



# HIGHBORN ELVES

## 1 - 5 659 POINTS



135 pts (2.00%) 3830 pts (68.00%) 0 pts (0.00%) 200 pts (4.00%) 1494 pts (26.00%) 0 pts (0.00%)

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

### Lords



#### HIGH PRINCE #1

High Prince - Standard - Infantry - 20x20mm

135 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
<b>Model Rules</b>	Martial Discipline • Lightning Reflexes • Light Armour									

### Core



#### CITIZEN ARCHERS #1

Citizen Archers x12 - Standard - Infantry - 20x20mm

948 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Archer	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Light Armour • Longbow									

<b>Options</b>	Champion • Musician • Standard Bearer
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#### ELEIN REAVERS #1

Elein Reavers x5 - Standard - Infantry - 20x20mm

475 POINTS



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

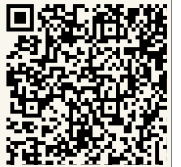
<b>Options</b>	May take Mount's Protection (5+) • May take Bow • Champion • Musician • Standard Bearer
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#### ELEIN REAVERS #2

Elein Reavers x5 - Standard - Infantry - 20x20mm

475 POINTS



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

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

Highborn Lancers x7 - Standard - Infantry - 20x20mm

569 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	
<b>Model Rules</b>	Lightning Reflexes • Martial Discipline • Mount's Protection (6+) • Heavy Armour • Lance • Shield									

<b>Options</b>	May take Mount's Protection (5+) • Champion • Musician • Standard Bearer
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### SEA GUARD #1

Sea Guard x19 - Standard - Infantry - 20x20mm

1 363 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sea Guard	5	4	4	3	3	1	5	1	8	Infantry
Champion	5	5	5	3	3	1	5	2	8	
<b>Model Rules</b>	Lightning Reflexes • Fight in Extra Rank • Weapon Master • Martial Discipline • Steady Aim • Light Armour • Spear • Shield • Bow									

<b>Options</b>	Champion • Musician • Standard Bearer
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<b>Magic banners</b>	Banner of Discipline (Banner Enchantment)
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**Special**



### FLAME WARDENS #1

Flame Wardens x19 - Standard - Infantry - 20x20mm

1 494 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	
<b>Model Rules</b>	Fight in Extra Ranks • Immune to Psychology • Ward Save (4+) • Lightning Reflexes • Martial Discipline • Halberd • Heavy Armour									

<b>Options</b>	Champion • Musician • Standard Bearer
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<b>Magic items</b>	Axe of Battle
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<b>Magic banners</b>	Rending Banner (Banner Enchantment)
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**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
<b>Model Rules</b>	Chill Aura • Magical Attacks • Fly (8) • Ward Save (5+) • Innate Defence (5+)									

**Magics**

**Magic items**

**Axe of Battle:**

**Magic banners**

**Banner of Discipline:**

Rendering Banner:

## Model Rules

**Bow:**

**Chill Aura:**

**Devastating Charge:**

**Divine Attacks:**

**Fast Cavalry:**

**Fight in Extra Rank:**

**Fight in Extra Ranks:**

**Fly (8):**

**Halberd:**

**Heavy Armour:**

**Immune to Psychology:**

**Innate Defence (5+):**

**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 (6+):**

**Multiple Shot (3):**

**Quick to Fire:**

**Shield:**

**Spear:**

**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



Elein Reavers #1



Elein Reavers #2



Flame Wardens #1



Frost Phoenix #1



High Prince #1



Highborn Lancers #1



Sea Guard #1

