

IZ 2017 - Jacopo

4500 Pts - Highborn Elves

Name	#	Type	M	WS	BS	S	T	W	I	A	Ld	AS	WSv	Cost
Lords of the Seas (1$\frac{1}{2}$, 726 pts)														
Prince of the Royal Hunt	1	Ch	-	7	7	4/6	3	3	8	4	10	1+*	4+	726
Composition: Characters General ; Great Weapon; Heavy Armour; Lion Fur; Inspiring Presence; Lightning Reflexes; Martial Discipline														
<i>Bluffer's Helm</i>	1	Type: None (6+ Armour Save). Successful To Wound rolls against the wearer must be rerolled.												[80]
<i>Talisman of Supreme Shielding</i>	1	Grants a 4+ Ward Save.												[100]
Royal Huntsman	1	Bearer gains Valiant. When fighting with a Great Weapon, it gains Multiple Wounds (2, Monstrous Beast, Monstrous Cavalry, Monster and Ridden Monster). The model's unit is immune to the effects of Terror and Fear.												[90]
Lion Chariot	1	-				5	4	4						[170]
Cannot March; Impact Hits (D6+1); Mount's Protection (5+)														
Crew	1	-	-	5	4	4/6	-	-	5	1	8	3+		[0]
Great Weapon; Heavy Armour; Lightning Reflexes; Martial Discipline; Multiple Wounds (2, MB, MC, Ch, Monsters, rMo); Valiant														
War Lion	2	-	8	5	-	5	-	-	4	2	-			[0]
Swiftstride														
Lords of the Seas (1$\frac{1}{2}$, 378 pts)														
Commander	1	Ca	-	6	6	4*/5*	3	3	7	3/4	9	2+	(2+), 6+	378
Composition: Characters Battle Standard Bearer ; Dragonforged Armour; Shield; Hold Your Ground; Lightning Reflexes; Martial Discipline														
<i>Hero's Sword</i>	1	Type: Hand Weapon. Attacks made with this weapon gain +1 Strength. The wielder has +1 Attack when using this weapon. When attacking with this weapon, wielder cannot have more than 4 Attacks and Strength 5 (regardless of modifiers).												[40]
<i>War Banner of Ryma</i>	1	The bearer's unit gains Thunderous Charge. Mounts are not affected.												[60]
Elven Horse	1	-	9	3	-	3	3	1	4	1	3			[50]
Mount's Protection (5+); Swiftstride														
Mage (1$\frac{1}{2}$, 530 pts)														
Mage	1	Ca	-	4	4	3	3	3	5	1	9	5+	5+	530
Composition: Characters Wizard Master; Learned Spells (x4); Channel; Lightning Reflexes; Martial Discipline; Master of the Balance														
<i>Sceptre of Power</i>	1	One use only. The bearer may add a single Magic Dice from its Dice Pool to a casting roll, after seeing the casting roll. Note that this cannot exceed the limit of max 5 Magic Dice used to cast spells.												[20]
<i>Talisman of Greater Shielding</i>	1	Grants a 5+ Ward Save.												[50]
<i>Path of Pyromancy</i>	1	Must choose spells from the Path of Pyromancy.												[0]
Elven Horse	1	-	9	3	-	3	3	1	4	1	3			[40]
Mount's Protection (5+); Swiftstride														
Elein Reavers (5$\frac{1}{2}$, 210 pts)														
Elein Reavers	5	Ca	-	4	4	3*	3	1	5	1	8	5+		210
Composition: Core, Class 1 Musician; Light Lance; Bow; Light Armour; Fast Cavalry; Lightning Reflexes; Martial Discipline														
Elven Horse	5	-	9	3	-	3	3	1	4	1	3			[0]
Mount's Protection (6+); Swiftstride														
Highborn Lancers (16$\frac{1}{2}$, 926 pts)														
Highborn Lancers	10	Ca	-	4	4	3*	3	1	5	1	8	2+		586
Composition: Core Musician; Standard Bearer; Lance; Heavy Armour; Shield; Lightning Reflexes; Martial Discipline; Scoring														
Champion	1	Ca	-	4	4	3*	3	1	5	2	8	2+		[66]
Lance; Heavy Armour; Shield; Lightning Reflexes; Martial Discipline														
Elven Horse	11	-	9	3	-	3	3	1	4	1	3			[0]
Mount's Protection (5+); Swiftstride														

