



HIGHBORN ELVES

LES CHAMPIONS DE LA REINE ETERNELLE 3 - 4 500 POINTS



1775 pts (39.00 %) 1186 pts (26.00 %) 970 pts (22.00 %) 1345 pts (30.00 %)
Characters **Core** **Special** **Queen's Bows**
 (40 Max) (25 Least) (0 NoLimit) (30 Max)

Characters



HIGH PRINCE #1

High Prince - Gigantic - Beast - 20x20mm

940 POINTS



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



MOUNT ANCIENT DRAGON

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Ancient Allies (2), Fly, Light Troops, Meeting of Minds		
	7"	14"				
Defensive	HP	Def	Res	Arm		
	8	6	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Ancient Dragon	6	6	7	4	3	Breath Attack, Harnessed

Options	General • Shield • Longbow (0+) • Great Weapon • Ancient Dragon • Star Metal Alloy • King Slayer
Notes	SVG : 3+



COMMANDER #1

Commander - Standard - Infantry - 20x20mm

275 POINTS



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

Options	Battle Standard Bearer • Shield • Dragonforged Armour • Longbow (1+) • Great Weapon • War Banner of Ryma x1
Notes	SVG : 4+ vs tirs ou 5+ vs cac / 6++ ou 3++ vs feu



MAGE #1

Mage - Standard - Infantry - 20x20mm

275 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Master of Spellcrafting, Martial Discipline, Wizard Adept	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Mage	1	4	3	0	5

Hand Weapon, Lightning Reflexes


Options	Cosmology • Crystal Ball • Wizard Adept
Notes	SVG : /



MAGE #2

Mage - Standard - Infantry - 20x20mm

285 POINTS




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

Hand Weapon, Lightning Reflexes

Options	Light Armour • Divination • Essence of Mithril • Wizard Adept
Notes	SVG : 2+


Core



CITIZEN ARCHERS #1

Citizen Archers x11 - Standard - Infantry - 20x20mm


189 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>
Citizen Archer	1	4	3	0	5

Accurate, Lightning Reflexes, Longbow


Options	Musician
Notes	SVG : 6+



HIGHBORN LANCERS #1

Highborn Lancers x10 - Standard - Cavalry - 25x50mm

410 POINTS



<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>
Highborn Lancer	1	4	3	0	5
Elven Horse	1	3	3	0	4

Lance, Lightning Reflexes
Harnessed

Options	Champion • Musician • Standard Bearer • Stalker's Standard
Notes	SVG : 2+



SEA GUARD #1
Sea Guard x26 - Standard - Infantry - 20x20mm

587 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	Marine Training, Spear, Bow (3+), Lightning Reflexes, Steady Aim

Options	Champion • Musician • Standard Bearer • Navigator's Banner
Notes	SVG : 5+

Special



KNIGHTS OF RYMA #1
Knights of Ryma x10 - Standard - Cavalry - 25x50mm

565 POINTS



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

Options	Champion • Musician • Standard Bearer • War Banner of Ryma
Notes	SVG : 2+ / 6++ ou 3++ vs feu



PHOENIX #1
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

Options	Frost Phoenix • Warden's Bond
Notes	SVG : 4+ / 5++

Queen's Bows



GREY WATCHERS #1
Grey Watchers x6 - Standard - Infantry - 20x20mm


171 POINTS



Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Martial Discipline, Fae Miasma, Light Troops, Skirmisher	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0 (+1)	Hard Target, Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Grey Watcher	1	4	3	0	5 Accurate, Lightning Reflexes, Longbow


Options	Scout • Shield
Notes	SVG : 5+



QUEEN'S GUARD #1

Queen's Guard x16 - Standard - Infantry - 20x20mm

398 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
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Queen's Guard	1	5	3	0	5 Spear, Lightning Reflexes, Moonlight Arrows, Longbow

Options	Spear • Musician
Notes	SVG : 6+

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Favour of Meladys				
<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"> <i>• No Special Save can be taken.</i> <i>• If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored.</i> <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>				



Cosmology

Duality: All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		Casting	Range	Type	Duration	Effect
4	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers -1 Strength and -1 Armour Penetration.
5	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit gain Aegis (5+) .
5	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, and Magical Attacks.
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration.

		Casting	Range	Type	Duration	Effect
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target Recovers 1 Health Point
6	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
1	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1.
2	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	The target gains +2" Advance Rate and +2 Agility.
2	Truth of Time Chaos	5+	24"	Hex	Last one Turn	The target suffers -2" Advance Rate, to a minimum of 3", and -2 Agility, to a minimum of 1.
1	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1.
3	Ice and Fire Cosmos	8+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled.
3	Ice and Fire Chaos	8+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks . Successful Armour Saves against wounds caused by this spell must be rerolled.



The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
A	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
2	Fate's Judgement	<5+> {9+}	18"	Hex, Missile, Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Distracting and Hard Target.
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
5	Unerring Strike	<7+> {10+}	18"	Hex, Missile, Damage	Instant	The target suffers <2D6> {3D6} hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks .
6	Mirror of the Veil	(7+){10+}	(18"){6"Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.

Magic items

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.

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.

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.

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

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" Adv)**.

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

Navigator's Banner: R&F models in the bearer's unit gain **Distracting** in the First Round of Combat against attacks from enemies Engaged in the bearer's unit's Front Facing.

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.

Bow:

Dragonforged Armour: Armour Equipment

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

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).

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

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

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

Moonlight Arrows: This Attack Attribute can only be used with Bows or Longbows without Weapon Enchantments. The attacks become **Flaming Attacks** and **Magical Attacks**, and have their Strength **set** to 4 and their Armour Penetration **set** to 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.

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.

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.

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



Grey Watchers #1



Knights of Ryma #1



Citizen Archers #1



Highborn Lancers #1



Commander #1



Mage #1



Mage #2



Sea Guard #1



Phoenix #1



Queen's Guard #1

