



HIGHBORN ELVES

TRIAL - 2 325 POINTS



370 pts (8.00%) 1760 pts (39.00%) 0 pts (0.00%)
Characters **Core** **The Ancient Allies** **Elder Service** **Special** **Peacekeepers**
 (40 Max) (25 Least) (20 Max) (30 Max) (0 NoLimit) (15 Max)

Characters

LORDS OF THE SEAS - HIGH PRINCE #1
Lords of the Seas - High Prince - Standard - Infantry - 20x20mm

370 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lords of the Seas - High Prince	5	7	7	4	3	3	8	4	10	Infantry
Elven Horse	9	3	-	3	3	1	4	1	3	War Beast
Rat-Ogre Broyeur	6	4	3	5	5	4	3	5	5	Swarm
Model Rules	Lightning Reflexes • Martial Discipline • Light Armour									
Model Rules (Elven Horse)	Sauve qui Peut ! • L'Union fait la Force • Fear • Mount's Protection (5+)									
Model Rules (Elven Horse)	Sauve qui Peut ! • L'Union fait la Force • Fear • Mount's Protection (5+)									

Options	Fleet Officer • Elven Horse
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Core

CITIZEN SPEARS #1
Citizen Spears x20 - Standard - Infantry - 20x20mm

320 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Spears	5	4	4	3	3	1	5	1	8	Infantry
Grand Taurus	6	5	0	6	5	4	3	4	6	Monster
Model Rules	Fight in Extra Rank • Lightning Reflexes • Martial Discipline • Scoring • Corps embrasé • Nourri par le feu • Flaming Attacks • Fly • Large target • Terror • Spear • Light Armour • Shield									

Options	Champion • Musician • Standard Bearer
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HIGHBORN LANCERS #1
Highborn Lancers x5 - Standard - Infantry - 25x50mm

310 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	
Model Rules	Mount's Protection (5+) • Mount's Protection (5+) • Heavy Armour • Shield									
Model Rules (Rider)	Scoring • Lightning Reflexes (Rider only) • Martial Discipline • Lance									

Options	Champion • Musician • Standard Bearer
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CITIZEN ARCHERS #1
Citizen Archers x10 - Standard - Infantry - 20x20mm

240 POINTS

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

Options	Champion • Musician • Standard Bearer
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Core

CITIZEN SPEARS #2

Citizen Spears x20 - Standard - Infantry - 20x20mm

320 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Spears	5	4	4	3	3	1	5	1	8	Infantry
Grand Taurus	6	5	0	6	5	4	3	4	6	Monster
Model Rules	Fight in Extra Rank • Lightning Reflexes • Martial Discipline • Scoring • Corps embrasé • Nourri par le feu • Flaming Attacks • Fly • Large target • Terror • Spear • Light Armour • Shield									

Options

Champion • Musician • Standard Bearer

Core

ELEIN REAVERS #1

Elein Reavers x5 - Standard - Infantry - 25x50mm

250 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	
Model Rules	Light Armour • Mount's Protection (6+)									
Model Rules (Rider)	Fast Cavalry • Lightning Reflexes • Martial Discipline • Light Lance									

Options

May take a Bow • Champion • Musician • Standard Bearer

Core

CITIZEN SPEARS #3

Citizen Spears x20 - Standard - Infantry - 20x20mm

320 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Spears	5	4	4	3	3	1	5	1	8	Infantry
Grand Taurus	6	5	0	6	5	4	3	4	6	Monster
Model Rules	Fight in Extra Rank • Lightning Reflexes • Martial Discipline • Scoring • Corps embrasé • Nourri par le feu • Flaming Attacks • Fly • Large target • Terror • Spear • Light Armour • Shield									

Options

Champion • Musician • Standard Bearer

Special

Core

SWORD MASTERS #1

Sword Masters x5 - Standard - Infantry - 20x20mm

195 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sword Masters	5	6	4	3	3	1	6	2	8	Infantry
Model Rules	Lightning Reflexes • Martial Discipline • Scoring • Sword Sworn • Great Weapon • Heavy Armour									

Options

Champion • Musician • Standard Bearer

Magics

Model Rules

Corps embrasé:

Fast Cavalry: Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with Fast Cavalry voluntarily flees as a Charge Reaction and subsequently rallies the next friendly Player Turn, then the unit may move and shoot during that Player Turn. The rallied unit may not charge and counts as having moved for the purpose of shooting. This rule cannot be applied if a unit fails to rally on the next friendly Player or involuntarily flees, such as a result of a failed Panic Test.

Fight in Extra Rank: Models with this special rule can make Supporting Attacks from an additional Rank. (So, normally, this means that models with this special rule will be able to make Supporting Attacks from the 3rd rank). This rule is cumulative, allowing an additional rank to make Supporting Attacks for each instance of this special rule.

Flaming Attacks:

Fly:

Great Weapon:

Heavy Armour:

Lance:

Large target:

Light Armour:

Light Lance:

Lightning Reflexes: Model parts with this special rule have +1 to hit with their Close Combat Attacks. This does not apply if the model part would be striking at initiative 0 (for example due to a Great Weapon or the Mesmeric Allure spell). If this is the case, it strikes at its own Initiative instead.

Lightning Reflexes (Rider only): Model parts with this special rule have +1 to hit with their Close Combat Attacks. This does not apply if the model part would be striking at initiative 0 (for example due to a Great Weapon or the Mesmeric Allure spell). If this is the case, it strikes at its own Initiative instead.

Longbow:

Martial Discipline: If more than half of a unit's models has this special rule, when taking Leadership Tests other than Panic or Break Tests, roll one additional D6 and remove the highest D6 rolled.

Mount's Protection (5+): No matter how many mounts a model has, it still only gains the largest bonus once.

Mount's Protection (5+):

Mount's Protection (6+):

Nourri par le feu:

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Spear:

Sword Sworn: A model with this special rule that is both on foot and fighting with a Great Weapon ignores its opponent's Parry and Distracting special rules.

Terror:

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.

Lords of the Seas - High Prince #1



Citizen Spears #1



Highborn Lancers #1



Citizen Archers #1



Citizen Spears #2



Elein Reavers #1



Citizen Spears #3



Sword Masters #1

