



HIGH ELVES

High Elves come from the mystic isle of Ulthuan, a hidden realm far out to sea that almost no others have visited.

Champions, Musicians & Standard Bearers

Any unit of foot troops in the army (except skirmishers) may upgrade a model to a Champion, musician or standard bearer for +10 points each. Any unit of cavalry may upgrade a model to a Champion, musician or standard bearer for +15 points each. A Champion will have +1BS if the unit he is with is equipped with bows or longbows, otherwise he will have +1A. A standard bearer from the following units may carry a magic banner worth up to 50 points: Phoenix Guard, Swordmasters, Dragon Princes, White Lions or Handmaidens.

Special Rules

The following special rules apply to the High Elf army.

- High Elves on foot and armed with bows or longbows can shoot in one more rank than is normally allowed.
- High Elves on foot may fight with spears in three ranks. See the Weapons section in the Warhammer rulebook.
- When fighting against Dark Elves all High Elves may re-roll failed Psychology tests (note that this does not include Break tests).
- High Elf wizards get +1 to their dispel roll against any enemy magic. This is *not* cumulative, so an army with two wizards will still only get +1 to dispel. However, this bonus *may* be combined with bonuses from magic items. High Elf wizards may use any lore of magic from the Warhammer rulebook.

LORDS

ELF PRINCE 110 points per model

ARCHMAGE 220 points per model

	M	WS	BS	S	T	W	I	A	Ld
Elf Prince	5	7	6	4	4	3	8	4	10
Archmage	5	4	4	3	4	3	5	1	9
Elven Steed	9	3	0	3	3	1	4	1	5
Pegasus	8	3	0	4	4	3	4	2	6
Griffon	6	5	0	5	5	4	5	4	7
Great Eagle	2	5	0	4	4	3	4	2	8
Unicorn	9	5	0	4	4	1	6	2	10
Dragon	6	6	0	6	6	6	3	5	8

Equipment: Hand weapon. An Archmage may not have other equipment except barding for his steed. An Elf Prince may have an additional hand weapon (+6 pts), Great weapon (+6 pts), spear (+6 pts) or halberd (+6 pts). He may also carry a longbow (+15pts). He may wear light armour (+3 pts) or heavy armour (+6 pts), and may carry a shield (+3 pts).

An Elf Prince may ride a Dragon (+320 pts), Great Eagle (+50 pts) Pegasus (+50 pts) or a Griffon (+200 pts). An Archmage may ride a Pegasus (+50 pts), Great Eagle (+50 pts) or Unicorn (+55 pts). Any Elf Lord may ride an Elven Steed (+18 pts) which may be barded (+6 pts). If a Prince is mounted he may have a lance (+6 pts).

An Archmage or Prince may ride in a chariot chosen as normal from the Special units section of the army list at the cost shown there. He will displace one of the crew.

Special rules: An Archmage is a level 3 wizard. This may be increased to level 4 at a cost of +40 points. A character riding a

Dragon counts as 1 Lord choice and 1 Hero choice. A Dragon, Pegasus, Great Eagle and Griffon can *fly*. A Griffon is a *large target* and causes *terror*. A Dragon is a *large target*, causes *terror*, has a 3+ armour save and breathes S3 fire. A Unicorn gets +2S on the turn it charges. A Unicorn also gives its rider +2 Dispel dice against each spell that affects them and the unit they are with.

HEROES

COMMANDER 65 points per model

MAGE 85 points per model

	M	WS	BS	S	T	W	I	A	Ld
Commander	5	6	6	4	3	2	7	3	9
Mage	5	4	4	3	3	2	5	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

Equipment: Hand weapon. A Mage may not have other equipment except barding for his steed. A Commander may have an additional hand weapon (+4 pts), Great weapon (+4 pts), spear (+4 pts) or halberd (+4 pts). He may also carry a longbow (+10 pts). He may wear light armour (+2 pts) or heavy armour (+4 pts), and may carry a shield (+2 pts).

An Elf Commander may ride a Great Eagle (+50 pts) or Pegasus (+50 pts). Any Elven Hero may ride an Elven Steed (+12 pts) which may be barded (+4 pts). If a Commander is mounted he may have a lance (+4 pts).

One Elven Commander may be upgraded to a Battle Standard Bearer for +25 points. He may carry any magic banner (no points limit), but if he does so he may take no other magic items. He may not be given any extra equipment except light or heavy armour and barding for his Steed. A Battle Standard Bearer may not be your army general, nor may he ride a flying creature.

A Hero may ride in a chariot chosen as normal from the Special units section of the army list at the cost shown there. He will displace one of the crew.

Special rules: A Mage is a level 1 wizard. This may be increased to level 2 at a cost of +40 points. A Great Eagle and Pegasus can *fly*.

CORE UNITS

SPEARMEN 10 points per model

ARCHERS 12 points per model

LOTHERN SEAGUARD 15 points per model

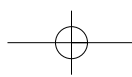
	M	WS	BS	S	T	W	I	A	Ld
Spearman	5	4	4	3	3	1	5	1	8
Archer	5	4	4	3	3	1	5	1	8
Seaguard	5	4	4	3	3	1	5	1	8

Unit Size: 10+

Equipment: All have a hand weapon. In addition, Spearmen have a spear, light armour and shield. Archers have a longbow. Seaguard have spear, light armour, shield and bow. Archers may be given light armour (+1 pt). Spearmen and Seaguard may replace their light armour with heavy armour (+1 pt).

