

WARHAMMER HIGH ELVES



WARHAMMER ARMIES

ARMY SPECIAL RULES

This section of the book describes all the different units used in a High Elf army, along with the rules necessary to use them in your games of Warhammer. Where a model has a special rule that is explained in the *Warhammer* rulebook, only the name of that rule is given. If a model has a unique special rule, that rule is detailed alongside its description. However, there are a number of commonly recurring 'army special rules' that apply to several High Elf units, and these are detailed here.

MARTIAL PROWESS

High Elf models with this special rule can make supporting attacks with one extra rank than normal. This is cumulative with any other special rule that allows a unit to fight in extra ranks. In addition, when shooting, all High Elf models with this special rule fire in one more rank than normal (if the unit chooses to Volley Fire, this will normally mean that all the models in the front three ranks, and half the models in the fourth and any subsequent ranks, are allowed to shoot). This is cumulative with any other special rule that allows a unit to shoot in extra ranks.

VALOUR OF AGES

If your opponent's army roster contains one or more models from *Warhammer: Dark Elves*, models with this special rule re-roll all failed Panic, Fear and Terror tests.

LILEATH'S BLESSING

Models with this special rule add +1 to all attempts to cast spells from the Lore of High Magic.

THE WARRIOR'S MARK

For the High Elves, long hair is a symbol of strength, power and nobility – the clearest token of a real warrior. Because of this, locks of hair are also important talismans for the Elves. This ancient custom stems from the greatest heroes of Elf legend, who have always been depicted with long flowing hair, and it is said that it is from here that their might springs. The White Lions of Chrace, who are renowned for their prodigious strength, take great pride in their hair, which grows golden or jet-black. They weave delicate iron cords into their long plaits so they will not be cut in the heat of the battle, as this would mean that the warrior so divested would become weakened in the midst of war.

All High Elves decorate their hair with combs made of silver or gold, and embellished with bright gems. Each jewel has a different meaning, and reflects the Elf's role in his family, his rank in battle, or can even be a token of favour granted by a betrothed. Woe betide a battlefield scavenger who takes one of these adornments from a fallen Elf; the High Elves consider this deed to be an insult almost beyond reckoning, and pursue it as such. The Bretonnian town of Brigadine's fire-blackened ruins stand as grim reminder that, no matter how pretty an Elf-wrought comb might look amidst the curls of a knight's chosen lady, the suitor would have done far better to trade in gold than pluck one from the battlefield dead.

FIREBORN

Models with this rule have a 2+ ward save against Wounds caused by attacks that have the Flaming Attacks special rule.

ARROWS OF ISHA

Shooting attacks made by a model who is attacking with a weapon that has this special rule are magical attacks. Models from the Forces of Destruction suffer an additional -1 to their armour saves against Wounds caused by Arrows of Isha.



ARMOURY OF ULTHUAN

Ithilmar Barding

This gleaming armour is as strong as tempered steel, yet weighs no more than silk.

Ithilmar barding follows all the rules for barding (see the *Warhammer* rulebook) except that the mount suffers no penalty to its Movement characteristic.

Dragon Armour

Forged in the heart of a volcano, this fine armour is enchanted to ward off the blows of the enemy and is all but impervious to Dragon fire.

Dragon armour provides the wearer with a 5+ armour save. Dragon armour also grants the wearer a 6+ ward save and the Fireborn special rule.

Bow of Avelorn

Warriors of Avelorn use these enchanted bows to slay their foes with volleys of flaming arrows.

Range	Strength	Special Rules
24"	4	Arrows of Isha, Flaming Attacks, Volley Fire

Lion Cloak

The fur of a slain war lion is worn both as a sign of status and for protection from enemy arrows.

Models wearing a lion cloak add +2 to their armour save against non-magical shooting attacks.



COMMANDERS OF ULTHUAN

The noble families of Ulthuan have led the High Elves through times of peace and conflict for thousands of years. They pride themselves on a deep sense of honour, as well as the mastery of both diplomacy and war as art forms. The High Elves believe an existence lived without precision to be hollow, and scarcely preferable to death. Any Elf prince is just at home fighting with sword in bloody melee as he is loosing deathly-accurate arrows from afar, or even dictating the strategy of a campaign from a greater distance still.

