



HIGHBORN ELVES

TEST MAGE ORDER CHANGE - 465 POINTS



465 pts (10.00%) 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%)
Characters **Core** **Special** **Queen's Bows** **Naval Ordnance**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (15 Max)

Characters



MAGE #1

Mage - Standard - Infantry - 20x20mm

230 POINTS



| | | | | | | |
|------------------|------------|------------|------------|--|------------|---|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 5" | 10" | 9 | , Master of Wizard Adept, Martial Discipline Spellcrafting | | |
| <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 | Lightning Reflexes, Lightning Reflexes, Hand Weapon |



HIGH PRINCE #1

High Prince - Standard - Infantry - 20x20mm

235 POINTS



| | | | | | | |
|--------------------|------------|------------|------------|--------------------|--------------|---|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
| | 5" | 10" | 10 | Martial Discipline | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 7 | 3 | 0 | Light Armour | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| High Prince | 4 | 7 | 4 | 1 | 8 | Lightning Reflexes, Lightning Reflexes, Hand Weapon |

Magics

Racial Trait Spell

| | <i>Casting</i> | <i>Range</i> | <i>Type</i> | <i>Duration</i> |
|--|----------------|--------------|-------------|-----------------|
| <i>H Favour of Meladys</i> | | | | |
| <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> | | | | |

Model Rules

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

Light Armour: Armor +1

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.

Lightning Reflexes:

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.

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

Your 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.

Mage #1



High Prince #1