SILVER HELMS 19 points per model

	M	WS	BS	S	T	W	I	A	Ld
Silver Helm	5	5	4	3	3	1	6	1	8
Elven Steed	9	3	0	3	3	1	4	1	5



Unit Size: 5+

Equipment: Hand weapon, lance and light armour. Rides an Elven Steed. May have shield (+2 pts), upgrade to heavy armour (+2 pts) and/or have barding for their steeds (+2 pts).

SPECIAL UNITS

0-1 UNIT OF PHOENIX GUARD 11 points per model
0-1 UNIT OF SWORDMASTERS 12 points per model

	M	WS	BS	S	T	W	I	A	Ld
Phoenix Guard	5	5	4	3	3	1	6	1	8
Swordmaster	5	5	4	3	3	1	6	1	8

Unit Size: 10+

Equipment: Hand weapon and heavy armour. In addition, Phoenix Guard have a halberd and Swordmasters have a Greatsword.

Special rules: Swordmasters strike first if they charge and in Initiative order in subsequent rounds.

SHADOW WARRIORS 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Shadow Warrior	5	4	4	3	3	1	5	1	8

Unit Size: 5-15

Equipment: Hand weapon, longbow and light armour. May have shield (+1 pt).

Special rules: Shadow Warriors are *scouts*, *skirmish* and *hate* Dark Elves.

ELLYRIAN REAVERS 17 points per model

	M	WS	BS	S	T	W	I	A	Ld
Ellyrian Reaver	5	4	4	3	3	1	5	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Equipment: Hand weapon and light armour. May have spear (+1 pt) or bow (+5 pts). They ride Elven Steeds.

Special rules: Ellyrian Reavers are *fast cavalry*.

TIRANOC CHARIOTS 75 points per model

	M	WS	BS	S	T	W	I	A	Ld
Tiranoc Chariot	-	-	-	5	4	4	-	-	-
Crew	-	5	4	3	-	-	5	1	8
Elven Steed	9	3	-	3	-	-	4	1	-

Unit Size: 1 chariot with 2 crew, pulled by 2 Elven Steeds. You may take up to 2 Tiranoc Chariots as a single Special choice.

Equipment: The chariot has an armour save of 5+. The crew have hand weapon, spear and longbow. Tiranoc Chariots may have scythed wheels (+15 pts).

MAGIC ITEMS

You may choose magic items for your characters and units from the following list and/or the common magic items in the rulebook.

Star Lance (magic weapon): Counts as a lance and hits automatically on the turn it charges. **80 pts.**

Blade of Sea Gold (magic weapon): +2A. **50 pts.**

Blade of Darting Steel (magic weapon): All hits that strike the target wound automatically. Armour saves are modified by the Strength of the bearer. **75 pts.**

Armour of Protection (magic armour): Counts as wearing armour (6+ armour save). Gives the wearer a 4+ ward save. **50 pts.**

Golden Crown of Atrazar (talisman): Discount the first wound suffered.

0-1 UNITS OF DRAGON PRINCES 27 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dragon Prince	5	5	4	3	3	1	6	1	9
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Equipment: Hand weapon, heavy armour, shield, and lance. They ride barded Elven Steeds.

RARE UNITS

0-1 UNITS OF WHITE LIONS 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
White Lion	5	5	4	4	3	1	5	1	8

Unit Size: 10+

Equipment: Hand weapon, heavy armour and Great axes. May have shields (+1 pt). White Lions wear lion pelts that give them an additional +1 to their armour save against missile attacks.

Special rules: The Great axes of the White Lions do D3 wounds per wounding hit. As long as the general is leading the White Lions they are *stubborn*.

0-1 UNITS OF HANDMAIDENS OF THE EVERQUEEN

..... 18 points per model

	M	WS	BS	S	T	W	I	A	Ld
Handmaiden	5	5	5	3	3	1	5	1	8

Unit Size: 10+

Equipment: Hand weapon, longbow, spear and light armour.

REPEATER BOLT THROWER 100 points per model

	M	WS	BS	S	T	W	I	A	Ld
Repeater	-	-	-	-	7	3	-	-	-
Crew	5	4	4	3	3	1	5	1	8

Unit Size: 1 war machine with 2 High Elf crew. You may take up to 2 Repeater Bolt Throwers as a single Rare choice.

Equipment: Hand weapon and light armour.

Special Rules: May either fire a single bolt or a salvo of 6. A single bolt works exactly as described in the rulebook. A salvo must be fired at a single target. Roll to hit 6 times at S4 with a -2 save. Bolts fired in a salvo do not penetrate ranks.

GREAT EAGLES 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Great Eagle	2	5	0	4	4	3	4	2	8

Unit Size: 1. You may take up to 2 Great Eagles as a single Special choice.

Special rules: Great Eagles can *fly*.

One use only. **50 pts.**

Amulet of Fire (talisman): The Amulet of Fire gives its wearer 1 extra dispel dice against all spells that affect him or the unit he is with. **20 pts.**

Radiant Gem of Hoeth (enchanted item): The wearer counts as a level 1 wizard. However, the bearer may cast his spell whilst wearing armour. **50 pts.**

War Crown of Saphery (arcane item): The wearer knows 1 more spell than normal for his level. Note that this is not an additional level. **20 pts.**

Sigil of Asuryan (arcane item): Automatically dispels one enemy spell. In addition, roll a D6. On a 4+ the spell is destroyed and the casting wizard cannot use it for the remainder of the battle. One use only. **50 pts.**

Banner of Caledor (magic banner): Unit cannot be affected at all by Death magic. However, the spell itself is not dispelled. **25 pts.**

