



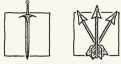
# HIGHBORN ELVES

## GREY HOST - 2 460 POINTS



0 pts (0.00 %) Characters (40 Max)   
 1290 pts (52.00 %) Core (25 Least)   
 860 pts (35.00 %) Special (0 NoLimit)   
 0 pts (0.00 %) The Ancient Allies (20 Max)   
 0 pts (0.00 %) Naval Ordnance (15 Max)   
 1050 pts (43.00 %) Queen's Bows (30 Max)

### Core



#### ELEIN REAVERS #1

Elein Reavers x5 - Standard - Cavalry - 25x50

**195 POINTS**



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

<b>Options</b>	Bow (3+) • Musician
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#### ELEIN REAVERS #2

Elein Reavers x5 - Standard - Cavalry - 25x50

**195 POINTS**



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

<b>Options</b>	Bow (3+) • Musician
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#### CITIZEN ARCHERS #1

Citizen Archers x20 - Standard - Infantry - 20x20

**350 POINTS**



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

<b>Options</b>	Champion • Musician • Standard Bearer • Aether Icon
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### CITIZEN SPEARS #1

Citizen Spears x20 - Standard - Infantry - 20x20

310 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 • Banner of Discipline
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### HIGHBORN LANCERS #1

Highborn Lancers x5 - Standard - Cavalry - 25x50

240 POINTS



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

Options	Champion • Musician • Standard Bearer
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Special



### LION GUARD #1

Lion Guard x15 - Standard - Infantry - 20x20

430 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Strider, Scoring, Martial Discipline, Valiant, Bodyguard		
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	Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Lightning Reflexes, Great Weapon

Options	Champion • Musician • Standard Bearer • Rending Banner
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### KNIGHTS OF RYMA #1

Knights of Ryma x5 - Standard - Cavalry - 25x50

430 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	5	3	2	Shield, Dragonforged Armour	
Offensive	Att	Off	Str	Ap	Agi	
Knight of Ryma	1	5	4	1	6	Lightning Reflexes, Devastating Charge, Lance

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Elven Horse	1	3	3	0	4	Harnessed

<b>Options</b>	Champion • Musician • Standard Bearer • War Banner of Ryma
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## Queen's Bows

	<b>SCOUT GREY WATCHERS</b> GreyWatchers x10 - Standard - Infantry - 20x20	<b>310</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Light Troops, Skirmisher, Martial Discipline		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	Hard Target (1, 1), Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Grey Watcher	1	4	3	0	5	Lightning Reflexes, Accurate, Fae Miasma, Longbow (2+, 2+)

<b>Options</b>	Paired Weapons • Shield • Champion • Scout
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>Favour of Meladys</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>				

## 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 Discipline:** The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

**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)**.

## Model Rules

**Accurate:**

**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.

**Devastating Charge:** Attacks & Weapons, Melee  
A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Dragonforged Armour:** Follows the rules for Heavy Armour (can be enchanted as if it was Heavy Armour).  
In addition, the wearer gains Aegis (2+, against Flaming Attacks) and Aegis (6+), and automatically fails all Fortitude Saves.

**Fae Miasma:** Close Combat and Shooting.  
This Attack Attribute can only be used with Longbows and Paired Weapons.  
When a unit is hit by attacks with Fae Miasma, it must take a Resilience Test for each hit, using the Resilience that the largest proportion of models in the unit has (use the higher value in case of a tie). If one or more Resilience Tests are failed, all models in the unit are affected by Fae Miasma until the start of the Active Player's next Player Turn. A model that is affected by (one or more instances of) Fae Miasma suffers a -1 to-hit modifier (both for Shooting Attacks and Close Combat Attacks).

**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.

#### **Fight in Extra Rank:**

**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

#### **Hard Target:**

**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 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:**

**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.

**Longbow:** Portée 30", tir 1, Force 3, PA 0, tir de volée

**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.

#### **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.

**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.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

#### **Spear:**

**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.

## 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.

Elein Reavers #1	Elein Reavers #2	Citizen Archers #1	Citizen Spears #1	Highborn Lancers #1	Lion Guard #1	Knights of Ryma #1	Scout Grey Watchers
							