



# HIGHBORN ELVES

## OGNIEM I MIECZEM - 3 000 POINTS



680 pts (23.00 %) 875 pts (29.00 %) 1445 pts (48.00 %) 0 pts (0.00 %)

**Characters**      **Core**      **Special**      **Queen's Bows**

(40 Max)      (25 Least)      (0 NoLimit)      (30 Max)

### Characters



#### COMMANDER #1

Commander - Standard - Cavalry - 25x50

295 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Martial Discipline		
Defensive	HP	Def	Res	Arm		
	3	6	3	0 (+2)	Heavy Armour, Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Commander	3	6	4	1	7	Lightning Reflexes, Great Weapon, Hand Weapon, Longbow



#### MOUNT ELVEN HORSE

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	C			
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Elven Horse	1	3	3	0	4	Harnessed

**Options** | General • Queen's Cavalier • Battle Standard Bearer • Elven Horse • Heavy Armour • Longbow (1+) • Great Weapon • Ghostly Guard



#### COMMANDER #2

Commander - Standard - Infantry - 20x20

385 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Wizard Adept, 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, Great Weapon, Hand Weapon, Longbow

**Options** | Master of Canreig Tower • Longbow (1+) • Great Weapon • Essence of Mithril • Eldritch Inscriptions

### Core



#### CITIZEN SPEARS #1

Citizen Spears x35 - Standard - Infantry - 20x20


470 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	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Citizen Spear</b>	1	4	3	0	5	Lightning Reflexes, Fight in Extra Rank, Spear


<b>Options</b>	Champion • Musician • Standard Bearer
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### HIGHBORN LANCERS #1

Highborn Lancers **x9** - Standard - Cavalry - 25x50

## 405 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	9"	18"	8	Scoring, Martial Discipline


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	2	Heavy Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Highborn Lancer</b>	1	4	3	0	5	Lightning Reflexes, Lance

<b>Elven Horse</b>	1	3	3	0	4	Harnessed
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<b>Options</b>	Champion • Standard Bearer • War Banner of Ryma
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## Special



### SWORD MASTERS #1

Sword Masters **x15** - Standard - Infantry - 20x20

## 355 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 • Musician • Standard Bearer
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### FLAME WARDENS #1

Flame Wardens **x20** - Standard - Infantry - 20x20

## 420 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	9	Fearless, Scoring, Martial Discipline

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Aegis, Heavy Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Flame Warden</b>	1	5	3	0	6	Lightning Reflexes, Fight in Extra Rank, Halberd

<b>Options</b>	Champion • Musician • Standard Bearer
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### PHOENIX #1

Phoenix - Gigantic - Beast - 50x100


## 340 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

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	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>
<b>Phoenix</b>	4	5	5	2	4


<b>Options</b>	Frost Phoenix
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### KNIGHTS OF RYMA #1

Knights of Ryma x5 - Standard - Cavalry - 25x50

## 330 POINTS



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

<b>Options</b>	Champion
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### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Favour of Meladys</b>				
<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"> <li><i>• No Special Save can be taken.</i></li> <li><i>• If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored. 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></li> </ul>				

### Magic items

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

**Eldritch Inscriptions:** Failed to-wound rolls from attacks made with this weapon must be rerolled.

**Essence of Mithril:** The wearer's Armour is set to 5 and can never be improved beyond this.

### Magic banners

**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 Str; Adv)**.

### Model Rules

**Aegis:**

**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.

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

**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.

**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

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. 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

**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:**

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

**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

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.

Commander #1	Commander #2	Citizen Spears #1	Highborn Lancers #1	Sword Masters #1	Flame Wardens #1	Phoenix #1	Knights of Ryma #1
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