



# HIGHBORN ELVES

## RYMA SPEARS - 4 333 POINTS



1450 pts (32.00 %) 1128 pts (25.00 %) 945 pts (21.00 %) 335 pts (7.00 %) 660 pts (15.00 %)

**Characters** (40 Max)      **Core** (25 Least)      **Special** (0 NoLimit)      **Queen's Bows** (30 Max)      **Naval Ordnance** (15 Max)

### Characters



#### COMMANDER #1

Commander - Standard - Infantry - 20x20mm

290 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Martial Discipline		
Defensive	HP	Def	Res	Arm	Light Armour	
	3	6	3	0		
Offensive	Att	Off	Str	Ap	Agi	Lightning Reflexes, Lightning Reflexes, Hand Weapon
Commander	3	6	4	1	7	

**Options** Battle Standard Bearer • Heavy Armour • Great Weapon • Flaming Standard x1 • Protection of Dorac



#### HIGH PRINCE #1

High Prince - Large - Cavalry - 50x50mm

680 POINTS



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



#### MOUNT GRIFFON

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	Fear, Fly, Light Troops, Towering Presence, Ancient Allies (1)		
	8"	16"				
Defensive	HP	Def	Res	Arm	Light Armour	
	4	C	5	C		
Offensive	Att	Off	Str	Ap	Agi	Harnessed, Lightning Reflexes, Devastating Charge
Griffon	4	5	5	3	5	

**Options** General • Griffon • Dragonforged Armour • Shield • Lance • Glittering Lacquer • Ghostly Guard • Nova Flare



#### MAGE #1

Mage - Standard - Infantry - 20x20mm

480 POINTS





Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Wizard Adept, Martial Discipline, Master of Spellcrafting		
Defensive	HP	Def	Res	Arm	Light Armour	
	3	4	3	0		
Offensive	Att	Off	Str	Ap	Agi	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Mage</b>	1	4	3	0	5	Lightning Reflexes, Lightning Reflexes, Hand Weapon

<b>Options</b>	Light Armour • Wizard Master • Order of the Fiery Heart • Alchemy • Gleaming Robe
----------------	---

## Core



	<b>CITIZEN SPEARS #1</b> Citizen Spears <b>x34</b> - Standard - Infantry - 20x20mm	<b>518 POINTS</b> 
--	---	---

<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, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Citizen Spear</b>	1	4	3	0	5	Fight in Extra Rank, Lightning Reflexes, Spear

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

	<b>HIGHBORN LANCERS #1</b> Highborn Lancers <b>x10</b> - Standard - Cavalry - 25x50mm	<b>425 POINTS</b> 
--	--	---




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	9"	18"	8	Scoring, Martial Discipline

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	2	Heavy Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Highborn Lancer</b>	1	4	3	0	5	Lightning Reflexes, Lance

<b>Elven Horse</b>	1	3	3	0	4	Harnessed
--------------------	---	---	---	---	---	-----------

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

 	<b>ELEIN REAVERS #1</b> Elein Reavers <b>x5</b> - Standard - Cavalry - 25x50mm	<b>185 POINTS</b> 
--	---	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	9"	18"	8	Feigned Flight, Light Troops, Vanguard, Martial Discipline

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	1	Light Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Elein Reaver</b>	1	4	3	0	5	Lightning Reflexes, Light Lance

<b>Elven Horse</b>	1	3	3	0	4	Harnessed
--------------------	---	---	---	---	---	-----------

<b>Options</b>	Bow (3+)
----------------	----------

## Special



### PHOENIX #1

Phoenix - Gigantic - Beast - 50x100mm

350 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	Fly, Light Troops, Ancient Allies (1), Rebirth	
	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
----------------	---------------



### SWORD MASTERS #1

Sword Masters x24 - Standard - Infantry - 20x20mm

595 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

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

## Queen's Bows



### GREY WATCHERS #1

Grey Watchers x5 - Standard - Infantry - 20x20mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Light Troops, Skirmisher, Martial Discipline, Fae Miasma	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Hard Target, Light Armour
Offensive	Att	Off	Str	Ap	Agi
Grey Watcher	1	4	3	0	5

<b>Options</b>	Scout • Paired Weapons
----------------	------------------------

## Naval Ordnance



### SEA GUARD REAPER #1

Sea Guard Reaper - Standard - Construct - 60mm round

190 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	5"	8	War Machine, Martial Discipline	
Defensive	HP	Def	Res	Arm	
	4	1	4	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Crew	2	4	3	0	5



**SKY SLOOP #1**  
Sky Sloop - Large - Construct - 50x100mm

**235 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	2"	2"	8	Fly, Light Troops, Swiftstride, Martial Discipline		
	9"	9"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	1	Hard Target, Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	1	4	3	0	5	Lightning Reflexes, Light Lance
<b>Hawk</b>	2	4	4	1	4	Harnessed
<b>Chassis</b>			5	2		Impact Hits, Inanimate, Sky Reaper



