




# HIGHBORN ELVES

## TEST OLIV - 530 POINTS



250 pts (17.00 %) **280 pts (19.00 %) Core** 0 pts (0.00 %) **Special** 0 pts (0.00 %) **The Ancient Allies** 0 pts (0.00 %) **Naval Ordnance** 0 pts (0.00 %) **Queen's Bows**  
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)


### Characters



### PRINCE ELFE


High Prince - Standard - Infantry - 20x20mm

## 250 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					


### Core



### LANCIERS

Citizen Spears x20 - Standard - Infantry - 20x20mm

## 280 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

### Magics

Racial Trait Spell

Casting	Range	Type	Duration
<b>Favour of Meladys</b>			
Mf	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>			

### Model Rules

**Fight in Extra Rank:**

**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:**

**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.

**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.

**Spear:**

### 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.

Prince Elfe



Lanciers

