



HIGHBORN ELVES

HBE DRAGON - 5 228 POINTS



Dragons!

280 pts (5.00%) 2521 pts (48.00%) 745 pts (14.00%) 790 pts (15.00%) 892 pts (17.00%) 80 pts (2.00%)

Lords **Core** **Heroes** **Rare** **Special** **Mount**
 (50 Max) (25 Least) (50 Max) (25 Max) (50 Max) (0 NoLimit)

Lords



HIGH PRINCE #1

High Prince - Standard - Infantry - 20x20mm

280 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
Elven Horse	9	3	0	3	3	1	4	1	3	War Beast
Model Rules	Martial Discipline • Lightning Reflexes • Light Armour									
Model Rules (Elven Horse)	Mount's Protection (6+)									
Model Rules (Elven Horse)	Mount's Protection (6+)									

Options	Dragonforged Armour • Shield • Mount : Elven Horse • Mount's Protection to (5+)
Magic items	Ogre Sword • Dusk Stone • Divine Icon • Dragonscale Helm
Notes	1+/6++ (2++ Flaming)

Heroes



COMMANDER - BSB

Commander - BSB - Standard - Infantry - 20x20mm

238 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Commander	5	6	6	4	3	2	7	3	9	Infantry
Bonus Royal Huntsman	-	-	-	-	-	-	-	-	-	-
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Crew (2)	-	5	4	4	-	-	5	1	8	-
Lion (2)	8	5	5	5	-	-	4	2	-	-
Model Rules	Lightning Reflexes • Martial Discipline • Light Armour									
Model Rules (Chariot)	Lightning Reflexe • Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Monsters and Ridden Monster) • Impact Hits (+1) • Martial Discipline • Valiant • Heavy Armour • Great Weapon • Mount's Protection (5+)									
Model Rules (Chariot)	Lightning Reflexe • Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Monsters and Ridden Monster) • Impact Hits (+1) • Martial Discipline • Valiant • Heavy Armour • Great Weapon • Mount's Protection (5+)									

Options	Royal Huntsman • Mount : Lion Chariot • Heavy Armour • Great Weapon
Magic items	Daemon Hunter's Helm (Heroe)
Notes	1+/3++(Magic)



MAGE

Mage - Standard - Infantry - 20x20mm

150 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mage	5	4	4	3	3	2	5	1	8	Infantry
Model Rules	Lightning Reflexes • Martial Discipline • Master of Balance									

Options	Level 2 (Wizard Apprentice) • Asfad Scholar
Magic items	Tome of Arcane Lore (Lords)



MAGE - YOUNG DRAGON

Mage - Standard - Infantry - 20x20mm

357 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Mage	5	4	4	3	3	2	5	1	8	Infantry
Young Dragon	6	5	1	5	5	4	3	4	9	Monster
Model Rules	Lightning Reflexes • Martial Discipline • Master of Balance									
Model Rules (Young Dragon)	Stomp (1D3) • Fear • Large Target • Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Mount's Protection (6+)									
Model Rules (Young Dragon)	Stomp (1D3) • Fear • Large Target • Breath Weapon (Strength 4, Flaming Attacks) • Fly (7) • Mount's Protection (6+)									

Options	Level 2 (Wizard Apprentice) • Order of the Fiery Heart • Mount : Young Dragon • Dragonforged Armour
Magic items	Dispel Scroll • Hardened Shield • Lucky Charm
Notes	2+/6++ (2++ Flaming)

Core



CITIZEN ARCHERS #1

Citizen Archers x16 - Standard - Infantry - 20x20mm

974 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									

Options	Musician • Standard Bearer
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ELEIN REAVERS #2

Elein Reavers x5 - Standard - Infantry - 20x20mm

430 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	
Model Rules	Fast Cavalry • Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									

Options	May take Bow
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ELEIN REAVERS #1

