



HIGHBORN ELVES

LIST Highborn Elves #7 - 1 404 points



0 pts (0.00 %) 649 pts (26.00 %) 395 pts (16.00 %) 0 pts (0.00 %) 360 pts (14.00 %) 649 pts (26.00 %)
Characters **Core** **Special** **The Ancient Allies** **Naval Ordnance** **Queen's Bows**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)

Core



SEA GUARD #1

Sea Guard **x21** - Standard - Infantry - 20x20mm

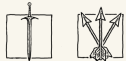
464 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Sea Guard	1	4	3	0	5	Lightning Reflexes, Steady Aim, Cover Volley, Spear, Bow (3+, 3+)

Options

Champion • Musician • Standard Bearer • Aether Icon



ELEIN REAVERS #1

Elein Reavers **x5** - Standard - Cavalry - 25x50mm

185 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

Options

Bow (3+)

Special



FLAME WARDENS #1

Flame Wardens **x15** - Standard - Infantry - 20x20mm

395 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Scoring, Fearless, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Aegis (4+), Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Flame Warden	1	5	3	0	6	Lightning Reflexes, Fight in Extra Rank, Halberd

Options

Champion • Musician • Standard Bearer • Banner of Becalming

Naval Ordnance



SEA GUARD REAPER #1

Sea Guard Reaper - Standard - Construct - 60mm round

180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	5"	8	War Machine, Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	1	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	2	4	3	0	5
Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+)					



SEA GUARD REAPER #2

Sea Guard Reaper - Standard - Construct - 60mm round

180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	5"	8	War Machine, Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	1	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	2	4	3	0	5
Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+)					

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>Favour of Meladys</i>				
<i>Mf</i>	10+	Caster		Last 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 Becalming: In the opponent's Magic Phase, during Siphon the Veil before converting Veil Tokens into Magic Dice, remove one Veil Token from the opponent's Veil Token pool and add one Veil Token to your Veil Token pool.

Model Rules

Aegis:

Bow:

Cover Volley: Attack Attribute - Shooting.

When an enemy unit declares a Charge against another unit containing one or more models with Martial Discipline in the Charge Phase, a single friendly unit containing one or more models with Cover Volley may immediately perform a Stand and Shoot Charge Reaction with the following conditions and restrictions:

- The distance between the Charger and the Charged unit must be greater than the Charger's Advance Rate (using the lowest value among the Charging models if there is more than one).
- The unit with Cover Volley is within 12" of the Charged unit.
- Only model parts with Cover Volley may shoot, and they may only shoot once per Charge Phase.
- The unit must use Stand and Shoot before the Charged unit declares its Charge Reaction. If the Charge is no longer possible after the unit's Stand and Shoot (e.g. due to the Charging unit being destroyed or failing a Panic Test), the Charged unit does not declare any Charge Reaction.
- The Stand and Shoot Charge Reaction is performed as if the enemy had declared the Charge against the unit with Cover Volley in their current position (apply the normal rules for the Stand and Shoot Charge Reaction, i.e. the Charging unit must be Located in the Front Arc of the unit with Cover Volley,

the unit with Cover Volley cannot be Shaken or Fleeing, etc.).

Elven Bolt Thrower: Artillery Weapon.

This Shooting Weapon can be fired in two ways:

- Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (5x1), [Multiple Wounds (D3)].
- Range 48", Shots 6, Str 4, AP 2.

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.

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:

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.

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

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:

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.

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

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:

Steady Aim: Attack Attribute - Shooting.

The model can shoot from the third rank (in addition to the 1st and 2nd) and it does not suffer to-hit penalties for Stand and Shoot Charge Reactions.

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.

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

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.

Sea Guard #1



Elein Reavers #1



Flame Wardens #1



Sea Guard Reaper #1



Sea Guard Reaper #2