Name	#	Type	M	WS	BS	S	T	W	I	A	Ld	AS	WSv	Cost
Highborn Lancers	4	Ca	-	4	4	3*	3	1	5	1	8	2+		340
	Composition: Core Musician; Standard Bearer; Lance; Heavy Armour; Shield; Lightning Reflexes; Martial Discipline; Scoring													
Champion	1	Ca	-	4	4	3*	3	1	5	2	8	2+		[66]
	Lance; Heavy Armour; Shield; Lightning Reflexes; Martial Discipline													
Elven Horse	5	-	9	3	-	3	3	1	4	1	3			[0]
	Mount's Protection (5+); Swiftstride													
War Standard	1	The bearer's unit adds +1 to the Combat Score of any combat they are involved in.												[30]
Knights of Ryma (9+, 666 pts)														
Knights of Ryma	8	Ca	-	5	4	4*	3	1	6	1*	9	2+	(2+), 6+	666
	Composition: Special Musician; Standard Bearer; Lance; Dragonforged Armour; Shield; Devastating Charge; Lightning Reflexes; Martial Discipline; Scoring													
Champion	1	Ca	-	5	4	4*	3	1	6	2*	9	2+	(2+), 6+	[74]
	Lance; Dragonforged Armour; Shield; Devastating Charge; Lightning Reflexes; Martial Discipline													
Elven Horse	9	-	9/10	3	-	3	3	1	4	1	3			[0]
	Mount's Protection (5+); Swiftstride													
Banner of Speed	1	The bearer's unit has +1 Movement.												[50]
Lion Chariot (2+, 460 pts)														
Lion Chariot	1	Ch				5	4	4						230
	Composition: Special Cannot March; Impact Hits (D6+1); Mount's Protection (5+)													
Crew	2	-	-	5	4	4/6	-	-	5	1	8	3+		[0]
	Great Weapon; Heavy Armour; Lightning Reflexes; Martial Discipline; Multiple Wounds (2, MB, MC, Ch, Monsters, rMo); Valiant													
War Lion	2	-	8	5	-	5	-	-	4	2	-			[0]
	Swiftstride													
Lion Chariot	1	Ch				5	4	4						230
	Composition: Special Cannot March; Impact Hits (D6+1); Mount's Protection (5+)													
Crew	2	-	-	5	4	4/6	-	-	5	1	8	3+		[0]
	Great Weapon; Heavy Armour; Lightning Reflexes; Martial Discipline; Multiple Wounds (2, MB, MC, Ch, Monsters, rMo); Valiant													
War Lion	2	-	8	5	-	5	-	-	4	2	-			[0]
	Swiftstride													
Frost Phoenix (1+, 400 pts)														
Frost Phoenix	1	Mo	2	5	-	5	5	5	3	5	8	5+	5+	400
	Composition: Class 3 Chill Aura; Fly (8); Innate Defence (5+); Magical Attack; Stomp (D6); Terror; Towering Presence													
Giant Eagle (2+, 200 pts)														
Giant Eagle	1	MB	2	5	-	4	4	3	4	2	8			100
	Composition: Special Fly (9); Stomp (1)													
Giant Eagle	1	MB	2	5	-	4	4	3	4	2	8			100
	Composition: Special Fly (9); Stomp (1)													
Total Cost:													4496	

Option Footnotes

Options	
Bow	Shooting weapon. Range 24", Strength 3, Volley Fire.
Dragonforged Armour	Heavy Armour. The wearer has the Fireborn and Ward Save (6+) special rules.
Great Weapon	Close Combat weapon. Requires Two Hands. Attacks made with a Great Weapon has +2 Strength and strikes at Initiative 0 (regardless of wielder's Initiative).
Hand Weapon	All models are armed with a Hand Weapon. Hand Weapons cannot be lost, destroyed or nullified by any means. If a model has any combat weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons can be used alongside a Shield to get the Parry rule.
Heavy Armour	5+ armour save.
Lance	Close Combat weapon. Attacks made with a Lance have +2 Strength in the Round of Combat directly after the Wielder has charged into combat. This bonus can only be used for attacks directed against the charged enemies.
Light Armour	6+ armour save.

