



HIGHBORN ELVES

SEIGNEUR 2 - 2 402 POINTS



233 pts (10.00 %) 0 pts (0.00 %) 189 pts (8.00 %) 200 pts (8.00 %) 1780 pts (74.00 %) 0 pts (0.00 %)

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

Lords

HIGH PRINCE #2
High Prince - Standard - Infantry - 20x20mm

233 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
Model Rules	Martial Discipline • Lightning Reflexes • Light Armour									

Options | Shield • May take a Longbow • Ogre Sword • Armour of Destiny

Heroes

COMMANDER - BSB
Commander - BSB - Standard - Infantry - 20x20mm

189 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									

Options | Master of Canreig Tower • May take a Longbow • Shield • Heavy Armour • Screaming Swords

Special

FLAME WARDENS #1
Flame Wardens x15 - Standard - Infantry - 20x20mm

1 350 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Flame Warden	5	5	4	3	3	1	6	1	9	Infantry
Model Rules	Fight in Extra Ranks • Immune to Psychology • Ward Save (4+) • Lightning Reflexes • Martial Discipline • Halberd • Heavy Armour									

Options | Musician • Standard Bearer

SWORD MASTERS #1
Sword Masters x10 - Standard - Infantry - 20x20mm

430 POINTS

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

Options | Musician • Standard Bearer

Rare



FROST PHOENIX #1

Frost Phoenix - Standard - Infantry - 20x20mm

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Frost Phoenix	2	5	0	5	5	5	3	5	8	Monster
Model Rules	Chill Aura • Magical Attacks • Fly (8) • Ward Save (5+) • Innate Defence (5+)									

Magics

Magic items

Screaming Swords:

Armour of Destiny:

Ogre Sword:

Model Rules

Chill Aura:

Devastating Charge:

Divine Attacks:

Fight in Extra Ranks:

Fly (8):

Great Weapon:

Halberd:

Heavy Armour:

Immune to Psychology:

Innate Defence (5+):

Level 1 Wizard Apprentice:

Light Armour:

Lightning Reflexes:

Lion's Fur:

Magic Resistance (1):

Magical Attacks:

Martial Discipline:

Master of Balance:

Multiple Shot (3):

Quick to Fire:

Steady Aim:

Sword Sworn:

Valiant:

Ward Save (4+):

Ward Save (5+):

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.

Commander - BSB



Flame Wardens #1



Frost Phoenix #1



High Prince #2



Sword Masters #1

