




# HIGHBORN ELVES

## LIST Highborn Elves (v2021 BETA 2) #7 - 2 375 POINTS



2375 pts (53.00 %) **Characters** (50 Max)  
 0 pts (0.00 %) **Core** (25 Least)  
 0 pts (0.00 %) **Special** (0 NoLimit)  
 1270 pts (28.00 %) **The Ancient Allies** (25 Max)  
 0 pts (0.00 %) **Naval Ordnance** (15 Max)  
 0 pts (0.00 %) **Queen's Bows** (30 Max)


### Characters





### HIGH PRINCE #1

High Prince - Gigantic - Beast - 150x100mm

## 1 015 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, Devastating Charge, Hand Weapon

### MOUNT ANCIENT DRAGON

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	Fly (7", 16", 7", 16") , Light Troops		
	7"	16"				
Defensive	HP	Def	Res	Arm		
	8	6	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Ancient Dragon	6	6	7	4	3	Harnessed, Breath Attack


<b>Options</b>	Lance (Nova Flare) • General • Queen's Cavalier • Ancient Dragon
<b>Magic items</b>	Talisman of the Void • Nova Flare (Lance)





### MAGE #1

Mage - Gigantic - Beast - 50x100mm

## 850 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	Flaming Attacks, Lightning Reflexes, Hand Weapon

### MOUNT DRAGON

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C	Fly (7", 14", 7", 14") , Light Troops		
	7"	14"				
Defensive	HP	Def	Res	Arm		
	6	5	6	4		
Offensive	Att	Off	Str	Ap	Agi	
Dragon	5	5	6	3	3	Harnessed, Breath Attack

<b>Options</b>	Wizard Master • Dragon • Order of the Fiery Heart • Alchemy
<b>Magic items</b>	Sceptre of Power



### COMMANDER #1

Commander - Large - Cavalry - 50x100mm

510 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	9	<b>Martial Discipline</b>		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	6	3	0	<b>Light Armour</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Commander</b>	3	6	4	1	7	<b>Lightning Reflexes, Devastating Charge, Hand Weapon</b>



### MOUNT YOUNG DRAGON

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	C	, Fly (7",14", <b>Fear, Towering Presence</b> 7",14") , Light Troops		
	7"	14"				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	C	5	C+1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Young Dragon</b>	4	5	5	2	3	<b>Harnessed, Stomp Attacks (D3, D3), Breath Attack</b>

<b>Options</b>	Battle Standard Bearer • Shield • Dragonforged Armour • Lance • Queen's Cavalier • Young Dragon
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### Magics

#### Racial Trait Spell

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



Alchemy

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>1</b>	Quicksilver Lash	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+1 hits with Flaming Attacks, Magical Attacks, and Armour Penetration 10. These hits always wound on a roll equal to or greater than "7 minus the target's Armour". An unmodified '6' always wounds and an unmodified '1' always fails to wound.
<b>2</b>	Word of Iron	5+ [9+]	24"	Augment	Last one Turn	The target gains +1 [+2] to its Armour.
<b>6</b>	Molter Copper	7+	24"	Hex, Missile, Damage	Instant	The target suffers D3+3 hits with Strength X, Armour Penetration 4, Flaming Attacks, and Magical Attacks, where X is equal to the target's Armour.
<b>4</b>	Alchemical Fire		18"	Hex	Last one Turn	The target gains Flammable against Melee Attacks.
<b>5</b>	Corruption of Tin	8+	36"	Hex	Permanent	The target suffers -1 Armour.
<b>4</b>	Silver Spike	(6+){9+}	(18"){36"}	Hex, Missile, Damage	Instant	The target suffers 1 hit with Strength 4 [6], Armour Penetration 10, Magical Attacks, [Multiple Wounds (D3)], and Area Attack (1x5).
<b>3</b>	Glory of Gold	8+	18"	Augment	Last one Turn	The target gains +1 Armour Penetration, Flaming Attacks and Magical Attacks.

### Magic items

**Nova Flare:** Attacks made with this weapon gain **Devastating Charge (+1 Att)** and **Lethal Strike**, and become **Divine Attacks** and **Magical Attacks**. One use only. May be activated at the start of any Round of Combat. The wielder counts as Charging for the purpose of Devastating Charge.

**Sceptre of Power:** One use only. A Wizard with this Artefact may add a single Magic Dice from its Magic Dice pool to one of its casting rolls or dispelling rolls, after

seeing the casting or dispelling roll (note that casting rolls cannot exceed the limit of max 5 Magic Dice).

**Talisman of the Void:** The bearer gains Channel (1).

## Model Rules

**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.

**Flaming Attacks:** The attack doesn't have any special effect. However, it interacts with other rules, such as Flammable and Regeneration.

**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

**Light Armour:** Armor +1

**Lightning Reflexes:**

**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.

**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

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.

High Prince #1



Mage #1



Commander #1

