




HIGHBORN ELVES

LIST Highborn Elves (v2021 BETA 2) #11 - 1 695 POINTS



1695 pts (38.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 550 pts (12.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **The Ancient Allies** **Naval Ordnance** **Queen's Bows**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)

Characters




MAGE #1

Mage - Gigantic - Beast - 50x100

870 POINTS




Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Wizard Adept, Martial Discipline, Master of Spellcrafting		
Defensive	HP	Def	Res	Arm		
	3	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Mage	1	4	3	0	5	Flaming Attacks, Lightning Reflexes, Hand Weapon




MOUNT DRAGON

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	Fly (7",14", 7",14"), Light Troops		
	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Dragon	5	5	6	3	3	Harnessed, Breath Attack


Options	Wizard Master • Order of the Fiery Heart • Dragon
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COMMANDER #1


Commander - Standard - Infantry - 20x20

380 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Wizard Adept, Martial Discipline, Master of Spellcrafting, Protean Magic		
Defensive	HP	Def	Res	Arm		
	3	6	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Commander	3	6	4	1	7	Lightning Reflexes, Sword Sworn, Hand Weapon


Options	Battle Standard Bearer • Master of Canreig Tower
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MAGE #2

Mage - Large - Cavalry - 50x50

445 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Wizard Adept, Martial Discipline, Master of Spellcrafting		
Defensive	HP	Def	Res	Arm		
	3	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Mage	1	4	3	0	5	Lightning Reflexes, Hand Weapon



MOUNT GRIFFON

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	C	Fear, Towering Presence, Fly (8", 16", 8", 16"), Light Troops	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	4	C	5	C	
Offensive	Att	Off	Str	Ap	Agi
Griffon	4	5	5	3	5

Options	Wizard Master • Griffon
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Favour of Meladys				
Mf	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>				

Model Rules

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:

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.

Mage #1



Commander #1



Mage #2

