



WOEHAMMER ARMIES

HIGH ELVES



High Elves Special Rules

Bitter Enmity

High Elves are sworn enemies of the Dark Elves. When fighting Dark Elves, all units must follow up and fight again if they win close combat. This is the same for Dark Elves who hate the High Elves in equal measure.

Infiltrate

Units with infiltrate may make a normal M move once all deployment is finished and before the first turn begins. This move may not end within 3" of any enemy models.

High Elf Magic Items

The High Elves have many enchanted artefacts and magical relics at their disposal.

Hero units may take magical items as listed below, or magical items of the Light, Life, Alteration, or Destruction lores. No one hero can take more than one magical item at a time.

Magic Weapons

Blade of Leaping Gold - *A more finely balanced sword than this has never been made* - This sword deals an extra D3 hits on any natural 1s to hit - 15 points

Sword of Hoeth - *This large sword is sharper than any mortal blade* - This large sword has a SV of 6 for any natural 1s to hit - 12 points

Star Lance - *This ancient weapon is famed throughout Caledor* - This lance sword has a SV of 4 on the charge. Mounted characters only - 10 points

Reaver Bow - *This master crafted bow is deadly in the hands of the righteous* - This longbow has the unstoppable rule - 10 points

Magic Armour

Golden Shield - *Forged from the gleaming shards of a fallen star and protected with magical runes* - The bearer of this shield gets a dispel attempt against spells that target him directly, and on a D6 roll of 4+ can also ignore the effects of any other spells that may affect an area or may otherwise affect them. Cannot be taken by wizard heroes - 20 points

Dragon Scale Shield - *Battered and scarred, this heirloom is a treasured artefact from days when dragons roamed the skies* - The bearer of this shield gets a further plus one armour Res increase in addition to his armour (ie an elf hero in spangly armour would be Res 5(9)). Cannot be taken by wizard heroes - 15 points

Magic Standards

Any model carrying a standard can upgrade to one of the standards listed below

Battle Banner - *This banner is beautifully embroidered with the scenes of great High Elf victories* - Any High Elf units that are within 12" of this banner when they break will not rout, but instead take the D6 pins and retreat 2M, having their order set to Run but otherwise being unaffected - 15 points

Lion Banner - *This banner fills the heart of Elves with courage* - Any High Elf units that are within 12" of this banner when they begin, end, or themselves receive a charge are immune to the effects of Dread and Terror - 12 points

Magic Items

Book of Hoeth - *This well worn tome has been studied by the mages throughout the ages* - If the bearer of this tome makes a casting throw of half or less of a spells casting value they may make another spell attempt this turn (note this can only happen once per turn). Wizard heroes only - 20 points

Circlet of Iron - *This circlet was said to have been found by the Witch King and is more ancient than even the High Elf race itself*- Any wizard unit wearing this circlet may reroll any failed casting rolls. However, they must make a Res test to do so, and will take a wound should they fail. - 10 points

High Elf Army List

Army Composition

When choosing a High Elf army the following restrictions apply, based on max percentage of overall points, accept in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%

Monstrosities / Chariots 25%

Artillery 25%

Elite Troops 25%

Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an army may take a spell caster per 1,000 points.

Hero Units

High Elf Lord on Allied Griffon, 333 points Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
High Elf Lord with sword, Lance, spangly armour	[6]	6	5	[5(8)]	8	9	[Tough], Command, Follow, (Wound), 3 x HTH, Haughty Disdain
Allied Griffon	5	-	6	10	-	-	Large, MoD 2, Fast 6, 5 x HtH SV 3, Dread, Savage, Flies

Lord: Upgrade to Tough 2 @ 10 points, to wound 2 @ 12 points.

High Elf Lord, 151 points Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
High Elf Lord with sword, spangly armour	6	6	5	5(8)	8	9	Tough, Command, Follow, Wound, 3 x HTH, Haughty Disdain
2 x High Elf Bodyguards with swords, spangly armour	5	6	5	5(8)	8	8	Haughty Disdain

Upgrade Lord to Tough 2 @ 10 points, to wound 2 @ 12 points. Give unit spears or long spears @ free. Add up to 2 High Elf Bodyguards @ 21 points each

Mounted High Elf Lord, 161 points Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
High Elf Lord with sword, spangly armour, riding horse	6	6	5	6(9)	8	9	Tough, Command, Follow, Wound, 3 x HTH, Fast 8, Haughty Disdain
2 x High Elf Bodyguards with swords, spangly armour, riding horses	5	6	5	6(9)	8	8	Fast 8, Haughty Disdain

Upgrade Lord to Tough 2 @ 10 points, to wound 2 @ 12 points. Give unit spears @ free. Add up to 2 High Elf Bodyguards @ 27 points each

Note. The warband must include one, and only one, Warlord unit.

0 - 1 High Elf Mage, 72 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Mage with sword	6	6	5	5	8	9	Tough, Wound, Magic Level 1, Haughty Disdain

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points.

0 - 1 High Elf Hero, 102 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
High Elf Hero with sword, spangly armour	6	6	5	5(8)	9	9	Tough 2, Hero, Wound, 3 x HtH, Haughty Disdain

Upgrade to Wound 2 @ 12 points, Wound 3 @ 24 points, Tough 3 @ 10 points, Give spear or long spear @ Free.

