



# HIGHBORN ELVES

## TOURNOI RENNES 2023 - 4 487 POINTS



1415 pts (31.00 %) 1132 pts (25.00 %) 1755 pts (39.00 %) 577 pts (13.00 %)  
 1310 pts (29.00 %) 1140 pts (25.00 %) 2045 pts (45.00 %) 370 pts (8.00 %)  
**Characters**      **Core**      **Special**      **Queen's Bows**  
 (40 Max) (50 Max) (25 Least) (25 Least) (0 NoLimit) (0 NoLimit) (30 Max) (30 Max) **Naval Ordnance**

### Characters



#### HIGH PRINCE #1

High Prince - Large - Cavalry - 50x50mm

690 POINTS



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

Lightning Reflexes, Hand Weapon



#### MOUNT GRIFFON

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	C	Fear, Fly, Light Troops, Towering Presence, Ancient Allies (1)	
	8"	16"			
Defensive	HP	Def	Res	Arm	
	4	C	5	C	
Offensive	Att	Off	Str	Ap	Agi
Griffon	4	5	5	3	5

Harnessed, Lightning Reflexes, Devastating Charge

<b>Options</b>	General • Griffon • Shield • Heavy Armour (Death Cheater) • Lance (Nova Flare)
<b>Magic items</b>	Death Cheater (Heavy Armour) • Nova Flare (Lance)



#### COMMANDER #1

Commander - Large - Cavalry - 50x50mm

260 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, Hand Weapon



#### MOUNT GIANT EAGLE

Global	Adv	Mar	Dis	Model Rules	
	2"	4"	C	Fly (9",18"), Light Troops	
	9"	18"			
Defensive	HP	Def	Res	Arm	
	C	C	4	C+1	Hard Target (1)
Offensive	Att	Off	Str	Ap	Agi
Giant Eagle	2	5	4	1	4

Harnessed

<b>Options</b>	Giant Eagle • Heavy Armour (Basalt Infusion) • Lance
<b>Magic items</b>	Basalt Infusion (Heavy Armour) • Dragon Staff



**MAGE #1**  
Mage - Standard - Infantry - 20x20mm

465 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	
<b>Mage</b>	1	4	3	0	5 Lightning Reflexes, Hand Weapon	

<b>Options</b>	Wizard Master • Cosmology
<b>Magic items</b>	Binding Scroll

Core



**HIGHBORN LANCERS #1**  
Highborn Lancers x10 - Standard - Cavalry - 25x50mm

450 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	
<b>Highborn Lancer</b>	1	4	3	0	5 Lightning Reflexes, Lance	
<b>Elven Horse</b>	1	3	3	0	4 Harnessed	

<b>Options</b>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	War Banner of Ryma (Banner Enchantment)



**HIGHBORN LANCERS #2**  
Highborn Lancers x7 - Standard - Cavalry - 25x50mm

290 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	
<b>Highborn Lancer</b>	1	4	3	0	5 Lightning Reflexes, Lance	
<b>Elven Horse</b>	1	3	3	0	4 Harnessed	

<b>Options</b>	Champion • Musician
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**SEA GUARD #1**  
Sea Guard x21 - Standard - Infantry - 20x20mm

392 POINTS



Global	Adv	Mar	Dis	Model Rules		
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	5	3	0	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sea Guard	1	4	3	0	5 Lightning Reflexes, Steady Aim, Marine Training, Bow (3+), Spear

<b>Options</b>	Champion • Musician
<b>Special</b>	

	<b>INITIATE OF THE FIERY HEART #1</b> Initiate of the Fiery Heart - Large - Cavalry - 50x100mm	<b>320 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	9	Fear, Fly (7",14"), Towering Presence, Wizard Adept, Ancient Allies (1), Meeting of , Martial DisciplineMinds	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	4	5	3	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dragon Mage	1	4	3	0	5 Lightning Reflexes, Flaming Attacks
Young Dragon	4	5	5	2	3 Breath Attack (Str 4, AP 1, Flaming Attacks), Flaming Attacks, Stomp Attacks (D3)

<b>Options</b>	Alchemy
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	<b>SWORD MASTERS #2</b> Sword Masters x18 - Standard - Infantry - 20x20mm	<b>405 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	6	3	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sword Master	2	6	3	0	6 Lightning Reflexes, Sword Sworn, Great Weapon

<b>Options</b>	Champion • Musician
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	<b>SWORD MASTERS #2</b> Sword Masters x17 - Standard - Infantry - 20x20mm	<b>385 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	8	Scoring, Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	6	3	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Sword Master	2	6	3	0	6 Lightning Reflexes, Sword Sworn, Great Weapon

<b>Options</b>	Champion • Musician
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### KNIGHTS OF RYMA #1

Knights of Ryma x5 - Standard - Cavalry - 25x50mm

340 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	2	5	4	1	6	Lightning Reflexes, Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Champion • Musician
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### LION CHARIOT #1

Lion Chariot - Large - Construct - 50x100mm

205 POINTS



Global	Adv	Mar	Dis	Model Rules		
	8"	8"	8	Swiftstride, Martial Discipline, Valiant		
Defensive	HP	Def	Res	Arm		
	4	5	4	2	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Crew	1	5	4	1	5	Lightning Reflexes, Multiple Wounds, Great Weapon
Lion	2	5	5	2	4	Harnessed
Chassis			5	2		Impact Hits, Inanimate



### GIANT EAGLES #1

Giant Eagles - Large - Beast - 50x50mm

100 POINTS



Global	Adv	Mar	Dis	Model Rules		
	2"	4"	8	Fly, Light Troops		
	9"	18"				
Defensive	HP	Def	Res	Arm		
	3	5	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Giant Eagle	2	5	4	1	4	

