



# HIGHBORN ELVES

## FIRST LIST - 4 497 POINTS




1790 pts (40.00 %) 1127 pts (25.00 %) 775 pts (17.00 %) 752 pts (17.00 %) 660 pts (15.00 %)

**Characters**      **Core**      **Special**      **Queen's Bows**      **Naval Ordnance**

(40 Max)      (25 Least)      (0 NoLimit)      (30 Max)      (15 Max)

### Characters




#### HIGH PRINCE #1

High Prince - Large - Cavalry - 50x50mm

## 645 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, Lightning Reflexes, Hand Weapon |



#### MOUNT GRIFFON

| Global    | Adv | Mar | Dis | Model Rules  |     |   |
|-----------|-----|-----|-----|--|-----|---|
|           | 6"  | 12" | C   | Fear, Fly, Light Troops, Towering Presence, Ancient Allies (1) |     |   |
|           | 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>     | General • Griffon • Dragonforged Armour (Ghostly Guard) • Shield • Lance (Nova Flare) |
| <b>Magic items</b> | Ghostly Guard (Dragonforged Armour) • Nova Flare (Lance)                              |



#### COMMANDER #1


Commander - Standard - Infantry - 20x20mm

## 240 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 |


|                |  |
|----------------|--|
| <b>Options</b> | Battle Standard Bearer • Longbow (1+) • Dragonforged Armour • Shield • Great Weapon • Royal Huntsman |
|----------------|--|



#### MAGE #1

Mage - Large - Cavalry - 50x100mm

## 710 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 |  |
|           |     |     |     |  |     |  |

|                  |            |            |            |           |            |   |
|------------------|------------|------------|------------|-----------|------------|---|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |   |
| <b>Mage</b>      | 1          | 4          | 3          | 0         | 5          | Lightning Reflexes, Lightning Reflexes, Hand Weapon |



## MOUNT YOUNG DRAGON

|                     |            |            |            |  |            |   |
|---------------------|------------|------------|------------|--|------------|---|
| <i>Global</i>       | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>   |            |   |
|                     | 6"         | 12"        | C          | Fear, Fly, Light Troops, Towering Presence, Ancient Allies (1) |            |   |
|                     | 7"         | 14"        |            |  |            |   |
| <i>Defensive</i>    | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>   |            |   |
|                     | 4          | C          | 5          | C+1  |            |   |
| <i>Offensive</i>    | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>  | <i>Agi</i> |   |
| <b>Young Dragon</b> | 4          | 5          | 5          | 2  | 3          | Harnessed, Stomp Attacks, Breath Attack |

|                    |   |
|--------------------|---|
| <b>Options</b>     | Light Armour (Death Cheater) • Wizard Master • Cosmology • Young Dragon |
| <b>Magic items</b> | Death Cheater (Light Armour) • Glittering Lacquer • Amethyst Crystal    |



## COMMANDER #2

Commander - Standard - Cavalry - 25x50mm

195 POINTS



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



## MOUNT ELVEN HORSE

|                    |            |            |            |                    |            |           |
|--------------------|------------|------------|------------|--------------------|------------|-----------|
| <i>Global</i>      | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |            |           |
|                    | 9"         | 18"        | C          |                    |            |           |
| <i>Defensive</i>   | <i>HP</i>  | <i>Def</i> | <i>Res</i> | <i>Arm</i>         |            |           |
|                    | C          | C          | C          | C+2                |            |           |
| <i>Offensive</i>   | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i>          | <i>Agi</i> |           |
| <b>Elven Horse</b> | 1          | 3          | 3          | 0                  | 4          | Harnessed |

|                |  |
|----------------|--|
| <b>Options</b> | Elven Horse • Dragonforged Armour • Shield • Lance |
|----------------|--|

Core



## HIGHBORN LANCERS #1

Highborn Lancers x14 - Standard - Cavalry - 25x50mm

520 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>           |                           |
| <b>Highborn Lancer</b> | 1          | 4          | 3          | 0                           | 5                    | Lightning Reflexes, Lance |
| <b>Elven Horse</b>     | 1          | 3          | 3          | 0                           | 4                    | Harnessed                 |

|                      |                                       |
|----------------------|---------------------------------------|
| <b>Options</b>       | Champion • Musician • Standard Bearer |
| <b>Magic banners</b> | Aether Icon (Banner Enchantment)      |



