



# HIGHBORN ELVES

## LIST Highborn Elves - V1 #2 - 5 063 points



520 pts (10.00 %) 2901 pts (57.00 %) 712 pts (14.00 %) 930 pts (18.00 %) 0 pts (0.00 %) 430 pts (8.00 %)

**Lords** (50 Max)    **Core** (25 Least)    **Heroes** (50 Max)    **Rare** (25 Max)    **Special** (50 Max)    **Mount** (0 NoLimit)

### Lords



#### HIGH PRINCE #1

High Prince - Standard - Infantry - 20x20

520 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
Bonus Ancient Dragon	-	+1	-	+1	+1	+1	-	+1	-	
Dragon	6	5	1	6	6	6	3	5	9	Monster
<b>Model Rules</b>	Martial Discipline • Lightning Reflexes • Light Armour									
<b>Model Rules (Dragon)</b>	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									
<b>Model Rules (Dragon)</b>	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									

**Options** | Great Weapon • Mount : Dragon • May upgrade to Ancient Dragon • Lucky Shield • Lucky Charm x1 • Divine Icon

### Heroes



#### COMMANDER #1

Commander - Standard - Infantry - 20x20

233 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Commander	5	6	6	4	3	2	7	3	9	Infantry
Bonus Royal Huntsman	-	-	-	-	-	-	-	-	-	
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Crew (2)	-	5	4	4	-	-	5	1	8	
Lion (2)	8	5	5	5	-	-	4	2	-	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Light Armour									
<b>Model Rules (Bonus Royal Huntsman)</b>	Valiant • Valiant • Lion's Fur • Lion's Fur									
<b>Model Rules (Chariot)</b>	Lightning Reflexe • Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Monsters and Ridden Monster) • Impact Hits (+1) • Martial Discipline • Valiant • Heavy Armour • Great Weapon • Mount's Protection (5+)									
<b>Model Rules (Chariot)</b>	Lightning Reflexe • Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Monsters and Ridden Monster) • Impact Hits (+1) • Martial Discipline • Valiant • Heavy Armour • Great Weapon • Mount's Protection (5+)									

**Options** | Royal Huntsman • Mount : Lion Chariot • Heavy Armour • Great Weapon • Great Bow of Elu • Dragonscale Helm



#### COMMANDER - BSB

Commander - BSB - Standard - Infantry - 20x20

349 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Commander	5	6	6	4	3	2	7	3	9	Infantry
Bonus Fleet Officer	-	-	-	-	-	-	-	-	-	
Chariot	-	-	-	4	4	4	-	-	-	Chariot
Crew (2)	-	4	4	3	-	-	5	1	8	
Hawk (1)	2	4	-	4	-	-	4	2	8	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Light Armour									
<b>Model Rules (Chariot)</b>	Fly (9) • Lightning Reflexes • Hard Target • Martial Discipline • Volley Gun Artillery Weapon • Mount's Protection (6+) • Light Armour • Light Lance									
<b>Model Rules (Chariot)</b>	Fly (9) • Lightning Reflexes • Hard Target • Martial Discipline • Volley Gun Artillery Weapon • Mount's Protection (6+) • Light Armour • Light Lance									

**Options** | Fleet Officer • Mount : Sky Sloop • Storm Pennant • Shield • Dragonforged Armour • Lance • Sprout of Rebirth x1



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

130 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mage	5	4	4	3	3	2	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Master of Balance									

<b>Options</b>	Level 2 (Wizard Apprentice) • Dispel Scroll
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**Core**



**CITIZEN ARCHERS #1**  
Citizen Archers x19 - Standard - Infantry - 20x20

1 011 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Archer	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Light Armour • Longbow									

<b>Options</b>	Champion • Musician • Standard Bearer
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**ELEIN REAVERS #1**  
Elein Reavers x5 - Standard - Infantry - 20x20

430 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
<b>Model Rules</b>	Fast Cavalry • Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									

