



HIGHBORN ELVES

2500 VOLANTS - 3 260 POINTS



526 pts (16.00 %) 1420 pts (44.00 %) 674 pts (21.00 %) 440 pts (13.00 %) 200 pts (6.00 %) 350 pts (11.00 %)

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

526 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
High Prince	5	7	7	4	3	3	8	4	10	Infantry
Bonus High Warden of the Flame	-	-	-	-	-	-	-	-	-	
Frost Phoenix	2	5	0	5	5	5	3	5	8	Monster
Model Rules	Martial Discipline • Lightning Reflexes • Light Armour									
Model Rules (Bonus High Warden of the Flame)	Immune to Psychology • Ward Save (4+) • Magic Resistance (1) • Divine Attacks									
Model Rules (Frost Phoenix)	Magical Attacks • Fly (8) • Ward Save (4+) • Chill Aura • Innate Defence (5+)									
Model Rules (Frost Phoenix)	Magical Attacks • Fly (8) • Ward Save (4+) • Chill Aura • Innate Defence (5+)									

Options	High Warden of the Flame • Mount : Frost Phoenix • Heavy Armour • May take a Longbow
Magic items	Giant Sword (Lords) • Hardened Shield • Dusk Stone

Heroes



COMMANDER - BSB

Commander - BSB - Standard - Infantry - 20x20mm

322 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Commander	5	6	6	4	3	2	7	3	9	Infantry
Griffon	6	5	0	5	5	4	5	4	5	Monstrous Beast
Model Rules	Lightning Reflexes • Martial Discipline • Light Armour									
Model Rules (Griffon)	Fear • Fly (8) • Large Target									
Model Rules (Griffon)	Fear • Fly (8) • Large Target									

Options	Shield • Mount : Griffon • May take Armour Piercing (1) • May take Lightning Reflexes • Thunderous Charge and Devastating Charge
Magic items	Spear of the Blazing Dawn (Heroe) • Armour of Fortune



MAGE #1

Mage - Standard - Infantry - 20x20mm

352 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	Ring of Fire • Tome of Arcane Lore (Heroes)

Core



ELEIN REAVERS #1

Elein Reavers x5 - Standard - Infantry - 20x20mm

85 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									



ELEIN REAVERS #2

Elein Reavers x5 - Standard - Infantry - 20x20mm

85 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									



HIGHBORN LANCERS #1

Highborn Lancers x10 - Standard - Infantry - 20x20mm

625 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+) • Musician • Standard Bearer
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HIGHBORN LANCERS #2

Highborn Lancers x10 - Standard - Infantry - 20x20mm

625 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+) • Musician • Standard Bearer
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Special



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+)
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Model Rules (Crew (1))	Lightning Reflexes • Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster)
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LION CHARIOT #2
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



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)									



GIANT EAGLE #2
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)									



SKY SLOOP #1
Sky Sloop - Standard - Infantry - 20x20mm

170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	4	4	4	-	-	-	Chariot
Crew (2)	-	4	4	3	-	-	5	1	8	
Hawk (1)	2	4	-	4	-	-	4	2	8	
Model Rules	Fly (9) • Hard Target • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									
Model Rules (Crew (2))	Lightning Reflexes									

Options

Storm Pennant



SKY SLOOP #2
Sky Sloop - Standard - Infantry - 20x20mm

170 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	4	4	4	-	-	-	Chariot
Crew (2)	-	4	4	3	-	-	5	1	8	
Hawk (1)	2	4	-	4	-	-	4	2	8	
Model Rules	Fly (9) • Hard Target • Martial Discipline • Mount's Protection (6+) • Light Armour • Light Lance									
Model Rules (Crew (2))	Lightning Reflexes									

Options

Storm Pennant

Magics

Magic items

Armour of Fortune:

Dusk Stone:

Giant Sword (Lords):

Hardened Shield:

Ring of Fire:

Spear of the Blazing Dawn (Heroe):

Tome of Arcane Lore (Heroes):

Model Rules

Devastating Charge:

Divine Attacks:

Fast Cavalry:

Fly (9):

Great Weapon:

Hard Target:

Heavy Armour:

Immune to Psychology:

Impact Hits (+1):

Lance:

Level 1 Wizard Apprentice:

Light Armour:

Light Lance:

Lightning Reflexes:

Lion's Fur:

Magic Resistance (1):

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:

Shield:

Steady Aim:

Sword Sworn:

Valiant:

Ward Save (4+):

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.

Commander - BSB



Elein Reavers #1



Elein Reavers #2



Giant Eagle #1



Giant Eagle #2



High Prince #1



Highborn Lancers #1



Highborn Lancers #2



Lion Chariot #1



Lion Chariot #2



Mage #1



Sky Sloop #1



Sky Sloop #2