## Queen's Bows



### GREY WATCHERS #1

Grey Watchers x7 - Standard - Infantry - 20x20mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Light Troops, Skirmisher, Martial Discipline, Fae Miasma		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	, Light Hard Target Armour	
Offensive	Att	Off	Str	Ap	Agi	
Grey Watcher	1	4	3	0	5	Lightning Reflexes, Accurate, Longbow

## Magics

## Racial Trait Spell

	Casting	Range	Type	Duration
<b><i>H Favour of Meladys</i></b>				
<i>Mf</i>	10+	Caster	Caster	Last one Turn
<p>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:</p> <ul style="list-style-type: none"> <li>No Special Save can be taken.</li> <li>If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored.</li> </ul> <p>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.</p>				



Alchemy

		Casting	Range	Type	Duration	Effect
<b>1</b>	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
<b>2</b>	Word of Iron	<5+> {9+}	<24"> {18"}	Augment	Last one Turn	The target gains <+1> {+2} to its Armour.
<b>6</b>	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+4 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
<b>4</b>	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
<b>3</b>	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.
<b>5</b>	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
<b>4</b>	Silver Spike	<6+> {9+}	<18"> {36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, <b>Magical Attacks</b> , [ <b>Multiple Wounds (D3)</b> ], and <b>Area Attack (1x5)</b> .



Cosmology

**Duality:** All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		Casting	Range	Type	Duration	Effect
<b>1</b>	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim <b>improved</b> by 1.
<b>1</b>	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim <b>worsened</b> by 1.
<b>2</b>	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	The target gains +2" Advance Rate and +2 Agility.
<b>2</b>	Truth of Time Chaos	5+	24"	Hex	Last one Turn	The target suffers -2" Advance Rate, to a minimum of 3", and -2 Agility, to a minimum of 1.
<b>3</b>	Ice and Fire Cosmos	8+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and <b>Magical Attacks</b> . Successful <b>Special Saves</b> against wounds caused by this spell must be rerolled.
<b>3</b>	Ice and Fire Chaos	8+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks. Successful Armour Saves against wounds caused by this spell must be rerolled.
<b>4</b>	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration.
<b>4</b>	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers -1 Strength and -1 Armour Penetration.
<b>5</b>	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit <b>gain Aegis (5+)</b> .
<b>5</b>	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Area Attack (6x6), Strength 3, Armour Penetration 0, and Magical Attacks.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target <b>Recovers</b> 1 Health Point
6	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers <b>1 hit that wounds automatically</b> with Armour Penetration 10 and Magical Attacks.

## Magic items

**Basalt Infusion:** The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence). When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

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

**Nova Flare:** Attacks made with this weapon gain **Devastating Charge (+1 Att)**, **Lethal Strike**, and become **Divine Attacks**. One use only. May be activated at the start of any Round of Combat. The wielder counts as Charging for the purpose of Devastating Charge.

## Magic banners

**War Banner of Ryma:** R&F model parts without Harnessed in a unit with one or more War Banners of Ryma gain **Devastating Charge (+1 Str)**. In addition, all Infantry models in the unit gain **Devastating Charge (+1 Adv)**.

## Model Rules

**Accurate:**

**Ancient Allies:** The sum of the Ancient Allies values stated in brackets of all models in the army is restricted to 1 per 1500 Army Points, rounding fractions up.

**Bow:**

**Breath Attack:**

**Dragonforged Armour:** Armour Equipment

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

**Fae Miasma:** This Attack Attribute can only be used with Longbows and Paired Weapons. When a unit is hit by attacks with Fae Miasma, **it must** take a Resilience Test for each hit, using the Resilience that the largest proportion of models in the unit has. Use the higher value in case of a tie. If one or more Resilience Tests are failed, all models in the unit are affected by Fae Miasma until the start of the Active Player's next Player Turn. A model that is affected by one or more instances of Fae Miasma suffers a -1 to-hit modifier (both for Shooting Attacks and Close Combat Attacks).

**Fear:** Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

**Flaming Attacks:** The attack doesn't have any special effect. However, it interacts with other rules, such as Flammable and Regeneration.

**Fly:** The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). 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

**Hard Target:**

**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

**Impact Hits:** At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration. If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

**Inanimate:** Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

**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 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.

**Longbow:** Portée 30", tir 1, Force 3, PA 0, Tir précis, Tir rapide

**Marine Training:** The model part may use Shooting Attacks from any rank.

**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.

**Meeting of Minds:** The Dragon model part gains Channel (1).

**Multiple Wounds:** Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

**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.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**Spear:**

**Steady Aim:** The model can shoot from the third rank (in addition to the first and second) and it does not suffer the -1 to-hit modifier for Stand and Shoot Charge Reactions.

**Stomp Attacks:**

**Swiftstride:** When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

**Sword Sworn:** The model part gains a +1 to-hit modifier when attacking with a Great Weapon.

**Towering Presence:** The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

**Valiant:** The model is immune to the effects of Fear. If more than half of a unit's models have Valiant, the unit automatically passes Panic Tests caused by Terror.

**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

You can print this page to have all your army's units qr code and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

High Prince #1



Commander #1



Mage #1



Highborn Lancers #1



Highborn Lancers #2



Initiate of the Fiery Heart #1



Sword Masters #2



Sword Masters #2



Knights of Ryma #1



Lion Chariot #1



Sea Guard #1





Grey Watchers #1



Giant Eagles #1

