



# HIGHBORN ELVES

## NEW - 3 388 POINTS



320 pts (9.00 %) 1820 pts (54.00 %) 0 pts (0.00 %) 160 pts (5.00 %) 1088 pts (32.00 %) 0 pts (0.00 %)

**Lords** (50 Max)    **Core** (25 Least)    **Heroes** (50 Max)    **Rare** (25 Max)    **Special** (50 Max)    **Mount** (0 NoLimit)

### Lords



**HALWIR STORMSEER**  
Archmage - Standard - Infantry - 20x20

**185 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Archmage	5	4	4	3	3	3	5	1	9	Infantry
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Master of Balance									

**Magic**

Level 3 Wizard Master. Generates spells from the Path of White Magic or any of the Battle Magic Paths.



**OUR PRINCE**  
High Prince - Standard - Infantry - 20x20

**135 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
<b>Model Rules</b>	Martial Discipline • Lightning Reflexes • Light Armour									

### Core



**GUARDIANS OF THE GREAT TREE**  
Citizen Archers x10 - Standard - Infantry - 20x20

**910 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Archer	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Light Armour • Longbow									

**Options**

Musician

**Notes**

200 pts  
Scoring



**UNICORN'S HORN**  
Citizen Archers x10 - Standard - Infantry - 20x20

**910 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Archer	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Light Armour • Longbow									

**Options**

Musician

**Notes**

200 pts  
Scoring

### Special



### THE PRINCES OF OLD

Knights of Ryma x9 - Standard - Infantry - 20x20

888 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	5	5	4	4	3	1	6	1	9	Cavalry
Champion	5	6	5	4	3	1	6	2	9	
Elven Horse	9	3	-	3	3	1	4	1	3	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Dragonforged Armour • Shields • Lance • Mount's Protection (5+)									

<b>Options</b>	May take Devastating Charge • Champion • Musician • Standard Bearer • War Banner of Ryma
<b>Notes</b>	820 pts



### WINTER LIONS

Lion Chariot - Standard - Infantry - 20x20

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Crew (1)	-	5	4	4	-	-	5	1	8	
Lion (2)	8	5	-	5	-	-	4	2	-	
<b>Model Rules</b>	Impact Hits (+1) • Martial Discipline • Valiant • Heavy Armour • Great Weapon • Mount's Protection (5+)									
<b>Model Rules (Crew (1))</b>	Lightning Reflexes • Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster)									

<b>Notes</b>	230 pts
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### SAVANNAH LIONS

Lion Chariot - Standard - Infantry - 20x20

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Crew (1)	-	5	4	4	-	-	5	1	8	
Lion (2)	8	5	-	5	-	-	4	2	-	
<b>Model Rules</b>	Impact Hits (+1) • Martial Discipline • Valiant • Heavy Armour • Great Weapon • Mount's Protection (5+)									
<b>Model Rules (Crew (1))</b>	Lightning Reflexes • Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster)									

<b>Notes</b>	230 pts
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Rare



### THE BLOOM

Sea Guard Reaper - Standard - Infantry - 20x20

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	-	7	2	-	-	-	War Machine
Crew (2)	5	4	4	3	3	-	5	1	8	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline									

<b>Options</b>	May purchase Repeating Shot
<b>Notes</b>	180 pts



**THE RAIN**  
Sea Guard Reaper - Standard - Infantry - 20x20

**80 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	-	7	2	-	-	-	War Machine
Crew (2)	5	4	4	3	3	-	5	1	8	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline									

<b>Options</b>	May purchase Repeating Shot
<b>Notes</b>	180 pts

## Magics

### Magic banners

War Banner of Ryma:

- ### Model Rules
- Devastating Charge:
  - Divine Attacks:
  - Dragonforged Armour:
  - Great Weapon:
  - Heavy Armour:
  - Immune to Psychology:
  - Impact Hits (+1):
  - Lance:
  - Level 1 Wizard Apprentice:
  - Light Armour:
  - Lightning Reflexes:
  - Lion's Fur:
  - Longbow:
  - Magic Resistance (1):
  - Martial Discipline:
  - Master of Balance:
  - Mount's Protection (5+):
  - Multiple Shot (3):
  - Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster):
  - Quick to Fire:
  - Shields:
  - Steady Aim:
  - Sword Sworn:
  - Valiant:
  - Ward Save (4+):
  - Weapon Master:

### 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.

