




# HIGHBORN ELVES

## DOLTON - 6 774 POINTS



1480 pts (33.00 %) **1046 pts (23.00 %) Core** 1083 pts (24.00 %) **Special** 680 pts (15.00 %) **The Ancient Allies** 0 pts (0.00 %) **Naval Ordnance** 0 pts (0.00 %) **Queen's Bows**  
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)

### Characters



#### HIGH PRINCE #1



High Prince - Gigantic - Beast - 150x100mm

## 880 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 ANCIENT DRAGON

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	C	Fly (7", 16", 7", 16") , Light Troops	
	7"	16"			
Defensive	HP	Def	Res	Arm	
	8	6	6	4	
Offensive	Att	Off	Str	Ap	Agi
Ancient Dragon	6	6	7	4	3

**Harnessed, Breath Attack**


<b>Options</b>	Great Weapon • Ancient Dragon • General
<b>Magic items</b>	Obsidian Rock



#### MAGE #1



Mage - Large - Cavalry - 50x50mm

## 600 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, Hand Weapon**


#### MOUNT GRIFFON

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	C	, Fly (8", 16", 8", 16") Fear, Towering Presence , Light Troops	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	4	C	5	C	
Offensive	Att	Off	Str	Ap	Agi
Griffon	4	5	5	3	5

**Harnessed, Lightning Reflexes, Devastating Charge**



<b>Options</b>	Divination • Light Armour (Death Cheater) • Wizard Master • Griffon
<b>Magic items</b>	Death Cheater (Light Armour) • Magical Heirloom

## Core

	<h3>HIGHBORN LANCERS #1</h3> <p>Highborn Lancers x12 - Standard - Cavalry - 25x50mm</p>	<h2>518 POINTS</h2>	
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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

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Stalker's Standard (Banner Enchantment)

	<h3>HIGHBORN LANCERS #2</h3> <p>Highborn Lancers x12 - Standard - Cavalry - 25x50mm</p>	<h2>528 POINTS</h2>	
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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

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)

## Special

	<h3>LION GUARD #1</h3> <p>Lion Guard x24 - Standard - Infantry - 20x20mm</p>	<h2>673 POINTS</h2>	
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Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Strider, Scoring, Martial Discipline, Valiant, Bodyguard		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Heavy Armour, Lion's Fur	
Offensive	Att	Off	Str	Ap	Agi	
Lion Guard	1	5	4	1	5	Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Lightning Reflexes, Great Weapon

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)



## LION CHARIOT #1

Lion Chariot - Large - Construct - 50x100mm

205 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	8"	8	Swiftstride, Martial Discipline, Valiant		
Defensive	HP	Def	Res	Arm		
	4	5	4	2	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	1	5	4	1	5	Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Lightning Reflexes, Great Weapon
Lions(2)	2	5	5	2	4	Harnessed
Chariot			5	2		Inanimate, Impact Hits (D6+1, D6+1)



## LION CHARIOT #2

Lion Chariot - Large - Construct - 50x100mm

205 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	8"	8	Swiftstride, Martial Discipline, Valiant		
Defensive	HP	Def	Res	Arm		
	4	5	4	2	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	1	5	4	1	5	Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Lightning Reflexes, Great Weapon
Lions(2)	2	5	5	2	4	Harnessed
Chariot			5	2		Inanimate, Impact Hits (D6+1, D6+1)

## Magics

### Racial Trait Spell

	Casting	Range	Type	Duration
<b><i>Favour of Meladys</i></b>				
<i>Mf</i>	10+	Caster		Last one Turn
<p><i>Immediately after successfully casting the spell, add one Veil Token to your Veil Token pool.</i></p> <p><i>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 instead and the wound is ignored. An attack with Multiple Wounds will inflict one wound less than usual instead. 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>				



Divination

**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	
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.
3	Scrying	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
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.

		<i>Costing</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers $-X$ to its Combat Score (for each affected unit and instance of the spell), where $X$ is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
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.
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 D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

## Magic items

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

**Magical Heirloom:** The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

**Obsidian Rock:** The bearer gains Magic Resistance (2).

## Magic banners

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

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

**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)**.

## Model Rules

**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.

### Bow:

**Cover Volley:** Attack Attribute - Shooting.

When an enemy unit declares a Charge against another unit containing one or more models with Martial Discipline in the Charge Phase, a single friendly unit containing one or more models with Cover Volley may immediately perform a Stand and Shoot Charge Reaction with the following conditions and restrictions:

- The distance between the Charger and the Charged unit must be greater than the Charger's Advance Rate (using the lowest value among the Charging models if there is more than one).
- The unit with Cover Volley is within 12" of the Charged unit.
- Only model parts with Cover Volley may shoot, and they may only shoot once per Charge Phase.
- The unit must use Stand and Shoot before the Charged unit declares its Charge Reaction. If the Charge is no longer possible after the unit's Stand and Shoot (e.g. due to the Charging unit being destroyed or failing a Panic Test), the Charged unit does not declare any Charge Reaction.
- The Stand and Shoot Charge Reaction is performed as if the enemy had declared the Charge against the unit with Cover Volley in their current position (apply the normal rules for the Stand and Shoot Charge Reaction, i.e. the Charging unit must be Located in the Front Arc of the unit with Cover Volley, the unit with Cover Volley cannot be Shaken or Fleeing, etc.).

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

### Fight in Extra Rank:

**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.

**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

**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 Armour

**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:** Armour +1

**Light Lance:**

**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:**

**Lion's Fur:** If on foot, the wearer gains +1 Armour which is improved to +2 Armour against Shooting Attacks. Lion's Fur cannot be taken by a model with Dragonforged Armour.

**Longbow:** Portée 30", tir 1, Force 3, PA 0, tir de volée

**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 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:** Attack Attribute - Shooting.

The model can shoot from the third rank (in addition to the 1st and 2nd) and it does not suffer to-hit penalties for Stand and Shoot Charge Reactions.

**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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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.

Highborn Lancers #1



High Prince #1



Mage #1



Highborn Lancers #2



Citizen Spears #1



Citizen Spears #2



Citizen Spears #3



Elein Reavers #1



Elein Reavers #2



Elein Reavers #3



Sea Guard #1



Sea Guard #2



Citizen Archers #1



Citizen Archers #1



Lion Guard #1



Lion Chariot #1



Lion Chariot #2



Giant Eagle #1

