




HIGHBORN ELVES

KILL GOBOTY - 3 000 POINTS



1090 pts (36.00 %) 815 pts (27.00 %) 1095 pts (37.00 %) 490 pts (16.00 %)
 1030 pts (34.00 %) 815 pts (27.00 %) 1095 pts (37.00 %) 490 pts (16.00 %)
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 #2

High Prince - Large - Construct - 50x100

465 POINTS




Global	Adv	Mar	Dis			Model Rules
	5"	10"	10			Martial Discipline
Defensive	HP	Def	Res	Arm		
	3	7	3	0 (+2)	Heavy Armour, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
High Prince	4	7	4	1	8	Lightning Reflexes, Great Weapon, Hand Weapon



MOUNT LION CHARIOT

Global	Adv	Mar	Dis			Model Rules
	8"	8"	C			Swiftstride
Defensive	HP	Def	Res	Arm		
	4	C	4	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Crew	1	5	4	1	5	Lightning Reflexes, Multiple Wounds, Great Weapon
Lion(2)	2	5	5	2	4	Harnessed
Chassis			5	2	Impact Hits, Inanimate	


Options | General • Royal Huntsman • Heavy Armour • Great Weapon • Cosmology • Lion Chariot



HIGH PRINCE #1

High Prince - Large - Construct - 50x100

625 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	10			Martial Discipline
Defensive	HP	Def	Res	Arm		
	3	7	3	0 (+2)	Heavy Armour, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
High Prince	4	7	4	1	8	Lightning Reflexes, Great Weapon, Hand Weapon, Longbow



MOUNT SKY SLOOP

Global	Adv	Mar	Dis			Model Rules
	2"	2"	C			Fly, Light Troops, Swiftstride
	9"	9"				
Defensive	HP	Def	Res	Arm		
	4	C	4	C+1	Hard Target	
Offensive	Att	Off	Str	Ap	Agi	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew(2)	1	4	3	0	5	Lightning Reflexes, Light Lance
Hawk	2	4	4	1	4	Harnessed
Chassis			5	2		Impact Hits, Inanimate, Sky Reaper

Options | Fleet Officer • Heavy Armour • Longbow (0+) • Great Weapon • Sky Sloop • Lucky Charm • Ghostly Guard • Elu's Heartwood

Core



CITIZEN ARCHERS #1

Citizen Archers x15 - Standard - Infantry - 20x20

220 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Scoring, Martial Discipline		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Citizen Archer	1	4	3	0	5	Lightning Reflexes, Accurate, Longbow



CITIZEN SPEARS #1

Citizen Spears x20 - Standard - Infantry - 20x20

325 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Scoring, Martial Discipline		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Citizen Spear	1	4	3	0	5	Lightning Reflexes, Fight in Extra Rank, Spear

Options | Champion • Musician • Standard Bearer • Stalker's Standard



SEA GUARD #1

Sea Guard x15 - Standard - Infantry - 20x20

270 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Scoring, Martial Discipline		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	3	0	Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Sea Guard	1	4	3	0	5	Lightning Reflexes, Steady Aim, Marine Training, Bow (3+), Spear

Options | Champion • Musician • Standard Bearer

Special



SWORD MASTERS #1

Sword Masters x14 - Standard - Infantry - 20x20

375 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	6	3	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sword Master	2	6	3	0	6
Lightning Reflexes, Sword Sworn, Great Weapon					

Options	Champion • Musician • Standard Bearer • Flaming Standard
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PHOENIX #1


Phoenix - Gigantic - Beast - 50x100

380 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	2"	4"	8	Fly, Light Troops, Ancient Allies (1), Rebirth	
	9"	18"			
<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>Agi</i>
Phoenix	4	5	5	2	4


Options	Frost Phoenix • Warden's Bond
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KNIGHTS OF RYMA #1

Knights of Ryma x5 - Standard - Cavalry - 25x50

340 POINTS



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

Options	Champion • Standard Bearer
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3>H Favour of Meladys</h3>				
<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>				



Duality: All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always

declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
4	Perception of Strength Chaos	8+	24"	Hex	One Turn	The target suffers -1 Strength and -1 Armour Penetration.
5	Unity in Divergence Cosmos	10+	24"	Augment	One Turn	All models in the target unit gain Aegis (5+) .
5	Unity in Divergence Chaos	10+	24"	Hex Damage Direct	Instant	The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, and Magical Attacks.
4	Perception of Strength Cosmos	8+	24"	Augment	One Turn	The target gains +1 Strength and +1 Armour Penetration.
6	Truth of Time Cosmos	7+	24"	Augment Focused	Instant	The target Recovers 1 Health Point
6	Touch the Heart chaos	7+	24"	Hex Missile Damage Focused	Instant	The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
1	Altered Sight Chaos	5+	24"	Hex	One Turn	The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1.
2	Truth of Time Cosmos	5+	24"	Augment	One Turn	The target gains +2" Advance Rate and +2 Agility.
2	Truth of Time Chaos	5+	24"	Hex	One Turn	The target suffers -2" Advance Rate, to a minimum of 3", and -2 Agility, to a minimum of 1.
1	Altered Sight Cosmos	5+	24"	Augment	One Turn	The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1.
3	Ice and Fire Cosmos	8+	24"	Hex Missile Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled.
3	Ice and Fire Chaos	8+	24"	Hex Damage Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks. Successful Armour Saves against wounds caused by this spell must be rerolled.

Magic items

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

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Magic banners

Flaming Standard: One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

Stalker's Standard: The bearer's unit gains Strider.

Model Rules

Accurate:

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.

Bow:

Dragonforged Armour: Armour Equipment

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

Fight in Extra Rank:

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 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 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.

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.

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.

Sword Sworn: The model part gains a +1 to-hit modifier when attacking with a Great Weapon.

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.

