



HIGHBORN ELVES

1500 FROST PHOENIX - 3 385 POINTS



315 pts (9.00%) 1140 pts (34.00%) 165 pts (5.00%) 280 pts (8.00%) 1485 pts (44.00%) 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

315 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									

Options	Level 4 (Wizard Master)
Magic items	Talisman of Supreme Shielding • Book of Arcane Power (Lords)
Magic	Level 3 Wizard Master. Generates spells from the Path of White Magic or any of the Battle Magic Paths.

Heroes



COMMANDER - BSB

Commander - BSB - Standard - Infantry - 20x20mm

165 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Commander	5	6	6	4	3	2	7	3	9	Infantry
Bonus Fleet Officer	-	-	-	-	-	-	-	-	-	
Model Rules	Lightning Reflexes • Martial Discipline • Light Armour									

Options	Fleet Officer
Magic items	Armour of Destiny

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									



HIGHBORN LANCERS #1

Highborn Lancers x5 - Standard - Infantry - 20x20mm

525 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Champion	5	5	5	3	3	1	5	2	8	
Model Rules	Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Heavy Armour • Lance • Shield									

Options	May take Mount's Protection (5+) • Champion • Musician • Standard Bearer
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HIGHBORN LANCERS #1

Highborn Lancers x5 - Standard - Infantry - 20x20mm

525 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rider	5	4	4	3	3	1	5	1	8	Cavalry
Elven Horse	9	3	-	3	3	1	4	1	3	
Champion	5	5	5	3	3	1	5	2	8	
Model Rules	Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Heavy Armour • Lance • Shield									

Options	May take Mount's Protection (5+) • Champion • Musician • Standard Bearer
Special	



FLAME WARDENS #1

Flame Wardens x20 - Standard - Infantry - 20x20mm

1 485 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Flame Warden	5	5	4	3	3	1	6	1	9	Infantry
Champion	5	6	5	3	3	1	6	2	9	
Model Rules	Fight in Extra Ranks • Immune to Psychology • Ward Save (4+) • Lightning Reflexes • Martial Discipline • Halberd • Heavy Armour									

Options	Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)
Rare	



FROST PHOENIX #1

Frost Phoenix - Standard - Infantry - 20x20mm

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Frost Phoenix	2	5	0	5	5	5	3	5	8	Monster
Model Rules	Chill Aura • Magical Attacks • Fly (8) • Ward Save (5+) • Innate Defence (5+)									



SEA GUARD REAPER #1

Sea Guard Reaper - Standard - Infantry - 20x20mm

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Reaper	-	-	-	-	7	2	-	-	-	War Machine
Crew (2)	5	4	4	3	3	-	5	1	8	
Model Rules	Lightning Reflexes • Martial Discipline									

Options	May purchase Repeating Shot
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Magics

Magic items
Armour of Destiny:
Book of Arcane Power (Lords):
Talisman of Supreme Shielding:

Magic banners

Rendering Banner:

Model Rules

Chill Aura:

Divine Attacks:

Fight in Extra Ranks:

Fly (8):

Halberd:

Heavy Armour:

Immune to Psychology:

Innate Defence (5+):

Lance:

Level 1 Wizard Apprentice:

Light Armour:

Lightning Reflexes:

Lion's Fur:

Longbow:

Magic Resistance (1):

Magical Attacks:

Martial Discipline:

Master of Balance:

Mount's Protection (6+):

Multiple Shot (3):

Quick to Fire:

Shield:

Steady Aim:

Sword Sworn:

Valiant:

Ward Save (4+):

Ward Save (5+):

Weapon Master:

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.

Archmage #1



Citizen Archers #1



Commander - BSB



Flame Wardens #1



Frost Phoenix #1



Highborn Lancers #1



Highborn Lancers #1



Sea Guard Reaper #1

