



# HIGHBORN ELVES

## HBE V1.0 - 5 769 POINTS



270 pts (5.00 %)   2496 pts (43.00 %)   417 pts (7.00 %)   1082 pts (19.00 %)   1504 pts (26.00 %)   20 pts (0.00 %)

**Lords**                      **Core**                      **Heroes**                      **Rare**                      **Special**                      **Mount**  
(50 Max)                      (25 Least)                      (50 Max)                      (25 Max)                      (50 Max)                      (0 NoLimit)

### Lords



#### HIGH PRINCE - GENERAL

High Prince - Standard - Infantry - 20x20mm

**270 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
Elven Horse	9	3	0	3	3	1	4	1	3	War Beast
<b>Model Rules</b>	Martial Discipline • Lightning Reflexes • Light Armour									
<b>Model Rules (Elven Horse)</b>	Mount's Protection (6+)									
<b>Model Rules (Elven Horse)</b>	Mount's Protection (6+)									

<b>Options</b>	Dragonforged Armour • Mount : Elven Horse • Mount's Protection to (5+)
<b>Magic items</b>	Ogre Sword • Hardened Shield • Dusk Stone • Divine Icon
<b>Notes</b>	1+RR/6++ (2++ Flaming) for Cav Bus

### Heroes



#### COMMANDER - BSB

Commander - BSB - Standard - Infantry - 20x20mm

**152 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Commander	5	6	6	4	3	2	7	3	9	Infantry
Bonus Queen's Companion	-	-	-	-	-	-	-	-	-	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Light Armour									

<b>Options</b>	Queen's Companion • Shield
<b>Magic items</b>	Great Bow of Elu



#### MAGE - DISPEL MULE

Mage - Standard - Infantry - 20x20mm

**130 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mage	5	4	4	3	3	2	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Master of Balance									

<b>Options</b>	Level 2 (Wizard Apprentice)
<b>Magic items</b>	Dispel Scroll
<b>Notes</b>	For Archer Bunker   2 Spells, no save



#### MAGE

Mage - Standard - Infantry - 20x20mm

**135 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mage	5	4	4	3	3	2	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Master of Balance									

<b>Options</b>	Level 2 (Wizard Apprentice)
<b>Magic items</b>	Tome of Arcane Lore (Heroes) • Ring of Fire
<b>Notes</b>	3 Spells, for QG Bunker

## Core



### CITIZEN ARCHERS #1

Citizen Archers **x19** - *Standard - Infantry - 20x20mm*

**1 001** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Archer	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Light Armour • Longbow									

<b>Options</b>	Musician • Standard Bearer
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### ELEIN REAVERS #1

Elein Reavers **x5** - *Standard - Infantry - 20x20mm*

**430** 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	
<b>Model Rules</b>	Fast Cavalry • Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									

<b>Options</b>	May take Bow
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### ELEIN REAVERS #2

Elein Reavers **x5** - *Standard - Infantry - 20x20mm*

**430** 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	
<b>Model Rules</b>	Fast Cavalry • Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									

<b>Options</b>	May take Bow
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### HIGHBORN LANCERS

Highborn Lancers **x10** - *Standard - Infantry - 20x20mm*

**635** 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	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Heavy Armour • Lance • Shield									

<b>Options</b>	May take Mount's Protection (5+) • Champion • Musician • Standard Bearer
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## Special



## KNIGHTS OF RYMA #1

Knights of Ryma x6 - Standard - Infantry - 20x20mm

**792** 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	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Dragonforged Armour • Shields • Lance • Mount's Protection (5+)									

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



## LION CHARIOT #1

Lion Chariot - Standard - Infantry - 20x20mm

**100** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Crew (1)	-	5	4	4	-	-	5	1	8	
Lion (2)	8	5	-	5	-	-	4	2	-	
<b>Model Rules</b>	Impact Hits (+1) • Martial Discipline • Valiant • Heavy Armour • Great Weapon • Mount's Protection (5+)									
<b>Model Rules (Crew (1))</b>	Lightning Reflexes • Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster)									



## SWORD MASTERS #1

Sword Masters x21 - Standard - Infantry - 20x20mm

**612** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sword Master	5	6	4	3	3	1	6	2	8	Infantry
Champion	5	7	5	3	3	1	6	3	8	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Sword Sworn • Heavy Armour • Great Weapon									

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic items</b>	Beast-Bane Halberd
<b>Magic banners</b>	Icon of the Relentless Company (Banner Enchantment)

Rare



## GIANT EAGLE #1

Giant Eagle - Standard - Infantry - 20x20mm

**50** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Giant Eagle	2	5	0	4	4	3	4	2	8	Monstrous Beast
<b>Model Rules</b>	Fly (9)									



## GREY WATCHERS #1

Grey Watchers x10 - Standard - Infantry - 20x20mm

**500** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Grey Watcher	5	5	5	3	3	1	5	1	8	
<b>Model Rules</b>	Skirmishers • Lightning Reflexes • Scout • Martial Discipline • Bitter Arrows • Light Armour • Bow									

<b>Options</b>	May take a Longbow
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**QUEEN'S GUARD #1**  
Queen's Guard x12 - *Standard - Infantry - 20x20mm*

**472** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Queen's Guard	5	5	5	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Moonlight Arrows • Light Armour • Bow									

<b>Options</b>	May take Spears • Longbow • Musician • Standard Bearer
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**SEA GUARD REAPER #1**  
Sea Guard Reaper - *Standard - Infantry - 20x20mm*

**60** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	-	7	2	-	-	-	War Machine
Crew (2)	5	4	4	3	3	-	5	1	8	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline									

### Magics

#### Magic items

- Beast-Bane Halberd:
- Dispel Scroll:
- Divine Icon:
- Dusk Stone:
- Great Bow of Elu:
- Hardened Shield:
- Ogre Sword:
- Ring of Fire:
- Tome of Arcane Lore (Heroes):

#### Magic banners

- Icon of the Relentless Company:
- War Banner of Ryma:

#### Model Rules

- Bitter Arrows:
- Bow:
- Devastating Charge:
- Divine Attacks:
- Dragonforged Armour:
- Fast Cavalry:
- Fly (9):
- Great Weapon:
- Heavy Armour:
- Immune to Psychology:
- Impact Hits (+1):

**Lance:**

**Level 1 Wizard Apprentice:**

**Light Armour:**

**Light Lance:**

**Lightning Reflexes:**

**Lion's Fur:**

**Longbow:**

**Magic Resistance (1):**

**Martial Discipline:**

**Master of Balance:**

**Moonlight Arrows:**

**Mount's Protection (5+):**

**Mount's Protection (6+):**

**Multiple Shot (3):**

**Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster):**

**Quick to Fire:**

**Scout:**

**Shield:**

**Shields:**

**Skirmishers:**

**Steady Aim:**

**Sword Sworn:**

**Valiant:**

**Ward Save (4+):**

**Weapon Master:**

## 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.

Citizen Archers #1



Commander - BSB



Elein Reavers #1



Elein Reavers #2



Giant Eagle #1



Grey Watchers #1



High Prince - General



Highborn Lancers



Knights of Ryma #1



Lion Chariot #1



Mage - Dispel Mule



Mage



Queen's Guard #1



Sea Guard Reaper #1



Sword Masters #1

