

High Elves



M² - Monsters and Magic

Point Build v6.0

15th April 2021

Army Build 6.0

| Leader | Min | Max | Unit type | Quality | Detached? | Characteristics | VM | Hits | Save | VP | Pts | | | |
|-------------------------------------------------------|------|-----------------|-----------------|-----------------------------------|-----------|------------------|-------------------|---------------|------------|------------|------------|------------|-----|----|
| General | 0 | 4 | General on foot | | × | - | - | - | 2 0 | 2 + | 2 | 40 | | |
| Wizard Level 1 | 0 | 3 | General on foot | | × | Wizard : Level 1 | - | - | 3 0 | 3 + | 2 | 90 | | |
| Wizard Level 2 | 0 | 3 | General on foot | | × | Wizard : Level 2 | - | - | 4 0 | 3 + | 2 | 140 | | |
| Wizard Level 3 | 0 | 1 | General on foot | | × | Wizard : Level 3 | - | - | 5 0 | 3 + | 2 | 190 | | |
| Detached General or Mounted General or Senior General | | | | | | | | | | | +10 | | | |
| Major Hero | 0 | 4 | | | | | | | +1 | | | 0 | | |
| Brilliant | 0 | 1 | | | | | | | | | +1 | +40 | | |
| Minor Heroes | 2 | 4 | | | | | | | | | | +10 | | |
| Camp | 1 | 1 - Per Command | | | | | | | | | | +1 | +10 | |
| Monstrous Mount | Core | Min | Max | Unit type | Quality | Upgrade | Characteristics | Re-size | VM | Hits | Save | VP | Pts | |
| Giant Eagle | | 0 | 1 | Monstrous Creature (I) | Regular | | Fly | - | - | 2 2 | 6 + | 1 | 130 | |
| Ancient Dragon | | 0 | 1 | Monstrous Creature (III) | Regular | | Fly | Breath Weapon | - | 3 4 | 6 + | 1 | 245 | |
| Unit name | Core | Min | Max | Unit type | Quality | Upgrade | Characteristics | Re-size | VM | Hits | Save | VP | Pts | |
| High Elf Spearmen | | | | Spearmen | Regular | - | - | - | - | 2 2 | 7 + | 2 | 70 | |
| High Elf Sea Guard | ✓ | 1 | 5 | Spearmen | Regular | Extra Missiles | Keen Eyed | - | - | 2 2 | 7 + | 2 | 100 | |
| High Elf Swordsmen | × | 0 | 3 | Auxiliaries | Regular | - | Swift Strike | - | - | 2 2 | 6 + | 2 | 90 | |
| High Elf Billmen | × | 0 | 2 | Billmen | Veteran | 2HCCW | Swift Strike | Fearless | - | 2 2 | 6 + | 2 | 115 | |
| High Elf Longbowmen | ✓ | 2 | 5 | Longbowmen | Regular | - | Keen Eyed | - | - | 2 2 | 8 + | 2 | 100 | |
| Shadow Warriors | × | 0 | 3 | Longbowmen | Veteran | - | Fleet | Keen Eyed | - | Small | 1 1 | 7 + | 1 | 70 |
| High Elf Cavalry | ✓ | 0 | 4 | Cavalry, lance | Regular | - | - | - | - | 2 2 | 7 + | 2 | 90 | |
| High Elf Raiders | ✓ | 1 | 4 | Cavalry, bow | Regular | - | Keen Eyed | Fleet | - | 2 2 | 8 + | 2 | 105 | |
| High Elf Dragon Lords | × | 0 | 1 | Knights - Lance | Regular | - | Swift Strike | Fearless | - | 2 2 | 6 + | 2 | 125 | |
| High Elf Chariots | × | 0 | 3 | Chariots, bow | Veteran | - | Keen Eyed | - | - | 2 2 | 7 + | 2 | 120 | |
| Bolt Shooter | × | 0 | 2 | Artillery (Bolt Shooter) - mobile | Regular | - | Repeating Shooter | - | - | 1 1 | 7 + | 1 | 75 | |
| Giant Eagle | × | 0 | 2 | Monstrous Creature (I) | Regular | - | Fly | Fleet | - | 2 2 | 6 + | 1 | 135 | |

| <i>Army Trait</i> | | Pts |
|-----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|
| Ancient Race | The army must surrender 1 victory medal before the battle begins. | -70 |
| <i>Army Characteristics</i> | | |
| Fanatic | As per TtS! Rules | |
| Swift Strike | When a unit with this characteristic is destroyed in melee, it may still strike back before being removed. | |
| Keen Eyed | Units with this characteristic add 1 to their PIP for any shooting attack | |
| Fleet | Troops with this characteristic can change orientation, by one face, during any activation. Alternatively during a simple activation you may move additional 1 box straight ahead. | |
| Fly | Non-charging troops with the fly characteristic Fly, can move 1 extra box straight forward when activating. When charging, they follow the standard rules as their type. They can move over boxes containing terrain and/or non-flying troops (friendly or enemy). Flying troops evade on a 3+ unless being charged by another unit with Fly, in which case they evade on Troops with Fly have a -1 PIP modifier when making saving rolls. | |
| Repeating Shooter | Units with this characteristic can draw 2 cards when shooting. Ammunition is expended as normal | |
| Fearless | Troops with this characteristic ignore the effect of the Terror characteristic. Troops with the Fanatic characteristic are also classed as Fearless. | |
| Breath Weapon | Monstrous Creatures with this characteristic can shoot into their front facing box. No ammunition is tracked, or expended. They are limited to 1 breath weapon attack per turn. Breath Weapons hit on a 6+, with a negative modifier to the enemy save equal to the Monstrous Creatures level. | |
| <i>Spells</i> | | |
| Sorcerous Blast | Using line of sight, as if shooting, target a unit within 3 boxes of the casting Wizard. Successfully casting the spell does one automatic hit. On an 11+ an extra hit is inflicted per PIP over 10 - up to the level of the caster. Saves can be made as normal. | 7 |
| Light of Battle | When cast place a Light of Battle token in the Wizards box. Light of Battle token - Units in the same square draw an additional card when in melee | 7 |
| Apotheosis | This spell can be cast on a friendly unit within 3 boxes. The Wizard must be able to see his target to use this spell. Apotheosis removes a single disruption marker from the unit. | 8 |
| Divine Wind | Using line of sight, as if shooting, target a box within 2 of the casting Wizard. All units (friend or foe) must move by deviation. If the unit cannot move into the destination box (because it is fully occupied or contains impassible terrain) the unit takes a hit as if by shooting. Saves can be made from these hits. Troops pushed off the table count as destroyed. Each unit in the box draws to deviate separately. The orientation of deviation can either be from the facing of the casting wizard, or the target unit. The casting wizard picks which orientation to use | 7 |