



# HIGHBORN ELVES

## LIST Highborn Elves (v2020) #1 - 4 318 points



1680 pts (37.00 %) **1077 pts (24.00 %)** 1021 pts (23.00 %) 200 pts (4.00 %) 540 pts (12.00 %) 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



**HIGH PRINCE #1**  
 High Prince - Standard - Infantry - 20x20

**485 POINTS**



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

**Options** | Shield • Dragonforged Armour • Spear • General • Diadem of Protection • Willow's Ward • Sliver of the Blazing Dawn



**MAGE #1**  
 Mage - Standard - Infantry - 20x20

**550 POINTS**



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

**Options** | Cosmology • Light Armour • Wizard Master • Amethyst Crystal • Talisman of the Void • Gleaming Robe



**COMMANDER #1**  
 Commander - Large - Cavalry - 50x50

**435 POINTS**





Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Martial Discipline		
Defensive	HP	Def	Res	Arm	Light Armour	
	3	6	3	0		
Offensive	Att	Off	Str	Ap	Agi	Lightning Reflexes, Hand Weapon
<b>Commander</b>	3	6	4	1	7	



### 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	Light Armour	
	4	C	5	C		
Offensive	Att	Off	Str	Ap	Agi	Harnessed, Lightning Reflexes, Devastating Charge
<b>Griffon</b>	4	5	5	3	5	



<b>Options</b>	Longbow (1+) • Shield • Dragonforged Armour • Lance • Griffon • Glittering Lacquer • Obsidian Rock
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	<b>COMMANDER #2</b> Commander - Standard - Infantry - 20x20	<b>210 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	9	Martial Discipline		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	3	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Commander</b>	3	6	4	1	7	Multiple Wounds, Lightning Reflexes, Hand Weapon



<b>Options</b>	Battle Standard Bearer • Great Weapon • Aether Icon x2
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**Core**

	<b>CITIZEN SPEARS #1</b> Citizen Spears x38 - Standard - Infantry - 20x20	<b>574 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Scoring, Martial Discipline		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Citizen Spear</b>	1	4	3	0	5	Lightning Reflexes, Fight in Extra Rank, Spear



<b>Options</b>	Champion • Musician • Standard Bearer • War Banner of Ryma
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	<b>HIGHBORN LANCERS #1</b> Highborn Lancers x12 - Standard - Cavalry - 25x50	<b>503 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	18"	8	Scoring, Martial Discipline		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	2	Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Highborn Lancer</b>	1	4	3	0	5	Lightning Reflexes, Lance
<b>Elven Horse</b>	1	3	3	0	4	Harnessed

<b>Options</b>	Musician • Standard Bearer • Flaming Standard
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**Special**

	<b>LION GUARD #1</b> Lion Guard x23 - Standard - Infantry - 20x20	<b>671 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Strider, Scoring, Martial Discipline, Valiant, Bodyguard	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Heavy Armour, Lion's Fur
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Lion Guard	1	5	4	1	5 Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic) , Lightning Reflexes, Great Weapon

<b>Options</b>	Champion • Musician • Standard Bearer • Banner of Becalming
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	<b>SWORD MASTERS #1</b> SwordMasters x5 - Standard - Infantry - 20x20	<b>125 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	6	3	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sword Master	2	6	3	0	6 Lightning Reflexes, Sword Sworn, Great Weapon

	<b>SWORD MASTERS #2</b> SwordMasters x5 - Standard - Infantry - 20x20	<b>125 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	6	3	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sword Master	2	6	3	0	6 Lightning Reflexes, Sword Sworn, Great Weapon

	<b>GIANT EAGLE #1</b> Giant Eagles - Large - Beast - 50x50	<b>100 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	2"	4"	8	Light Troops, Fly (9", 18", 9", 18")	
	9"	18"			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Giant Eagle	2	5	4	1	4

## Naval Ordnance

	<b>SEA GUARD REAPER #1</b> Sea Guard Reaper - Standard - Construct - 60	<b>180 POINTS</b>	
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<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>


