



HIGHBORN ELVES

TEXTS - 4 370 POINTS



1490 pts (33.00 %) 1125 pts (25.00 %) 1880 pts (42.00 %) 635 pts (14.00 %)
 1365 pts (30.00 %) 1125 pts (25.00 %) 1880 pts (42.00 %) 635 pts (14.00 %)
Characters **Core** **Special** **Queen's Bows**
 (40 Max) (50 Max) (25 Least) (25 Least) (0 NoLimit) (0 NoLimit) (30 Max) (30 Max)

Characters



HIGH PRINCE #1

High Prince - Gigantic - Beast - 50x100mm

810 POINTS



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



MOUNT DRAGON

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Fly, Light Troops, Ancient Allies (2), Meeting of Minds	
	7"	14"			
Defensive	HP	Def	Res	Arm	
	6	5	6	4	
Offensive	Att	Off	Str	Ap	Agi
Dragon	5	5	6	3	3
Harnessed, Breath Attack					

Options | General • Queen's Cavalier • Dragon • Shield • Dragonforged Armour • Shield Breaker • Star Metal Alloy



COMMANDER #1

Commander - Standard - Cavalry - 25x50mm

285 POINTS



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



MOUNT ELVEN HORSE

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Elven Horse	1	3	3	0	4
Harnessed					

Options | Battle Standard Bearer • Elven Horse • Banner of the Relentless Company x2



MAGE #1
Mage - Standard - Infantry - 20x20mm

270 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Wizard Adept, Martial Discipline, Master of Spellcrafting	
Defensive	HP	Def	Res	Arm	
	3	4	3	0	
Offensive	Att	Off	Str	Ap	Agi
Mage	1	4	3	0	5

Options	Order of the Fiery Heart • Pyromancy • Dragonforged Armour
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Core



HIGHBORN LANCERS #1
Highborn Lancers x12 - Standard - Cavalry - 25x50mm

490 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	8	Scoring, Martial Discipline	
Defensive	HP	Def	Res	Arm	
	1	4	3	2	
	Heavy Armour, Shield				
Offensive	Att	Off	Str	Ap	Agi
Highborn Lancer	1	4	3	0	5
	Lightning Reflexes, Lance				
Elven Horse	1	3	3	0	4
	Harnessed				

Options	Champion • Musician • Standard Bearer • Flaming Standard
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SEA GUARD #1
Sea Guard x30 - Standard - Infantry - 20x20mm

635 POINTS



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

Options	Champion • Musician • Standard Bearer • Stalker's Standard
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Special



PHOENIX #1
Phoenix - Gigantic - Beast - 50x100mm


365 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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Phoenix	4	5	5	2	4


Options	Fire Phoenix
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PHOENIX #1


Phoenix - Gigantic - Beast - 50x100mm

365 POINTS



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


Options	Fire Phoenix
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KNIGHTS OF RYMA #1


Knights of Ryma x10 - Standard - Cavalry - 25x50mm

580 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	9"	18"	9	Scoring, Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	2	Shield, Dragonforged Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Knight of Ryma	2	5	4	1	6
Elven Horse	1	3	3	0	4
					Harnessed
					Lightning Reflexes, Lance


Options	Champion • Musician • Standard Bearer • War Banner of Ryma
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SEA GUARD REAPER #1

Sea Guard Reaper - Standard - Construct - 60mm round

190 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	5"	8	War Machine, Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	1	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	2	4	3	0	5
					Lightning Reflexes, Move or Fire, Elven Bolt Thrower



SEA GUARD REAPER #1

Sea Guard Reaper - Standard - Construct - 60mm round

190 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	5"	8	War Machine, Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	1	4	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	2	4	3	0	5
					Lightning Reflexes, Move or Fire, Elven Bolt Thrower



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
	2	4	3	0	5
Crew					
					Lightning Reflexes, Move or Fire, Elven Bolt Thrower

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Favour of Meladys				
<i>Mf</i>	10+	Caster	Caster	Last one Turn
<p>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:</p> <ul style="list-style-type: none"> No Special Save can be taken. If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored. <p>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.</p>				



Pyromancy

		Casting	Range	Type	Duration	Effect
5	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.
3	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.
4	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.
6	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.
2	Cloak of Cinders	7+ [9+]	18"	Augment	Last one Turn	Melee {and Ranged} Attacks against the target suffer -1 to wound.
A	Blaze		24"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 5, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
1	Fireball (rep)	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

Magic items

Shield Breaker: Attacks made with this weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

Star Metal Alloy: The first time the bearer's model suffers an unsaved wound from an attack with Multiple Wounds (X) while using this Shield, the number of wounds suffered 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.

Stalker's Standard: The bearer's unit gains Strider.

Banner of the Relentless Company: One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

Model Rules

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:

Dragonforged Armour: Armour Equipment

Heavy Armour. The wearer gains Aegis (2+, against Flaming Attacks) and Aegis (6+), and automatically fails all Fortitude Saves.

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

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move, Charge, or 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.

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.

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 at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armour

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: Armour +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.

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

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: 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 and its Health Points are **set** to 1. 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.

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.

Phoenix #1



Phoenix #1



Knights of Ryma #1



Highborn Lancers #1



Sea Guard Reaper #1



Sea Guard Reaper #1



Sea Guard Reaper #1



Sea Guard #1



High Prince #1



Commander #1



Mage #1

