




HIGHBORN ELVES

?? - 3 085 POINTS



1315 pts (44.00 %) 900 pts (30.00 %) 870 pts (29.00 %) 900 pts (30.00 %)
 1195 pts (40.00 %) 820 pts (27.00 %) 980 pts (33.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Queen's Bows**
 (40 Max) (50 Max) (25 Least) (25 Least) (0 NoLimit) (0 NoLimit) (30 Max) (30 Max)

Characters




HIGH PRINCE #1

High Prince - Gigantic - Beast - 20x20

980 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, Spear



MOUNT ANCIENT DRAGON

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fly, Light Troops, Ancient Allies (2), Meeting of Minds		
	7"	14"				
Defensive	HP	Def	Res	Arm		
	8	6	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Ancient Dragon	6	6	7	4	3	Harnessed, Breath Attack

Options | General • Spear • Ancient Dragon • Sliver of the Blazing Dawn




COMMANDER #1

Commander - Standard - Cavalry - 25x50

335 POINTS



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



MOUNT ELVEN HORSE

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Elven Horse	1	3	3	0	4	Harnessed

Options | Queen's Cavalier • Battle Standard Bearer • Elven Horse • Shield • Lance • Nova Flare

Core



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

455 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, Marine Training, Bow (3+), Spear

Options	Champion • Musician • Standard Bearer • Navigator's Banner
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SEA GUARD #1
Sea Guard x20 - Standard - Infantry - 20x20

445 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, Marine Training, Bow (3+), Spear

Options	Musician • Standard Bearer • Navigator's Banner
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Special



KNIGHTS OF RYMA #1
Knights of Ryma x12 - Standard - Cavalry - 25x50

650 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	5	3	2	Shield, Dragonforged Armour	
Offensive	Att	Off	Str	Ap	Agi	
Knight of Ryma	2	5	4	1	6	Lightning Reflexes, Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Champion • Musician • Standard Bearer • War Banner of Ryma
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REAVER CHARIOTS #1
Reaver Chariots - Large - Construct - 50x100

110 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	1	4	3	0	5	Lightning Reflexes, Light Lance, Longbow

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Elven Horse	1	3	3	0	4	Harnessed
Chassis			5	2		Impact Hits, Inanimate



REAYER CHARIOTS #1

Reaver Chariots - Large - Construct - 50x100

110 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	14"	8	Light Troops, Swiftstride, Martial Discipline		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	2		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	1	4	3	0	5	Lightning Reflexes, Light Lance, Longbow
Elven Horse	1	3	3	0	4	Harnessed
Chassis			5	2		Impact Hits, Inanimate

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Favour of Meladys				
<i>Mf</i>	10+	Caster	Translation missing: en.magic_spell.type_target.Caster	One Turn
<p>You gain one Veil Token that is not removed when the spell ends. 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 and apply the following rules instead:</p> <ul style="list-style-type: none"> • No Special Save can be taken. • If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored. <p>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.</p>				

Magic items

Sliver of the Blazing Dawn: Attacks made with this weapon gain +1 Strength and +2 Armour Penetration. Each successful to-hit roll with this weapon causes two hits instead of one.

Nova Flare: Attacks made with this weapon gain **Devastating Charge (+1 Att)**, **Lethal Strike**, and become **Divine Attacks**. One use only. May be activated at the start of any Round of Combat. The wielder counts as Charging for the purpose of Devastating Charge.

Magic banners

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

Navigator's Banner: R&F models in the bearer's unit gain **Distracting** in the First Round of Combat against attacks from enemies Engaged in the bearer's unit's Front Facing.

Model Rules

Bow:

Dragonforged Armour: Armour Equipment
Heavy Armour. The wearer gains Aegis (2+, against Flaming Attacks) and Aegis (6+), and automatically fails all Fortitude Saves.

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.

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).

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 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: Close Combat

A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0.

Longbow: Portée 30", tir 1, Force 3, PA 0, Tir précis, Tir rapide

Marine Training: The model part may use Shooting Attacks from any rank.

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.

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: The model can shoot from the third rank (in addition to the first and second) and it does not suffer the -1 to-hit modifier 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.

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.

High Prince #1	Commander #1	Knights of Ryma #1	Sea Guard #1	Sea Guard #1	Reaver Chariots #1	Reaver Chariots #1
						