



# HIGHBORN ELVES

## DOUBLE DRAGON 3000 COPY - 19 285 POINTS



1635 pts (8.00 %)   7250 pts (38.00 %)   449 pts (2.00 %)   3558 pts (18.00 %)   6393 pts (33.00 %)   475 pts (2.00 %)

**Lords**                      **Core**                      **Heroes**                      **Rare**                      **Special**                      **Mount**

(50 Max)                      (25 Least)                      (50 Max)                      (25 Max)                      (50 Max)                      (0 NoLimit)

### Lords



#### ARCHMAGE #2

Archmage - Standard - Infantry - 20x20mm

300 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									

<b>Options</b>	Level 4 (Wizard Master) • Asfad Scholar
<b>Magic items</b>	Book of Meladys (Lord)
<b>Magic</b>	Level 3 Wizard Master. Generates spells from the Path of White Magic or any of the Battle Magic Paths.



#### ARCHMAGE #1

Archmage - Standard - Infantry - 20x20mm

310 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									

<b>Options</b>	Level 4 (Wizard Master) • Asfad Scholar
<b>Magic items</b>	Amethyst Crystal
<b>Magic</b>	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

440 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
Young Dragon	6	5	1	5	5	4	3	4	9	Monster
<b>Model Rules</b>	Martial Discipline • Lightning Reflexes • Light Armour									
<b>Model Rules (Young Dragon)</b>	Stomp (1D3) • Fear • Large Target • Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Mount's Protection (6+)									
<b>Model Rules (Young Dragon)</b>	Stomp (1D3) • Fear • Large Target • Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Mount's Protection (6+)									

<b>Options</b>	Dragonforged Armour • Mount : Young Dragon
<b>Magic items</b>	Giant Sword (Lords) • Hardened Shield • Dusk Stone



#### HIGH PRINCE #1

High Prince - Standard - Infantry - 20x20mm



585 POINTS





Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
Bonus Ancient Dragon	-	+1	-	+1	+1	+1	-	+1	-	-
Dragon	6	5	1	6	6	6	3	5	9	Monster
<b>Model Rules</b>	Martial Discipline • Lightning Reflexes • Light Armour									
<b>Model Rules (Dragon)</b>	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									
<b>Model Rules (Dragon)</b>	Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Innate defence (3+)									

<b>Options</b>	Mount : Dragon • May upgrade to Ancient Dragon
<b>Magic items</b>	Beast-Bane Halberd • Wizard's Hood • Dispel Scroll



## Heroes

	<b>COMMANDER - BSB</b> Commander - BSB - Standard - Infantry - 20x20mm	<b>179 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Commander	5	6	6	4	3	2	7	3	9	Infantry
Elven Horse	9	3	0	3	3	1	4	1	3	War Beast
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • 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>	Shield • Dragonforged Armour • Lance • Mount : Elven Horse • Mount's Protection to (5+)
<b>Magic items</b>	Lucky Charm
<b>Magic banners</b>	War Banner of Ryma (Banner Enchantment)



	<b>MAGE #1</b> Mage - Standard - Infantry - 20x20mm	<b>110 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
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)

	<b>MAGE #1</b> Mage - Standard - Infantry - 20x20mm	<b>160 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Mage	5	4	4	3	3	2	5	1	8	Infantry
Elven Horse	9	3	0	3	3	1	4	1	3	War Beast
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Master of Balance									
<b>Model Rules (Elven Horse)</b>	Mount's Protection (6+)									
<b>Model Rules (Elven Horse)</b>	Mount's Protection (6+)									

<b>Options</b>	Level 2 (Wizard Apprentice) • Mount : Elven Horse
<b>Magic items</b>	Ring of Fire • Book of Meladys (Heroe)

## Core

	<b>CITIZEN ARCHERS #1</b> Citizen Archers x20 - Standard - Infantry - 20x20mm	<b>180 POINTS</b>								
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>
Citizen Archer	5	4	4	3	3	1	5	1	8	Infantry
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Light Armour • Longbow									



