



HIGHBORN ELVES

1500 ELVEN POINTS - 3 075 POINTS



445 pts (14.00 %) 1080 pts (35.00 %) 160 pts (5.00 %) 60 pts (2.00 %) 1330 pts (43.00 %) 250 pts (8.00 %)

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

Lords



HIGH PRINCE #1

High Prince - Standard - Infantry - 20x20mm

445 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
Dragon	6	5	1	6	6	6	3	5	9	Monster
Model Rules	Martial Discipline • Lightning Reflexes • Light Armour									
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 Dragonforged Armour • Mount : Dragon • Flaming Lance • Daemon Hunter's Helm (Lord)

Heroes



COMMANDER #1

Commander - Standard - Infantry - 20x20mm

160 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Commander	5	6	6	4	3	2	7	3	9	Infantry
Bonus Master of Canreig Tower	-	-	-	-	-	-	-	-	-	
Model Rules	Lightning Reflexes • Martial Discipline • Light Armour									
Model Rules (Bonus Master of Canreig Tower)	Sword Sworn • Sword Sworn • Master of Balance • Master of Balance • Level 1 Wizard Apprentice • Level 1 Wizard Apprentice									

Options Master of Canreig Tower • Heavy Armour • May take a Longbow • Great Weapon

Core



ELEIN REAVERS #1

Elein Reavers x5 - Standard - Infantry - 20x20mm

445 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
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+) • May take Bow



HIGHBORN LANCERS #1

Highborn Lancers x10 - Standard - Infantry - 20x20mm

635 POINTS



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

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



KNIGHTS OF RYMA #1

Knights of Ryma x5 - Standard - Infantry - 20x20mm

730 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	May take Devastating Charge • Champion • Musician • Standard Bearer
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LION CHARIOT #1

Lion Chariot - Standard - Infantry - 20x20mm

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	-	
Model Rules	Impact Hits (+1) • Martial Discipline • Valiant • Heavy Armour • Great Weapon • Mount's Protection (5+)									
Model Rules (Crew (1))	Lightning Reflexes • Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster)									



SWORD MASTERS #1

Sword Masters x15 - Standard - Infantry - 20x20mm

500 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
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Rare



SEA GUARD REAPER #1
Sea Guard Reaper - Standard - Infantry - 20x20mm

60 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	
Model Rules	Lightning Reflexes • Martial Discipline									

Magics

Magic items

Daemon Hunter's Helm (Lord):

Flaming Lance:

Model Rules

Devastating Charge:

Divine Attacks:

Dragonforged Armour:

Fast Cavalry:

Great Weapon:

Heavy Armour:

Immune to Psychology:

Impact Hits (+1):

Lance:

Level 1 Wizard Apprentice:

Light Armour:

Light Lance:

Lightning Reflexes:

Lion's Fur:

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:

Steady Aim:

Sword Sworn:

Valiant:

Ward Save (4+):

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



Elein Reavers #1



High Prince #1



Highborn Lancers #1



Knights of Ryma #1



Lion Chariot #1



Sea Guard Reaper #1



Sword Masters #1

