

# High Elf Warband

The Citadel of Dusk was built for the dual purpose of guarding the seaways off the east coast of Lustria against incursions from the rest of the world, and as a staging post from which the High Elves could watch the movements of the Lizardmen and their Slann masters. Despite the High Elves' best efforts to keep Lustria free of human adventurers, the people of the Old World have been dogged in their attempts to penetrate Ulthuan's extensive naval web and explore the jungle continent.

So far the mighty Slann Mages have not appeared unduly concerned by the constant incursions onto their lands by the greedy peoples of the Old World and Naggaroth, and appear to have done little to prevent these predatory races from returning. Yet the High Elves know that despite the Slann's relative calm in the face of these constant raids, the patience of ancient Mage-Priests is not limitless.

The Elves fear that the Slann might one day rouse themselves from their century-long meditations to make a concerted effort to end any and all threats to the continuation of their culture as the inheritors of the Old Ones. If the Slann were to throw all their intellect and resources into total war, they could conceivably wipe out whole nations before they could be stopped, such is their awesome power.

Fearing for their own survival as much as anything else, the High Elves have taken it upon themselves to keep Lustria secure from the predations of all other races, and protect the ancient secrets left behind by the Old Ones that the Slann safeguard. The High Elves' cause has not been helped by the many fantastic stories that persist throughout the Old World; stories of lost cities made entirely of gold lying hidden within its dense foliage, just waiting to be discovered and plundered.

## Special Rules

All High Elves are subject to the following special rules:

**Excellent Sight.** Elves have eyesight unmatched by mere humans. Elves spot Hidden enemies from two times as far away as other warriors (ie, twice their Initiative value in inches).

**Haughty.** The High Elves are a very proud and noble race. A High Elf Warband may *never* include hired swords that are not of High Elven blood, nor can they use any equipment of Dwarf origin. This includes Gromril weapons and armour.

**Honorable.** High Elves can *never* use poison or drugs of any kind no matter what the circumstance.

**The Old Ways.** The High Elves may *never* use black powder weapons of any sort. This goes against their ancestors and the traditions of the Old Ways.

**Resolve.** The High Elves have been fighting the Dark Elves for countless centuries. When fighting their dark kin the High Elves are driven by unwavering determination. They are considered to have a Leadership of 10 when taking Rout Tests against the Dark Elves. In addition, High Elves can never choose to voluntarily Rout as they must stop their evil kin at any cost.

## Choice of Warriors

A High Elf Warband must include a minimum of three models. You have 500 gold crowns to recruit your initial Warband. The maximum number of warriors in the Warband may never exceed 12.

**Loremaster:** Each High Elf Warband must have one Loremaster to lead it—no more, no less.

**Sword Wardens:** Your Warband may include up to two Sword Wardens.

**Rangers:** Your Warband may include up to two Rangers.

**Seaguard:** Any number of models may be Seaguard.

**Cadets:** Your Warband may include up to five Cadets.

## Starting Experience

A **Loremaster** starts with 20 experience.

**Sword Wardens** start with 11 experience.

**Rangers** start with 8 experience.

**Seaguard** start with 0 experience.

**Cadets** start with 0 experience.

## Maximum Characteristics

Characteristics for Elf warriors may not be increased beyond the maximum limits shown on the following profile. If a characteristic is at its maximum, take the other option or roll again if you can only increase one characteristic. If both are already at their maximum, you may increase any other by +1 instead. Remember that Henchman can only add +1 to any characteristic.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
Elf	5	7	7	4	4	3	9	4	10

## Special High Elven Equipment

### Mage Staff of Hoeth

20 gold crowns

**Availability:** Rare 10, High Elf Loremaster only

Mage Staves of Hoeth are forged from the finest Ithilmar, and are works of art that are truly beautiful to behold. They are usually decorated with gems and other precious materials. Only a Loremaster may use a Mage Staff.

<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Close Combat	As user, as user +1	One or two-handed, Concussion

#### SPECIAL RULES

**One or Two-handed:** A Mage Staff of Hoeth can be used either one or two-handed. When used one-handed a Mage Staff counts as a club. When using a Mage Staff in two hands it counts as a club and gives the Loremaster +1 Strength.

**Concussion:** Mage Staves are excellent for striking people senseless. When using a Mage Staff in close combat a roll of 2–4 is treated as *stunned* when rolling on the Injury chart.

### Elven Greatsword

25 gold crowns

**Availability:** Rare 10, High Elf Sword Warden only

The Greatswords of Ulthuan are superb weapons: over six feet long and razor-sharp. Only disciples of the White Tower have the necessary skills required to wield such a mighty blade.

<u>Range</u>	<u>Strength</u>	<u>Special Rules</u>
Close Combat	As user +2	Two-handed, Strike Last, Parry

#### SPECIAL RULES

**Two-handed:** A Greatsword is a massive weapon and requires two hands in order to use. A Sword Warden armed with a Greatsword may not use a shield or an additional weapon in close combat. If the Sword Warden has a shield he still gets a +1 bonus to his armour save against shooting.