### CITIZEN ARCHERS #2

Citizen Archers x20 - Standard - Infantry - 20x20mm

180 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									



### CITIZEN ARCHERS #3

Citizen Archers x20 - Standard - Infantry - 20x20mm

180 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									



### CITIZEN ARCHERS #4

Citizen Archers x20 - Standard - Infantry - 20x20mm

180 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									



### 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									

#### Options

May take Bow



### 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									

#### Options

May take Bow



### HIGHBORN LANCERS #1


Highborn Lancers x5 - Standard - Infantry - 20x20mm

515 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+) • Musician • Standard Bearer
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### HIGHBORN LANCERS #1


Highborn Lancers x15 - Standard - Infantry - 20x20mm

## 770 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
<b>Magic banners</b>	Banner of Speed (Banner Enchantment)



### SEA GUARD #1


Sea Guard x15 - Standard - Infantry - 20x20mm

## 1 325 POINTS



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


<b>Options</b>	May Ambush (max 20 models, One of a Kind) • Musician • Standard Bearer
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### SEA GUARD #2


Sea Guard x35 - Standard - Infantry - 20x20mm

## 1 530 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									


<b>Options</b>	Champion • Musician • Standard Bearer
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### SEA GUARD #3

Sea Guard x35 - Standard - Infantry - 20x20mm


## 1 530 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									

<b>Options</b>	Champion • Musician • Standard Bearer
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## Special



### KNIGHTS OF RYMA #1



Knights of Ryma x5 - Standard - Infantry - 20x20mm

## 725 POINTS





Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	5	5	4	4	3	1	6	1	9	Cavalry
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 • Musician • Standard Bearer
<b>Magic banners</b>	Banner of Courage (Banner Enchantment)



	<b>KNIGHTS OF RYMA #2</b>									<b>814 POINTS</b>	
	Knights of Ryma x7 - Standard - Infantry - 20x20mm										
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>	
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>	Flaming Standard (Banner Enchantment)

	<b>KNIGHTS OF RYMA #3</b>									<b>814 POINTS</b>	
	Knights of Ryma x7 - Standard - Infantry - 20x20mm										
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>	
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>	Flaming Standard (Banner Enchantment)

	<b>LION CHARIOT #1</b>									<b>100 POINTS</b>	
	Lion Chariot - Standard - Infantry - 20x20mm										
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>	
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)										

	<b>LION CHARIOT #2</b>									<b>100 POINTS</b>	
	Lion Chariot - Standard - Infantry - 20x20mm										
<b>Troops</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Type</b>	
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)										



### LION GUARD #1

Lion Guard x10 - Standard - Infantry - 20x20mm

1 220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lion Guard	5	5	4	4	3	1	5	1	8	Infantry
<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>	A single unit may Skirmish (up to 15 models)
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### LION GUARD #2

Lion Guard x10 - Standard - Infantry - 20x20mm

1 220 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lion Guard	5	5	4	4	3	1	5	1	8	Infantry
<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>	A single unit may Skirmish (up to 15 models)
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### REAVER CHARIOT #1

Reaver Chariot - Standard - Infantry - 20x20mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Crew (2)	-	4	4	3	-	-	5	1	8	
Elven Horse (2)	9	3	-	3	-	-	4	1	3	
<b>Model Rules</b>	Light Troops • Martial Discipline • Mount's Protection (6+) • Light Armour • Longbow • Light Lance									
<b>Model Rules (Crew (2))</b>	Lightning Reflexes									

<b>Options</b>	May take Vanguard
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### REAVER CHARIOT #2

Reaver Chariot - Standard - Infantry - 20x20mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Crew (2)	-	4	4	3	-	-	5	1	8	
Elven Horse (2)	9	3	-	3	-	-	4	1	3	
<b>Model Rules</b>	Light Troops • Martial Discipline • Mount's Protection (6+) • Light Armour • Longbow • Light Lance									
<b>Model Rules (Crew (2))</b>	Lightning Reflexes									

<b>Options</b>	May take Vanguard
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### REAVER CHARIOT #3