Elein Reavers x5 - Standard - Infantry - 20x20mm

445 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	
Model Rules	Fast Cavalry • Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									

Options	May take Mount's Protection (5+) • May take Bow
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HIGHBORN LANCERS #1

Highborn Lancers x11 - Standard - Infantry - 20x20mm



672 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
Magic banners	War Standard (Banner Enchantment)



Special



	KNIGHTS OF RYMA #1 Knights of Ryma x6 - Standard - Infantry - 20x20mm	792 POINTS								
Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	5	5	4	4	3	1	6	1	9	Cavalry
Champion	5	6	5	4	3	1	6	2	9	
Elven Horse	9	3	-	3	3	1	4	1	3	
Model Rules	Lightning Reflexes • Martial Discipline • Dragonforged Armour • Shields • Lance • Mount's Protection (5+)									



Options	May take Devastating Charge • Champion • Musician • Standard Bearer
Magic banners	War Banner of Ryma (Banner Enchantment)

	LION CHARIOT #1 Lion Chariot - Standard - Infantry - 20x20mm	100 POINTS								
Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	5	4	4	-	-	-	Chariot
Crew (1)	-	5	4	4	-	-	5	1	8	
Lion (2)	8	5	-	5	-	-	4	2	-	
Model Rules	Impact Hits (+1) • Martial Discipline • Valiant • Heavy Armour • Great Weapon • Mount's Protection (5+)									
Model Rules (Crew (1))	Lightning Reflexes • Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster)									

Rare

	FIRE PHOENIX #1 Fire Phoenix - Standard - Infantry - 20x20mm	160 POINTS								
Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Fire Phoenix	2	5	0	5	5	5	4	3	8	Monster
Model Rules	Flame Swoop • Rebirth • Magical Attacks • Fly (9) • Fireborn • Ward Save (5+) • Flaming Attacks									

	GIANT EAGLE #1 Giant Eagle - Standard - Infantry - 20x20mm	50 POINTS								
Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Giant Eagle	2	5	0	4	4	3	4	2	8	Monstrous Beast
Model Rules	Fly (9)									

	GREY WATCHERS #1 Grey Watchers x10 - Standard - Infantry - 20x20mm	500 POINTS								
Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Grey Watcher	5	5	5	3	3	1	5	1	8	
Model Rules	Skirmishers • Lightning Reflexes • Scout • Martial Discipline • Bitter Arrows • Light Armour • Bow									

Options	May take a Longbow
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SEA GUARD REAPER

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

Daemon Hunter's Helm (Heroe):

Dispel Scroll:

Divine Icon:

Dragonscale Helm:

Dusk Stone:

Hardened Shield:

Lucky Charm:

Ogre Sword:

Tome of Arcane Lore (Lords):

Magic banners

War Banner of Ryma:

War Standard:

Model Rules

Bitter Arrows:

Bow:

Devastating Charge:

Divine Attacks:

Dragonforged Armour:

Fast Cavalry:

Fireborn:

Flame Swoop:

Flaming Attacks:

Fly (9):

Great Weapon:

Heavy Armour:

Immune to Psychology:

Impact Hits (+1):

Lance:

Level 1 Wizard Apprentice:

Light Armour:

Light Lance:

Lightning Reflexes:

Lion's Fur:

Longbow:

Magic Resistance (1):

Magical Attacks:

Martial Discipline:

Master of Balance:

Mount's Protection (5+):

Mount's Protection (6+):

Multiple Shot (3):

Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster):

Quick to Fire:

Rebirth:

Scout:

Shield:

Shields:

Skirmishers:

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.

Citizen Archers #1



Commander - BSB



Elein Reavers #2



Elein Reavers #1



Fire Phoenix #1



Giant Eagle #1



Grey Watchers #1



High Prince #1



Highborn Lancers #1



Knights of Ryma #1



Lion Chariot #1



Mage



Mage - Young Dragon



Sea Guard Reaper