### SEA GUARD #1

Sea Guard x26 - Standard - Infantry - 20x20mm

607 POINTS



| Global    | Adv | Mar | Dis | Model Rules                                |                      |
|-----------|-----|-----|-----|--|----------------------|
|           | 5"  | 10" | 8   | Scoring, Martial Discipline, Cover, Volley |                      |
| 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                    |

|                |                                       |
|----------------|---------------------------------------|
| <b>Options</b> | Champion • Musician • Standard Bearer |
| <b>Special</b> |                                       |



### PHOENIX #1

Phoenix - Gigantic - Beast - 50x100mm

350 POINTS



| Global    | Adv | Mar | Dis | Model Rules                                    |     |
|-----------|-----|-----|-----|--|-----|
|           | 2"  | 4"  | 8   | Fly, Light Troops, Ancient Allies (1), Rebirth |     |
|           | 9"  | 18" |     |  |     |
| Defensive | HP  | Def | Res | Arm  |     |
|           | 5   | 5   | 5   | 3  |     |
| Offensive | Att | Off | Str | Ap   | Agi |
| Phoenix   | 4   | 5   | 5   | 2  | 4   |

|                |               |
|----------------|---------------|
| <b>Options</b> | Frost Phoenix |
|----------------|---------------|



### SWORD MASTERS #1

Sword Masters x19 - Standard - Infantry - 20x20mm

425 POINTS



| Global       | Adv | Mar | Dis | Model Rules                 |              |
|--------------|-----|-----|-----|-----------------------------|--------------|
|              | 5"  | 10" | 8   | Scoring, Martial Discipline |              |
| Defensive    | HP  | Def | Res | Arm                         |              |
|              | 1   | 6   | 3   | 0                           | Heavy Armour |
| Offensive    | Att | Off | Str | Ap                          | Agi          |
| Sword Master | 2   | 6   | 3   | 0                           | 6            |

|                     |                            |
|---------------------|----------------------------|
| <b>Options</b>      | Champion • Standard Bearer |
| <b>Queen's Bows</b> |                            |



### GREY WATCHERS #1

Grey Watchers x5 - Standard - Infantry - 20x20mm

145 POINTS



| Global       | Adv | Mar | Dis | Model Rules  |                            |
|--------------|-----|-----|-----|--|----------------------------|
|              | 5"  | 10" | 8   | Light Troops, Skirmisher, Martial Discipline, Fae Miasma |                            |
| Defensive    | HP  | Def | Res | Arm  |                            |
|              | 1   | 4   | 3   | 0  | , Light Hard Target Armour |
| Offensive    | Att | Off | Str | Ap   | Agi                        |
| Grey Watcher | 1   | 4   | 3   | 0  | 5                          |

## Naval Ordnance



### SKY SLOOP #1

Sky Sloop - Large - Construct - 50x100mm

**235** POINTS



| Global    | Adv | Mar | Dis |     |  | Model Rules  |
|-----------|-----|-----|-----|-----|--|--|
|           | 2"  | 2"  | 8   |     |  | Fly, Light Troops, Swiftstride, Martial Discipline |
|           | 9"  | 9"  |     |     |  |  |
| Defensive | HP  | Def | Res | Arm |  |  |
|           | 4   | 4   | 4   | 1   | , Light<br>Hard Target Armour          |  |
| Offensive | Att | Off | Str | Ap  | Agi                                    |  |
| Crew      | 1   | 4   | 3   | 0   | 5                                      | Lightning Reflexes, Light Lance                    |
| Hawk      | 2   | 4   | 4   | 1   | 4                                      | Harnessed  |
| Chassis   |     |     | 5   | 2   | , Sky<br>Impact Hits, Inanimate Reaper |  |



### SKY SLOOP #1

Sky Sloop - Large - Construct - 50x100mm

**235** POINTS



| Global    | Adv | Mar | Dis |     |  | Model Rules  |
|-----------|-----|-----|-----|-----|--|--|
|           | 2"  | 2"  | 8   |     |  | Fly, Light Troops, Swiftstride, Martial Discipline |
|           | 9"  | 9"  |     |     |  |  |
| Defensive | HP  | Def | Res | Arm |  |  |
|           | 4   | 4   | 4   | 1   | , Light<br>Hard Target Armour          |  |
| Offensive | Att | Off | Str | Ap  | Agi                                    |  |
| Crew      | 1   | 4   | 3   | 0   | 5                                      | Lightning Reflexes, Light Lance                    |
| Hawk      | 2   | 4   | 4   | 1   | 4                                      | Harnessed  |
| Chassis   |     |     | 5   | 2   | , Sky<br>Impact Hits, Inanimate Reaper |  |



