



# HIGHBORN ELVES

## GROS LAID 2020 - 2 889 POINTS



445 pts (15.00 %) 1085 pts (38.00 %) 1359 pts (47.00 %) 200 pts (7.00 %) 0 pts (0.00 %) 460 pts (16.00 %)

**Characters**      **Core**      **Special**      **The Ancient Allies**      **Naval Ordnance**      **Queen's Bows**

(40 Max)      (25 Least)      (0 NoLimit)      (20 Max)      (15 Max)      (30 Max)

### Characters



#### COMMANDANT

Commander - Large - Cavalry - 50x50mm

445 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 GRIFFON

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	C	, Fly (8", 16", 8", Fear, Towering Presence(16") , Light Troops	
	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>	Longbow (1+) • Heavy Armour (Ghostly Guard) • Paired Weapons (Hero's Heart) • Griffon
<b>Magic items</b>	Hero's Heart (Paired Weapons) • Ghostly Guard (Heavy Armour)

### Core



#### ARCHER

Citizen Archers x10 - Standard - Infantry - 20x20mm

160 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Martial Discipline	
Defensive	HP	Def	Res	Arm	
	1	4	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Citizen Archer	1	4	3	0	5
Lightning Reflexes, Longbow (3+, 3+)					



#### LANCIER

Citizen Spears x25 - Standard - Infantry - 20x20mm


385 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Scoring, Martial Discipline	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Citizen Spear	1	4	3	0	5 Lightning ReflexesRank, Fight in Extra, Spear


<b>Options</b>	Champion • Standard Bearer
<b>Magic banners</b>	Rending Banner (Banner Enchantment)



### GARDE

Sea Guard x15 - Standard - Infantry - 20x20mm

## 300 POINTS



<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 AimVolley, Cover, Spear, Bow (3+, 3+)

<b>Options</b>	Champion • Standard Bearer
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### CAVALERIE

Highborn Lancers x5 - Standard - Cavalry - 25x50mm


## 240 POINTS



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

<b>Options</b>	Champion • Standard Bearer
<b>Magic banners</b>	Aether Icon (Banner Enchantment)


## Special



### MAITRE EPEE 1

SwordMasters x10 - Standard - Infantry - 20x20mm

## 305 POINTS



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



### PROTECTEUR

Flame Wardens x20 - Standard - Infantry - 20x20mm

495 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	9	Scoring, Fearless, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	, Heavy Aegis (4+) Armour	
Offensive	Att	Off	Str	Ap	Agi	
Flame Warden	1	5	3	0	6	Lightning Reflexes Rank , Fight in Extra , Halberd

<b>Options</b>	Champion • Standard Bearer
<b>Magic banners</b>	Rending Banner (Banner Enchantment)



### LION

Lion Guard x12 - Standard - Infantry - 20x20mm

299 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Strider, Scoring, Martial Discipline, Valiant, Bodyguard		
Defensive	HP	Def	Res	Arm		
	1	5	3	0	Heavy Armour , Lion's Fur	
Offensive	Att	Off	Str	Ap	Agi	
Lion Guard	1	5	4	1	5	Multiple Wounds (2, against Large and Beast, Large and Cavalry, Gigantic) , Lightning Reflexes, Great Weapon

<b>Options</b>	Champion • Standard Bearer
<b>Magic banners</b>	Aether Icon (Banner Enchantment)



### MAITRE EPEE 2

SwordMasters x5 - Standard - Infantry - 20x20mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	6	3	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Sword Master	2	6	3	0	6	Lightning Reflexes, Sword Sworn, Great Weapon

<b>Options</b>	Champion
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### MAITRE EPEE 3

SwordMasters x5 - Standard - Infantry - 20x20mm

125 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	6	3	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Sword Master	2	6	3	0	6	Lightning Reflexes, Sword Sworn, Great Weapon

## Magics

### Racial Trait Spell

	Casting	Range	Type	Duration
<i><b>Favour of Meladys</b></i>				
<i>Mf</i>	10+	Caster		Last one Turn
<p><i>Immediately after successfully casting the spell, add one Veil Token to your Veil Token pool. 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 instead and the wound is ignored. An attack with Multiple Wounds will inflict one wound less than usual instead. 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

**Ghostly Guard:** The wearer gains +2 Armour against non-Magical Attacks.

**Hero's Heart:** The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

**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

### Aegis:

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

### 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.).

**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:

**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

**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 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:**

**Lion's Fur:** If on foot, the wearer gains +1 Armour which is improved to +2 Armour against Shooting Attacks. Lion's Fur cannot be taken by a model with Dragonforged Armour.

**Longbow:** Portée 30", tir 1, Force 3, PA 0, tir de volée

**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.

**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 if 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.

**Strider:** The model automatically passes Dangerous Terrain Tests taken due to Terrain.

If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.

Sometimes Strider is linked to a specific type of Terrain, stated in brackets.

In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

**Sword Sworn:** Attack Attribute - Close Combat.

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

**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.

## 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.

commandant



archer



lancier



garde



cavalerie



maitre épée 1



protecteur



LION



maitre epee 2



maitre epee 3

