Highborn Elves

Dontown - 3 001 points

0 pts (0.00 %)	1100 pts (24.00 %)	1541 pts (34.00 %)	0 pts (0.00 %)	360 pts (8.00 %)	1100 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)

Core

Sea Guard #1

Sea Guard **x25** - *Standard - Infantry - 20x20*

550 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	Champion • Musician • Standard Bearer

Sea Guard #2

Sea Guard **x25** - *Standard - Infantry - 20x20*

550 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	Champion • Musician • Standard Bearer

Special

Flame Wardens #1

Flame Wardens **x24** - *Standard - Infantry - 20x20*

563 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**

Options	Champion • Musician • Standard Bearer

Flame Wardens #2

Flame Wardens **x24** - *Standard - Infantry - 20x20*

563 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**

Options	Champion • Musician • Standard Bearer

Reaver Chariot #1

Reaver Chariot **x2** - *Large - Construct - 50x100*

215 POINTS

Global	*Adv*	*Mar*	*Dis*			*Model Rules*
	9"	14"	8			**Light Troops, Swiftstride, Martial Discipline**
Defensive	*HP*	*Def*	*Res*	*Arm*		
	3	4	4	2		
Offensive	*Att*	*Off*	*Str*	*Ap*	*Agi*	
Crew (2)	1	4	3	0	5	**Lightning Reflexes, Light Lance, Longbow (3+, 3+)**
Elvish Horse (2)	1	3	3	0	4	**Harnessed**
Chariot			5	2		**Inanimate, Impact Hits (D6, D6)**

Options	Standard Bearer

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+)

Magics

Racial Trait Spell

	Casting	*Range*	*Type*	*Duration*
Favour of Meladys				
Mf	10+	Caster		One Turn

Immediately after successfully casting the spell, add one Veil Token to your Veil Token pool.
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.

Model Rules

Aegis:

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.

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 Chargers 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.

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.

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

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.
If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee
Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

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:

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.

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 if 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.

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

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.

Sea Guard Reaper #1	Sea Guard Reaper #2	Sea Guard #1	Sea Guard #2	Flame Wardens #1	Flame Wardens #2	Reaver Chariot #1	Giant Eagle #1	Giant Eagle #2