Reaver Chariot - Standard - Infantry - 20x20mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Crew (2)	-	4	4	3	-	-	5	1	8	
Elven Horse (2)	9	3	-	3	-	-	4	1	3	
<b>Model Rules</b>	Light Troops • Martial Discipline • Mount's Protection (6+) • Light Armour • Longbow • Light Lance									
<b>Model Rules (Crew (2))</b>	Lightning Reflexes									


<b>Options</b>	May take Vanguard
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### REAVER CHARIOT #4

Reaver Chariot - Standard - Infantry - 20x20mm

## 80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Crew (2)	-	4	4	3	-	-	5	1	8	
Elven Horse (2)	9	3	-	3	-	-	4	1	3	
<b>Model Rules</b>	Light Troops • Martial Discipline • Mount's Protection (6+) • Light Armour • Longbow • Light Lance									
<b>Model Rules (Crew (2))</b>	Lightning Reflexes									

<b>Options</b>	May take Vanguard
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### SWORD MASTERS #1


Sword Masters x5 - Standard - Infantry - 20x20mm

## 360 POINTS



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


<b>Options</b>	Musician
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### SWORD MASTERS #2


Sword Masters x5 - Standard - Infantry - 20x20mm

## 360 POINTS



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


<b>Options</b>	Musician
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### SWORD MASTERS #3

Sword Masters x5 - Standard - Infantry - 20x20mm


## 360 POINTS



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

<b>Options</b>	Musician
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Rare



### FIRE PHOENIX #1

Fire Phoenix - Standard - Infantry - 20x20mm

## 160 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fire Phoenix	2	5	0	5	5	5	4	3	8	Monster
<b>Model Rules</b>	Flame Swoop • Rebirth • Magical Attacks • Fly (9) • Fireborn • Ward Save (5+) • Flaming Attacks									



**FIRE PHOENIX #2**  
Fire Phoenix - *Standard - Infantry - 20x20mm*

**160** POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fire Phoenix	2	5	0	5	5	5	4	3	8	Monster
<b>Model Rules</b>	Flame Swoop • Rebirth • Magical Attacks • Fly (9) • Fireborn • Ward Save (5+) • Flaming Attacks									



**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)									



**GIANT EAGLE #2**  
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)									



**GIANT EAGLE #3**  
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)									



**GIANT EAGLE #4**  
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 **x8** - *Standard - Infantry - 20x20mm*

**464** 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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### GREY WATCHERS #1

Grey Watchers x8 - Standard - Infantry - 20x20mm

464 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 x20 - Standard - Infantry - 20x20mm

560 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>	Longbow
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### QUEEN'S GUARD #2

Queen's Guard x20 - Standard - Infantry - 20x20mm

560 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>	Longbow
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### SEA GUARD REAPER #1

Sea Guard Reaper - Standard - Infantry - 20x20mm

80 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									

<b>Options</b>	May purchase Repeating Shot
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### SEA GUARD REAPER #1

Sea Guard Reaper - Standard - Infantry - 20x20mm

80 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									

<b>Options</b>	May purchase Repeating Shot
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### SEA GUARD REAPER #1

Sea Guard Reaper - Standard - Infantry - 20x20mm

80 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									

<b>Options</b>	May purchase Repeating Shot
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### SEA GUARD REAPER #4

Sea Guard Reaper - Standard - Infantry - 20x20mm

80 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									

<b>Options</b>	May purchase Repeating Shot
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### SEA GUARD REAPER #5

Sea Guard Reaper - Standard - Infantry - 20x20mm

80 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									

<b>Options</b>	May purchase Repeating Shot
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### SEA GUARD REAPER #6

Sea Guard Reaper - Standard - Infantry - 20x20mm

80 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									

<b>Options</b>	May purchase Repeating Shot
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### SKY SLOOP #1

