

## HIGH ELVES V2

### BACKGROUND

The Elven Kingdoms are the most ancient and cultured of all the world's realms aside from those of the cold-blooded Lizardmen races. Long before the crude townships of men took shape the Elves were building glittering cities in the island-continent of Ulthuan and in their many colonies throughout the world. After millennia of habitation many of these cities still exist. They are graced by fantastical towers, sweeping arches, and a thousand other wonders undreamed of by mankind. Within soaring spires the High Elves pursue their age-long studies of art, sorcery and the world both natural and otherwise.

The Elven mind is not only keen but is matched by a near perfect physique and extraordinary longevity. Elves resemble men but are taller and more elegantly proportioned with long athletic limbs. They have lean, intelligent and handsome faces with delicately pointed ears and entrancing almond shaped eyes. It has been said that their swift precise movements make the most graceful human seem oafish in comparison. These qualities make them dangerous warriors as well as unparalleled craftsmen and sorcerers.

Elves are not warlike by nature as are, for example, Orcs and even Dwarfs and men to some extent. However they are proud – some might say arrogant – and ultimately confident in their purpose. Thousands of years ago the Elves and Dwarfs fought a long and bitter war over possession of the Old World – a war fuelled by pride and suspicion on both sides. This war weakened the two races to such an extent that both were nearly destroyed as a result. Much of the Dwarf realm was subsequently overrun by greenskins, the Elves were driven from their cities in the Old World, and the Elven homelands were plunged into the devastating civil war known as The Sundering. Elves and Dwarfs have never forgotten that war and it remains a source of recrimination and antagonism between them to this day.

Although their strength is less than it once was the Elven Kingdoms constitute the greatest bastion against Chaos in the world. Millennia ago – when the Age of Chaos began – the most adept of the High Elf Mages constructed a gigantic vortex of power at the centre of the island-continent of Ulthuan at the heart of the Elven Kingdoms. The purpose of this vortex was to draw magical energy out of the world, which was at that time overrun with daemons and other wholly sorcerous creatures. By means of a system of magical standing stones arranged around the circular island like a spider's web, the power of Chaos was gradually drawn from the world and stability restored. The Daemon armies were destroyed or banished back to the Realms of Chaos from which they had come. This is a burden that the High Elves carry to this day. Were Ulthuan and its vortex to fall the world would be quickly consumed in magic and mortal creatures would cease to exist – at least in any form recognisable as such.

The Elven Kingdoms remain eternally alert to the threat of Chaos. They are the undisputed masters of the seas and have fortresses situated all over the globe at strategic positions. There they wait and watch the lights of magic playing upon the northern skies, and prepare for the next battle against the forces of Chaos. However, their numbers are fewer now than ever, and the burden of defence grows ever more

heavy. For this reason the Elves regard the human realms as vital to the great war against Chaos, for if the human realms fell it would be only a question of time before Ulthuan itself would be overwhelmed by the tides of Chaos.

## CAPTIONS

**Spearmen.** The majority of Elves fight as a closely coordinated body of spearmen with scale armour, long elegant shields, and tall helms. There are numerous bodies of troops that fight with other weapons – usually associated with a particular region or City of Ulthuan – for example the cloaked Phoenix Guard, the Lothorn Seaguard, the axe-wielding White Lions, and the warrior-mystics called the Swordmasters of Hoeth.

**Archers.** Elves are keen sighted and their archers are the finest in the whole world – this is the preferred weapon for many High Elves. The most famous of them all are the dispossessed Shadow Warriors – the wandering remnants of the people of Nagarythe that was destroyed during The Sundering.

**Silver Helms.** The nobility of Ulthuan fights as mounted warriors which in the case of High Elves are called Silver Helms – a reference to their tall gleaming helmets. The most distinct of these noble cavalry are the ancient families of Caledor who wear armour fashioned to resemble dragon scale – as the royal families of Caledor once rode dragons to battle. They are known as the Dragon Princes.

**Reavers.** These are lightly armoured bow-armed cavalry and the most skilled of them come from the land of Ellyrian which is famous for its horsemanship. They are responsible for patrolling the shores of Ulthuan, watching for attack, and carrying warning of invasion to the peoples of the towns and cities.

**Chariots.** The charioteers of Tiranoc persist in this ancient and so some extent outmoded means of waging war – it is a tradition that they cling to all the more fiercely because so much of their land was destroyed during The Sundering.

**Giant Eagles.** The Giant eagles of Ulthuan are sentient creatures that guard the passes through the Annulli mountains that divide Ulthuan's inner and outer coasts. Learned Mages can speak to the Eagles who are the eyes and ears of Ulthuan.

**Dragon Rider.** In ancient times the Dragons of Ulthuan were numerous and the Elves rode to war upon the backs of fierce fire-breathing drakes. Those times are long gone – the few dragons that remain sleep in caves deep in the mountains of Caledor and can be awoken only rarely and then only for brief periods. Only in times of greatest need would a Dragon be roused for they are a precious and dwindling resource against Chaos.

**Elven Bolt Thrower.** The Elves have created a variety of bolt throwing engines which they employ on their fast ships or to defend their towering fortifications. Light versions of these weapons can be deployed from ship to land and used to support an Elven army.

Characters. The High Elves possess the greatest and keenest minds of all humanoid races and have a strong tradition of military leadership. Unsullied by greed, ambition, or cruelty, their noble sense of mutual respect and working for the common good means that the High Elven army is the most mobile and most easily co-ordinated fighting force in the world. As if their generalship were not enough, they are also the most adept of all sorcerers with a capacity for magic that puts mere humans in the shade.