### SEA GUARD REAPER #1

Sea Guard Reaper - Standard - Construct - 60mm round

**190** POINTS



| Global    | Adv | Mar | Dis |     |                 | Model Rules  |
|-----------|-----|-----|-----|-----|-----------------|--|
|           | 5"  | 5"  | 8   |     |                 | War<br>Machine , Martial Discipline                      |
| Defensive | HP  | Def | Res | Arm |                 |  |
|           | 4   | 1   | 4   | 0   | Light<br>Armour |  |
| Offensive | Att | Off | Str | Ap  | Agi             |  |
| Crew      | 2   | 4   | 3   | 0   | 5               | Lightning Reflexes, Move or<br>Fire , Elven Bolt Thrower |

## Magics

Racial Trait Spell

*Casting*

*Range*

*Type*

*Duration*

|  | Casting | Range  | Type   | Duration      |
|--|---------|--------|--------|---------------|
| <b>H Favour of Meladys</b>   |         |        |        |               |
| Mf   | 10+     | Caster | Caster | Last one Turn |
| <p>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:</p> <ul style="list-style-type: none"> <li>No Special Save can be taken.</li> <li>If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored.</li> </ul> <p>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.</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       | Each model in the target unit suffers a hit with 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.  |
| 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 | Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll. |
| 2 | Truth of Time Chaos           | 5+      | 24"   | Hex                           | Last one Turn | Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll. |
| 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.             |

### Magic items

**Amethyst Crystal:** Dispelling rolls made by the bearer's army gain a +1 modifier.

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

**Ghostly Guard:** The wearer gains +2 Armour against non-Magical Attacks.

**Glittering Lacquer:** The bearer gains Hard Target (1).

**Nova Flare:** Attacks made with this weapon gain Devastating Charge (+1 Att) and Lethal Strike, and become Divine Attacks and Magical Attacks. One use only. May be activated at the start of any Round of Combat. The wielder counts as Charging for the purpose of Devastating Charge.

### Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

### 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:**

**Cover Volley:** 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.).

**Elven Bolt Thrower:** Artillery Weapon.

This Artillery Weapon can be fired in two ways:

- Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (1×5), [Multiple Wounds (D3)]
- Range 48", Shots 6, Str 4, AP 2

**Fae Miasma:** This Attack Attribute can only be used with Longbows and Paired Weapons. When a unit is hit by attacks with Fae Miasma, **imust** 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.

**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

**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:**

**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

**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.

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**Rebirth:** The first time a Phoenix loses its last Health Point, the owner **must** roll a D6. The roll is successful on a roll of 5+ (or 3+ if the model has Warden's Bond):  
• Remove the model as a casualty as usual, but place a marker on the centre of the model's final position.  
• In the next Player Turn, at the start of step 3 of the Movement Phase Sequence (after Rallying Fleeing units), the Phoenix model is placed back on the Battlefield. The centre of the model **must** be placed within 3" of the marker and the model **must** be placed more than 1" away from other units and Impassable Terrain, facing any direction.  
• If the model cannot be placed following these rules, it cannot return for the rest of the game.  
• The returned model is the same model that left the game, including any and all ongoing effects (such as spells affecting the model), with the exception that it always returns with only 1 Health Point left and counts as Rallied in case it was Fleeing when it lost its last Health Point (and thus is Shaken until the end of the Player Turn).  
• The model does not grant Victory Point for being Destroyed if it still has Health Points left at the end of the game. If the roll fails, follow the normal rules (i.e. the model is removed as a casualty).

**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.

**Sky Reaper:** Artillery Weapon.

Range 24", Shots 4, Str 5, AP 3, Quick to Fire.

**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.

**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.

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**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



Commander #1



Mage #1



Highborn Lancers #1



Commander #2



Sea Guard #1



Sky Sloop #1



Sky Sloop #1



Sea Guard Reaper #1



Phoenix #1



Grey Watchers #1



Sword Masters #1