Though they are loyal to the Phoenix King even unto death, all High Elves of noble blood love intrigue and politics. Unfortunately, this sometimes means that armies are trusted to individuals based on political alignment, rather than on ability. Fortunately these instances are rare – when the safety of Ulthuan is at stake, few Phoenix Kings have suffered such idiocy for long. There is no shortage of brave and talented commanders among the Asur, and courtly intrigue seldom prevents such individuals from harnessing their skills.

Depending on their wealth and the kingdom of their birth, the princes of Ulthuan fight in many different ways. Those of Tiranoc typically do battle from the back of swift-wheeled chariots, while the lords of Lothorn often stand, spear and bow in hand, amidst the ranks of the Sea Guard. Those with the greatest wealth might ride upon a Great Eagle or Griffon or, in the case of the mightiest princes of Caledor, upon a Dragon. Such steeds are invariably a symbol of status, as well as lending a brutal advantage in the midst of battle.

Wherever they hail from, High Elf commanders are incredibly dangerous, able to strike down their foes with unmatched swiftness. They are equally deadly with a lance, spear, halberd, or longbow, able to penetrate even the most resolute defence with a spear thrust or shoot a foe through the eye while riding at full gallop. Princes of the highest rank even wield weapons of legend, magical heirlooms fashioned upon Vaul's forge and held by their families for hundreds, if not thousands, of years. For many families, ownership of such an artefact constitutes their line's right to regal status. Any prince who bears one to battle will therefore fight all the harder, for he and his family can ill-afford for the blade to be lost to the foe, or be dishonoured by defeat or cowardice.

Yet, whilst a magical weapon might make a noble a prince, it does not make him a general. This comes from his keen mind, his courage and his sense of duty. Thus does Ulthuan forge the finest commanders in the world, leaders able to read the ebb and flow of unfolding battle, knowing when to commit forces, when to retreat and when Ulthuan must call for the ultimate sacrifice from her defenders.

	M	WS	BS	S	T	W	I	A	Ld
Prince	5	7	7	4	3	3	8	4	10
Noble	5	6	6	4	3	2	7	3	9

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Always Strikes First, Martial Prowess, Valour of Ages.

KHAINE, THE BLOODY-HANDED GOD

Khaine is the Elf god of war, murder, hatred and destruction. He is the destroyer, who represents to the Elves the fact that in order for there to be life there must also be death; in order to have peace there must also be war; in order to have happiness there must be suffering; in order to have love there must be hatred and murder. Without Khaine, and his ruthless arts, life would be utterly without meaning, for no living being appreciates life's bounty without the prospect of it being torn asunder.

Khaine is the god of unleashed violence – the High Elves may use his murder-lust when danger threatens, but it must be controlled and used wisely. The nobility of Nagarythe in particular are wary of the lure of Khaine's glories, for they are born of a lineage that thirsts for vengeance and know the seductive call of the Bloody-Handed God better than any. For a warrior of Nagarythe, every day is lived in perfect balance, drawing upon Khaine when he is needed, but countering his baleful influence with that of more merciful gods, lest his influence overwhelm.

Once you have fallen into Khaine's shadow, the High Elves say, you will never rest easy in the light. The history of Ulthuan contains many stark reminders of this singular truth, but none carry more weight than the fate of Aenarion. Once the Phoenix King seized the Widowmaker, he invited Khaine into his heart, and thereafter knew peace only in death.



MAGES

By lineage and inclination, the High Elves are a magical race. They are fascinated by the secrets of sorcery, and their mages' nimble minds can embrace a deeper understanding of its subtleties and whims than other wizards. It is well that this is so, for without the magics of the High Elf mages, Ulthuan would have long since have slipped beneath the waves or been overwhelmed by the black sorceries of Naggarothi sorcerers. Indeed, not only Ulthuan, but the entire world owes much to the disciplined and selfless actions of High Elf mages. It is by their efforts that the Great Vortex and the network of waystones that feed it are maintained, and the dread power of Chaos thus kept in abeyance.