0 - 1 Mounted High Elf Hero, 112 Points**Mounted Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
High Elf Hero with sword, spangly armour, riding horse	6	6	5	6(9)	9	9	Tough 2, Hero, Wound, 3 x HtH, Fast 8, Haughty Disdain

Upgrade to Wound 2 @ 14 points, Wound 3 @ 28 points, Tough 3 @ 10 points, Give spear @ Free or Lance @ 1 point.

Elite Units

0 - 1 Units of Dragon Princes, 110 Points

Mounted Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Dragon Prince leader with lance, spangly armour, riding horse	6	6	6	6(9)	8	8	Tough, Fast 8, Haughty Disdain
2 x Dragon Princes with lances, spangly armour, riding horses	6	6	6	6(9)	8	9	Fast 8, Haughty Disdain

Add up to 3 Reavers @ 30 points per model.

0 - 1 Units of Ellyrian Reavers, 107 Points

Mounted Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Reaver Leader with spear, bow, light armour, riding horse	6	6	5	6(7)	8	8	Tough, Fast 8, Haughty Disdain
2 x Reavers with spears, bows, light armour, riding horses	6	6	5	6(7)	8	9	Fast 8, Haughty Disdain

Add up to 3 Reavers @ 29 points per model.

0 - 1 Units of Shadow Warriors, 135 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Shadow Warrior Leader with bow, sword, light armour	7	7	5	5(6)	8	9	Tough, Stealthy, Woodsman, Haughty Disdain
4 x Shadow Warriors with bows, swords, light armour	7	7	5	5(6)	8	8	Stealthy, Woodsman, Haughty Disdain

Add up to 5 Shadow Warriors @ 25 points each

0 - 1 Units of White Lions of Chrace, 140 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
White Lion Leader with large axe, spangly armour	6	6	6	5(8)	8	8	Tough, Haughty Disdain, Woodsman
4 x White Lions with large axes, spangly armour	6	6	6	5(8)	8	8	Haughty Disdain, Woodsman

Add up to 5 White Lions @ 23 points each.

0 - 1 Units of Phoenix Guard, 130 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Phoenix Guard Leader with halberds, spangly armour	6	6	5	5(8)	8	8	Tough, Haughty Disdain
4 x Phoenix Guard with halberds, spangly armour	6	6	5	5(8)	8	8	Haughty Disdain

Add up to 5 Phoenix Guard @ 22 points each.

0 - 1 Units of Swordmasters of Hoeth, 140 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Swordmaster Leader with large sword, spangly armour	6	6	6	5(8)	8	8	Tough, Haughty Disdain
4 x Swordmasters with large swords, spangly armour	6	6	6	5(8)	8	8	Haughty Disdain

Add up to 5 Swordmasters @ 23 points each.

Troops Units

Silver Helms, 98 Points Mounted Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Silver Helm Leader with lances, light armour, riding horse	6	6	5	6(7)	8	8	Tough, Fast 8, Haughty Disdain
2 x Silver Helms with lances, light armour, riding horses	6	6	5	6(7)	8	9	Fast 8, Haughty Disdain

Add up to 3 Silver Helms @ 26 points per model.

High Elf Archers, 125 points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
High Elf Leader with longbow, sword, light armour	6	6	5	5(6)	8	8	Tough, Haughty Disdain
4 x High Elves with longbows, swords, light armour	6	6	5	5(6)	8	8	Haughty Disdain

Add up to 5 archers @ 21 points each

High Elf Warriors, 105 points Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
High Elf Leader with spear, light armour	6	6	5	5(6)	8	8	Tough, Haughty Disdain
4 x High Elves with spears, light armour	6	6	5	5(6)	8	8	Haughty Disdain

Add up to 5 High Elves @ 17 points each.

Lothern Sea Guard, 125 points
Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
High Elf Leader with spear, bow, light armour	6	6	5	5(6)	8	8	Tough, Haughty Disdain
4 x High Elves with spear, bow, light armour	6	6	5	5(6)	8	8	Haughty Disdain

Add up to 5 Sea Guard @ 21 points each.

Artillery Units

Repeater Bolt Thrower, 93 points

Artillery Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
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3 x High Elf crew with swords, light armour, small bolt thrower	6	6	5	5(6)	8	8	Large, Slow 3
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Add up to 2 Crew @ 17 points each.

Chariot / Monstrosity Units

High Elf Chariot, 116 points

Chariot Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
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1 x Elven Chariot with Elven crew pulled by horses	6	-	-	10	-	-	Large, Irresistible Charge, Fast 8
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2 x Elven crew with swords, long bows, light armour	-	6	5	-	8	9	Haughty Disdain
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Give crews spears @ free. Add up to 2 Elven crew @ 9 points each. Chariot may be equipped with a battle standard

0 - 1 Giant Eagle, 143 points

Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
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1 x Giant Eagle	10	6	6	8	8	8	Large, 3 x HtH SV 3, Flies, Fast 10, Wound, 3 x Drop SV3
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