



# HIGHBORN ELVES

## IN MARCIA - 4 500 POINTS



1225 pts (27.00 %) 1135 pts (25.00 %) 2140 pts (48.00 %) 1135 pts (25.00 %)

**Characters**      **Core**      **Special**      **Queen's Bows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (30 Max)

### Characters

**HIGH PRINCE #1**

High Prince - Standard - Infantry - 20x20mm

**510 POINTS**

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Martial Discipline, High Warden of the Flame		
Defensive	HP	Def	Res	Arm		
	3	7	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>High Prince</b>	4	7	4	1	8	Spear, Hand Weapon, Lightning Reflexes

**Options** | General • High Warden of the Flame • Dragonforged Armour • Spear • Dragon Staff • Protection of Dorac • Sliver of the Blazing Dawn

**COMMANDER #1**

Commander - Standard - Infantry - 20x20mm

**395 POINTS**

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Martial Discipline, Wizard Adept, Master of Canreig Tower		
Defensive	HP	Def	Res	Arm		
	3	6	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Commander</b>	3	6	4	1	7	Hand Weapon, Halberd, Lightning Reflexes

**Options** | Master of Canreig Tower • Dragonforged Armour • Halberd • Obsidian Rock • King Slayer

**MAGE #1**

Mage - Standard - Infantry - 20x20mm

**320 POINTS**

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Master of Spellcrafting, Martial Discipline, Wizard Adept		
Defensive	HP	Def	Res	Arm		
	3	4	3	0 (+1)	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Mage</b>	1	4	3	0	5	Hand Weapon, Lightning Reflexes

**Options** | Light Armour • Pyromancy • Crystal Ball • Amethyst Crystal • Wizard Adept

### Core



**CITIZEN ARCHERS #1**  
Citizen Archers **x20** - Standard - Infantry - 20x20mm

**325** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Scoring, Martial Discipline		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Citizen Archer</b>	1	4	3	0	5	Accurate, Lightning Reflexes, Longbow

<b>Options</b>	Champion • Musician
----------------	---------------------



**CITIZEN ARCHERS #2**  
Citizen Archers **x10** - Standard - Infantry - 20x20mm

**185** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	8	Scoring, Martial Discipline		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Citizen Archer</b>	1	4	3	0	5	Accurate, Lightning Reflexes, Longbow

<b>Options</b>	Champion • Musician
----------------	---------------------



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

**625** POINTS



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

<b>Options</b>	Champion • Musician • Standard Bearer • Banner of Discipline
----------------	--

**Special**



**FLAME WARDENS #1**  
Flame Wardens **x20** - Standard - Infantry - 20x20mm

**420** POINTS



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

<b>Options</b>	Champion • Musician • Standard Bearer
----------------	---------------------------------------



### PHOENIX #1

Phoenix - Gigantic - Beast - 50x100mm

420 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Ancient Allies (1), Fire Phoenix, Rebirth, Fly (9", 18"), Light Troops	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	5	5	5	3	
Offensive	Att	Off	Str	Ap	Agi
Phoenix	4	5	5	2	4

<b>Options</b>	Fire Phoenix • Warden's Bond
----------------	------------------------------



### PHOENIX #2

Phoenix - Gigantic - Beast - 50x100mm

405 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Ancient Allies (1), Rebirth, Frost Phoenix, Frost Phoenix, Fly (9", 18"), Light Troops	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	5	5	5	3	
Offensive	Att	Off	Str	Ap	Agi
Phoenix	4	5	5	2	4

<b>Options</b>	Frost Phoenix • Warden's Bond
----------------	-------------------------------



### INITIATE OF THE FIERY HEART #1

Initiate of the Fiery Heart - Large - Cavalry - 50x100mm

340 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	9	Ancient Allies (1), Master of Spellcrafting, Martial Discipline, Towering Presence, Fear, Meeting of Minds, Incendiary Alliance, Fly (7", 14")		
	7"	14"				
Defensive	HP	Def	Res	Arm		
	4	4	5	3	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Dragon Mage	1	4	3	0	5	Flaming Attacks, Lightning Reflexes
Young Dragon	4	5	5	2	3	Flaming Attacks, Breath Attack (Str 4, AP 1, Flaming Attacks)



### SWORD MASTERS #1

Sword Masters x23 - Standard - Infantry - 20x20mm

555 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	6	3	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Sword Master	2	6	3	0	6	Great Weapon, Lightning Reflexes, Sword Sworn

<b>Options</b>	Champion • Musician • Standard Bearer • Flaming Standard
----------------	--

