



# HIGHBORN ELVES

## LIST Highborn Elves (v2021 BETA 1) #5 - 5 014 POINTS



1485 pts (30.00 %) 1258 pts (25.00 %) 1601 pts (32.00 %) 310 pts (6.00 %) 360 pts (7.00 %) 658 pts (13.00 %)

**Characters** (40 Max)    **Core** (25 Least)    **Special** (0 NoLimit)    **The Ancient Allies** (20 Max)    **Naval Ordnance** (15 Max)    **Queen's Bows** (30 Max)

### Characters



#### COMMANDER #1

Commander - Standard - Infantry - 20x20

330 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, Hand Weapon |

**Options** Battle Standard Bearer • Longbow (1+) • Shield • Heavy Armour • Spear • Rending Banner x1 • Elu's Heartwood



#### HIGH PRINCE #1

High Prince - Standard - Infantry - 20x20

525 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 |

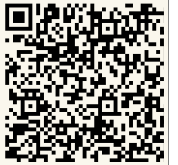
**Options** Longbow (0+) • Shield • Heavy Armour • Spear • General • Queen's Companion • Moonlight Arrows • Protection of Dorac • Sliver of the Blazing Dawn



#### MAGE #1

Mage - Standard - Infantry - 20x20

630 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, Hand Weapon |

**Options** Divination • Light Armour • Wizard Master • Asfad Scholar • Amethyst Crystal • Crystal Ball • Gleaming Robe

### Core



**SEA GUARD #1**  
Sea Guard **x27** - Standard - Infantry - 20x20

**658** POINTS



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

| Options | Champion • Musician • Standard Bearer • War Banner of Ryma |
|---------|--|
|---------|--|



**CITIZEN SPEARS #1**  
Citizen Spears **x40** - Standard - Infantry - 20x20

**600** POINTS



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

| Options | Champion • Musician • Standard Bearer • War Banner of Ryma |
|---------|--|
|---------|--|

Special



**GIANT EAGLE #1**  
Giant Eagles **x2** - Large - Beast - 50x50

**130** POINTS



| Global      | Adv | Mar | Dis | Model Rules                          |     |
|-------------|-----|-----|-----|--------------------------------------|-----|
|             | 2"  | 4"  | 8   | Light Troops, Fly (9", 18", 9", 18") |     |
|             | 9"  | 18" |     |                                      |     |
| Defensive   | HP  | Def | Res | Arm                                  |     |
|             | 3   | 5   | 4   | 0                                    |     |
| Offensive   | Att | Off | Str | Ap                                   | Agi |
| Giant Eagle | 2   | 5   | 4   | 1                                    | 4   |



**LION CHARIOT #1**  
Lion Chariot - Large - Construct - 50x100

**205** POINTS



| Global    | Adv | Mar | Dis | Model Rules                              |              |   |
|-----------|-----|-----|-----|--|--------------|---|
|           | 8"  | 8"  | 8   | Swiftstride, Martial Discipline, Valiant |              |   |
| Defensive | HP  | Def | Res | Arm                                      |              |   |
|           | 4   | 5   | 4   | 2  | Heavy Armour |   |
| Offensive | Att | Off | Str | Ap                                       | Agi          |   |
| Crew      | 1   | 5   | 4   | 1  | 5            | Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Lightning Reflexes, Great Weapon |
| Lions(2)  | 2   | 5   | 5   | 2  | 4            | Harnessed   |
| Chariot   |     |     | 5   | 2  |              | Inanimate, Impact Hits (D6+1, D6+1)   |



**SWORD MASTERS #1**  
SwordMasters x10 - Standard - Infantry - 20x20

**225 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>   |   |
| <b>Sword Master</b> | 2          | 6          | 3          | 0                           | 6            | Lightning Reflexes, Sword Sworn, Great Weapon |



**SWORD MASTERS #2**  
SwordMasters x10 - Standard - Infantry - 20x20

**235 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>   |   |
| <b>Sword Master</b> | 2          | 6          | 3          | 0                           | 6            | Lightning Reflexes, Sword Sworn, Great Weapon |

|                |          |
|----------------|----------|
| <b>Options</b> | Champion |
|----------------|----------|



**LION GUARD #1**  
Lion Guard x28 - Standard - Infantry - 20x20

**806 POINTS**



| <i>Global</i>     | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>                                       |                          |   |
|-------------------|------------|------------|------------|--|--------------------------|---|
|                   | 5"         | 10"        | 8          | Strider, Scoring, Martial Discipline, Valiant, Bodyguard |                          |   |
| <i>Defensive</i>  | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>   |                          |   |
|                   | 1          | 5          | 3          | 0  | Heavy Armour, Lion's Fur |   |
| <i>Offensive</i>  | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i>               |   |
| <b>Lion Guard</b> | 1          | 5          | 4          | 1  | 5                        | Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Lightning Reflexes, Great Weapon |

|                |  |
|----------------|--|
| <b>Options</b> | Champion • Musician • Standard Bearer • Navigator's Banner |
|----------------|--|

**Naval Ordnance**



**SEA GUARD REAPER #1**  
Sea Guard Reaper - Standard - Construct - 60

**180 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>   |   |
| <b>Crew</b>      | 2          | 4          | 3          | 0                               | 5            | Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+) |



**SEA GUARD REAPER #2**  
Sea Guard Reaper - Standard - Construct - 60

**180 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>   |
| <b>Crew</b>   | 2          | 4          | 3          | 0                               | 5            |
| Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+) |            |            |            |                                 |              |