<b>Options</b>	May take Bow
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**ELEIN REAVERS #2**  
Elein Reavers x5 - Standard - Infantry - 20x20

430 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
<b>Model Rules</b>	Fast Cavalry • Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									

<b>Options</b>	May take Bow
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**HIGHBORN LANCERS #1**  
Highborn Lancers x5 - Standard - Infantry - 20x20

515 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Champion	5	5	5	3	3	1	5	2	8	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Heavy Armour • Lance • Shield									

<b>Options</b>	May take Mount's Protection (5+) • Musician • Standard Bearer
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**HIGHBORN LANCERS #2**  
Highborn Lancers x5 - Standard - Infantry - 20x20

515 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Champion	5	5	5	3	3	1	5	2	8	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Heavy Armour • Lance • Shield									

<b>Options</b>	May take Mount's Protection (5+) • Musician • Standard Bearer
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Rare



**GREY WATCHERS #1**  
Grey Watchers x10 - Standard - Infantry - 20x20

520 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Grey Watcher	5	5	5	3	3	1	5	1	8	
<b>Model Rules</b>	Skirmishers • Lightning Reflexes • Scout • Martial Discipline • Bitter Arrows • Light Armour • Bow									

<b>Options</b>	Paired Weapons • May take a Shield • May take a Longbow
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**SEA GUARD REAPER #1**  
Sea Guard Reaper - Standard - Infantry - 20x20

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	-	7	2	-	-	-	War Machine
Crew (2)	5	4	4	3	3	-	5	1	8	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline									

<b>Options</b>	May purchase Repeating Shot
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**SEA GUARD REAPER #2**  
Sea Guard Reaper - Standard - Infantry - 20x20

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	-	7	2	-	-	-	War Machine
Crew (2)	5	4	4	3	3	-	5	1	8	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline									

<b>Options</b>	May purchase Repeating Shot
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**SEA GUARD REAPER #3**  
Sea Guard Reaper - Standard - Infantry - 20x20

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	-	7	2	-	-	-	War Machine
Crew (2)	5	4	4	3	3	-	5	1	8	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline									

<b>Options</b>	May purchase Repeating Shot
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**SKY SLOOP #1**  
Sky Sloop - Standard - Infantry - 20x20

**170 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	4	4	4	-	-	-	Chariot
Crew (2)	-	4	4	3	-	-	5	1	8	
Hawk (1)	2	4	-	4	-	-	4	2	8	
<b>Model Rules</b>	Fly (9) • Hard Target • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									
<b>Model Rules (Crew (2))</b>	Lightning Reflexes									

<b>Options</b>	Storm Pennant
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**Magics**

**Magic items**

Dragonscale Helm:  
Great Bow of Elu:  
Sprout of Rebirth:  
Divine Icon:  
Lucky Charm:  
Lucky Shield:  
Dispel Scroll:

**Model Rules**

Bitter Arrows:  
Bow:  
Devastating Charge:  
Divine Attacks:  
Fast Cavalry:  
Fly (9):  
Hard Target:  
Heavy Armour:  
Immune to Psychology:  
Lance:  
Level 1 Wizard Apprentice:  
Light Armour:  
Light Lance:  
Lightning Reflexes:  
Lion's Fur:  
Longbow:  
Magic Resistance (1):  
Martial Discipline:  
Master of Balance:  
Mount's Protection (6+):  
Multiple Shot (3):  
Quick to Fire:  
Scout:

Shield:

Skirmishers:

Steady Aim:

Sword Sworn:

Valiant:

Ward Save (4+):

Weapon Master:

### 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.

Citizen Archers #1	Commander #1 - BSB	Elein Reavers #1	Elein Reavers #2	Grey Watchers #1	High Prince #1	Highborn Lancers #1	Highborn Lancers #2	Mage #1	Sea Guard Reaper #1	Sea Guard Reaper #2	Sea Guard Reaper #3	Sky Sloop #1