



HIGHBORN ELVES

DoIt - 3 491 POINTS



Yeesch

1655 pts (47.00 %) 1036 pts (30.00 %) 800 pts (23.00 %) 730 pts (21.00 %) 0 pts (0.00 %) 1036 pts (30.00 %)

Characters (50 Max) **Core** (25 Least) **Special** (0 NoLimit) **The Ancient Allies** (25 Max) **Naval Ordnance** (15 Max) **Queen's Bows** (30 Max)

Characters



OLLE-GUNNAR

High Prince - Gigantic - Beast - 150x100mm

1 070 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	10	Martial Discipline		
Defensive	HP	Def	Res	Arm	Light Armour	
	3	7	3	0		
Offensive	Att	Off	Str	Ap	Agi	Lightning Reflexes, Devastating Charge, Hand Weapon
High Prince	4	7	4	1	8	



MOUNT ANCIENT DRAGON

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	Fly (7", 16", 7", 16") , Light Troops		
	7"	16"				
Defensive	HP	Def	Res	Arm		
	8	6	6	4		
Offensive	Att	Off	Str	Ap	Agi	Harnessed, Breath Attack
Ancient Dragon	6	6	7	4	3	

Options

Longbow (0+) (Elu's Heartwood) • Lance (Nova Flare) • General • Queen's Cavalier • Ancient Dragon

Magic items

Obsidian Rock • Elu's Heartwood (Longbow (0+)) • Nova Flare (Lance)



SVEN-GUNNAR

Mage - Large - Cavalry - 50x100mm

585 POINTS



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





MOUNT YOUNG DRAGON

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	, Fly (7", 14", 7", 14") Fear, Towering Presence , Light Troops		
	7"	14"				
Defensive	HP	Def	Res	Arm		
	4	C	5	C+I		
Offensive	Att	Off	Str	Ap	Agi	Harnessed, Stomp Attacks (D3, D3), Breath Attack
Young Dragon	4	5	5	2	3	



Options	Cosmology • Wizard Master • Young Dragon
Magic items	Talisman of the Void • Dragon Staff

Core

	<h3 style="margin: 0;">WERBLOB</h3> <p style="margin: 0;">Sea Guard x25 - Standard - Infantry - 20x20mm</p>	<h2 style="margin: 0;">540 POINTS</h2>	
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Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Sea Guard	1	4	3	0	5	Lightning Reflexes, Steady Aim Volley, Cover, Spear, Bow (3+, 3+)

Options	Champion • Standard Bearer
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	<h3 style="margin: 0;">WETRY2BLOB</h3> <p style="margin: 0;">Sea Guard x24 - Standard - Infantry - 20x20mm</p>	<h2 style="margin: 0;">496 POINTS</h2>	
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Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Sea Guard	1	4	3	0	5	Lightning Reflexes, Steady Aim Volley, Cover, Spear, Bow (3+, 3+)

Special

	<h3 style="margin: 0;">KNIGHIIGTS</h3> <p style="margin: 0;">Knights of Ryma x6 - Standard - Cavalry - 25x50mm</p>	<h2 style="margin: 0;">405 POINTS</h2>	
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Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	5	3	2	, Dragonforged Shield Armour	
Offensive	Att	Off	Str	Ap	Agi	
Knight of Ryma	1	5	4	1	6	Lightning Reflexes, Devastating Charge, Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Champion • Standard Bearer
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	<h3 style="margin: 0;">FLEJMING</h3> <p style="margin: 0;">Flame Wardens x15 - Standard - Infantry - 20x20mm</p>	<h2 style="margin: 0;">395 POINTS</h2>	
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Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Scoring, Fearless, Martial Discipline	

Obsidian Rock: The bearer gains Magic Resistance (2).

Talisman of the Void: The bearer gains Channel (1).

Magic banners

Banner of Becalming: In the opponent's Magic Phase, during Siphon the Veil before converting Veil Tokens into Magic Dice, remove one Veil Token from the opponent's Veil Token pool and add one Veil Token to your Veil Token pool.

Model Rules

Aegis:

Bow:

Cover Volley: Attack Attribute - Shooting.

When an enemy unit declares a Charge against another unit containing one or more models with Martial Discipline in the Charge Phase, a single friendly unit containing one or more models with Cover Volley may immediately perform a Stand and Shoot Charge Reaction with the following conditions and restrictions:

- The distance between the Charger and the Charged unit must be greater than the Charger's Advance Rate (using the lowest value among the Charging models if there is more than one).
- The unit with Cover Volley is within 12" of the Charged unit.
- Only model parts with Cover Volley may shoot, and they may only shoot once per Charge Phase.
- The unit must use Stand and Shoot before the Charged unit declares its Charge Reaction. If the Charge is no longer possible after the unit's Stand and Shoot (e.g. due to the Charging unit being destroyed or failing a Panic Test), the Charged unit does not declare any Charge Reaction.
- The Stand and Shoot Charge Reaction is performed as if the enemy had declared the Charge against the unit with Cover Volley in their current position (apply the normal rules for the Stand and Shoot Charge Reaction, i.e. the Charging unit must be Located in the Front Arc of the unit with Cover Volley, the unit with Cover Volley cannot be Shaken or Fleeing, etc.).

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Dragonforged Armour: Follows the rules for Heavy Armour (can be enchanted as if it was Heavy Armour).

In addition, the wearer gains Aegis (2+, against Flaming Attacks) and Aegis (6+), and automatically fails all Fortitude Saves.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Fight in Extra Rank:

Halberd: Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. 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

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

Lightning Reflexes:

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.

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.

Spear:

Steady Aim: Attack Attribute - Shooting.

The model can shoot from the third rank (in addition to the 1st and 2nd) and it does not suffer

to-hit penalties for Stand and Shoot Charge Reactions.

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

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.

Olle-Gunnar



Sven-Gunnar



WeRBlob



WeTry2Blob



Knighigts



Flejming

