



HIGHBORN ELVES

LIST Highborn Elves (v2.1) #1 - 3 327 POINTS



730 pts (16.00 %) 1162 pts (26.00 %) 555 pts (12.00 %) 340 pts (8.00 %) 540 pts (12.00 %) 370 pts (8.00 %)
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 - Cavalry - 25x50

485 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					



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 | Elven Horse • Dragonforged Armour • Lance • General • Diadem of Protection • Nova Flare • Potion of Strength



COMMANDER #1
 Commander - Standard - Cavalry - 25x50

245 POINTS



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



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 | Battle Standard Bearer • Elven Horse • Dragonforged Armour • Great Weapon

Core



HIGHBORN LANCERS #1
Highborn Lancers x5 - Standard - Cavalry - 25x50

220 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	4	3	2	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Highborn Lancer	1	4	3	0	5	Lightning Reflexes, Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Musician
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HIGHBORN LANCERS #2
Highborn Lancers x13 - Standard - Cavalry - 25x50

572 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	4	3	2	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Highborn Lancer	1	4	3	0	5	Lightning Reflexes, Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Champion • Musician • Standard Bearer • War Banner of Ryma
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ELEIN REAVERS #1
Elein Reavers x5 - Standard - Cavalry - 25x50

185 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Feigned Flight, Vanguard, Light Troops, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Elein Reaver	1	4	3	0	5	Lightning Reflexes, Light Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Bow (3+)
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ELEIN REAVERS #2
Elein Reavers x5 - Standard - Cavalry - 25x50

185 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Feigned Flight, Vanguard, Light Troops, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Elein Reaver	1	4	3	0	5	Lightning Reflexes, Light Lance
Elven Horse	1	3	3	0	4	Harnessed

Options

Bow (3+)

Special

**KNIGHTS OF RYMA #1**
Knights of Ryma x5 - Standard - Cavalry - 25x50

350 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	1	5	4	1	6	Lightning Reflexes, Devastating Charge, Lance
Elven Horse	1	3	3	0	4	Harnessed

Options

Musician

**LION CHARIOT #1**
Lion Chariot - Large - Construct - 50x100

205 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	8"	8	Swiftstride, Martial Discipline, Valiant		
Defensive	HP	Def	Res	Arm		
	4	5	4	2	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	1	5	4	1	5	Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Lightning Reflexes, Great Weapon
Lions(2)	2	5	5	2	4	Harnessed
Chariot			5	2		Inanimate, Impact Hits (D6+1, D6+1)

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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	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>	
Crew	2	4	3	0	5	Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+)

The Ancient Allies



FROST PHOENIX #1

Phoenix - Gigantic - Beast - 50x100

340 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	2"	4"	8	Light Troops, Light Troops, Fearless, Supernal, Fly (9", 18", 9", 18"), Rebirth (5+)		
	9"	18"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	5	5	5	3	Aegis (5+)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Phoenix	4	5	5	2	4	Frost

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Favour of Meladys				
<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.</i></p> <p><i>Characters and Gigantic models can only ignore a single wound this way per phase.</i></p>				

Magic items

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

Nova Flare: Attacks made with this weapon gain **Devastating Charge (+1 Att)** and **Lethal Strike**, and become **Divine Attacks** and **Magical 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.

Potion of Strength: One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

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" Adv)**.

Model Rules

Aegis:

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Dragonforged Armour: Follows the rules for Heavy Armour (can be enchanted as if it was Heavy Armour).

In addition, the wearer gains Aegis (2+, against Flaming Attacks) and Aegis (6+), and automatically fails all Fortitude Saves.

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.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

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.

Frost: The model gains Aegis (5+), Fearless, and Supernal. Enemy units in base contact with one or more Frost Phoenixes suffer -2 Agility, -2 Offensive Skill, and -2 Defensive Skill.

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 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).

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:

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.

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.

Rebirth: Universal Rule.

The first time a Phoenix loses its last Health Point, the owner must roll a D6. The roll is successful on a roll of 5+ (or 3+ if the model has Warden's Bond):

- Remove the model as a casualty as usual, but place a marker on the centre of the model's final position.
- In the next Player Turn, at the start of step 3 of the Movement Phase Sequence (after Rallying Fleeing units), the Phoenix model is placed back on the Battlefield. The centre of the model must be placed within 3" of the marker and the model must be placed more than 1" away from other units and Impassable Terrain, facing any direction.
- If the model cannot be placed following these rules, it cannot return for the rest of the game.
- The returned model is the same model that left the game, including any and all ongoing effects (such as spells affecting the model), with the exception that it always returns with only 1 Health Point left and counts as Rallied in case it was Fleeing when it lost its last Health Point (and thus is Shaken until the end of the Player Turn).
- The model does not grant Victory Point for being Destroyed if it still has Health Points left at the end of the game.

If the roll fails, follow the normal rules (i.e the model is removed as a casualty)

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.

Supernal:

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.

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.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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

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	Frost Phoenix #1	Sea Guard Reaper #1	Sea Guard Reaper #2	Sea Guard Reaper #3	Highborn Lancers #1	Highborn Lancers #2	Elein Reavers #1	Elein Reavers #2	Knights of Ryma #1	Lion Chariot #1