



HIGHBORN ELVES

TORVSTOTTE - 1 490 POINTS



400 pts (27.00 %) 545 pts (36.00 %) 545 pts (36.00 %) 195 pts (13.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Queen's Bows** **Naval Ordnance**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (15 Max)

Characters



COMMANDER #1

Commander - Standard - Cavalry - 25x50mm

195 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	9				Martial Discipline
Defensive	HP	Def	Res	Arm			
	3	6	3	0	Light Armour		
Offensive	Att	Off	Str	Ap	Agi		
Commander	3	6	4	1	7	Lightning Reflexes, Lightning Reflexes, Hand Weapon	



MOUNT ELVEN HORSE

Global	Adv	Mar	Dis				Model Rules
	9"	18"	C				
Defensive	HP	Def	Res	Arm			
	C	C	C	C+2			
Offensive	Att	Off	Str	Ap	Agi		
Elven Horse	1	3	3	0	4	Harnessed	

Options	General • Elven Horse • Shield • Lance
Magic items	Dragon Staff



COMMANDER #2

Commander - Standard - Cavalry - 25x50mm

205 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	9				Martial Discipline
Defensive	HP	Def	Res	Arm			
	3	6	3	0	Light Armour		
Offensive	Att	Off	Str	Ap	Agi		
Commander	3	6	4	1	7	Lightning Reflexes, Lightning Reflexes, Hand Weapon	



MOUNT ELVEN HORSE

Global	Adv	Mar	Dis				Model Rules
	9"	18"	C				
Defensive	HP	Def	Res	Arm			
	C	C	C	C+2			
Offensive	Att	Off	Str	Ap	Agi		
Elven Horse	1	3	3	0	4	Harnessed	

Options	Battle Standard Bearer • Elven Horse
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Core



ELEIN REAVERS #1

Elein Reavers x5 - Standard - Cavalry - 25x50mm

195 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Feigned Flight, Light Troops, Vanguard, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	4	3	1	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Elein Reaver	1	4	3	0	5	Lightning Reflexes, Light Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Bow (3+) • Champion
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HIGHBORN LANCERS #1

Highborn Lancers x8 - Standard - Cavalry - 25x50mm

350 POINTS



Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	4	3	2	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Highborn Lancer	1	4	3	0	5	Lightning Reflexes, Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of Discipline (Banner Enchantment)

Special



KNIGHTS OF RYMA #1

Knights of Ryma x10 - Standard - Cavalry - 25x50mm

545 POINTS



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	Devastating Charge, Lightning Reflexes, Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of Discipline (Banner Enchantment)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H Favour of Meladys</i>				
<i>Mf</i>	10+	Caster	Caster	Last one Turn

Casting	Range	Type	Duration
<p><i>You gain one Veil Token that is not removed when the spell ends. When a friendly unit within 18" of the Caster suffers a wound before Special Saves, you may discard a Veil Token from your Veil Token pool and apply the following rules instead:</i></p> <ul style="list-style-type: none"> <i>• No Special Save can be taken.</i> <i>• If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored.</i> <p><i>For Standard Infantry, up to 2 wounds are ignored per token provided they are suffered simultaneously. A maximum of two Veil Tokens may be discarded each phase for this purpose. Characters and Gigantic models can only ignore a single wound this way per phase.</i></p>			

Magic items

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Model Rules

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: Armour Equipment

Heavy Armour. The wearer gains Aegis (2+, against Flaming Attacks) and Aegis (6+), and automatically fails all Fortitude Saves.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

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 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

Light Lance:

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Lightning Reflexes: Close Combat

A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0.

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.

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.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12"

distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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.

Commander #1



Commander #2



Elein Reavers #1



Highborn Lancers #1



Knights of Ryma #1