In Ulthuan, those who devote their lives to magic are treated with the highest respect and honour. Though each kingdom has its own magical traditions and methods of scholarship, Saphery is the realm most famed for its mages, and it is at the White Tower of Hoeth that Ulthuan's seat of magical learning can be found. There, the greatest collection of mages, Loremasters and scholars in the world endeavour to perfect their mastery of the sorcerous arts. It is a place of wonders unbounded, where mages strive to harness every aspect of the Winds of Magic.

An aspirant to the White Tower is expected to swiftly gain a proficiency in the eight Lores of Magic – only then can their true education begin. Through decades, and often centuries, of painstaking research and scrupulous study, they learn to

master magic in its purest form, an art known simply as High Magic. Those who have mastered this most challenging of lores hold the entire spectrum of magic at their command. At a High Mage's word, shimmering fields of magical energy spring into being to protect his allies, and the fires of courage blaze anew within their hearts. The truly gifted can even becalm the Winds of Magic themselves, collapsing a raging tempest until naught but a gentle breeze remains. Yet it should not be thought that High Magic is reserved for defensive means alone. With but a wave of his hand, a High Mage can call down the wrath of the heavens, paralyse his foes, or immolate whole regiments with Asuryan's fire.

It is little wonder then, that in times of strife, the Phoenix King will beseech the Tower of Hoeth for aid. The Loremasters of Saphery never shirk from their duty, for they know that their gifts stand between Ulthuan and annihilation. Traditionally, mages fulfil an advisory capacity in addition to their battlefield roles, lending an insight that transcends mortal comprehension. Such knowledge has even led to mages being given command of whole armies, a state of affairs that is especially common when Ulthuan is beset by supernatural threats from the Realm of Chaos.

	M	WS	BS	S	T	W	I	A	Ld
Archmage	5	4	4	3	3	3	5	1	9
Mage	5	4	4	3	3	2	5	1	8

TROOP TYPE: Infantry (Character).

MAGIC: Mages are Wizards who use spells from the Lore of High Magic (see page 62) or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

SPECIAL RULES: Always Strikes First, Lileath's Blessing, Martial Prowess, Valour of Ages.



LILEATH, THE MAIDEN

Lileath is the goddess of the moon, a radiant vision of purity. She is the goddess of dreams and fortune, and commonly revered by the seers, Loremasters and mages of Ulthuan. Indeed, no High Elf can truly master the arts of magic without receiving Lileath's blessing. Indeed, it is even said that this divine favour – as much as scholarly discipline – is what grants the mages of Ulthuan their incomparable aptitude for abjuration and counterspell.

Lileath is also the Elven goddess associated with innocence and forgiveness. It is claimed that she reads the intent written upon the heart of an Elf and thus judges his actions not by what he does, but by what he seeks to do.

What is less well known is the special relationship that the Shadow Warriors share with Lileath. She alone is their hope for salvation. If the ill-fated warriors of Nagarythe can finally defeat Malekith's followers and fulfil the oath sworn by their ancestors centuries ago, they believe that the Maiden will forgive them the grievous wrongs they have committed while carrying out their grisly shadow war.



DRAGONS

Dragons are amongst the oldest of all living creatures. They antedate the rise of Chaos, and rode the thermals of ancient volcanoes long before warm-blooded creatures ruled the world. They are wise and aloof, viewing those around them with a perspective that only the eldest creatures can share.

Every land has its legends and folk tales concerning Dragons: legends of fanged mouths that belch scorching flame, and of taloned claws sharp enough to slice through stone. In such tales, Dragons are cruel and whimsical tyrants, given to the slaughter of peoples and the ruination of cities. Certainly, Dragons are capable of such things, for their raw power exceeds that of any other living creature, and their minds are every bit as wise and cunning as the Elves'.

