

# HIGH ELVES

## Allies:

- ❑ High elf armies can have one Allied Command from any of the following races:
  - ❑ Amazons, Barbarians, Dwarves, Halfmen, Wood Elves, Men-at-Arms.
- ❑ See in the special rules, those scheduled for the Allied Commands.

## Mercenaries:

- ❑ High elf armies can have one Mercenary Command of warriors and creatures from any of the following races:
  - ❑ Barbarians, Dragons, Giants and those Mercenaries that can be recruited by the High Elves or their Allies.
- ❑ See in the special rules, those scheduled for the Mercenary Commands.

## General rules:

- ❑ A High elf army can have any talismans, costing 100 points each.

## INFANTRY

### **High elf heavy infantry** (*base size 2.5 x 2.5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Vet.	Disc.	-	-	1	H/Sh	Hd	15cm	no	no	no	12	"+4EI"	5	20
Infantry	Vet.	Disc.	-	-	1	H	2-Hd	15cm	no	no	no	12	"+4EI"	5	20
Infantry	Vet.	Disc.	-	-	1	H/Sh	Sp	15cm	no	no	no	12	"+4EI"	5	20

### **High elf bodyguard** (*base size 2.5 x 2.5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Guard	Elite	Disc.	.+1	-1	2	H/Sh	Hd	15cm	8	no	no	33	-	5	10
Guard	Elite	Disc.	.+1	-1	2	H	2-Hd	15cm	8	no	no	33	-	5	10
Guard	Elite	Disc.	.+1	-1	2	H/Sh	Sp	15cm	8	no	no	33	-	5	10

#### **Notes:**

- ❑ Maximum one unit every 2000 army points.

## UNITS WITH MISSILE WEAPONS

### **High elf archers** (*base size 2.5 x 2.5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archer	Vet.	Disc.	-	-	1	H	Lb/Hd	12cm	no	no	no	15	"+5EI"	10	30

#### **Notes:**

- They can replace the hand weapon with two hands weapon to the cost of +1 point for each model.

## ARTILLERY

### High elf giant crossbow

(base size: giant crossbow and first cres 2.5 x 5 cm — other crews 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
G. Xbow	-	-	.+2	-	3	-	Cb	-	no	no	-	24	-	2	5
Crew	Vet.	Disc.	-	-	1	H	Hd	15cm	no	no	no	12	-	2	3

#### Notes:

- See the rules for the giant crossbows and ballistas in the *F.W. Companion*, page 32.

### Catapult (base size: catapult 7.5 x 10 cm — crews 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Catapult	Vet.	-	.+4	-	4	-	2-Hd	-	no	no	-	40	-	1	1
Crew	Vet.	Disc	-	-	1	H	Hd	15cm	no	no	no	12	-	4	10

#### Notes:

- See the special rule “To shoot with parabolic trajectory”.

## CAVALRY

### High elf cavalry (base size 2.5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Rider	Vet.	Disc	-	-	1	p/sc	1m	30	7	no	no	38	" +12elite"	3	20
with horse	"	"	.+1	-1	3	"	c&z	"	"	"	"	"	"	"	"

#### Notes:

- They can have a Lance to the cost of +2 points for each model.
- They can have Save Throw 6 to the cost of +7 points for model.

### High elf mounted archers (base size 2.5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archers	Vet.	Disc	-	-	1	H	Lb/Hd	30cm	7	no	no	28	" +8EI"	3	20
with horse	"	"	.+1	-1	2	"	H&H	"	"	"	"	"	"	"	"

### High elf two horses war chariot (base size 5 x 10 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
war chariot	Vet.	Disc.	.+1	-1	4	H/Sh	H&H	25cm	6	no	no	56	" +22EI"	2	5
1° round	"	"	"	"	7	"	"	"	"	"	"	"	"	"	"

#### Notes:

- See the special rules: “War chariots”, “Special profile 1<sup>st</sup> round” and “Linebreaker”.
- The war chariot has a crew of two elves: charioteer and one warrior. One archer can take the place of the warrior to the cost of + 3 points. The archer has a long bow; when he made his shoots his Worth is =1.

## INDIVIDUALS

### High elf warchief and battle leaders *(base size: on foot 2.5 x 2.5 cm — on horse 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
on foot	Elite	Disc.	.+1	-	2	H/Sh	Hd	15cm	7	no	no	34+VC	-	-	-
on horse	Elite	Disc.	.+2	-1	4	H/Sh	Hd	30cm	6	no	no	65+VC	-	-	-

#### Notes:

- They can change the one hand weapon & shield with a two hands weapon without increase of cost.
- If mounted they can have a Lance to the cost of +2 points.

### High elf individuals *(base size: on foot 2.5 x 2.5 cm — on horse 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Hero	Elite	Disc.	.+1	-1	5	H/Sh	Hd	15cm	7	no	no	79	-	-	-
on horse	Elite	Disc.	.+2	-2	8	H/Sh	Hd	30cm	6	no	no	153	-	-	-
Courier	Elite	Disc.	-	-	1	Lt	Hd	30cm	7	no	no	21	-	-	-
on horse	Elite	Disc.	.+1	-1	2	Lt	Hd	55cm	7	no	no	39	-	-	-
Scout	Elite	Disc.	-	-	1	Lt	Lb/Hd	20cm	7	no	no	71	-	-	-
Herald	Elite	Disc.	-	-	1	H	Hd	15cm	7	no	no	48	-	-	-
on horse	Elite	Disc.	.+1	-1	3	H/Sh	Hd	30cm	7	no	no	71	-	-	-
Banner	Elite	Disc.	-	-	1	H	Hd	15cm	7	no	no	58	-	-	-
on horse	Elite	Disc.	.+1	-1	3	H/Sh	Hd	30cm	7	no	no	81	-	-	-

#### Notes:

- Heroes can change the one hand weapon & shield with a two hands weapon without increase of cost.
- Hero on horse can have a **Lance** to the cost of +2 points or a **Long bow** to the cost of +3 points;
- Hero on foot can have a **Long bow** to the cost of +3 points;
- when Hero shoots with his long bow, his **Worth is =1..**

### Paladin hero.

- The High elf army can line up a Paladin hero.
- See the *F.W. Companion by Nick Lund*, page 36.

- Marksman.** Use the profile of the relevant figure you wish to turn into a marksman; the Quality is always the highest (that is, uprated). Points costs are the cost of the figure outlined above, multiplied by 10.

### Wizards, priests, soothsayers *(base size 2.5 x 2.5 cm )*.

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wizard	Vet.	Disc.	-	-	1	Lt	2-Hd	20cm	7	no	no	13+M	-	-	-
Priest	Vet.	Disc.	-	-	1	Lt	Hd	20cm	7	no	no	88	-	-	-
Soothsayer	Vet.	Disc.	-	-	1	Lt	Hd	20cm	7	no	no	57	-	-	-