



# HIGHBORN ELVES

## LIST Highborn Elves (v2.1) #42 - 2 233 points



0 pts (0.00%) **1098 pts (24.00%)** 635 pts (14.00%) 0 pts (0.00%)  
**Characters** **Core** **Special** **The Ancient** 500 pts (11.00%) 615 pts (14.00%)  
 (40 Max) (25 Least) (0 NoLimit) **Allies** **Naval Ordnance** **Queen's Bows**  
 (20 Max) (15 Max) (30 Max)

### Core



#### CITIZEN SPEARS #1

Citizen Spears x31 - Standard - Infantry - 20x20mm

483 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	
<b>Citizen Spear</b>	1	4	3	0	5	Lightning ReflexesRank, Fight in Extra, Spear

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	War Banner of Ryma (Banner Enchantment)



#### CITIZEN ARCHERS #1

Citizen Archers x15 - Standard - Infantry - 20x20mm

245 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	
<b>Citizen Archer</b>	1	4	3	0	5	Lightning Reflexes, Longbow (3+, 3+)

<b>Options</b>	Musician
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#### ELEIN REAVERS #1

Elein Reavers x5 - Standard - Cavalry - 25x50mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Feigned Flight, Vanguard, Light Troops, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
<b>Elein Reaver</b>	1	4	3	0	5	Lightning Reflexes, Light Lance
<b>Elven Horse</b>	1	3	3	0	4	Harnessed

<b>Options</b>	Bow (3+)
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## ELEIN REAVERS #2

Elein Reavers x5 - Standard - Cavalry - 25x50mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Feigned Flight, Vanguard, Light Troops, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Elein Reaver	1	4	3	0	5	Lightning Reflexes, Light Lance
Elven Horse	1	3	3	0	4	Harnessed

Options

Bow (3+)

Special



## REAVER CHARIOT #1

Reaver Chariot x2 - Large - Construct - 50x100mm

215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	14"	8	Light Troops, Swiftstride, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	3	4	4	2		
Offensive	Att	Off	Str	Ap	Agi	
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)

Options

Champion



## REAVER CHARIOT #2

Reaver Chariot x2 - Large - Construct - 50x100mm

215 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	14"	8	Light Troops, Swiftstride, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	3	4	4	2		
Offensive	Att	Off	Str	Ap	Agi	
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)

Options

Champion



## LION CHARIOT #1

Lion Chariot - Large - Construct - 50x100mm



205 POINTS





Global	Adv	Mar	Dis	Model Rules	
	8"	8"	8	Swiftstride, Martial Discipline, Valiant	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	5	4	2	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	1	5	4	1	5	Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic), Lightning Reflexes, Great Weapon
Lions(2)	2	5	5	2	4	Harnessed
Chariot			5	2		Inanimate, Impact Hits (D6+1, D6+1)

## Naval Ordnance

	<b>SKY SLOOP #1</b>				<b>250 POINTS</b>	
	Sky Sloop - Large - Construct - 50x100mm					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	2"	2"	8	Light Troops, Swiftstride, Fly (9", 9", 9", 9"), Martial Discipline		
	9"	9"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	1	, Light Hard Target (1, 1) Armour	
<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
Hawk	2	4	4	1	4	Harnessed
Chariot			5	2		, Sky Reaper (3+, Inanimate, Impact Hits (D6, D6)3+)

	<b>SKY SLOOP #2</b>				<b>250 POINTS</b>	
	Sky Sloop - Large - Construct - 50x100mm					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	2"	2"	8	Light Troops, Swiftstride, Fly (9", 9", 9", 9"), Martial Discipline		
	9"	9"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	4	4	1	, Light Hard Target (1, 1) Armour	
<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
Hawk	2	4	4	1	4	Harnessed
Chariot			5	2		, Sky Reaper (3+, Inanimate, Impact Hits (D6, D6)3+)

## Magics

Racial Trait Spell

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

## Magic banners

**War Banner of Ryma:** R&F model parts without Harnessed in a unit with one or more War Banners of Ryma gain **Devastating Charge (+1 Str)**. In addition, all Infantry models in the unit gain **Devastating Charge (+1" Adv)**.

## Model Rules

**Feigned Flight:** A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

### 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

### 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 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).

**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:

**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.

**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.

**Sky Reaper:** Artillery Weapon.

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

### Spear:

**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.

**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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

## 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.

Sky Sloop #1



Sky Sloop #2



Citizen Spears #1



Citizen Archers #1



Elein Reavers #1



Elein Reavers #2



Reaver Chariot #1



Reaver Chariot #2



Lion Chariot #1

