



# HIGHBORN ELVES

## FRANCISCO - 2 999 POINTS



635 pts (21.00 %) 850 pts (28.00 %) 1239 pts (41.00 %) 625 pts (21.00 %)  
**Characters**      **Core**      **Special**      **Queen's Bows**  
 (40 Max)      (25 Least)      (0 NoLimit)      (30 Max)

### Characters

**GENERAL**

Commander - *Standard - Infantry - 20x20mm*

**195 POINTS**

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	<b>Martial Discipline</b>	
Defensive	HP	Def	Res	Arm	
	3	6	3	0	<b>Light Armour</b>
Offensive	Att	Off	Str	Ap	Agi
<b>Commander</b>	3	6	4	1	7

<b>Options</b>	Battle Standard Bearer • Shield • Heavy Armour
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**HIGH PRINCE #1**

High Prince - *Standard - Infantry - 20x20mm*

**440 POINTS**

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	10	<b>Martial Discipline</b>	
Defensive	HP	Def	Res	Arm	
	3	7	3	0	<b>Light Armour</b>
Offensive	Att	Off	Str	Ap	Agi
<b>High Prince</b>	4	7	4	1	8

<b>Options</b>	General • Shield • Heavy Armour (Protection of Dorac) • Spear (Sliver of the Blazing Dawn)
<b>Magic items</b>	Sliver of the Blazing Dawn (Spear) • Protection of Dorac (Heavy Armour)

### Core

**CITIZEN SPEARS #1**

Citizen Spears x20 - *Standard - Infantry - 20x20mm*

**290 POINTS**

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	<b>Scoring, Martial Discipline</b>	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	<b>Light Armour</b> , Shield
Offensive	Att	Off	Str	Ap	Agi
<b>Citizen Spear</b>	1	4	3	0	5

<b>Options</b>	Champion • Musician • Standard Bearer
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### SEA GUARD #1

Sea Guard x20 - Standard - Infantry - 20x20mm

350 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



### HIGHBORN LANCERS #1

Highborn Lancers x5 - Standard - Cavalry - 25x50mm

210 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

## Special



### LION GUARD #1

Lion Guard x20 - Standard - Infantry - 20x20mm

520 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Bodyguard, Scoring, Strider, Martial Discipline, Valiant		
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	Lightning Reflexes, Multiple Wounds, Great Weapon

#### Options

Champion • Musician • Standard Bearer



### FLAME WARDENS #1

Flame Wardens x19 - Standard - Infantry - 20x20mm

384 POINTS




Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Fearless, Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	, Heavy Aegis Armour	
Offensive	Att	Off	Str	Ap	Agi	
Flame Warden	1	5	3	0	6	Lightning Reflexes Rank, Fight in Extra, Halberd

<b>Options</b>	Champion • Standard Bearer
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	<b>SWORD MASTERS #2</b> Sword Masters x10 - Standard - Infantry - 20x20mm	225 POINTS	
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<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	6	3	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sword Master	2	6	3	0	6
Lightning Reflexes, Sword Sworn, Great Weapon					

	<b>REAVER CHARIOTS #1</b> Reaver Chariots - Large - Construct - 50x100mm	110 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	9"	14"	8	Light Troops, Swiftstride, Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	1	4	3	0	5
Lightning Reflexes, Light Lance, Longbow					
Elven Horse	1	3	3	0	4
Harnessed					
Chassis			5	2	
Impact Hits, Inanimate					

## Queen's Bows

	<b>QUEEN'S GUARD #1</b> Queen's Guard x10 - Standard - Infantry - 20x20mm	275 POINTS	
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<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
Lightning Reflexes, Moonlight Arrows, Longbow					

## Magics

Racial Trait Spell

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

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

**Sliver of the Blazing Dawn:** Attacks made with this weapon gain +1 Strength and +2 Armour Penetration. Each successful to-hit roll with this weapon causes two hits instead of one.

## Model Rules

### 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.

### Bow:

**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

**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 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:** 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

**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.

**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.

**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:** 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.

**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.

**Sword Sworn:** The model part gains a +1 to-hit modifier when attacking with a Great Weapon.

**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.

## 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.

General



Citizen Spears #1



Sea Guard #1



Lion Guard #1



Flame Wardens #1



Sword Masters #2



Queen's Guard #1



High Prince #1



Highborn Lancers #1



Reaver Chariots #1