On Ulthuan, Dragons are the subjects of legends quite different to the terrifying folk tales of other lands. Without the Dragons of Ulthuan, the High Elves would have been annihilated thousands of years ago, for the Dragons are the Elves' oldest and greatest allies. Within Ulthuan, the realm of Caledor is the home of the Dragons, and in ancient days, those noble beasts seemed almost without number. However, times have changed. Now, in colossal caverns found deep within the Dragon Spine Mountains, the Dragons sleep away the centuries. A mysterious languor that began in the earliest years of Tethlis' reign has caused more and more Dragons to enter a slumber from which only ancient Caledorian songs can rouse them.



The songs of Dragon-waking are an ancient and closely-guarded trust. Any who learn their secrets are then bound by a dolorous enchantment that will bring about their doom should ever the covenant be betrayed. Secrecy is essential for the survival of Ulthuan's Dragons, for the Dark Elves both covet and hate the mighty creatures. Though there are few Dreadlords that do not desire to command such a beast, most would as soon butcher every last one, just to deny them to the High Elves. Whilst the Dark Elves have some few Dragons of their own, they are black-hearted monsters twisted by hate – a poor comparison to the noble beasts of Caledor.

Few young Dragons are hatched now on Ulthuan. The youngest Dragons are referred to by the Elves as Sun Dragons, in reference to their hot tempers and the rich, warm hue of their scales. Those Dragons that surpass the Sun Dragons in might and enlightenment are known as Moon Dragons. The oldest and most powerful of Ulthuan's Dragons are referred to as Star Dragons, for they are truly as ancient as the very stars of the firmament. While any Dragon can savage an entire regiment of warriors, tear a Manticore apart or rip the head off of a Wyvern, a Star Dragon is so physically powerful that it can battle against even the Greater Daemons of Chaos and prevail.

	M	WS	BS	S	T	W	I	A	Ld
Sun Dragon	6	5	0	5	5	5	4	4	7
Moon Dragon	6	6	0	6	6	6	3	5	8
Star Dragon	6	7	0	7	7	7	2	6	9

TROOP TYPE: Monster.

SPECIAL RULES: Fly, Large Target, Scaly Skin (3+), Terror.

Dragon Fire: A Dragon has a Strength 4 Breath Weapon with the Flaming Attacks special rule.

VAUL, THE MAKER

Vaul is armourer to the hosts of heaven and patron to blacksmiths and artisans. He is both crippled and blind, wounded in the ancient wars of the gods when he challenged Khaine. Enslaved to Khaine's will, Vaul is forced to make weapons of extraordinary power for the War God's eternal battle against the great enemy. Vaul has thus laboured for time untold, but his hatred for Khaine has never slackened. Even so, the Maker nurtures no seed of rebellion, but bears his shame in silence; he knows that the Eloes will need Khaine's fire and fury if they are to survive the great darkness that is coming, and even a god's pride is a little thing when set against the extinction of an entire race. So does Vaul's desire for revenge go unfulfilled – just one more burden for his twisted body to bear.

Mightiest of the blades forged at Vaul's hand was the Widowmaker, and it was Draugnir, father of Dragons, who provided the fire that tempered that steel. Alas, the weapon thirsted, even then, and stole from Draugnir more than he sought to give. Thereafter, the fate of Draugnir's line was eternally bound to that of the Eloes.

ULTHUAN MILITIA

Long ago, in a time of desperate need, the Phoenix King Morvael introduced a levy system so that all Elves could be called upon to fight for the defence of their homeland. These levies were organised into companies based within their cities, towns and villages. Morvael accurately predicted the need for a well-organised but flexible army to defend Ulthuan in the troubled times ahead. This system has stood the test of time and remains the cornerstone of most Elven armies to this day. Every Elf, though he may be a craftsman, tradesman or artist in peacetime, must become a resolute fighter in time of war.

When a High Elf begins his martial training, he first learns the arts of swordsmanship and archery. Only when he has mastered both blade and bow is he inducted into the white-garbed ranks of an archer regiment. For the High Elves, white is the colour of purity and of death, and their robes symbolise their determination to fight to the end, no matter what horrors await them on the battlefield.

