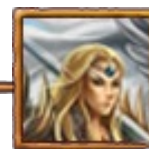




HIGHBORN ELVES

BATALLA DE MIELAU - 7 405 POINTS



345 pts (5.00%) 3289 pts (44.00%) 504 pts (7.00%) 1228 pts (17.00%) 2039 pts (28.00%) 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

345 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 Master of Canreig Tower	-	-	-	-	-	-	-	-	-	
Model Rules	Martial Discipline • Lightning Reflexes • Light Armour									
Model Rules (Bonus Master of Canreig Tower)	Sword Sworn • Master of Balance • Level 1 Wizard Apprentice									

Options	Master of Canreig Tower
Magic items	Great Bow of Elu • Bronze Breastplate

Heroes



COMMANDER - BSB

Commander - BSB - Standard - Infantry - 20x20mm

167 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Commander	5	6	6	4	3	2	7	3	9	Infantry
Bonus Queen's Companion	-	-	-	-	-	-	-	-	-	
Model Rules	Lightning Reflexes • Martial Discipline • Light Armour									

Options	Queen's Companion • May take a Longbow • Moonlight Arrows
Magic items	Spear of the Blazing Dawn (Heroe) • Mithril Mail - models on foot only (Heroes)



MAGE #1

Mage - Standard - Infantry - 20x20mm

337 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	Order of the Fiery Heart • Mount : Young Dragon • Dragonforged Armour
Magic items	Hardened Shield • Dusk Stone • Sceptre of Power (Heroes)

Core



CITIZEN ARCHERS #1

Citizen Archers x10 - Standard - Infantry - 20x20mm

910 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	Standard Bearer
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CITIZEN SPEARS #1

Citizen Spears x29 - Standard - Infantry - 20x20mm

1 779 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Citizen Spear	5	4	4	3	3	1	5	1	8	Infantry
Model Rules	Lightning Reflexes • Fight in Extra Rank • Martial Discipline • Light Armour • Shields • Spear									

Options	May take Heavy Armour • Musician • Standard Bearer
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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									



HIGHBORN LANCERS #1

Highborn Lancers x5 - Standard - Infantry - 20x20mm


515 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



KNIGHTS OF RYMA #1

Knights of Ryma x5 - Standard - Infantry - 20x20mm

710 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Knight	5	5	4	4	3	1	6	1	9	Cavalry
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 • Standard Bearer
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LION GUARD #1

Lion Guard x14 - Standard - Infantry - 20x20mm

1 329 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Lion Guard	5	5	4	4	3	1	5	1	8	Infantry
Model Rules	Multiple Wounds (2, Monstrous Cavalry, Monstrous Beasts, Chariot, Monster and Ridden Monster) • Bodyguard (High Prince and Commander) • Strider (Forest) • Lightning Reflexes • Martial Discipline • Valiant • Lion's Fur • Heavy Armour • Great Weapon									

Options	A single unit may Skirmish (up to 15 models) • Standard Bearer
Magic banners	Banner of Becalming (Banner Enchantment)
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
Model Rules	Chill Aura • Magical Attacks • Fly (8) • Ward Save (5+) • Innate Defence (5+)									



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)									



GREY WATCHERS #1

Grey Watchers x8 - Standard - Infantry - 20x20mm

464 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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GREY WATCHERS #2

Grey Watchers x8 - Standard - Infantry - 20x20mm

464 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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Magics

Magic items
Bronze Breastplate:
Dusk Stone:
Great Bow of Elu:
Hardened Shield:
Mithril Mail - models on foot only (Heroes):
Sceptre of Power (Heroes):
Spear of the Blazing Dawn (Heroe):

Magic banners
Banner of Becalming:

Model Rules
Bitter Arrows:
Bodyguard (High Prince and Commander):
Bow:
Chill Aura:
Devastating Charge:
Divine Attacks:
Dragonforged Armour:
Fast Cavalry:
Fight in Extra Rank:
Fly (8):
Fly (9):
Great Weapon:
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 (5+):

Mount's Protection (6+):

Multiple Shot (3):

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

Quick to Fire:

Scout:

Shield:

Shields:

Skirmishers:

Spear:

Steady Aim:

Strider (Forest):

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



Citizen Spears #1



Commander - BSB



Elein Reavers #1



Frost Phoenix #1



Giant Eagle #1



Giant Eagle #2



Grey Watchers #1



Grey Watchers #2



High Prince #1



Highborn Lancers #1



Knights of Ryma #1



Lion Guard #1



Mage #1



