



HIGHBORN ELVES

ARTHAGAN - 8 656 POINTS



785 pts (9.00%) 4790 pts (55.00%) 310 pts (4.00%) 0 pts (0.00%) 2771 pts (32.00%) 300 pts (3.00%)

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

Lords

TYLON
Archmage - Standard - Infantry - 20x20

500 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Archmage	5	4	4	3	3	3	5	1	9	Infantry
Dragon	6	5	1	6	6	6	3	5	9	Monster
Model Rules	Lightning Reflexes • Martial Discipline • Master of Balance									
Model Rules (Dragon)	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									
Model Rules (Dragon)	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									

Options	Mount : Dragon • Sword of Skill
Magic	Level 3 Wizard Master. Generates spells from the Path of White Magic or any of the Battle Magic Paths.

Y AELION
High Prince - Standard - Infantry - 20x20

285 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
Bonus Fleet Officer	-	-	-	-	-	-	-	-	-	
Bonus High Warden of the Flame	-	-	-	-	-	-	-	-	-	
Model Rules	Martial Discipline • Lightning Reflexes • Light Armour									
Model Rules (Bonus Fleet Officer)	Steady Aim • Weapon Master									
Model Rules (Bonus High Warden of the Flame)	Immune to Psychology • Ward Save (4+) • Magic Resistance (1) • Divine Attacks									

Options	Fleet Officer • High Warden of the Flame • Lance • Spear of the Blazing Dawn (Lord)
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Heroes

COMMANDER - BSB
Commander - BSB - Standard - Infantry - 20x20

180 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Commander	5	6	6	4	3	2	7	3	9	Infantry
Bonus Queen's Companion	-	-	-	-	-	-	-	-	-	
Model Rules	Lightning Reflexes • Martial Discipline • Light Armour									

Options	Queen's Companion • Heavy Armour • War Banner of Ryma • Hero's Sword (Lord) - Characters only
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HYEATHION
Mage - Standard - Infantry - 20x20

130 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mage	5	4	4	3	3	2	5	1	8	Infantry
Model Rules	Lightning Reflexes • Martial Discipline • Master of Balance									

Options

Asfad Scholar • King Slayer

Core

**ELVEN BOWS**Citizen Archers **x15** - Standard - Infantry - 20x20**990** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Archer	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	
Model Rules	Lightning Reflexes • Martial Discipline • Light Armour • Longbow									

Options

Champion • Musician • Standard Bearer • Icon of the Relentless Company

**LONG SPEARS**Citizen Spears **x15** - Standard - Infantry - 20x20**1 630** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Spear	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	
Model Rules	Lightning Reflexes • Fight in Extra Rank • Martial Discipline • Light Armour • Shields • Spear									

Options

Champion • Musician • Standard Bearer • Banner of Discipline

**CREEPERS**Elein Reavers **x5** - Standard - Infantry - 20x20**455** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Champion	5	5	5	3	3	1	5	2	8	
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Fast Cavalry • Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									

Options

Champion • Musician • Standard Bearer

**REAPERS**Elein Reavers **x5** - Standard - Infantry - 20x20**470** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Champion	5	5	5	3	3	1	5	2	8	
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Fast Cavalry • Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									

Options

May take Mount's Protection (5+) • Champion • Musician • Standard Bearer

**SEA GUARD**Sea Guard **x10** - Standard - Infantry - 20x20**1 245** POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sea Guard	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	
Model Rules	Lightning Reflexes • Fight in Extra Rank • Weapon Master • Martial Discipline • Steady Aim • Light Armour • Spear • Shield • Bow									

Options

Champion • Musician • Standard Bearer • War Standard

Special



DRAGON FIRE

Knights of Ryma **x10** - Standard - Infantry - 20x20

875 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	
Model Rules	Lightning Reflexes • Martial Discipline • Dragonforged Armour • Shields • Lance • Mount's Protection (5+)									

Options	Champion • Standard Bearer • Banner of Speed • Fleshrender
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PRIDE

Lion Guard **x18** - Standard - Infantry - 20x20

1 387 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lion Guard	5	5	4	4	3	1	5	1	8	Infantry
Champion	5	6	5	4	3	1	5	2	8	
Model Rules	Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster) • Bodyguard (High Prince and Commander) • Strider (Forest) • Lightning Reflexes • Martial Discipline • Valiant • Lion's Fur • Heavy Armour • Great Weapon									

Options	Champion • Musician • Standard Bearer • War Banner of Ryma • Sword of Strength
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HOETH BLADE

Sword Masters **x12** - Standard - Infantry - 20x20

509 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sword Master	5	6	4	3	3	1	6	2	8	Infantry
Champion	5	7	5	3	3	1	6	3	8	
Model Rules	Lightning Reflexes • Martial Discipline • Sword Sworn • Heavy Armour • Great Weapon									

Options	Champion • Musician • Standard Bearer • Aether Icon • Sword of Strength
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Magics

Magic items

Sword of Skill:

Hero's Sword (Lord) - Characters only:

Spear of the Blazing Dawn (Lord):

Fleshrender:

Sword of Strength:

King Slayer:

Magic banners

Icon of the Relentless Company:

Banner of Discipline:

War Banner of Ryma:

Banner of Speed:

War Standard:

Aether Icon:

Model Rules

Bodyguard (High Prince and Commander):

Bow:

Devastating Charge:

Divine Attacks:

Dragonforged Armour:

Fast Cavalry:

Fight in Extra Rank:

Great Weapon:

Heavy Armour:

Immune to Psychology:

Lance:

Level 1 Wizard Apprentice:

Light Armour:

Light Lance:

Lightning Reflexes:

Lion's Fur:

Longbow:

Magic Resistance (1):

Martial Discipline:

Master of Balance:

Mount's Protection (5+):

Mount's Protection (6+):

Multiple Shot (3):

Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster):

Quick to Fire:

Shield:

Shields:

Spear:

Steady Aim:

Strider (Forest):

Sword Sworn:

Valiant:

Ward Save (4+):

Weapon Master:

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.

Tylon	Elven bows	Long spears	Commander - BSB	Creepers	Reapers	Yaelion	Dragon fire	Pride	Hyeathion	Sea guard	Hoeth blade
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