**The Ancient Allies**



**FROST PHOENIX #1**  
Phoenix - Gigantic - Beast - 50x100

**310 POINTS**



|                  |            |            |            |  |            |
|------------------|------------|------------|------------|--|------------|
| <i>Global</i>    | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>   |            |
|                  | 2"         | 4"         | 8          | Light Troops, Light Troops, Fearless, Supernal, Fly (9", 18", 9", 18"), Rebirth (5+) |            |
|                  | 9"         | 18"        |            |  |            |
| <i>Defensive</i> | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>   |            |
|                  | 5          | 5          | 5          | 3  | Aegis (5+) |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i> |
| <b>Phoenix</b>   | 4          | 5          | 5          | 2  | 4          |
| Frost            |            |            |            |  |            |

**Magics**

Racial Trait Spell

|   | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> |
|---|----------------|--------------|-------------|-----------------|
| <b><i>Favour of Meladys</i></b>   |                |              |             |                 |
| <i>Mf</i>   | 10+            | Caster       |             | One Turn        |
| <p><i>Immediately after successfully casting the spell, add one Veil Token to your Veil Token pool.</i></p> <p><i>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 instead and the wound is ignored. An attack with Multiple Wounds will inflict one wound less than usual instead. 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> |                |              |             |                 |



Divination

**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

|          |                 | <i>Casting</i> | <i>Range</i>    | <i>Type</i>        | <i>Duration</i> | <i>Effect</i>   |
|----------|-----------------|----------------|-----------------|--------------------|-----------------|---|
| <b>5</b> | Unerring Strike | 7+ [10+]       | 18"             | Hex Missile Damage | Instant         | The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.   |
| <b>3</b> | Scrying         | 7+ [12+]       | 18"<br>[6"Aura] | Augment            | One Turn        | The target gains Distracting and Hard Target.   |
| <b>4</b> | The Stars Align | 8+ [12+]       | 18"<br>[6"Aura] | Augment            | One Turn        | The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.  |
| <b>A</b> | Guiding Light   |                | 12"             | Augment            | One Turn        | Discipline Tests of units with all models affected by the spell are subject to Minimised Roll.<br>A unit cannot be affected by this spell more than once per Magic Phase. |

|   |                  | Casting  | Range         | Type               | Duration  | Effect   |
|---|------------------|----------|---------------|--------------------|-----------|--|
| 6 | Portent of Doom  | 8+       | 24"           | Hex                | Permanent | When calculating Combat Score, a side with units containing at least one model affected by the spell suffers $-X$ to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell. |
| 1 | Know Thy Enemy   | 7+ [12+] | 18" [6" Aura] | Augment            | One Turn  | The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.   |
| 2 | Fate's Judgement | 5+ [9+]  | 18"           | Hex Missile Damage | Instant   | The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).  |

## Magic items

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

**Protection of Dorac:** The wearer gains +2 Armour and +2 Defensive Skill.

**Sliver of the Blazing Dawn:** Attacks made with this weapon gain +1 Strength, +2 Armour Penetration, and become **Magical Attacks**. Each successful to-hit roll with this weapon causes two hits instead of one.

**Amethyst Crystal:** Dispelling rolls made by the bearer's army gain a +1 modifier.

**Crystal Ball:** The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

**Gleaming Robe:** The wearer gains **Aegis (3+)** and its Armour is **set** to 1, which cannot be improved. If the wearer Miscasts and rolls Magical Inferno or Witchfire, the number of hits is halved, rounding fractions up.

## Magic banners

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

**War Banner of Ryma:** R&F model parts without Harnessed in a unit with one or more War Banners of Ryma gain **Devastating Charge (+1 Str)**. In addition, all Infantry models in the unit gain **Devastating Charge (+1" Adv)**.

**Navigator's Banner:** R&F models in the bearer's unit gain **Distracting** in the First Round of Combat against attacks from enemies Engaged in the bearer's unit's Front Facing.

## Model Rules

### Aegis:

**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:** Attack Attribute - Shooting.

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 Shooting Weapon can be fired in two ways:

- Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (5x1), [Multiple Wounds (D3)].
- Range 48", Shots 6, Str 4, AP 2.

**Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

### 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.

**Frost:** The model gains Aegis (5+), Fearless, and Supernal. Enemy units in base contact with one or more Frost Phoenixes suffer -2 Agility, -2 Offensive Skill, and -2 Defensive Skill.

**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

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**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:**

**Lion's Fur:** If on foot, the wearer gains +1 Armour which is improved to +2 Armour against Shooting Attacks. Lion's Fur cannot be taken by a model with Dragonforged Armour.

**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:** Universal Rule.

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:** Attack Attribute - Shooting.

The model can shoot from the third rank (in addition to the 1st and 2nd) and it does not suffer to-hit penalties 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.

**Supernal:**

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**Sword Sworn:** Attack Attribute - Close Combat.

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

**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.

**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.

| Commander<br>#1 | High<br>Prince<br>#1 | Mage #1 | Sea<br>Guard | Citizen<br>Spears<br>#1 | Giant<br>Eagle #1 | Lion<br>Chariot<br>#1 | Sword<br>Masters<br>#1 | Sword<br>Masters<br>#2 | Lion<br>Guard<br>#1 | Frost<br>Phoenix<br>#1 | Sea Guard<br>Reaper #1 | Sea Guard<br>Reaper #2 |
|-----------------|----------------------|---------|--------------|-------------------------|-------------------|-----------------------|------------------------|------------------------|---------------------|------------------------|------------------------|------------------------|
|                 |                      |         |              |                         |                   |                       |                        |                        |                     |                        |                        |                        |