



# HIGHBORN ELVES

COLECCION ALTOS ELFOS COMPLETA - 8 712 POINTS



440 pts (5.00%)   3815 pts (44.00%)   70 pts (1.00%)   0 pts (0.00%)   4387 pts (50.00%)   120 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

185 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Archmage	5	4	4	3	3	3	5	1	9	Infantry
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Master of Balance									

#### Magic

Level 3 Wizard Master. Generates spells from the Path of White Magic or any of the Battle Magic Paths.



### HIGH PRINCE #1

High Prince - Standard - Infantry - 20x20mm

255 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
Griffon	6	5	0	5	5	4	5	4	5	Monstrous Beast
<b>Model Rules</b>	Martial Discipline • Lightning Reflexes • Light Armour									
<b>Model Rules (Griffon)</b>	Fear • Fly (8) • Large Target									
<b>Model Rules (Griffon)</b>	Fear • Fly (8) • Large Target									

#### Options

Mount : Griffon

## Heroes



### MAGE #1

Mage - Standard - Infantry - 20x20mm

70 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									

## Core



### CITIZEN ARCHERS #1

Citizen Archers x12 - Standard - Infantry - 20x20mm

948 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Archer	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Light Armour • Longbow									

#### Options

Champion • Musician • Standard Bearer



### CITIZEN SPEARS #1

Citizen Spears x15 - Standard - Infantry - 20x20mm

105 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Spear	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Fight in Extra Rank • Martial Discipline • Light Armour • Shields • Spear									



### ELEIN REAVERS #1

Elein Reavers x5 - Standard - Infantry - 20x20mm

85 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									



### ELEIN REAVERS #2

Elein Reavers x5 - Standard - Infantry - 20x20mm

85 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									



### SEA GUARD #1

Sea Guard x15 - Standard - Infantry - 20x20mm

1 290 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sea Guard	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	
<b>Model Rules</b>	Lightning Reflexes • Fight in Extra Rank • Weapon Master • Martial Discipline • Steady Aim • Light Armour • Spear • Shield • Bow									

#### Options

Champion • Musician • Standard Bearer



### SEA GUARD #2

Sea Guard x16 - Standard - Infantry - 20x20mm

1 302 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sea Guard	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	
<b>Model Rules</b>	Lightning Reflexes • Fight in Extra Rank • Weapon Master • Martial Discipline • Steady Aim • Light Armour • Spear • Shield • Bow									

#### Options

Champion • Musician • Standard Bearer

Special



### KNIGHTS OF RYMA #1

Knights of Ryma x5 - Standard - Infantry - 20x20mm

705 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>	Champion • Musician • Standard Bearer
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### 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)									

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lion Guard	5	5	4	4	3	1	5	1	8	Infantry
Champion	5	6	5	4	3	1	5	2	8	
<b>Model Rules</b>	Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster) • Bodyguard (High Prince and Commander) • Strider (Forest) • Lightning Reflexes • Martial Discipline • Valiant • Lion's Fur • Heavy Armour • Great Weapon									

<b>Options</b>	Champion • Musician • Standard Bearer
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### LION GUARD #1

Lion Guard x30 - Standard - Infantry - 20x20mm

1 510 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lion Guard	5	5	4	4	3	1	5	1	8	Infantry
Champion	5	6	5	4	3	1	5	2	8	
<b>Model Rules</b>	Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster) • Bodyguard (High Prince and Commander) • Strider (Forest) • Lightning Reflexes • Martial Discipline • Valiant • Lion's Fur • Heavy Armour • Great Weapon									

<b>Options</b>	Champion • Musician • Standard Bearer
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### SWORD MASTERS #1

Sword Masters x12 - Standard - Infantry - 20x20mm

464 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
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## SWORD MASTERS #2

Sword Masters x13 - Standard - Infantry - 20x20mm

**476** 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
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## Magics

<b>Model Rules</b>
<b>Bodyguard (High Prince and Commander):</b>
<b>Bow:</b>
<b>Devastating Charge:</b>
<b>Divine Attacks:</b>
<b>Dragonforged Armour:</b>
<b>Fast Cavalry:</b>
<b>Fight in Extra Rank:</b>
<b>Great Weapon:</b>
<b>Heavy Armour:</b>
<b>Immune to Psychology:</b>
<b>Impact Hits (+1):</b>
<b>Lance:</b>
<b>Level 1 Wizard Apprentice:</b>
<b>Light Armour:</b>
<b>Light Lance:</b>
<b>Lightning Reflexes:</b>
<b>Lion's Fur:</b>
<b>Longbow:</b>
<b>Magic Resistance (1):</b>
<b>Martial Discipline:</b>
<b>Master of Balance:</b>
<b>Mount's Protection (5+):</b>
<b>Mount's Protection (6+):</b>
<b>Multiple Shot (3):</b>
<b>Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster):</b>
<b>Quick to Fire:</b>
<b>Shield:</b>
<b>Shields:</b>
<b>Spear:</b>
<b>Steady Aim:</b>
<b>Strider (Forest):</b>
<b>Sword Sworn:</b>

Valiant:

Ward Save (4+):

Weapon Master:

## Qr codes of your army

Your 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



Citizen Archers #1



Citizen Spears #1



Elein Reavers #1



Elein Reavers #2



High Prince #1



Knights of Ryma #1



Lion Chariot #1



Lion Guard #2



Lion Guard #1



Mage #1



Sea Guard #1



Sea Guard #2



Sword Masters #1



Sword Masters #2