**Strike Last:** The Greatsword is a difficult weapon to use and the Sword Warden's skills are not as refined as those of a full fledged Sword Master. Greatswords strike last, even when charging.

**Parry:** A Greatsword is forged at Vaul's Anvil from the finest Ithilmar making it better balanced than a conventional double handed weapon. A model armed with a Greatsword may parry blows just as if he were armed with a normal sword.

### Elven Wine

50 gold crowns

**Availability:** Rare 10, High Elves only

High Elven wines are well known to be the best in the world, and some are even rumored to have magical qualities. A fine Elven Wine can cast out doubt and fear and leave a general feeling of well-being in a warrior.

A High Elf Warband that drinks Elven Wine before a battle will be immune to *fear* for the duration of the battle.

## Special High Elf Skills

	Combat	Shooting	Academic	Strength	Speed	Special
Loremaster			×		×	×
Sword Warden	×		×	×	×	×
Ranger		×			×	×

### High Sorcery

A Loremaster's knowledge of magic goes far beyond that of any other race. When an enemy spellcaster successfully casts a spell the Loremaster may attempt to dispel it. If the Loremaster rolls greater than his opponent's casting roll for the spell then it is dispelled. Only the Loremaster may have this skill.

### Stand and Fire

If the Elf passes a leadership test he may choose to stand and fire at a charging opponent. The Elf suffers a -1 penalty to hit and may only fire once, at a single opponent. If his opponent is knocked down or stunned, place him halfway between the Elf and where he started from (or in view if he was out of sight).

### Miniath

The Elf has been trained in the martial art of the White Tower known as Miniath, allowing him to parry with any weapon. If he has a weapon that he can parry with he gains an additional parry attempt

### Unerring Strike

The Elf is an expert at delivering deadly accurate blows. He may re-roll any failed to wound rolls.

### Fey Quickness

Few can ever hope to match an Elf's inhuman quickness and agility. An Elf with *Fey Quickness* can avoid melee or missile attacks on a roll of 6. If the Elf also has *Step Aside* or *Dodge* this will increase to a 4+ in the relevant area. For example, an Elf with *Fey Quickness* and *Step Aside* avoids melee attacks on a 4+ and missile attacks on a 6.

## High Elves Equipment List

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#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Halberd	10gc
Spear	10 gc
Sword	10 gc
Mage Staff	20 gc
Double-Handed Weapon	15 gc
Elven Greatsword	25 gc
Ithilmar Weapon*	2 times the cost

#### Missile Weapons

Long Bow	15 gc
Elven Bow	35 gc

#### Armour

Light Armour	20 gc
Ithilmar Armour*	60 gc
Shield	5 gc
Helmet	10 gc

### Cadets Equipment List

#### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Spear	10 gc
Sword	10 gc
Axe	5 gc

#### Missile Weapons

Bow	10 gc
Long Bow	15 gc
Elven Bow (Ranger only)	35 gc

#### Armour

Light Armour	20 gc
Shield	5 gc
Helmet	10 gc

#### Miscellaneous Equipment (High Elf Heroes Only)

Elven Wine*	50 gc
Elven Cloak*	75 gc

\* – The lower cost of these items represents the Loremaster outfitting his Warband with the best equipment available at the Citadel of Dusk. These prices are for a starting Warband *only*. Later purchases of these items are done using the price and rarity chart from the Mordheim rules.

# Heroes

## 1 Loremaster

### 80 Gold Crowns to hire

Loremasters are the most powerful mages in the entire Warhammer world. Their knowledge of the arcane arts and their intensive training at the Tower of Hoeth makes them perfect for leading expeditions into Lustria. They are capable and efficient with years of extensive training and skill at their disposal. Loremasters alone command magic powerful enough to match the might of the mysterious Slann. They delve into the temple cities of the Lizardmen in search of any remaining artifacts of the Old Ones power.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	9

**Weapons/Armour:** The Loremaster received his magical training at the Tower of Hoeth and is bound by its ancient traditions. He may *only* use a sword, dagger, or Mage Staff in battle.

### SPECIAL RULES

**Leader:** Any models in the Warband within 6" of the Loremaster may use his Leadership instead of their own.

**Wizard:** The Loremaster is a wizard and may use High Elf Magic. The Loremaster starts with one High Magic Spell. Whenever the Loremaster gains a new spell he can choose from either the High Elf Magic or the Lesser Magic spell lists.

## 0-2 Rangers

### 45 Gold Crowns to hire

Elf Rangers are expert trackers and woodsmen. Their keen eyesight and excellent archery skills help them to serve as the perfect lookouts. Rangers are more solitary than other High Elves and their quick decisiveness and ability to work on their own makes them invaluable elements of the Warband. Their skills alone have brought many expeditions back from the brink of death. They have saved countless Elven lives and continue to prove their worth in battle time and time again.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

**Weapons/Armour:** Rangers can be armed with weapons and armour chosen from the Cadets Equipment list.

### SPECIAL RULES

**Seeker.** If not taken Out of Action, when rolling on the Exploration Chart the Ranger allows you to modify one die roll by -1/+1.