Sky Sloop - Standard - Infantry - 20x20mm

170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	4	4	4	-	-	-	Chariot
Crew (2)	-	4	4	3	-	-	5	1	8	
Hawk (1)	2	4	-	4	-	-	4	2	8	
<b>Model Rules</b>	Fly (9) • Hard Target • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									
<b>Model Rules (Crew (2))</b>	Lightning Reflexes									

<b>Options</b>	Storm Pennant
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### SKY SLOOP #2

Sky Sloop - Standard - Infantry - 20x20mm

170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	4	4	4	-	-	-	Chariot
Crew (2)	-	4	4	3	-	-	5	1	8	
Hawk (1)	2	4	-	4	-	-	4	2	8	
<b>Model Rules</b>	Fly (9) • Hard Target • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									
<b>Model Rules (Crew (2))</b>	Lightning Reflexes									

<b>Options</b>	Storm Pennant
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### SKY SLOOP #3

Sky Sloop - Standard - Infantry - 20x20mm

170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	4	4	4	-	-	-	Chariot
Crew (2)	-	4	4	3	-	-	5	1	8	
Hawk (1)	2	4	-	4	-	-	4	2	8	
<b>Model Rules</b>	Fly (9) • Hard Target • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									
<b>Model Rules (Crew (2))</b>	Lightning Reflexes									

<b>Options</b>	Storm Pennant
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## Magics

### Magic items

Amethyst Crystal:

Beast-Bane Halberd:

Book of Meladys (Heroe):

Book of Meladys (Lord):

Dispel Scroll:

Dusk Stone:

Giant Sword (Lords):

Hardened Shield:

Lucky Charm:

Ring of Fire:

Tome of Arcane Lore (Heroes):

Wizard's Hood:

### Magic banners

Banner of Courage:

Banner of Speed:

Flaming Standard:

War Banner of Ryma:

### Model Rules

Bitter Arrows:

Bodyguard (High Prince and Commander):

**Bow:**

**Devastating Charge:**

**Divine Attacks:**

**Dragonforged Armour:**

**Fast Cavalry:**

**Fight in Extra Rank:**

**Fireborn:**

**Flame Swoop:**

**Flaming Attacks:**

**Fly (9):**

**Great Weapon:**

**Hard Target:**

**Heavy Armour:**

**Immune to Psychology:**

**Impact Hits (+1):**

**Lance:**

**Level 1 Wizard Apprentice:**

**Light Armour:**

**Light Lance:**

**Light Troops:**

**Lightning Reflexes:**

**Lion's Fur:**

**Longbow:**

**Magic Resistance (1):**

**Magical Attacks:**

**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:**

**Rebirth:**

**Scout:**

**Shield:**

**Shields:**

**Skirmishers:**

**Spear:**

**Steady Aim:**

**Strider (Forest):**

**Sword Sworn:**

**Valiant:**

**Ward Save (4+):**

**Ward Save (5+):**

**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.

Archmage #2



Archmage #1



Citizen Archers #1



Citizen Archers #2



Citizen Archers #3



Citizen Archers #4



Commander - BSB



Elein Reavers #1



Elein Reavers #2



Fire Phoenix #1



Fire Phoenix #2



Giant Eagle #1



Giant Eagle #2



Giant Eagle #3



Giant Eagle #4



Grey Watchers #1



Grey Watchers #1



High Prince #1



High Prince #1



Highborn Lancers #1



Highborn Lancers #1



Knights of Ryma #1



Knights of Ryma #2



Knights of Ryma #3



Lion Chariot #1



Lion Chariot #2



Lion Guard #1



Lion Guard #2



Mage #1



Mage #1



Queen's Guard #1



Queen's Guard #2



Reaver Chariot #1



Reaver Chariot #2



Reaver Chariot #3



Reaver Chariot #4



Sea Guard #1



Sea Guard #2



Sea Guard #3





Sea Guard Reaper #1



Sea Guard Reaper #1



Sea Guard Reaper #1



Sea Guard Reaper #4



Sea Guard Reaper #5



Sea Guard Reaper #6



Sky Sloop #1



Sky Sloop #2



Sky Sloop #3



Sword Masters #1



Sword Masters #2



Sword Masters #3

