



HIGHBORN ELVES

MASS CAV - 4 168 POINTS



385 pts (9.00%) 1707 pts (41.00%) 360 pts (9.00%) 0 pts (0.00%) 1716 pts (41.00%) 50 pts (1.00%)

Lords **Core** **Heroes** **Rare** **Special** **Mount**

(50 Max) (25 Least) (50 Max) (25 Max) (50 Max) (0 NoLimit)

Lords



ARCHMAGE #1

Archmage - Standard - Infantry - 20x20mm

385 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Archmage	5	4	4	3	3	3	5	1	9	Infantry
Elven Horse	9	3	0	3	3	1	4	1	3	War Beast
Model Rules	Lightning Reflexes • Martial Discipline • Master of Balance									
Model Rules (Elven Horse)	Mount's Protection (6+)									
Model Rules (Elven Horse)	Mount's Protection (6+)									

Options	Level 4 (Wizard Master) • Asfad Scholar • Mount : Elven Horse • Mount's Protection to (5+)
Magic items	Amethyst Crystal • Obsidian Nullstone
Magic	Level 3 Wizard Master. Generates spells from the Path of White Magic or any of the Battle Magic Paths.

Heroes



MAGE #2

Mage - Standard - Infantry - 20x20mm

175 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mage	5	4	4	3	3	2	5	1	8	Infantry
Elven Horse	9	3	0	3	3	1	4	1	3	War Beast
Model Rules	Lightning Reflexes • Martial Discipline • Master of Balance									
Model Rules (Elven Horse)	Mount's Protection (6+)									
Model Rules (Elven Horse)	Mount's Protection (6+)									

Options	Level 2 (Wizard Apprentice) • Asfad Scholar • Mount : Elven Horse • Mount's Protection to (5+)
Magic items	Book of Meladys (Heroe)



MAGE #1

Mage - Standard - Infantry - 20x20mm

185 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mage	5	4	4	3	3	2	5	1	8	Infantry
Elven Horse	9	3	0	3	3	1	4	1	3	War Beast
Model Rules	Lightning Reflexes • Martial Discipline • Master of Balance									
Model Rules (Elven Horse)	Mount's Protection (6+)									
Model Rules (Elven Horse)	Mount's Protection (6+)									

Options	Level 2 (Wizard Apprentice) • Asfad Scholar • Mount : Elven Horse • Mount's Protection to (5+)
Magic items	Dispel Scroll

Core



HIGHBORN LANCERS #2

Highborn Lancers x6 - Standard - Infantry - 20x20mm

547 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Champion	5	5	5	3	3	1	5	2	8	
Model Rules	Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Heavy Armour • Lance • Shield									

Options	May take Mount's Protection (5+) • Champion • Musician • Standard Bearer
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HIGHBORN LANCERS #3

Highborn Lancers x6 - Standard - Infantry - 20x20mm

547 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Champion	5	5	5	3	3	1	5	2	8	
Model Rules	Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Heavy Armour • Lance • Shield									

Options	May take Mount's Protection (5+) • Champion • Musician • Standard Bearer
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HIGHBORN LANCERS #1

Highborn Lancers x9 - Standard - Infantry - 20x20mm

613 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Champion	5	5	5	3	3	1	5	2	8	
Model Rules	Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Heavy Armour • Lance • Shield									

Options	May take Mount's Protection (5+) • Champion • Musician • Standard Bearer
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Special



KNIGHTS OF RYMA #1

Knights of Ryma x9 - Standard - Infantry - 20x20mm

858 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	5	5	4	4	3	1	6	1	9	Cavalry
Champion	5	6	5	4	3	1	6	2	9	
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Lightning Reflexes • Martial Discipline • Dragonforged Armour • Shields • Lance • Mount's Protection (5+)									

Options	May take Devastating Charge • Champion • Musician • Standard Bearer
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KNIGHTS OF RYMA #2

Knights of Ryma x9 - Standard - Infantry - 20x20mm

858 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	5	5	4	4	3	1	6	1	9	Cavalry
Champion	5	6	5	4	3	1	6	2	9	
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Lightning Reflexes • Martial Discipline • Dragonforged Armour • Shields • Lance • Mount's Protection (5+)									

Options	May take Devastating Charge • Champion • Musician • Standard Bearer
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Magics

Magic items

Amethyst Crystal:

Book of Meladys (Heroe):

Dispel Scroll:

Obsidian Nullstone:

Model Rules

Dragonforged Armour:

Heavy Armour:

Lance:

Lightning Reflexes:

Martial Discipline:

Master of Balance:

Mount's Protection (5+):

Mount's Protection (6+):

Shield:

Shields:

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.

Archmage #1



Highborn Lancers #2



Highborn Lancers #3



Highborn Lancers #1



Knights of Ryma #1



Knights of Ryma #2



Mage #2



Mage #1

