



HIGHBORN ELVES


EISENHERZ - 4 388 POINTS



19.09.21

935 pts (21.00 %) **1120 pts (25.00 %)** 1973 pts (44.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **The Ancient** 360 pts (8.00 %) 1120 pts (25.00 %)
 (40 Max) (25 Least) (0 NoLimit) (20 Max) **Naval Ordnance** **Queen's Bows**
 (15 Max) (30 Max)


Characters



LIANDRAS


High Prince - Standard - Infantry - 20x20mm

360 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					


Options	Shield (Willow's Ward) • Dragonforged Armour • General • No Honour
Magic items	Diadem of Protection • Willow's Ward (Shield)



HELIAN

Mage - Standard - Infantry - 20x20mm


575 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
Mage	1	4	3	0	5
Lightning Reflexes, Hand Weapon					

Options	Cosmology • Light Armour (Gleaming Robe) • Wizard Master • Asfad Scholar
Magic items	Dragon Staff • Gleaming Robe (Light Armour)


Core



TØDBRINGENDE

Sea Guard x30 - Standard - Infantry - 20x20mm

680 POINTS





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

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

	<h2>FLINKE</h2> <p>Elein Reavers x5 - Standard - Cavalry - 25x50mm</p>	<h1>195 POINTS</h1> 
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Global	Adv	Mar	Dis	Model Rules		
	9"	18"	8	Feigned Flight, Vanguard, Light Troops, 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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	<h2>PFEILE</h2> <p>Citizen Archers x15 - Standard - Infantry - 20x20mm</p>	<h1>245 POINTS</h1> 
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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+)

Options	Champion
<h2>Special</h2>	

	<h2>DONNERHUF</h2> <p>Knights of Ryma x10 - Standard - Cavalry - 25x50mm</p>	<h1>635 POINTS</h1> 
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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	Lightning Reflexes, Devastating Charge, Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Champion • Musician • Standard Bearer
Magic banners	Stalker's Standard (Banner Enchantment)

	<h2>SCHNITTER</h2> <p>SwordMasters x20 - Standard - Infantry - 20x20mm</p>	<h1>515 POINTS</h1> 
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Global	Adv	Mar	Dis	Model Rules		
	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

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



HERRLICHEN


Flame Wardens x24 - *Standard - Infantry - 20x20mm*

613 POINTS



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


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




SCHNELLE KLINGE

Reaver Chariot - *Large - Construct - 50x100mm*

110 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	9"	14"	8	Light Troops, Swiftstride, Martial Discipline	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew (2)	1	4	3	0	5 Lightning Reflexes, Light Lance, Longbow (3+, 3+)
Elvish Horse (2)	1	3	3	0	4 Harnessed
Chariot			5	2	Inanimate, Impact Hits (D6, D6)



FALKE


Giant Eagles - *Large - Beast - 50x50mm*

100 POINTS



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

Naval Ordnance



1

Sea Guard Reaper - *Standard - Construct - 60mm round*

180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	5"	8	War Machine, Martial Discipline		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	1	4	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	2	4	3	0	5	Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+)



2

Sea Guard Reaper - Standard - Construct - 60mm round

180 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	5"	8	War Machine, Martial Discipline		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	1	4	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Crew	2	4	3	0	5	Move or Fire, Lightning Reflexes, Elven Bolt Thrower (3+, 3+)

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>Favour of Meladys</i>				
<i>Mf</i>	10+		Caster	Last one Turn
<i>Immediately after successfully casting the spell, add one Veil Token to your Veil Token pool.</i>				
<i>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>				



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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
4	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers -1 Strength and -1 Armour Penetration.
5	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit gain Aegis (5+) .
5	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks.
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration.
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target Recovers 1 Health Point
6	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
1	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1.
2	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
2	Truth of Time Chaos	5+	24"	Hex	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
1	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1.
3	Ice and Fire Cosmos	7+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled.
3	Ice and Fire Chaos	7+	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.

Magic items

Diadem of Protection: The bearer gains **Aegis (+2, max 4+)**

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

Gleaming Robe: The wearer gains **Aegis (3+)** and its **Armour is set to 1**, which cannot be improved. If the wearer Miscasts and rolls **Magical Inferno** or **Witchfire**, the number of hits is halved, rounding fractions up.

Willow's Ward: While using this Shield, the bearer cannot use **Parry**, gains +1 **Armour**, and **Impact Hits** distributed onto the bearer suffer -2 **Armour Penetration**.

Magic banners

Legion Standard: A unit with one **Legion Standard** increases the maximum of its **Rank Bonus** by +1 (normally this means the unit can add up to 4 **Full Ranks** to its **Combat Score**). A unit with two or more **Legion Standards** increases the maximum of its **Rank Bonus** by +2 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.

Stalker's Standard: The bearer's unit gains **Strider**.

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:

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.).

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: Follows the rules for **Heavy Armour** (can be enchanted as if it was **Heavy Armour**).

In addition, the wearer gains **Aegis (2+, against Flaming Attacks)** and **Aegis (6+)**, and automatically fails all **Fortitude Saves**.

Elven Bolt Thrower: **Artillery Weapon**.

This **Shooting Weapon** can be fired in two ways:

- Range 48", Shots 1, Str 3 [6], AP 10, Area Attack (5x1), [Multiple Wounds (D3)].
- Range 48", Shots 6, Str 4, AP 2.

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**.

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**.

Fight in Extra Rank:

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move, Charge, or 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.

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

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 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:

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.

Master of Spellcrafting: The Wizard's spells have their Casting Value reduced by 1. When performing a Casting Attempt with a single Magic Dice, a natural roll of '1' or '2' is always a failed Casting Attempt, regardless of any modifiers.

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

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.

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.

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: Attack Attribute - Close Combat.

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

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.

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reformations.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

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 qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Liandras



Helian



Todbringende



Flinke



Pfeile



Donnerhufe



Schnitter



Herrlichen



Schnelle Klinge



Falke



1



2