**SKY SLOOP #1**  
Sky Sloop - Large - Construct - 50x100mm

**235 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	2"	2"	8	Fly, Light Troops, Swiftstride, Martial Discipline		
	9"	9"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	1	Hard Target, Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Crew</b>	1	4	3	0	5	Lightning Reflexes, Light Lance
<b>Hawk</b>	2	4	4	1	4	Harnessed
<b>Chassis</b>			5	2		Impact Hits, Inanimate, Sky Reaper

## Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<b>H Favour of Meladys</b>				
<i>Mf</i>	10+	Caster	Caster	Last one Turn
<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.</i></li> </ul> <p><i>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>				



Alchemy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>5</b>	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
<b>3</b>	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
<b>4</b>	Silver Spike	<6+> {9+}	<18"> {36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, <b>Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).</b>

		Casting	Range	Type	Duration	Effect
2	Word of Iron	<5+> {9+}	<24"> {18"}	Augment	Last one Turn	The target gains <+1> {+2} to its Armour.
6	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
1	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
A	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.

## Magic items

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

**Ghostly Guard:** The wearer gains +2 Armour against non-Magical Attacks.

**Glittering Lacquer:** The bearer gains **Hard Target (1)**.

**Nova Flare:** Attacks made with this weapon gain **Devastating Charge (+1 Att)** and **Lethal Strike**, and become **Divine Attacks** and **Magical Attacks**. One use only. May be activated at the start of any Round of Combat. The wielder counts as Charging for the purpose of Devastating Charge.

**Gleaming Robe:** The wearer gains **Aegis (3+)**. In addition, its Armour is **set** to 1 and can **never** be improved beyond this. If the wearer Miscasts and rolls Magical Inferno or Witchfire, the number of hits is halved, rounding fractions up.

## Magic banners

**War Banner of Ryma:** R&F model parts without Harnessed in a unit with one or more War Banners of Ryma gain **Devastating Charge (+1 Str)**. In addition, all Infantry models in the unit gain **Devastating Charge (+1 Str; Adv)**.

**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:**

**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.

**Elven Bolt Thrower:** Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1x5), [Multiple Wounds (D3)]
- Range 48", Shots 6, Str 4, AP 2

**Fae Miasma:** This Attack Attribute can only be used with Longbows and Paired Weapons. When a unit is hit by attacks with Fae Miasma, it **must** take a Resilience Test for each hit, using the Resilience that the largest proportion of models in the unit has. Use the higher value in case of a tie. If one or more Resilience Tests are failed, all models in the unit are affected by Fae Miasma until the start of the Active Player's next Player Turn. A model that is affected by one or more instances of Fae Miasma suffers a -1 to-hit modifier (both for Shooting Attacks and Close Combat Attacks).

**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:**

**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.

**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

**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

**Hard Target:**

**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

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

### **Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**Lance:** Attacks made with a Lance and allocated toward models in the wielders' Front Facing gain Devastating Charge (+2 Strength, +2 Armour Penetration). Infantry cannot use Lances.

### **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:**

#### **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

**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 Spellcrafting:** The Wizard's spells have their Casting Value reduced by 1. When performing a Casting Attempt with a single Magic Dice, a natural roll of '1' or '2' is always a failed Casting Attempt, regardless of any modifiers.

**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.

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

- Remove the model as a casualty as usual, but place a marker on the centre of the model's final position.
- In the next Player Turn, at the start of step 3 of the Movement Phase Sequence (after Rallying Fleeing units), the Phoenix model is placed back on the Battlefield. The centre of the model **must** be placed within 3" of the marker and the model **must** be placed more than 1" away from other units and Impassable Terrain, facing any direction.
- If the model cannot be placed following these rules, it cannot return for the rest of the game.
- The returned model is the same model that left the game, including any and all ongoing effects (such as spells affecting the model), with the exception that it always returns with only 1 Health Point left and counts as Rallied in case it was Fleeing when it lost its last Health Point (and thus is Shaken until the end of the Player Turn).
- The model does not grant Victory Point for being Destroyed if it still has Health Points left at the end of the game. If the roll fails, follow the normal rules (i.e. the model is removed as a casualty).

**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.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

### **Sky Reaper:** Artillery Weapon.

Range 24", Shots 4, Str 5, AP 3, Quick to Fire.

**Spear:**

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

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

**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.

**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.

Citizen Spears #1



Commander #1



High Prince #1



Sea Guard Reaper #1



Sky Sloop #1



Sky Sloop #1



Highborn Lancers #1



Elein Reavers #1



Mage #1



Phoenix #1



Grey Watchers #1



Sword Masters #1

