



HIGHBORN ELVES

STEVE'S ELVES - 4 307 POINTS



1010 pts (22.00 %) 1872 pts (42.00 %) 920 pts (20.00 %) 0 pts (0.00 %) 360 pts (8.00 %) 985 pts (22.00 %)
Characters **Core** **Special** **The Ancient** **Naval Ordnance** **Queen's Bows**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)

Characters



FRED


High Prince - Standard - Cavalry - 25x50mm

300 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 ELVEN HORSE

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Elven Horse	1	3	3	0	4

Harnessed


Options | Longbow (0+) • Elven Horse • Shield • Heavy Armour • General



BILL


Commander - Standard - Cavalry - 25x50mm

170 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, Hand Weapon



MOUNT ELVEN HORSE

Global	Adv	Mar	Dis	Model Rules	
	9"	18"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Elven Horse	1	3	3	0	4

Harnessed

Options | Longbow (1+) • Elven Horse • Shield



BOB

Mage - Standard - Infantry - 20x20mm

375 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

Options	Pyromancy • Wizard Master
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COMMANDER #2

Commander - Standard - Cavalry - 25x50mm

165 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

MOUNT ELVEN HORSE



Global	Adv	Mar	Dis	Model Rules	
	9"	18"	C		
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Elven Horse	1	3	3	0	4

Options	Elven Horse • Shield
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Core



SPEAR EDGE

Highborn Lancers x8 - Standard - Cavalry - 25x50mm

392 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
Elven Horse	1	3	3	0	4

Options	Champion • Musician • Standard Bearer
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Magic banners	Rending Banner (Banner Enchantment)
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CITIZEN ARCHERS #2

Citizen Archers x20 - Standard - Infantry - 20x20mm

380 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

Options	Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)



CITIZEN ARCHERS #3

Citizen Archers x10 - Standard - Infantry - 20x20mm

230 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

Options	Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)



CITIZEN ARCHERS #4

Citizen Archers x10 - Standard - Infantry - 20x20mm

230 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

Options	Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)



FOOT SPEAR

Citizen Spears x20 - Standard - Infantry - 20x20mm

330 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

Lightning ReflexesRank, Fight in Extra, Spear

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of Speed (Banner Enchantment)



CITIZEN SPEARS #2
Citizen Spears x20 - Standard - Infantry - 20x20mm

310 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, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Citizen Spear	1	4	3	0	5 Lightning ReflexesRank, Fight in Extra, Spear

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of Discipline (Banner Enchantment)

Special



SWORDY
SwordMasters x10 - Standard - Infantry - 20x20mm

330 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	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

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of Becalming (Banner Enchantment)
Notes	K



BIG C
Reaver Chariot - Large - Construct - 50x100mm

110 POINTS



<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 (2)	1	4	3	0	5 Lightning Reflexes, Light Lance, Longbow (3+, 3+)
Elvish Horse (2)	1	3	3	0	4 Harnessed
Chariot			5	2	Inanimate, Impact Hits (D6, D6)




BERT
Giant Eagles - Large - Beast - 50x50mm

100 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
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Global	Adv	Mar	Dis	Model Rules	
	2"	4"	8	, Fly (9", 18", 9", Light Troops18")	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	3	5	4	0	
Offensive	Att	Off	Str	Ap	Agi
Giant Eagle	2	5	4	1	4



BARRY

Lion Guard x15 - Standard - Infantry - 20x20mm


380 POINTS



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

Options	Champion • Musician • Standard Bearer
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Queen's Bows



DARK

Grey Watchers x5 - Standard - Infantry - 20x20mm


145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Light Troops, Skirmisher, Martial Discipline	
Defensive	HP	Def	Res	Arm	
	1	4	3	0 , Light Hard Target (1, 1) Armour	
Offensive	Att	Off	Str	Ap	Agi
Grey Watcher	1	4	3	0	5 Lightning Reflexes, Accurate, Fae Miasma, Longbow (2+, 2+)

Options	Champion
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Naval Ordnance



NR1

Sea Guard Reaper - Standard - Construct - 60mm round

180 POINTS



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



SEA GUARD REAPER #2

Sea Guard Reaper - Standard - Construct - 60mm round

180 POINTS



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

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>Favour of Meladys</i>				
<i>Mf</i>	10+	Caster		Last one Turn
<i>Immediately after successfully casting the spell, add one Veil Token to your Veil Token pool. 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>				



Pyromancy

		Casting	Range	Type	Duration	Effect
6	Enveloping Embers	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers 1 hit with Strength 3, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
2	Cascading Fire	5+ [8+]	24" [12"]	Hex	Last one Turn	The target suffers D6 [2D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
3	Flaming Swords	8+ [11+]	18" [6"Aura]	Augment	Last one Turn	The target gains Flaming Attacks and Magical Attacks. In addition, the target's Melee and Shooting Attacks gain a +1 to-wound modifier.
1	Fireball	4+	36"	Hex, Missile, Damage	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.
4	Blaze		18"	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 6, Armour Penetration 2, Flaming Attacks, and Magical Attacks.
5	Scorching Salvo	8+	24"Aura	Hex, Damage	Instant	The target suffers D3+1 hits with Strength 4, Armour Penetration 0, Flaming Attacks, and Magical Attacks.
4	Pyroclastic Flow	7+ [10+]	24" [12"]	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits with Strength 4, Armour Penetration 0, Flaming Attacks and Magical Attacks.

Magic banners

Banner of Becalming: In the opponent's Magic Phase, during Siphon the Veil before converting Veil Tokens into Magic Dice, remove one Veil Token from the opponent's Veil Token pool and add one Veil Token to your Veil Token pool.

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.

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.

Model Rules

Accurate:

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.

Elven Bolt Thrower: Artillery Weapon.

This Shooting Weapon can be fired in two ways:

- Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (5x1), [Multiple Wounds (D3)].
- Range 48", Shots 6, Str 4, AP 2.

Fae Miasma: Close Combat and Shooting.

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).

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

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:

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.

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.

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.

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.

Sword Sworn: Attack Attribute - Close Combat.

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.

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.

Fred



Bill



Bob



Commander #2



Spear edge



Citizen Archers #2



Citizen Archers #3



Citizen Archers #4



Foot spear



Citizen Spears #2



Swordy



Big c



Bert



Barry



Nr1



Sea Guard Reaper #2



Dark

