




HIGHBORN ELVES

HIGH ELVES 1 - 1 180 POINTS



520 pts (12.00 %) 0 pts (0.00 %) 660 pts (15.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Queen's Bows** **Naval Ordnance**
 (40 Max) (25 Least) (0 NoLimit) (30 Max)


Characters




HIGH PRINCE

High Prince - Large - Cavalry - 50x50

520 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 GRIFFON

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	Fear, Fly, Light Troops, Towering Presence, Ancient Allies (1)		
	8"	16"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C		
Offensive	Att	Off	Str	Ap	Agi	
Griffon	4	5	5	3	5	Harnessed, Lightning Reflexes, Devastating Charge

Options	General • Griffon • Dragonforged Armour • Longbow (0+)
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Special



PHOENIX 1


Phoenix - Gigantic - Beast - 50x100

330 POINTS



Global	Adv	Mar	Dis	Model Rules		
	2"	4"	8	Fly, Light Troops, Ancient Allies (1), Rebirth		
	9"	18"				
Defensive	HP	Def	Res	Arm		
	5	5	5	3		
Offensive	Att	Off	Str	Ap	Agi	
Phoenix	4	5	5	2	4	


Options	Frost Phoenix
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PHOENIX 2

Phoenix - Gigantic - Beast - 50x100

330 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Fly, Light Troops, Ancient Allies (1), Rebirth	
	9"	18"			
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	5	5	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agj</i>
Phoenix	4	5	5	2	4

Options	Frost Phoenix
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>H Favour of Meladys</i>				
<i>Mf</i>	10+	Caster	Translation missing: en.magic_spell.type_target.Caster	One Turn
<p><i>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:</i></p> <ul style="list-style-type: none"> <i>• No Special Save can be taken.</i> <i>• If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored.</i> <p><i>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

Ancient Allies: The sum of the Ancient Allies values stated in brackets of all models in the army is restricted to 1 per 1500 Army Points, rounding fractions up.

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.

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

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.

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.

Rebirth: When the model loses its last Health Point, unless it is a Summoned model, the owner **must** roll a D6. The roll is successful on a roll of 5+ (or 3+ if the model has Warden's Bond):

- Before removing the model as a casualty, mark the centre of its final position.
- At the start of the next friendly Movement Phase, Summon a new Phoenix within 3" of the marked point. The Summoned model has the same upgrades as the original Phoenix and its Health Points are **set** to 1. If the roll fails, the model is removed as a casualty as normal.

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



Phoenix 1



Phoenix 2



