



HIGHBORN ELVES

LIST Highborn Elves - V1 #1 - 6 655 points



0 pts (0.00%) 6655 pts (100.00%) 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%)

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

Core



CITIZEN ARCHERS #2

Citizen Archers x20 - Standard - Infantry - 20x20mm

180 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									



CITIZEN ARCHERS #1

Citizen Archers x30 - Standard - Infantry - 20x20mm

1 110 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



CITIZEN SPEARS #1

Citizen Spears x50 - Standard - Infantry - 20x20mm

2 020 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

May take Heavy Armour • Champion • Musician • Standard Bearer



ELEIN REAVERS #1

Elein Reavers x10 - Standard - Infantry - 20x20mm

565 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+) • May take Bow • Champion • Musician • Standard Bearer



ELEIN REAVERS #2
Elein Reavers **x10** - Standard - Infantry - 20x20mm

565 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+) • May take Bow • Champion • Musician • Standard Bearer
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HIGHBORN LANCERS #1
Highborn Lancers **x15** - Standard - Infantry - 20x20mm

745 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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SEA GUARD #1
Sea Guard **x30** - Standard - Infantry - 20x20mm

1 470 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
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Magics

Model Rules

- Bow:
- Fast Cavalry:
- Fight in Extra Rank:
- Heavy Armour:
- Lance:
- Light Armour:
- Light Lance:
- Lightning Reflexes:
- Longbow:
- Martial Discipline:
- Mount's Protection (6+):
- Shield:
- Shields:
- Spear:

Steady Aim:

Weapon Master:

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.

Citizen Archers #2



Citizen Archers #1



Citizen Spears #1



Elein Reavers #1



Elein Reavers #2



Highborn Lancers #1



Sea Guard #1

