



HIGHBORN ELVES

CALENDAR 2023 3 - 975 POINTS



975 pts (100.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
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Characters Core Special Queen's Bows
 (40 Max) (50 Max) (25 Least) (25 Least) (0 NoLimit) (0 NoLimit) (30 Max) (30 Max)

Characters



HIGH PRINCE #1

High Prince - Gigantic - Beast - 20x20mm

975 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, Hand Weapon					



MOUNT ANCIENT DRAGON

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Fly, Light Troops, Ancient Allies (2)Minds, Meeting of	
	7"	14"			
Defensive	HP	Def	Res	Arm	
	8	6	6	4	
Offensive	Att	Off	Str	Ap	Agi
Ancient Dragon	6	6	7	4	3
Harnesses, Breath Attack					

Options	Queen's Cavalier • Lance (Nova Flare) • Ancient Dragon
Magic items	Nova Flare (Lance)

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H Favour of Meladys				
Mf	10+	Caster	Caster	Last one Turn
<p>You gain one Veil Token that is not removed when the spell ends. 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 and apply the following rules instead:</p> <ul style="list-style-type: none"> No Special Save can be taken. If the attack causing the wound has Multiple Wounds, it inflicts one wound less than usual. Otherwise, the wound is ignored. <p>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.</p>				

Magic items

Nova Flare: Attacks made with this weapon gain **Devastating Charge** (+1 Att), **Lethal Strike**, and become **Divine 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.

Model Rules

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: Close Combat

A Close Combat Attack with Lightning Reflexes gains a +1 to-hit modifier. Model parts with this Attack Attribute wielding Great Weapons do not gain this +1 to-hit modifier, but strike with the Great Weapon at the Initiative Step corresponding to their Agility instead of always striking at Initiative Step 0.

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.

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.

High Prince #1

