wearing a gleaming suit of Ithilmar armour enjoys great

protection and freedom of movement, enabling them to traverse the most hostile of terrain with ease.

A model with this special rule may re-roll any rolls of 1 when making Dangerous Terrain tests. In addition, a Wizard with this special rule may wear armour without penalty.

Impetuous:

Ithilmar Armour: Ithilmar is a wondrous and lightweight metal found only in Vaul's Anvil, the largest volcano in Ulthuan. A warrior wearing a gleaming suit of Ithilmar armour enjoys great protection and freedom of movement, enabling them to traverse the most hostile of terrain with ease.

A model with this special rule may re-roll any rolls of 1 when making Dangerous Terrain tests. In addition, a Wizard with this special rule may wear armour without penalty.

Ithilmar Weapons: Weapons crafted of Ithilmar are incredibly lightweight and balanced to perfection. Such blades slice swiftly through the clumsy parries and counter-thrusts of enemies. When engaged in combat, a model with this special rule that is fighting with a hand weapon may re-roll any rolls To Hit of a natural 1.

Note that this special rule only applies to a single, non-magical hand weapon and does not apply to a model's mount (should it have one). If the model is using two hand weapons or any other sort of weapon, this special rule ceases to apply.

Lance:

Light armour:

Lileath's Blessing: Lileath is the patron of seers and prophets, and many are her gifts to the Elves of Ulthuan. Those students of High Magic that earn her blessing become possessed of a profound understanding and ability to control the Winds of Magic.

Once per turn, a model with this special rule may re-roll a single failed Casting roll.

Longbow:

Lore Of Saphery: While lesser races study magic in its corrupted, broken form, High Elf Mages harness its power as pure mystical energy. Within the White Tower, mages learn to smooth the tumultuous eddies of the Winds of Magic, bringing all eight together to create the silvery hue of pure magic.

Magic Resistance:

Martial Prowess: Elven soldiers spend many hours perfecting their battlefield drill, masterfully wielding their long spears with a skill and grace absent from the ranks of their enemies.

A unit with this special rule can make supporting attacks to its flank or rear, as well as to its front.

Open Order:

Regimental Unit:

Repeater Bolt Thrower:

Scouts:

Shield:

Shieldwall:

Shortbow:

Skirmishers:

Sons Of Caledor: Dragon Princes consider themselves superior to Ulthuan's other soldiers. Worse, they pay little heed to orders given by commanders they consider their inferiors (though they may consent to consider the suggestions of a noble).

A unit with this special rule may only be joined by your army's General, or by a character with the Blood of Caledor Elven Honour.

Strike First:

Swiftstride:

Sword Of Hoeth: The elegant blade of a sword of Hoeth is as long as an Elf is tall, yet balanced to seem as light as a feather. So keen is its edge, and so enduring its enchantments, that the sharpness of the blade is never dulled, no matter how many helms are cloven by its strikes.

R S AP Special Rules

Sword of Hoeth Combat S+2 -2 Magical Attacks, Requires Two Hands

Thrusting Spears:

Valour Of Ages: Throughout the ages, the High Elves of Ulthuan have stood firm against the multitudinous forces of the ruinous powers. They have faced daemonic legions, hordes of black armoured Chaos warriors, and even their own treacherous kin, sacrificing all to defend their realms.

A unit with this special rule may re-roll any failed Panic test caused by taking heavy casualties or by being fled through by a friendly unit.

Warriors Of The White Tower: The swordmasters of the White Tower fight with a precision and unity unattainable by lesser warriors. To join their ranks, one must have studied their art under the Blademasters of Hoeth.

A unit with this special rule may only be joined by a High Elf Mage, or by a character with either the Warden of Saphery or Loremaster Elven Honour.

Wizard:

Qr codes of your army

You 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.

Prince #1	Maîtres des Épées De Hoeth #1	Princes Dragons #1	Lanciers Elfiques #1	Noble #1	Archers Elfiques #1	Archers Elfiques #1	Patrouilleurs Ellyriens #1	Archimage #1	Balistes Serre d'Aigle #1	Balistes Serre d'Aigle #1
										