Light Lance	Close Combat weapon. Attacks made with a Light Lance has +1 Strength in the Round of Combat directly after the Welder has charged into combat. This bonus can only be used for attacks directed against the charged enemies.
Lion Fur	Wearer has Innate Defence (6+), Innate Defence (5+) against Shooting attacks.
Musician	A unit with a Musician can make a Swift Reform, the unit makes a Reform with the following exceptions: - The unit is not prohibited from shooting in the next Shooting Phase. The unit can perform an Advance Move after the Reform. March Tests taken by units within 8" of an enemy unit with a Musician are taken at -1 Leadership, unless the unit that wishes to March also has a Musician.
Shield	+1 armour save bonus.
Standard Bearer	A side with Standard Bearer adds +1 to its Combat Score for each Standard Bearer.
Wizard Master	Wizard Masters add +2 to their casting and dispelling rolls.
Special Rules	
Bodyguard	When a Character is joined to a unit with where at least one model has the Bodyguard special rule, that Character gains the Stubborn special rule. Sometimes this only works with certain Characters. When this is the case, the relevant Characters or Character types will be stated in brackets.
Channel	Each model part with this special rule adds +1 to its side's Channel rolls.
Chill Aura	Enemy units in base contact with one or more models with this special rule has -3 Initiative and -1 Strength (to a minimum of 1).
Devastating Charge	In the first round of a combat after a model with this rule has successfully charged into combat, model parts with this special rule have +1 Attack.
Fast Cavalry	Models with this special rule have Light Troops and Vanguard. If a unit consisting solely of models with the Fast Cavalry special rule voluntarily declares the charge reaction "Flee" (i.e. not when already Fleeing or as a result of a failed Terror test), and then subsequently rallies in the following Player Turn, the unit is free to move normally (except it cannot charge) and shoot (but still counts as having moved).
Fireborn	Model parts with this special rule gain Ward Save (2+) against Flaming Attacks. While a model has Fireborn, it cannot benefit from Regeneration.
Fly	Units composed entirely of models with this special rule can make Flying Movements in the Move Chargers and Remaining Moves sub-phases. When a unit makes a Flying Movement, substitute the models' Movement Characteristic with the value given in brackets (X). All modifiers to ground movement values are also applied to the flying value of a model. Flying Movement can be used to March. Units using Flying Movement ignore all Terrain and units during the Flying Movement (from their starting to their ending position), but must abide the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain from which they take off and in which they land. Models with the Fly special rule also always have Swiftstride and Light Troops.
Hold Your Ground	All units within 12" of a friendly non-fleeing model with this special rule may receive the ability to reroll failed Leadership Tests.
Impact Hits	Special Attack. Model parts with this special rule in base contact with an enemy unit can (and must) make a Special Close Combat Attack in the first Round of Combat after successfully charging. Impact Hits are resolved at Initiative 10 and inflict a number of hits equal to the value stated within brackets (X) to the charged enemy unit. Impact Hits automatically hit and have a Strength value equal to the model part's own Strength, with +1 Strength for every Full Rank after the first in the unit, provided that those ranks are comprised entirely of models with the Impact Hits special rule. Due to being Special Attacks, Impact Hits do not benefit from weapon bonuses or special rules. If a model has both Grinding Attacks and Impact Hits, it may only use one of these rule in the same Combat Round (you may choose which). If the value within brackets is preceded by a '+' sign, add the value to the already existing Impact Hits instead (if the model part already had Impact Hits). If not, use the value directly. When several model s in the same unit have this special rule, and when X is a random number (for example Impact Hits(D6)), roll for the number of hits separately. In Chariots models, only the Chariot model part itself use this Special Attack. In the other multipart models, only the mount parts can use it.
Innate Defence	A model part can only use one instance of Innate Defence (use the best available).
Inspiring Presence	All units within 12" of a friendly non-fleeing model with this special rule may receive the ability to use the Leadership of the model with Inspiring Presence, instead of their own Leadership. This ability follows all the normal rules for using a Borrowed Characteristic, meaning that effects modifying the Leadership of the model with Inspiring Presence are applied before borrowing the model's Leadership. This borrowed Leadership may then be further modified.
Light Troops	Units composed entirely of models with this special rule are allowed to make any number of Reforms when moving in the Remaining Moves sub-phase, while they may still Advance or March. They are allowed to shoot even if they Marched or Reformed. No model may move more than its Movement allowance (or twice that number if Marching), from its starting position to its final position, around any obstructions (including the Unit Spacing rule). If a model performed any action during the movement (such as Sweeping attacks), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position. If more than half the models in a unit have the Light Troops special rule, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as it remains with the unit.
Lightning Reflexes	Model parts with this special rule have +1 to hit with their Close Combat Attacks. This does not apply if the model part would be striking at initiative 0 (for example due to Great Weapons or the Mesmeric Allure spell). If this is the case, it strikes at its own Initiative instead.

