



# THE HIGH ELF REALMS

## ARMEE HE - 343 POINTS



343 pts (17.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

**Characters**      **Core**      **Special**      **Rare**      **Mercenaries**      **Allies**

(50 Max)      (25 Least)      (50 Max)      (25 Max)      (20 Max)      (25 Max)

### Characters



**PRINCE #1**

Prince - Standard - Infantry - 20x20mm

**343 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Prince	5	7	7	4	3	3	6	4	10	
Lion Chariot	-	-	-	5	4	4	-	-	-	
Lion Charioteer(2)	-	5	4	4	-	-	4	1	8	
War Lion(2)	8	5	-	4	-	-	4	2	-	
<b>Model Rules</b>	Valour Of Ages • Ithilmar Weapons • Hand Weapon • Strike First									
<b>Model Rules (Lion Chariot)</b>	Chracian Great Blade • Elven Reflexes • Impact Hits(D6) • Claws And Fangs • Valour Of Ages • First Charge • Fear • Stubborn • Lion Cloak • Close Order • Hand Weapon									
<b>Model Rules (Lion Chariot)</b>	Chracian Great Blade • Elven Reflexes • Impact Hits(D6) • Claws And Fangs • Valour Of Ages • First Charge • Fear • Stubborn • Lion Cloak • Close Order • Hand Weapon									

**Options** | Full plate armour • Lion Chariot of Chrace • Shield • Chracian Hunter • Armour Of Destiny

### Magics

#### Magic items

**Armour Of Destiny:** The potent Armour of Destiny protects its wearer from all but the most grievous of harm.

The Armour of Destiny is a suit of heavy armour. In addition, its wearer has a 4+ Ward save against any wounds suffered.

#### Model Rules

**Chracian Hunter:** In Chrace, a warrior's skill at arms and strength of character matters almost as much as the nobility of their blood, and the foremost warriors quickly rise to prominence within the ranks of the White Lions.

A character with the Chracian Hunter Elven Honour (but not their mount):

- May only be mounted on a White Lion Chariot (but cannot choose any other mount options).
- May be equipped with a Chracian great blade (see page 187) for no additional points. If so, they may not take any additional, non-magical weapons.
- Gains the Lion Cloak, Move through Cover and Stubborn special rules.

**Full plate armour:**

**Hand Weapon:**

**Ithilmar Weapons:** Weapons crafted of Ithilmar are incredibly lightweight and balanced to perfection. Such blades slice swiftly through the clumsy parries and counter-thrusts of enemies.

When engaged in combat, a model with this special rule that is fighting with a hand weapon may re-roll any rolls To Hit of a natural 1.

Note that this special rule only applies to a single, non-magical hand weapon and does not apply to a model's mount (should it have one). If the model is using two hand weapons or any other sort of weapon, this special rule ceases to apply.

**Shield:**

**Strike First:**

**Valour Of Ages:** Throughout the ages, the High Elves of Ulthuan have stood firm against the multitudinous forces of the ruinous powers. They have faced daemonic legions, hordes of black armoured Chaos warriors, and even their own treacherous kin, sacrificing all to defend their realms.

A unit with this special rule may re-roll any failed Panic test caused by taking heavy casualties or by being fled through by a friendly unit.

### 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.

Prince #1

