



HIGHBORN ELVES

LIST Highborn Elves - V1 #1 - 5 059 points



588 pts (12.00 %) 2395 pts (47.00 %) 366 pts (7.00 %) 1000 pts (20.00 %) 710 pts (14.00 %) 0 pts (0.00 %)

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

Lords



ARCHMAGE #1

Archmage - Standard - Infantry - 20x20mm

355 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Archmage	5	4	4	3	3	3	5	1	9	Infantry
Model Rules	Lightning Reflexes • Martial Discipline • Master of Balance									

Options	Level 4 (Wizard Master) • Asfad Scholar • Gleaming Robes - Mage or Archmage only x1 • Amethyst Crystal
Magic	Level 3 Wizard Master. Generates spells from the Path of White Magic or any of the Battle Magic Paths.



HIGH PRINCE #1

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
Bonus Fleet Officer	-	-	-	-	-	-	-	-	-	
Model Rules	Martial Discipline • Lightning Reflexes • Light Armour									
Model Rules (Bonus Fleet Officer)	Steady Aim • Weapon Master									

Options	Fleet Officer • Shield • Heavy Armour • Spear of the Blazing Dawn (Lord) • Daemon Hunter's Helm (Lord)
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Heroes



COMMANDER #1

Commander - Standard - Infantry - 20x20mm

188 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									
Model Rules (Bonus Master of Canreig Tower)	Sword Sworn • Sword Sworn • Master of Balance • Master of Balance • Level 1 Wizard Apprentice • Level 1 Wizard Apprentice									

Options	Master of Canreig Tower • Great Weapon • Dispel Scroll
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COMMANDER - BSB

Commander - BSB - Standard - Infantry - 20x20mm

178 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Commander	5	6	6	4	3	2	7	3	9	Infantry
Bonus Fleet Officer	-	-	-	-	-	-	-	-	-	
Model Rules	Lightning Reflexes • Martial Discipline • Light Armour									

Options	Fleet Officer • Heavy Armour • Great Weapon • Banner of Becalming • Lucky Shield • Shard of Cenyrn
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Core



ELEIN REAVERS #1

Elein Reavers **x5** - Standard - Infantry - 20x20mm

430 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	
Model Rules	Fast Cavalry • Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									

Options	May take Bow
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ELEIN REAVERS #2

Elein Reavers **x5** - Standard - Infantry - 20x20mm

430 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	
Model Rules	Fast Cavalry • Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									

Options	May take Bow
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SEA GUARD #1

Sea Guard **x35** - Standard - Infantry - 20x20mm

1 535 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 • Banner of Courage
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Special



SWORD MASTERS #1

Sword Masters **x30** - Standard - Infantry - 20x20mm

710 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sword Master	5	6	4	3	3	1	6	2	8	Infantry
Champion	5	7	5	3	3	1	6	3	8	
Model Rules	Lightning Reflexes • Martial Discipline • Sword Sworn • Heavy Armour • Great Weapon									

Options	Champion • Musician • Standard Bearer • War Banner of Ryma
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Rare



QUEEN'S GUARD #1



Queen's Guard **x10** - Standard - Infantry - 20x20mm

420 POINTS





Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Queen's Guard	5	5	5	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Martial Discipline • Moonlight Arrows • Light Armour • Bow									



Options	Longbow • Musician
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	QUEEN'S GUARD #2									420 POINTS	
	<i>Queen's Guard x10 - Standard - Infantry - 20x20mm</i>										
Troops	M	WS	BS	S	T	W	I	A	Ld	Type	
Queen's Guard	5	5	5	3	3	1	5	1	8	Infantry	
Model Rules	Lightning Reflexes • Martial Discipline • Moonlight Arrows • Light Armour • Bow										

Options	Longbow • Musician
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	SEA GUARD REAPER #2									80 POINTS	
	<i>Sea Guard Reaper - Standard - Infantry - 20x20mm</i>										
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 #3									80 POINTS	
	<i>Sea Guard Reaper - Standard - Infantry - 20x20mm</i>										
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

Amethyst Crystal:

Gleaming Robes - Mage or Archmage only:

Dispel Scroll:

Lucky Shield:

Shard of Cenyryn:

Daemon Hunter's Helm (Lord):

Spear of the Blazing Dawn (Lord):

Magic banners

Banner of Becalming:

Banner of Courage:

War Banner of Ryma:

Model Rules

Bow:

Devastating Charge:

Divine Attacks:

Fast Cavalry:

Fight in Extra Rank:

Great Weapon:

Heavy Armour:

Immune to Psychology:

Level 1 Wizard Apprentice:

Light Armour:

Light Lance:

Lightning Reflexes:

Lion's Fur:

Magic Resistance (1):

Martial Discipline:

Master of Balance:

Moonlight Arrows:

Mount's Protection (6+):

Multiple Shot (3):

Quick to Fire:

Shield:

Spear:

Steady Aim:

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.

Archmage #1



Commander #1



Commander - BSB



Elein Reavers #1



Elein Reavers #2



High Prince #1



Queen's Guard #1



Queen's Guard #2



Sea Guard #1



Sea Guard Reaper #2



Sea Guard Reaper #3



Sword Masters #1



