

HIGH ELVES

TO THE STRONGHOLD!
v5.0

Army Trait

Eldar Race

The Elven army must surrender 1 victory medal before the battle begins.



Army Characteristics

Elven Eye

Units with this characteristic add 1 to their PIP for any shooting attack

Repeating Shooters

Units with this characteristic can draw 2 cards when shooting.
Ammunition is expended as normal

Speed of Asuryan

When a unit with this characteristic is destroyed in melee, it may still strike back before being removed.

Spells

STORM OF STONE

Cast 7+

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

Using line of sight, as if shooting, target a unit within 2 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.

Troops in the target box are then pushed back one box most directly away from the Wizards box. If the direction of pushback is equal draw a card - highest picks. If they cannot be pushed back because the destination box is occupied or impassible the target box takes another automatic hit.

HEAVEN'S FIRE

Cast 6+

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

This spell is cast upon a missile-armed friendly unit, within 3 boxes of the Wizard. The Wizard does not need to be able to see the friendly unit nor their intended target. Heaven's Fire cannot be cast on Artillery.

When Heaven's Fire is cast the target unit shoots immediately, without activation. This spell can be cast on a unit even if it has already activated. Ammunition is expended as normal for the shots fired.

LIGHT OF BATTLE

Cast 7+

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

When cast place a Light of Battle token in the Wizards box. The effect of the Light of Battle token is units in the same square draw 2 cards each time they activate to attack.

APOTHEOSIS

Cast 8+

A hail of fiery energy flies from the Mage's outstretched finger tips and imbues a friendly unit with energy.

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.

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Points

-30

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points	
General	1	4	General on foot		2	2 +	2	50	
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100	
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150	
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	200	
Detached General or Mounted General or Senior General								+10	
Major Hero						+ 1		+10	
Brilliant	0	1					+1	+40	
Minor Heroes	2	4						+10	
Camp	1	1 - Per Command						+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Giant Eagle	Monstrous Creature (I)			Fly Fleet	2	2	6 +	1		135
Gryphon	Monstrous Creature (II)			Fly	2	3	6 +	1		170
Star Dragon	Monstrous Creature (III)			Fly Breath Weapon	3	4	6 +	1		245

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Spearmen	●	1	5	Spearmen			Hatred (Dark Elves)		2	2	7 +	2	70
Sea Guard				Spearmen	Extra missile weapons		Hatred (Dark Elves) Elven Eye		2	2	7 +	2	100
Archers	●	2	5	Longbowmen			Hatred (Dark Elves) Elven Eye		2	2	8 +	2	100
Swordmasters		0	3	Billmen			Hatred (Dark Elves) Speed of Asuryan		2	2	7 +	2	75
Phoenix Guard		0	2	Billmen	Veteran	2HCCW	Hatred (Dark Elves) Speed of Asuryan Fearless		2	2	6 +	2	110
Shadow Warriors		0	2	Longbowmen	Veteran		Hatred (Dark Elves) Elven Eye Fleet	Small	1	1	7 +	1	70
Silver Helms	●	0	4	Cavalry, lance			Hatred (Dark Elves)		2	2	7 +	2	90
Reavers	●	1	4	Cavalry, bow			Hatred (Dark Elves) Elven Eye Fleet		2	2	8 +	2	105
Dragon Helms		0	1	Knights - Lance			Hatred (Dark Elves) Speed of Asuryan Fearless		2	2	6 +	2	120
Chariots		0	3	Chariots, bow	Veteran		Hatred (Dark Elves) Elven Eye		2	2	7 +	2	120
Bolt Shooter		0	2	Artillery (Bolt Shooter) - mobile			Hatred (Dark Elves) Elven Eye Repeating Shooters		1	1	7 +	1	90
Giant Eagles		0	2	Monstrous Creature (I)			Fly Fleet		2	2	6 +	1	135