



HIGHBORN ELVES

TEST - 410 POINTS



320 pts (78.00 %) 90 pts (22.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

Lords **Core** **Heroes** **Rare** **Special** **Mount**
 (50 Max) (25 Least) (50 Max) (25 Max) (50 Max) (0 NoLimit)

Lords



ARCHMAGE #1

Archmage - Standard - Infantry - 20x20mm

185 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Archmage	5	4	4	3	3	3	5	1	9	Infantry
Model Rules	Lightning Reflexes • Martial Discipline • Master of Balance									

Magic | 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

135 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
Model Rules	Martial Discipline • Lightning Reflexes • Light Armour									

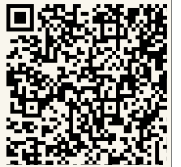
Core



CITIZEN ARCHERS #1

Citizen Archers x10 - Standard - Infantry - 20x20mm

90 POINTS



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

Magics

Model Rules

- Devastating Charge:
- Divine Attacks:
- Immune to Psychology:
- Level 1 Wizard Apprentice:
- Light Armour:
- Lightning Reflexes:
- Lion's Fur:
- Longbow:
- Magic Resistance (1):
- Martial Discipline:
- Master of Balance:

Multiple Shot (3):

Quick to Fire:

Steady Aim:

Sword Sworn:

Valiant:

Ward Save (4+):

Weapon Master:

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.

Archmage #1



Citizen Archers #1



High Prince #1