**Ranger Skills.** Rangers may use the following skill table as well as any of the standard Skill tables available to them.

### RANGER SKILLS

**Fey.** Hostile magic spells will not effect the Ranger on a D6 roll of 4+.

**Luck.** The Ranger is blessed by Lileath, the Elven goddess of luck. One per game he may re-roll any dice roll he makes (but not one made by other members of the Warband).

## 0-2 Sword Wardens

### 50 Gold Crowns to hire

Sword Wardens are young Sword Masters in training recently sent out from the White Tower in order to better hone and refine their martial prowess. Though not as deadly as a full-fledged Sword Master, their skills are still beyond the understanding of ordinary Elves. In battle a Sword Warden wields his trademark Greatsword with effortless grace, dashing aside enemy missiles as he charges into combat. They are the elite warriors of the Warband and their lightning fast strikes have left many enemies lying dead at their feet. Sword Wardens serve as the Loremaster's personal attendants and protectors.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	8

**Weapons/Armour:** Sword Wardens can be armed with weapons and armour chosen from the High Elves Equipment list. They are honorable warriors and may *never* use missile weapons of any sort.

### SPECIAL RULES

**Sword Master Protégé:** A Sword Warden's reactions are so fast that they can deflect arrows and other missile weapons from the air with a deft slash of their blade. Anyone shooting at a Sword Warden armed with a sword or a Greatsword (*not* a double-handed sword) must deduct -1 from their roll to hit. This does *not* include black powder weapons.

# Henchmen

## Seaguard

### 35 Gold Crowns to hire

Most Elven soldiery is called to arms only in times of great need, for there are too few Elves to maintain armies at all times. The Seaguard however, are always kept at strength and they retain a full-time contingent of warriors for this purpose. As a result they are better equipped and better trained than Citizen Levy Troops.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	6	1	8

**Weapons/Armour:** Seaguard can be armed with weapons and armour chosen from the High Elves Equipment list.

## 0-5 Cadets

### 30 Gold Crowns to hire

Cadets are young Citizen Levy of Ulthuan serving in the High Elf army for the first time. Their skills have yet to fully develop and most of them have yet to see battle. They are expert archers and travel light, thus making the perfect quick striking troops. Cadets are used primarily as scouts and are assigned the less important duties within the Citadel of Dusk and aboard High Elf Dragonships.

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

**Weapons/Armour:** Cadets can be armed with weapons and armour chosen from the Cadets Equipment list.

# High Elf Magic

The magic of the High Elves is the most powerful magic in the Known World. Its powers and arcane secrets are far beyond the understanding of other mages with the exception of the Slann.

- 1 Word of Power** **Difficulty 8**  
*The Elven Mage utters the True Name of Asuryan, the lord of the Elf gods. Shaken by his awesome power, the enemies of the Elves become weak and ineffective.*  
  
Any enemies within 8" of the Mage suffer a -3 Weaponskill penalty, down to a minimum of one. Lasts until the beginning of the next High Elf turn.
- 2 Fiery Wrath** **Difficulty 8**  
*With one delicate movement the Elven Mage traces an intricate Sigil of Flame in the air.*  
  
Range 12". May be cast on any model within range. The target is hit with Strength 4. Any models within 3" of the target model suffer a Strength 3 hit on a D6 roll of 4+. Take armour saves as normal.
- 3 The Phoenix Crown** **Difficulty 9**  
*A crown of white flames appears above the head of the Elf Mage, enveloping him within a glorious array of flames.*  
  
The Elf Mage has an armour save of 2+ that replaces his normal armour save. In addition, he gains a +2 to his Weaponskill and a +1 to his Strength. Roll at the beginning of each turn in the recovery phase. On a D6 roll of 1 or 2 the Phoenix Crown disappears.
- 4 Roar of the Dragon** **Difficulty 8**  
*A shadow of a wrathful Dragon strikes out from the outstretched hand of the mage, and speeds forward roaring it's anger.*  
  
The roar of the Dragon has a range of 12" and it is absolutely straight. Any model in its path must roll equal or under it's Strength or be Knocked Down. If the spell hits a building it stops.
- 5 The Anger of the Earth** **Difficulty 10**

*At the command of the Elven Mage, the very earth raises up against the enemies of the Elves.*

Draw a 12" direct line from the mage in any direction. The line is 1" wide and absolutely straight. Any model in its path suffers a single S5 hit.

**6 The Light of Glory**

**Difficulty 8**

*A radiant white light emerges from the mage's hand, banishing all fear and doubt in his comrades.*

Any friendly models within 8" of the Elven mage are immune to psychology and will never break from combat. This spell lasts until the mage suffers a wound. If the mage suffers a wound then the enchanted Elves become startled and uneasy. All models within 8" must take a Leadership test. If any fail, they are treated as if they had failed an All Alone test.