



HIGHBORN ELVES

LIST Highborn Elves - V1 #1 - 3 482 points



0 pts (0.00 %) 1526 pts (44.00 %) 275 pts (8.00 %) 210 pts (6.00 %) 1471 pts (42.00 %) 15 pts (0.00 %)

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

Heroes



COMMANDER - BSB

Commander - BSB - Standard - Infantry - 20x20mm

145 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Commander	5	6	6	4	3	2	7	3	9	Infantry
Elven Horse	9	3	0	3	3	1	4	1	3	War Beast
Model Rules	Lightning Reflexes • Martial Discipline • Light Armour									
Model Rules (Elven Horse)	Mount's Protection (6+)									
Model Rules (Elven Horse)	Mount's Protection (6+)									

Options | Shield • Heavy Armour • Great Weapon • Mount : Elven Horse • Mount's Protection to (5+) • Hardened Shield • Lucky Charm x1



MAGE #1

Mage - Standard - Infantry - 20x20mm

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 | Level 2 (Wizard Apprentice) • Dispel Scroll

Core



CITIZEN ARCHERS #1

Citizen Archers x19 - Standard - Infantry - 20x20mm

1 011 POINTS



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

Options | Musician • Flaming Standard



HIGHBORN LANCERS #1

Highborn Lancers x5 - Standard - Infantry - 20x20mm

515 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+) • Musician • Standard Bearer

Special



LION GUARD #1
Lion Guard **x24** - Standard - Infantry - 20x20mm

1 471 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 • Rending Banner
Rare	



GIANT EAGLE #1
Giant Eagle - Standard - Infantry - 20x20mm

50 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Giant Eagle	2	5	0	4	4	3	4	2	8	Monstrous Beast
Model Rules	Fly (9)									



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

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	
Model Rules	Lightning Reflexes • Martial Discipline									

Options	May purchase Repeating Shot
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SEA GUARD REAPER #2
Sea Guard Reaper - Standard - Infantry - 20x20mm

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	
Model Rules	Lightning Reflexes • Martial Discipline									

Options	May purchase Repeating Shot
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Magics

Magic items

Hardened Shield:

Lucky Charm:

Dispel Scroll:

Magic banners

Flaming Standard:

Rending Banner:

Model Rules

Bodyguard (High Prince and Commander):

Divine Attacks:

Fly (9):

Great Weapon:

Heavy Armour:

Immune to Psychology:

Lance:

Level 1 Wizard Apprentice:

Light Armour:

Lightning Reflexes:

Lion's Fur:

Longbow:

Magic Resistance (1):

Martial Discipline:

Master of Balance:

Mount's Protection (6+):

Multiple Shot (3):

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

Quick to Fire:

Shield:

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.

Citizen Archers #1



Commander - BSB



Giant Eagle #1



Highborn Lancers #1



Lion Guard #1



Mage #1



Sea Guard Reaper #1



Sea Guard Reaper #2