Elven characters can also ride a wide variety of mounts including Giant Eagles, Chariots and even Dragons.

## HIGH ELF LIST

Troop	Type	Attacks	Hits	Armour	Command	Unit Size	Points Value	Min /Max	Special
Spearmen	Infantry	3	3	5+	-	3	60	2/-	-
Archers	Infantry	3/1	3	6+	-	3	75	2/-	*1
Silver Helms	Cavalry	3	3	4+	-	3	110	-/-	-
Reavers	Cavalry	3/1	3	6+	-	3	90	-/3	
Chariots	Chariot	3	3	5+	-	3	95	-/3	-
Giant Eagles	Monster	2	3	6+	-	3	70	-/1	*2
Dragon Rider	Monster	6/3	6	4+	-	1	350	-/1	*3
Elven Bolt Thrower	Artillery	1/3	2	0	-	2	65	-/1	*4
General	General	+2	-	-	10	1	180	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Wizard	Wizard	+0	-	-	8	1	90	-/1	*?
Giant Eagle	Mountrous Mount	+2	-	-	-	-	+20	-/1	*5
Dragon	Monstrous Mount	+3	-	-	-	-	+100	-/1	*3
Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	*6

**Rick Note.** The +1 to hit now applies specifically to archers as a special rule and not to High Elves as a general rule. Reavers and Bolt-Throwers now require 4+ to hit targets in the open. However – I have left the points values bolt-throwers as they are as I feel this is a fair reflection of their firepower respectively. I have reduced Reavers by 10 points.

**Archers.** High Elves archers units add +1 to their dice roll when making Shooting attacks. They will therefore score a hit against targets in the open on a 3 or more, against targets that are defended on a 4 or more, and against fortified targets on a 5 or more.

**Giant Eagles.** Eagles can fly.

**Dragons.** Dragons can fly. Dragon Rider units and any other units that include a Dragon riding character cause terror in their enemies.

Because Dragon Riders have a great many hits (6) which are difficult to inflict even during a lengthy combat engagement, we must consider the possibility of hurting the Dragon and reducing its effectiveness in subsequent turns. Therefore, if a Dragon Rider has accumulated 3-5 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Dragon has been badly hurt all accumulated hits are discounted and its maximum hits value and Attacks are halved for the rest of the battle (to 3 Hits and 3 Attacks).

**Dragon Fire**

Dragons can breathe fire. This applies both to a unit of Dragon Riders and to Dragons ridden by characters that have joined a unit of troops. Dragon fire works as follows. The fire breath has a range of 20cm. Breath can be directed against one target as for normal shooting and has 3 Attacks that are worked out in the usual way.

**Elven Bolt Thrower.** See Artillery and Machines (p69). Note that Elven Bolt Throwers require a 4+ to hit targets in the open and not 3+ as stated in the rule book and previous versions of the army list. This is a change to the army list.

**Wizard.** High Elf Mages are especially powerful wizards and to represent this can re-roll a failed spell on any dice result except a 1. If a spell is failed because a 1 is rolled then no re-roll is permitted.

**Dragon Mount.** Generals, Wizards and Heroes can ride Dragons. A Dragon can fly increasing its rider's move from 60 to 100cm. An extra +3 Attacks are added to those of its rider. A Dragon can breath fire if the character has joined a unit that isn't engaged in combat. A Dragon ridden by a character can't breath fire if it is not part of a unit.

**Giant Eagle Mount.** Generals, Wizards and Heroes can ride a Giant Eagle. An Eagle can fly increasing its rider's move from 60 to 100cm. An extra +1 Attacks are added to those of its rider.

**Chariot Mount.** Generals, Wizards and Heroes can ride Chariots. An extra +1 Attack is added to those of its rider.

## SPELLS

### STORM OF STONE

6+ to cast  
Range 30cm

*The ground erupts around the Mage and a hail; of stones, rocks and dirt hurls itself upon his foes.*

This spell affects every enemy unit within range.

Every enemy unit within range takes D3 Attacks worked out in the normal way. Roll separately to determine the number of attacks on each enemy unit. Unengaged units are not driven back by the Storm of Stone (the assault comes from the ground beneath their feet). Engaged units carry over any hits scored into the first round of combat; any hits scored count as having been struck in the combat itself.

### LIGHT OF BATTLE

5+ to cast  
Range 30cm

*A radiant light shines forth upon the Mage's companions filling them with magical vigour.*

This spell affects every friendly unit within range.

The spell lasts for the duration of the following Combat phase.

Every unit gains a bonus +1 attack. This attack can be allocated to any stand in the unit and can be allocated to a different stand in each combat round.

**Rick note. This has changed from +1A per stand to +1A per unit.**

### HEAVEN'S FIRE

5+ to cast  
Range 30cm

*The mage imbues the Elven archers with an unearthly swiftness enabling them to rain death upon the enemy.*

This spell can be cast upon a friendly unit of unengaged missile-armed infantry or cavalry within range. It cannot be cast on artillery. The Mage does not need to be able to see the friendly unit nor their intended target.

When the Heaven's Fire spell is cast on a unit, it can shoot twice that turn instead of once. If it has already shot that turn it can therefore shoot again immediately. If it has yet to shoot it can shoot twice.

## HAIL OF DESTRUCTION

5+ to cast  
Range 30cm

*A hail of fiery arrows flies from the Mage's outstretched finger tips and strikes an enemy unit.*

This spell can be cast on an enemy unit. The Mage must be able to see his target to use this spell. The spell cannot be directed at a unit engaged in combat.

The Hail of Destruction is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a Hail of Destruction as with ordinary shooting.

**Rick Note – changed HOD to make consistent with Death Bolt type spells.**