Once trained, an archer serves in his regiment for a decade or more, forsaking all previous allegiances. There, he will learn how to send volleys of arrows high into the air, so that they scythe into the enemy ranks from above, and when to hold fire against a charging foe, so that every shot cripples or kills. Most of all, he learns to focus his pride into a courage that will allow him to stand his ground. Ulthuan is forever beset by grave perils, and even the finest weapons are worth naught without valorous hands to wield them.

After a decade or so, if the Elf has proven his worth as an archer, he is called to fight as part of a spear regiment. Such formations are the living ramparts that preserve Ulthuan's heartlands. Once a phalanx of spears takes position on the field, it can hold the line against anything from a Goblin horde to a raging Manticore. The Elves of the formation play their parts as if every movement was part of a carefully choreographed plan, overlapping one another and providing protection at one moment, then flowing freely to exploit a gap in the enemy lines the next. Unlike the spear phalanxes of lesser races, this is all achieved without a word of command, or even a gesture. Each warrior instinctively knows the mind of his comrades to either side and acts without hesitation.

So deadly are Ulthuan's militia regiments that countless battles have been won by longbow and spear alone. Few foes can brave the storm of arrows long enough to breach the grim lines of glittering spears. Thus have the invaders of Ulthuan met their doom for centuries. Thus will they meet their doom for long years to come.

	M	WS	BS	S	T	W	I	A	Ld
Spearman	5	4	4	3	3	1	5	1	8
Sentinel	5	4	4	3	3	1	5	2	8
Archer	5	4	4	3	3	1	5	1	8
Hawkeye	5	4	5	3	3	1	5	1	8

TROOP TYPE: Infantry.

SPECIAL RULES: Always Strikes First, Martial Prowess, Valour of Ages.



MORAI-HEG, THE CRONE

Morai-Heg is an ancient and withered creature, the Keeper of the Souls and the Weaver of Prophecy. She, and she alone, knows the future and reads the patterns of time. She sets the stars of the heavens, and thus the future can be read from the night sky. The High Elves believe that Morai-Heg knows the fate of all, and that every death – no matter how trivial – is foretold by the Crone.

Morai-Heg is a vexsome and shifting being, and commonly stands apart from the quarrels of the other gods. Hers is not the distant aloofness practiced by Asuryan, however, but a scheming neutrality that exploits any heavenly discord to her own advantage. Thus, there is not a god of the Elves who does not owe Morai-Heg thanks and retribution in equal measure.

Ravens are said to be Morai-Heg's messengers. They soar across Ulthuan and the barbaric lands of the younger races, bearing snippets of the Crone Goddess' wisdom to those that have the wit to interpret the signs. Thus, Ulthuan's archer regiments hark at every coarse raven song, and mourn the passing of each member of the chorus. Such actions are thought to be the obsessions of simple minds by some of the nobility, but the archers care not. It does not do to mock Morai-Heg, they say. She knows whether the arrows they loose will find their mark or not, and such knowledge grants a power that should not be offended.

WARDENS OF SAPHERY

SWORDMASTERS OF HOETH

Swordmasters are exemplars of the martial arts. Each has studied warfare and personal combat for decades, or even centuries. It is even said that the highest masters of the order can slay a foe with but a touch, or kill with a single precisely-pitched whistle. When Ulthuan marches to war, none go more eagerly than the Swordmasters of Hoeth, for only in war can they truly unleash the full extent of their deadly art. As the Swordmasters advance, their blades blur and weave, knocking aside arrows in mid-flight and leaving trails of bloody spray wherever Hoeth-forged steel tastes flesh. The Swordmasters' greatswords are forged beneath the Tower of Hoeth, by smiths whose secrets are the envy of even the priests of Vaul. Each elegant blade is as long as an Elf is tall, yet is balanced so perfectly that, to a warrior skilled in its use, it seems as light as a feather. So keen is the greatsword's edge, and so enduring are the enchantments woven into its blade, that its sharpness is never dulled, no matter how many helmets or skulls are cloven by its strikes.

	M	WS	BS	S	T	W	I	A	Ld
Swordmaster	5	6	4	3	3	1	5	2	8
Bladelord	5	6	4	3	3	1	5	3	8

TROOP TYPE: Infantry.

