



QUEEN'S CAVALIER Highborn Elves


CALEDOR - 520 POINTS



520 pts (100.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)


Characters (50 Max) **Core** (25 Least) **Special** (0 NoLimit) **Naval Ordnance** (15 Max) **The Ancient Allies** (25 Max) **Queen's Bows** (30 Max)

Characters



HIGH PRINCE #1
High Prince - Standard - Infantry - 20x20

240 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	10	Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	7	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
High Prince	4	7	4	1	8 Lightning Reflexes, Hand Weapon



HIGH PRINCE, QUEEN'S COMPANION #1
High Prince, Queen's Companion - Standard - Infantry - 20x20

280 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	10	Martial Discipline, Honours : Queen's Companion	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	7	3	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Queen's Companion	4	7	4	1	8 Quick to Fire, Lightning Reflexes, Hand Weapon

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>Favour of Meladys</i>				
<i>Mf</i>	10+	Caster		One Turn
<p><i>Immediately after successfully casting the spell, add two Veil Tokens to your Veil Token pool.</i></p> <p><i>When a friendly unit within 18" of the Caster would lose a Health Point, it may discard one Veil Token from its Veil Token pool instead (this is done after Multiple Wounds multipliers and saves are applied) and the Health Point loss is ignored. For Standard Infantry, up to 2 Health Point losses 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 lost Health Point this way per phase.</i></p>				

Model Rules

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

Honours : Queen's Companion: When shooting with a Longbow without Weapon Enchantment, the weapon gains Shots 3.

Light Armour: Armor +1

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.

Quick to Fire:

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 #1



High Prince, Queen's Companion #1

