



HIGHBORN ELVES

WOZKI - 4 401 POINTS



1695 pts (38.00 %) 1141 pts (25.00 %) 1565 pts (35.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 555 pts (12.00 %)

Characters **Core** **Special** **The Ancient Allies** **Naval Ordnance** **Queen's Bows**

(40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)

Characters



COMMANDER #1

Commander - Large - Construct - 50x100mm

295 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 REAVER CHARIOT

Global	Adv	Mar	Dis	Model Rules	
	9"	14"	C	Light Troops, Swiftstride	
Defensive	HP	Def	Res	Arm	
	3	C	4	C+2	
Offensive	Att	Off	Str	Ap	Agi
Crew	1	4	3	0	5
Lightning Reflexes, Light Lance, Longbow (3+, 3+)					
Elven Horses(2)	1	3	3	0	4
Harnessed					
Chariot			5	2	
Inanimate, Impact Hits (D6, D6)					

Options	Longbow (1+) • Reaver Chariot • Dragonforged Armour • Lance (Cleansing Light) • No Honour
Magic items	Diadem of Protection • Cleansing Light (Lance)



COMMANDER #2

Commander - Large - Construct - 50x100mm

340 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 REAVER CHARIOT

Global	Adv	Mar	Dis	Model Rules	
	9"	14"	C	Light Troops, Swiftstride	
Defensive	HP	Def	Res	Arm	
	3	C	4	C+2	
Offensive	Att	Off	Str	Ap	Agi
Crew	1	4	3	0	5
Lightning Reflexes, Light Lance, Longbow (3+, 3+)					
Elven Horses(2)	1	3	3	0	4
Harnessed					

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chariot			5	2		Inanimate, Impact Hits (D6, D6)

Options	Battle Standard Bearer • Longbow (1+) • Reaver Chariot • Shield (Dusk Forged) • Heavy Armour (Alchemist's Alloy) • Lance • No Honour
Magic items	Dragon Staff • Dusk Forged (Shield) • Alchemist's Alloy (Heavy Armour)




COMMANDER #3

Commander - Large - Construct - 50x100mm

285 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>	
Commander	3	6	4	1	7	Multiple Wounds, Lightning Reflexes, Hand Weapon



MOUNT REAVER CHARIOT

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	14"	C	Light Troops, Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	C	4	C+2		
<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, Longbow (3+, 3+)
Elven Horses(2)	1	3	3	0	4	Harnessed
Chariot			5	2	Inanimate, Impact Hits (D6, D6)	

Options	Longbow (1+) • Reaver Chariot • Shield • Heavy Armour (Basalt Infusion) • Great Weapon • No Honour
Magic items	Talisman of Shielding • Lucky Charm • Basalt Infusion (Heavy Armour)



MAGE #1

Mage - Large - Construct - 50x100mm

595 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	9	, Master of Wizard Adept, Martial Discipline Spellcrafting		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Mage	1	4	3	0	5	Lightning Reflexes, Hand Weapon



MOUNT REAVER CHARIOT

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	14"	C	Light Troops, Swiftstride		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	C	4	C+2		
<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, Longbow (3+, 3+)
Elven Horses(2)	1	3	3	0	4	Harnessed
Chariot			5	2	Inanimate, Impact Hits (D6, D6)	

Options	Cosmology • Reaver Chariot • Light Armour (Destiny's Call) • Wizard Master
Magic items	Ring of the Pearl Throne • Magical Heirloom • Destiny's Call (Light Armour)



COMMANDER #4

Commander - Large - Construct - 50x100mm

180 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 REAVER CHARIOT

Global	Adv	Mar	Dis	Model Rules		
	9"	14"	C	Light Troops, Swiftstride		
Defensive	HP	Def	Res	Arm		
	3	C	4	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Crew	1	4	3	0	5	Lightning Reflexes, Light Lance, Longbow (3+, 3+)
Elven Horses(2)	1	3	3	0	4	Harnessed
Chariot			5	2		Inanimate, Impact Hits (D6, D6)

Options

Longbow (1+) • Reaver Chariot • Shield • Lance • No Honour

Core



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	
Elein Reaver	1	4	3	0	5	Lightning Reflexes, Light Lance
Elven Horse	1	3	3	0	4	Harnessed

Options

Bow (3+)



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+)



ELEIN REAVERS #3

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+)
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HIGHBORN LANCERS #1

Highborn Lancers x14 - Standard - Cavalry - 25x50mm

586 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	Lightning Reflexes, Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Champion • Musician • Standard Bearer
Magic banners	Stalker's Standard (Banner Enchantment)

Special



REAVER CHARIOT #1

Reaver Chariot x4 - Large - Construct - 50x100mm

415 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 • Standard Bearer
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REAVER CHARIOT #2

Reaver Chariot x4 - Large - Construct - 50x100mm

415 POINTS



Global	Adv	Mar	Dis	Model Rules	
	9"	14"	8	Light Troops, Swiftstride, Martial Discipline	
Defensive	HP	Def	Res	Arm	

<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)

Options	Champion • Standard Bearer
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REAVER CHARIOT #3


Reaver Chariot - Large - Construct - 50x100mm

120 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)


Options	Champion
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LION CHARIOT #1

Lion Chariot - Large - Construct - 50x100mm

205 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	8"	8	Swiftstride, Martial Discipline, Valiant		
<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)



LION CHARIOT #2

Lion Chariot - Large - Construct - 50x100mm

205 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	8"	8"	8	Swiftstride, Martial Discipline, Valiant		
<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)



LION CHARIOT #3

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		
	4	5	4	2	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
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)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>Favour of Meladys</i>				
<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>				



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	7+	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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
3	Ice and Fire Chaos	7+	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

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Cleansing Light: At the start of each Round of Combat, the wielder may choose to have attacks made with this enchanted weapon become Flaming Attacks and Magical Attacks.

Destiny's Call: The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

Diadem of Protection: The bearer gains Aegis (+2, max 4+).

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

Lucky Charm: One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Ring of the Pearl Throne: After step 4 of the Round of Combat Sequence (after issuing and accepting Duels), choose one of the following:

- A single Special Item on a Character or Champion in base contact with the bearer
- A single Special Item on a single model unit in base contact with the bearer
- A Banner Enchantment carried by a Standard Bearer in base contact with the bearer

This Special Item is ignored for as long as its bearer remains in base contact with the bearer of the Ring of the Pearl Throne. Only a single Special Item can be affected at any time. In case the model has more than one instance of the chosen item, only one instance is affected.

Talisman of Shielding: The bearer gains Aegis (5+).

Magic banners

Stalker's Standard: The bearer's unit gains Strider.

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.

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

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).

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:

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.

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.

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.

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.

Commander #1



Commander #2



Commander #3



Mage #1



Commander #4



Elein Reavers #1



Elein Reavers #2



Elein Reavers #3



Highborn Lancers #1



Reaver Chariot #1



Reaver Chariot #2



Reaver Chariot #3



Lion Chariot #1



Lion Chariot #2



Lion Chariot #3