## Magics

### Racial Trait Spell

	Casting	Range	Type	Duration
<b>H Favour of Meladys</b>				
<b>Mf</b>	<b>10+</b>	<b>Caster</b>	<b>Caster</b>	<b>Last one Turn</b>
<p><i>You gain one Veil Token that is not removed when the spell ends. 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 and apply the following rules instead:</i></p> <ul style="list-style-type: none"> <li><i>• No Special Save can be taken.</i></li> <li><i>• If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored. 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></li> </ul>				



Pyromancy

		Casting	Range	Type	Duration	Effect
<b>5</b>	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
<b>4</b>	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
<b>6</b>	Enveloping Embers	11+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
<b>4</b>	Blaze		24"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
<b>2</b>	Cloak of Cinders	7+ [9+]	18"	Augment	Last one Turn	Melee {and Ranged} Attacks against the target suffer -1 to wound.
<b>1</b>	Fireball (rep)	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
<b>3</b>	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.

## Magic items

**Dragon Staff:** The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

**Protection of Dorac:** The wearer gains +2 Armour and +2 Defensive Skill.

**Sliver of the Blazing Dawn:** Attacks made with this weapon gain +1 Strength and +2 Armour Penetration. Each successful to-hit roll with this weapon causes two hits instead of one.

**King Slayer:** The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

**Amethyst Crystal:** Dispelling rolls made by the bearer's army gain a +1 modifier.

**Crystal Ball:** The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

## Magic banners

**Banner of Discipline:** The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit. The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

## Model Rules

**Accurate:**

**Aegis:**

**Ancient Allies:** The sum of the Ancient Allies values stated in brackets of all models in the army is restricted to 1 per 1500 Army Points, rounding fractions up.

**Bow:**

**Breath Attack:**

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**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.

**Fight in Extra Rank:**

**Fire Phoenix:** The Phoenix model part gains **Aegis (3+, against Flaming Attacks)**, **Flaming Attacks**, and **Grind Attacks (D6)\***. The model may perform a Sweeping Attack\*. The enemy unit suffers D6 hits and an additional D3 hits for each rank after the first. \*These Grind Attacks and Sweeping Attacks are resolved with Strength 4, Armour Penetration 1, and **Flaming Attacks**.

**Flaming Attacks:** The attack doesn't have any special effect. However, it interacts with other rules, such as Flammable and Regeneration.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Frost Phoenix:** The model gains **Aegis (5+)**, **Fearless**, and **Supernal**. Enemy units in base contact with one or more Frost Phoenixes suffer -2 Agility, -2 Offensive Skill, and -2 Defensive Skill.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**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.

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**Heavy Armour:** +2 Armor

**High Warden of the Flame:**

**Incendiary Alliance:** Universal Rule.

The model is a Wizard Apprentice that does not select spells as normal, but instead must select 2 spells from:

- Cloak of Cinders (Pyromancy)
- Glory of Gold (Alchemy)
- Pyroclastic Flow (Pyromancy)
- Silver Spike (Alchemy)

**Light Armour:** Armor +1

**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:** Close Combat

A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0.

**Longbow:** Portée 30", tir 1, Force 3, PA 0, Tir précis, Tir rapide

**Marine Training:** The model part may use Shooting Attacks from any rank.

**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.

**Master of Canreig Tower:**

**Master of Spellcrafting:** The Wizard's spells have their Casting Value reduced by 1.

**Meeting of Minds:** The Dragon model part gains Channel (1).

**Rebirth:** When the model loses its last Health Point, unless it is a Summoned model, the owner **must** roll a D6. The roll is successful on a roll of 5+ (or 3+ if the model has Warden's Bond):

- Before removing the model as a casualty, mark the centre of its final position.
- At the start of the next friendly Movement Phase, Summon a new Phoenix within 3" of the marked point. The Summoned model has the same upgrades as the original Phoenix. Immediately after being deployed, the model loses 4 Health Points, which cannot be prevented in any way.

If the roll fails, the model is removed as a casualty as normal.

**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:** The model can shoot from the third rank (in addition to the first and second) and it does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions.

**Sword Sworn:** The model part gains a +1 to-hit modifier when attacking with a Great Weapon.

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

**Wizard Adept:** - Knows 2 spells.

- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

## 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.

High Prince #1



Flame Wardens #1



Phoenix #1



Phoenix #2



Initiate of the Fiery Heart #1



Citizen Archers #1



Citizen Archers #2



Commander #1



Mage #1



Sea Guard #1



Sword Masters #1