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	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



<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>	
<b>Crew</b>	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>	
<b>Crew</b>	2	4	3	0	5	Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+)

## Magics

### Racial Trait Spell

	Casting	Range	Type	Duration
<b>Favour of Meladys</b>				
<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>				



**Duality:** All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		Casting	Range	Type	Duration	Effect
<b>4</b>	Perception of Strength Chaos	8+	24"	Hex	One Turn	The target suffers -1 Strength and -1 Armour Penetration.
<b>5</b>	Unity in Divergence Cosmos	10+	24"	Augment	One Turn	All models in the target unit <b>gain Aegis (5+)</b> .
<b>5</b>	Unity in Divergence Chaos	10+	24"	Hex Damage Direct	Instant	Each model in the target unit <b>suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks.</b>

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>4</b>	Perception of Strength Cosmos	8+	24"	Augment	One Turn	The target gains <b>+1</b> Strength and <b>+1</b> Armour Penetration.
<b>6</b>	Truth of Time Cosmos	7+	24"	Augment Focused	Instant	The target <b>Recovers</b> 1 Health Point
<b>6</b>	Touch the Heart chaos	7+	24"	Hex Missile Damage Focused	Instant	The target suffers <b>1 hit that wounds automatically</b> with Armour Penetration 10 and Magical Attacks.
<b>1</b>	Altered Sight Chaos	5+	24"	Hex	One Turn	The target suffers <b>-1</b> Offensive Skill and <b>-1</b> Defensive Skill, and has its weapons' Aim <b>worsened</b> by 1.
<b>2</b>	Truth of Time Cosmos	5+	24"	Augment	One Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
<b>2</b>	Truth of Time Chaos	5+	24"	Hex	One Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
<b>1</b>	Altered Sight Cosmos	5+	24"	Augment	One Turn	The target gains <b>+1</b> Offensive Skill and <b>+1</b> Defensive Skill, and has its weapons' Aim <b>improved</b> by 1.
<b>3</b>	Ice and Fire Cosmos	7+	24"	Hex Missile Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Special Saves</b> against wounds caused by this spell must be rerolled.
<b>3</b>	Ice and Fire Chaos	7+	24"	Hex Damage Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Armour Saves</b> against wounds caused by this spell must be rerolled.

## Magic items

**Diadem of Protection:** The bearer gains **Aegis (+2, max 4+)**.

**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.

**Willow's Ward:** While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

**Amethyst Crystal:** Dispelling rolls made by the bearer's army gain a +1 modifier.

**Gleaming Robe:** The wearer gains **Aegis (3+)** and itsArmour is **set** to 1, which cannot be improved. If the wearer Miscasts and rolls Magical Inferno or Witchfire,the number of hits is halved, rounding fractions up.

**Talisman of the Void:** The bearer gains Channel (1).

**Glittering Lacquer:** The bearer gains **Hard Target (1)**.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

**War Banner of Ryma:** R&F model parts without Harnessed in a unit with one or moreWar Banners of Ryma gain **Devastating Charge (+1 Str)**. In addition, all Infantry models in the unit gain**Devastating Charge (+1" Adv)**.

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

**Banner of Becalming:** In the opponent'sMagic Phase, during Siphon the Veil before converting Veil Tokens into Magic Dice, remove one Veil Token from theopponent's Veil Token pool and add one Veil Token to your Veil Token pool.

## Model Rules

**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.

**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.

**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 Changers move, 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

**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 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 wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

**Light Armour:** Armor +1

**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.

**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.

**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:**

**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.

**Sword Sworn:** Attack Attribute - Close Combat.

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

**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.

**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.

**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.

High Prince #1	Mage #1	Command #1	Command #2	Citizen Spears #1	Highborn Lancers #1	Lion Guard #1	Sword Masters #1	Sword Masters #2	Giant Eagle #1	Sea Guard Reaper #1	Sea Guard Reaper #2	Sea Guard Reaper #3