Magical Attack	Attacks with this special rule or Attacks made by model parts with this special rule normally don't have any special effect. However, they interact with other rules (such as Ethereal). Models with this special rule apply it to all their attacks, including Special Attacks such as Stomp, Impact Hits, and Breath Attacks (unless stated otherwise). All attacks caused by spells and Magical Items have Magical Attacks.
Martial Discipline	If more than half of a unit's models has this special rule, when taking Leadership Tests other than Panic or Break Tests, roll one additional D6 and remove the highest D6 rolled.
Master of the Balance	If your army includes one or more models with this rule, add an additional +1 to Channel attempts in the opponent's Magic Phase.
Multiple Wounds	Unsaved Wounds caused by attacks with this special rule or by Close Combat Attacks from model parts with this special rule are multiplied into the value given in brackets (X). If the value is a Dice (such as "Multiple Wounds (D3)"), roll one such Dice for each unsaved Wound with this special rule. The amount of Wounds that the attack is multiplied into can never be higher than the Wounds Characteristic of the Target (excluding Wounds suffered previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a Troll (W3) and rolls a '5' for the amount of Wounds, this is reduced to 3 Wounds. If (Clipped Wings) is stated after the X value in brackets, an unsaved wound caused by attacks with this special rule to a model with Fly is multiplied into X+1 instead of X. Sometimes this rule is connected to certain Troop Types or special rules. If this is the case, the Troop Type will be given within brackets (Y), for example Multiple Wounds (2, Infantry). If this is the case, only apply the Multiple Wounds rule when attacking models of the given Troop Type or possessing the given special rules.
Parry	Close Combat Attacks from opponents in the front can never score successful hits on to-hit rolls of better than 4+, before applying to-hit modifiers. This can only be used by models on foot and against Close Combat Attacks from the front.
Scoring	Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybook with a special pennant icon: The Scoring special rule can be lost during the game: - A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing. - An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule. - A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.
Stomp	Special Attack. A model with this special rule must make a Special Close Combat Attack in the Close Combat Phase at Initiative 0 against a single enemy unit in base contact, provided that the Troop Type of the target unit is Infantry, War Beast, Swarm or War Machine. This attack deals a number of hits equal to the value stated within brackets (X), which automatically hit and have a Strength equal to the model's own Strength. Hits caused by Stomp can only be allocated onto models with Infantry, War Beast, Swarm or War Machine Troop Type (ignore models of different Troop Type when distributing hits). When several models in the same unit have this special rule, and when X is a random number (for example Stomp (D6)), roll for the number of hits separately. In multipart models, riders can never Stomp. Stomp attacks can only ever be allocated to models that can normally be stomped. Being a Special Attack, Stomp never benefits from any equipment or special rule the model has.
Stubborn	A unit with at least one model with this special rule ignores any Combat Score penalties to its Leadership when taking Break Tests or Combat Reform Leadership Tests.
Swiftstride	When a unit composed entirely of models with this special rule rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this would lead to rolling 3D6) and discards the lowest dice.
Terror	When a unit with one or more models with this special rule declares a Charge, its target must take a Panic Test. If the test is failed, the target of the Charge must declare a Flee Reaction, if able to do so. Furthermore, all models with Terror also have the Fear special rule and are immune to Fear and Terror.
Thunderous Charge	In the first round of a combat after a model with this special rule has successfully charged into combat, model parts with this special rule receive a +1 Strength bonus to their normal Close Combat Attacks. This Strength bonus can only be used for Attacks directed against the charged enemies.
Towering Presence	A model with Towering Presence is of Gigantic Height and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Hold Your Ground or Inspiring Presence Range by 6".
Valiant	Models with this special rule gain Stubborn when in base contact with an enemy model that causes Fear. Rank-and-File models with this rule have Bodyguard (High Prince and Commander). Bodyguard only applies to specified Characters without an Honour, unless that Honour is Royal Huntsman.
Vanguard	After Deployment (including Scouts), units composed entirely of models with this special rule may perform a 12" move. The move is performed as if in the Remaining Moves sub-phase, including any actions and restrictions the unit would normally have in the Remaining Moves sub-phase (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Movement Characteristic and no March Moves are allowed. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

Volley Fire	Shooting weapons with this special rule or Shooting Attacks from model parts with this special rule ignore intervening models for Cover purposes when shooting. (However, they don't ignore Terrain and must still be able to draw a Line of Sight to their target). Furthermore, (unless making a Stand and Shoot Charge Reaction) if the unit hasn't moved in this Player Turn, all models with a Volley Fire Shooting weapon may shoot (even if they are further back than the usual first two ranks allowed to shoot).
-------------	--

Roster Design Information

Version 1.3.4

Validation Report

Game: 9th Age; Core Rules Version: 1.3.4; Data File Version: 1.42

Roster satisfies all enforced validation rules

Roster Statistics

Models: 38

General's Ld: 10

Total Characters: 1634

Total Core: 1136

Total Special: 1326

Total Magic Items: 430

% Characters: 36

% Core: 25

% Special: 29

% Magic Items: 10

Total Class 1: 210

Total Class 2: 0

Total Class 3: 400

Total Class 4: 0

% Class 1: 5

% Class 2: 0

% Class 3: 9

% Class 4: 0

Group	Min	Max	Used
Points of Characters	0	1800	1634
Points of Core	1125	Unlimited	1136
Points of Special	0	0	1326
Elder Service	0	1350	210
Peacekeepers	0	675	0
The Ancient Allies	0	900	400