



HIGHBORN ELVES

HELF - 4 496 POINTS



1710 pts (38.00 %) 1326 pts (29.00 %) 1170 pts (26.00 %) 726 pts (16.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Queen's Bows** **Naval Ordnance**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (15 Max)

Characters



HÖHER PRINZ #1
 High Prince - Standard - Infantry - 20x20mm

710 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	10	Wizard Adept, 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					

Options	General • Dragonforged Armour (Protection of Dorac) • Shield • Spear (King Slayer) • Master of Canreig Tower • 3 additional Learned Spells
Magic items	Protection of Dorac (Dragonforged Armour) • Diadem of Protection • King Slayer (Spear) • Potion of Strength



BEFEHLSHABER #1
 Commander - Standard - Infantry - 20x20mm

340 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, Lightning Reflexes, Hand Weapon					

Options	Battle Standard Bearer • Halberd (Supernatural Dexterity) • High Warden of the Flame
Magic items	Essence of Mithril (Light Armour) • Supernatural Dexterity (Halberd)
Magic banners	Banner of Discipline (Battle Standard Bearer)



MAGIER #1
 Mage - Standard - Infantry - 20x20mm

660 POINTS



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

Options	Light Armour (Gleaming Robe) • Wizard Master • Asfad Scholar
Magic items	Book of Meladys • Gleaming Robe (Light Armour)

Core



MILIZ-SPEERTRAGER #1

Citizen Spears x30 - Standard - Infantry - 20x20mm

410 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Citizen Spear	1	4	3	0	5	Fight in Extra Rank, Lightning Reflexes, Spear

Options	Champion • Musician • Standard Bearer
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MILIZ-BÜGENSCHÜTZEN #1

Citizen Archers x10 - Standard - Infantry - 20x20mm

160 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Citizen Archer	1	4	3	0	5	Lightning Reflexes, Longbow

Options	Musician
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HÖCHGEBÖRENE LANZENREITER #1

Highborn Lancers x5 - Standard - Cavalry - 25x50mm

240 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
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HÖCHGEBÖRENE LANZENREITER #1

Highborn Lancers x5 - Standard - Cavalry - 25x50mm

240 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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Elven Horse	1	3	3	0	4	Harnessed

Options	Champion • Musician • Standard Bearer
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MILIZ-BÖGENSCHUTZEN #2

Citizen Archers x19 - Standard - Infantry - 20x20mm

276 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	Lightning Reflexes, Longbow

Special



LOWENSTREITWAGEN #1

Lion Chariot - Large - Construct - 50x100mm

205 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	8"	8	Swiftstride, Martial Discipline, Valiant

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	5	4	2	Heavy Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	1	5	4	1	5	Lightning Reflexes, Multiple Wounds, Great Weapon

Lion	2	5	5	2	4	Harnessed
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Chassis			5	2		Impact Hits, Inanimate
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WACHTER DER FLAMME #1

Flame Wardens x20 - Standard - Infantry - 20x20mm

445 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	9	Fearless, Scoring, Martial Discipline

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	, Heavy Aegis Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Flame Warden	1	5	3	0	6	Fight in Extra Rank, Lightning Reflexes, Halberd

Options	Champion • Musician • Standard Bearer
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LOWENGARDE #1

Lion Guard x20 - Standard - Infantry - 20x20mm

520 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	8	Bodyguard, Scoring, Strider, Martial Discipline, Valiant

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Heavy Armour, Lion's Fur
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Lion Guard	1	5	4	1	5 Lightning Reflexes, Multiple Wounds, Great Weapon

Options	Champion • Musician • Standard Bearer
<h2>Queen's Bows</h2>	

	GRAUE WACHTER #1 Grey Watchers x5 - Standard - Infantry - 20x20mm	145 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Light Troops, Skirmisher, Martial Discipline, Fae Miasma	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0, Light Hard Target Armour	
<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
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	GRAUE WACHTER #1 Grey Watchers x5 - Standard - Infantry - 20x20mm	145 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Light Troops, Skirmisher, Martial Discipline, Fae Miasma	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0, Light Hard Target Armour	
<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
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3 style="color: #c08040;">H Favour of Meladys</h3>				
<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>				

Magic items

Book of Meladys: Once per Magic Phase, the bearer may reroll a single Magic Dice when making a casting roll, provided the spell was not Miscast. When rerolling a natural '1', the rerolled Magic Dice benefits from Fizzle (if the Casting Attempt fails) regardless of the value rolled from the reroll.

Diadem of Protection: The bearer gains **Aegis (+2, max 4+)**.

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

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.

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.

Potion of Strength: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

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

Supernatural Dexterity: The wielder gains +2 Offensive Skill and +2 Agility while using this weapon, and attacks made with it become Magical Attacks.

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Model Rules

Accurate:

Aegis:

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

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).

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Fight in Extra Rank:

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

Halberd: Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. 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 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.

Lion's Fur: Armour Equipment

If on foot, the wearer gains +1 Armour, which is improved to +2 Armour against Shooting Attacks.

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.

Multiple Wounds: Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

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 if 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:

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

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.

Valiant: The model is immune to the effects of Fear. If more than half of a unit's models have Valiant, the unit automatically passes Panic Tests caused by Terror.

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.

Hoher Prinz #1



Befehlshaber #1



Magier #1



Miliz-Speerträger #1



Miliz-Bogenschützen #1



Hochgeborene Lanzenreiter #1



Hochgeborene Lanzenreiter #1



Miliz-Bogenschützen #2



Löwenstreitwagen #1



Wächter der Flamme #1



Graue Wächter #1



Graue Wächter #1



Löwengarde #1



