



HIGHBORN ELVES

HLE 1.2 - 4 499 POINTS



1785 pts (40.00 %) 1149 pts (26.00 %) 1185 pts (26.00 %) 879 pts (20.00 %) 380 pts (8.00 %)
Characters **Core** **Special** **Queen's Bows** **Naval Ordnance**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (15 Max)

Characters




HAUT PRINCE #1
High Prince - Large - Cavalry - 50x50

710 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, 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 • Shield • Lance • Diadem of Protection • Daemon's Bane • Nova Flare



COMMANDANT #1
Commander - Standard - Infantry - 20x20


490 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Wizard Adept, 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


Lightning Reflexes, Hand Weapon

Options | Battle Standard Bearer • Longbow (1+) • Great Weapon • Master of Canreig Tower • Aether Icon x2 • Elu's Heartwood



COMMANDANT #2
Commander - Standard - Infantry - 20x20

280 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

Lightning Reflexes, Lightning Reflexes, Hand Weapon

Options | Longbow (1+) • Great Weapon • Queen's Companion • Moonlight Arrows • Obsidian Rock • Potion of Strength



MAGE #1
Mage - Standard - Infantry - 20x20

305 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Wizard Adept, Martial Discipline, Master of Spellcrafting	
Defensive	HP	Def	Res	Arm	
	3	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Mage	1	4	3	0	5

Lightning Reflexes, Lightning Reflexes, Hand Weapon

Options | Pyromancy • Book of Arcane Mastery

Core



GARDES-MER #1
Sea Guard x27 - Standard - Infantry - 20x20

684 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Martial Discipline, Cover Volley	
Defensive	HP	Def	Res	Arm	
	1	5	3	0	
Offensive	Att	Off	Str	Ap	Agi
Sea Guard	1	4	3	0	5

Light Armour, Shield
Lightning Reflexes, Steady Aim, Bow, Spear

Options | Champion • Musician • Standard Bearer • Banner of Speed



LANCES PATRICIENNES #1
Highborn Lancers x6 - Standard - Cavalry - 25x50

270 POINTS



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

Heavy Armour, Shield
Lightning Reflexes, Lance
Harnessed

Options | Champion • Musician • Standard Bearer



PILLEURS ELEINS #1
Elein Reavers x5 - Standard - Cavalry - 25x50

195 POINTS



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

Light Armour
Lightning Reflexes, Light Lance
Harnessed

Options

Bow (3+) • Musician

Special

**PHENIX #1**

Phoenix - Gigantic - Beast - 50x100

350 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

**PHENIX #2**

Phoenix - Gigantic - Beast - 50x100

395 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

Fire Phoenix

**GARDES-LIONS #1**

Lion Guard x10 - Standard - Infantry - 20x20

340 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Bodyguard, Scoring, Strider, Martial Discipline, Valiant	
Defensive	HP	Def	Res	Arm	
	1	5	3	0	
				Heavy Armour, Lion's Fur	
Offensive	Att	Off	Str	Ap	Agi
Lion Guard	1	5	4	1	5
				Lightning Reflexes, Multiple Wounds, Great Weapon	

Options

Champion • Musician • Standard Bearer • Banner of Becalming

**AIGLE GEANT #1**

Giant Eagles - Large - Beast - 50x50

100 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Fly, Light Troops	
	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



FAUCHEUSE GARDE-MER #1
Sea Guard Reaper - Standard - Construct - 60

190 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
Lightning Reflexes, Move or Fire, Elven Bolt Thrower					



FAUCHEUSE GARDE-MER #1
Sea Guard Reaper - Standard - Construct - 60

190 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
Lightning Reflexes, Move or Fire, Elven Bolt Thrower					

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>				



Pyromancy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
5	Scorching Salvo	8+	24" Aura	Hex Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3	Flaming Swords	8+ [11+]	18" [6" Aura]	Augment	One Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex Missile Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
6	Enveloping Embers	11+	24"	Hex Damage Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	One Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	Blaze		24"	Hex Missile Damage	Instant	The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball (rep)	4+	36"	Hex Missile Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

Magic items

Daemon's Bane: The wearer gains +2 Armour against Magical Attacks.

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.

Elu's Heartwood: This weapon gains Shots 3, Str as user +1, AP as user +1, and **Magical Attacks**.

Obsidian Rock: The bearer gains Magic Resistance (2).

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

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Banner of Becalming: In the opponent's Magic Phase, during Siphon the Veil before converting Veil Tokens into Magic Dice, remove one Veil Token from the opponent's Veil Token pool and add one Veil Token to your Veil Token pool.

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.

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Bow:

Cover Volley: 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 Artillery Weapon can be fired in two ways:

- Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1×5), [Multiple Wounds (D3)]
- Range 48", Shots 6, Str 4, AP 2

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.

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

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:

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.

Lion's Fur: Armour Equipment

If on foot, the wearer gains +1 Armour, which is improved to +2 Armour against Shooting Attacks.

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.

Master of Spellcrafting: The Wizard's spells have their Casting Value reduced by 1. When performing a Casting Attempt with a single Magic Dice, a natural roll of '1' or '2' is always a failed Casting Attempt, regardless of any modifiers.

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: 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.

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.

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

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.

Wizard Adept: - Knows 2 spells.

- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

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.

Haut prince #1	Commandant #1	Commandant #2	Warg #1	Gardes-mer #1	Lances patriciennes #1	Pilleurs eleins #1	Faucheuse garde-mer #1	Faucheuse garde-mer #1	Phénix #1	Phénix #2	Gardes-lions #1	Aigle géant #1