



HIGHBORN ELVES

LIST HAUTES LIÈNES ELVES (v2021 BETA 2) #34 - 4 419 POINTS



1385 pts (31.00 %) 1128 pts (25.00 %) 1350 pts (30.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 1214 pts (27.00 %)
Characters **Core** **Special** **The Ancient** **Naval Ordnance** **Queen's Bows**
 (40 Max) (25 Least) (0 NoLimit) (20 Max) (15 Max) (30 Max)

Characters



MAGE #1

Mage - Standard - Infantry - 20x20mm

570 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	Divination • General • Wizard Master • Asfad Scholar
Magic items	Book of Meladys



COMMANDER #1

Commander - Standard - Infantry - 20x20mm

390 POINTS



Global	Adv	Mar	Dis	Model Rules	
5"	10"	9	, Master of Wizard Adept, Martial Discipline Spellcrafting, Protean Magic		
Defensive	HP	Def	Res	Arm	
3	6	3	0		
Offensive	Att	Off	Str	Ap	Agi
Commander	3	6	4	1	7

Light Armour
Multiple Wounds, Lightning Reflexes, Sword Sworn, Hand Weapon

Options	Battle Standard Bearer • Great Weapon • Master of Canreig Tower
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HIGH PRINCE #1

High Prince - Standard - Infantry - 20x20mm

425 POINTS



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

Light Armour
Lightning Reflexes, Hand Weapon

Options	Longbow (0+) • Spear (Sliver of the Blazing Dawn) • Queen's Companion
Magic items	Sliver of the Blazing Dawn (Spear)

Core



SEA GUARD #1

Sea Guard x27 - Standard - Infantry - 20x20mm

658 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	War Banner of Ryma (Banner Enchantment)



CITIZEN SPEARS #1

Citizen Spears x30 - Standard - Infantry - 20x20mm

470 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Scoring, Martial Discipline		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Citizen Spear	1	4	3	0	5	Lightning Reflexes, Rank, Fight in Extra, Spear

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

Special



KNIGHTS OF RYMA #1

Knights of Ryma x5 - Standard - Cavalry - 25x50mm

360 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	1	5	4	1	6	Lightning Reflexes, Devastating Charge, Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Champion • Musician
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FLAME WARDENS #1

Flame Wardens x20 - Standard - Infantry - 20x20mm

530 POINTS





Global	Adv	Mar	Dis	Model Rules	
	5"	10"	9	Scoring, Fearless, Martial Discipline	
Defensive	HP	Def	Res	Arm	

<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	, Fight in Extra Rank, Halberd

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



	GIANT EAGLE #1 Giant Eagles - Large - Beast - 50x50mm	100 POINTS	
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<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

	KNIGHTS OF RYMA #2 Knights of Ryma x5 - Standard - Cavalry - 25x50mm	360 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	9"	18"	9	Scoring, Martial Discipline		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	5	3	2	, Dragonforged Shield Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Knight of Ryma	1	5	4	1	6	Lightning Reflexes, Devastating Charge, Lance
Elven Horse	1	3	3	0	4	Harnessed

Options	Champion • Musician
Queen's Bows	

	QUEEN'S GUARD #1 Queen's Guard x19 - Standard - Infantry - 20x20mm	556 POINTS	
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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	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Queen's Guard	1	5	3	0	5	Lightning Reflexes, Moonlight Arrows, Longbow (2+, 2+)

Options	Spear • Musician
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Magics	
Racial Trait Spell	

	Casting	Range	Type	Duration
Favour of Meladys				
Mf	10+	Caster		Last one Turn
<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>				



Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
5	Unerring Strike	7+ [10+]	18"	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
3	Scrying	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
4	The Stars Align	8+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
1	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
4	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
2	Fate's Judgement	5+ [9+]	18"	Hex, Missile, Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

Magic items

Book of Meladys: Once per Magic Phase, the bearer may reroll a single Magic Dice whenmaking a casting roll, provided the spell was not Miscast. When rerolling a natural '1', the rerolled Magic Dice benefitsfrom Fizzle (if the Casting Attempt fails) regardless of the value rolled from the reroll.

Sliver of the Blazing Dawn: Attacks made with this weapon gain +1Strength, +2 Armour Penetration, and become**Magical Attacks**. Each successful to-hit roll with this weaponcauses two hits instead of one.

Magic banners

Banner of Becalming: In the opponent'sMagic Phase, during Siphon the Veil before converting Veil Tokens into Magic Dice, remove one Veil Token from theopponent's Veil Token pool and add one Veil Token to your Veil Token pool.

War Banner of Ryma: R&F model parts without Harnessed in a unit with one or moreWar 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.

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:

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.

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 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

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.

Moonlight Arrows: Shooting.

This Attack Attribute can only be used with Bows or Longbows without Weapon Enchantments. The attacks become Flaming Attacks and Magical Attacks, and have their Strength set to 4 and their Armour Penetration set to 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.

Protean Magic: During Spell Selection, the Wizard must select its spells between the Learned Spell 1 of the Paths it has access to and the Hereditary Spell of its army. This rule overrides the Spell Selection rules connected to being Wizard Apprentice, Adept or Master.

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.

Sword Sworn: Attack Attribute - Close Combat.

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

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.

Mage #1



Commander #1



High Prince #1



Sea Guard #1



Citizen Spears #1



Knights of Ryma #1



Flame Wardens #1



Giant Eagle #1



Knights of Ryma #2



Queen's Guard #1