SPECIAL RULES: Always Strikes First, Martial Prowess, Valour of Ages.

Deflect Shots: Models with this special rule have a 6+ ward save against non-magical shooting attacks that do not use templates.

LOREMASTERS OF HOETH

The path of the Swordmaster is not the only one taught within the Tower of Hoeth. Here can be found many disciplines of art, magic and war. Most scholars confine themselves to studying but a single path, honing their skills until perfection is achieved. Even amongst the rarified ranks of Elfkind, it is unusual to find an intellect capable of mastering an entire path, let alone show accomplishment in several – but it is not impossible. Such is the achievement that marks out a Loremaster from a mere scholar.

Loremasters are invariably gifted warriors, for their intellects find even the exacting disciplines of the Swordmasters almost childishly easy to master. Similarly, each Loremaster has a faultless grasp of the principles of magical lore. However, he seldom wastes time in committing more than a sliver of battle magic to memory: he is concerned with weightier and more elusive spells that are little suited to the battlefield. Beyond this, it is rare to encounter two Loremasters who have trodden the same path to illumination. Even to an Elven mind, the realm of knowledge is a labyrinth, and none can explore all of its many chambers. Indeed, centuries of scholarship have left more than a few Loremasters with a touch of eccentricity. Nevertheless, no commander will spurn a Loremaster's services if they are offered, for their synthesis of magical fury and swordsmanship is truly formidable.

	M	WS	BS	S	T	W	I	A	Ld
Loremaster of Hoeth	5	6	4	4	3	3	7	3	9

TROOP TYPE: Infantry (Character).

MAGIC: Loremasters of Hoeth are Level 2 Wizards. They do not generate spells following the normal rules, but instead always know the eight signature spells from the Lores of Battle Magic in the *Warhammer* rulebook.

SPECIAL RULES: Always Strikes First, Deflect Shots (see above), Martial Prowess, Valour of Ages.

HOETH, LORD OF WISDOM

Hoeth is the embodiment of erudition, and patron of all who search for greater understanding; the Elves believe it was he who gifted their race with much of the knowledge they now take for granted. Opinion is divided on precisely why Hoeth did so. Most Elves believe Hoeth's actions were founded in generosity, but some mutter darkly of how knowledge leads to progress, and progress inevitably leads to the ruin of tradition. Whatever the motivation, legend tells that when Asuryan learned of Hoeth's actions, he rebuked the Lord of Wisdom and, in punishment, set much of Hoeth's great library ablaze.



DEFENDERS OF LOTHERN

Lothorn is the capital of Eataine, and the greatest city in Ulthuan. Uniquely amongst the Elven cities, Lothorn does not raise spear and archer regiments – its defence is given over to the Sea Guard that form the fighting crews of its mighty fleets.

LOTHERN SEA GUARD

The Lothorn Sea Guard can fight as effectively on land as at sea, and are equally resolute when defending the walls and fields of Lothorn as they are when battling on the deck of a ship. These dangerous duties require the Sea Guard to maintain a flexible armoury. The vast majority are well-trained in the use of spear, shield and bow – the better to combine the finest aspects of the spear and archer regiments of other cities and realms. Indeed, it is a point of pride in Lothorn that the discipline of their warriors far surpasses that of any found elsewhere in Ulthuan.

When the armies of Ulthuan go to war, the Sea Guard play a crucial part, crewing the many warships and acting as the vanguard for the oncoming host. As their vessels hove to land, the Sea Guard disembark to secure the beachheads that enable the rest of the army to come ashore. Scarce has the first keel brushed against the shore when the first Elves have debarked, ranks swiftly thickening as more warriors arrive. Shields braced, the Sea Guard advance in tight formation through the churning foam, spears lowered and bows ready.



	M	WS	BS	S	T	W	I	A	Ld
Sea Guard	5	4	4	3	3	1	5	1	8
Sea Master	5	4	4	3	3	1	5	2	8

TROOP TYPE: Infantry.

SPECIAL RULES: Always Strikes First, Martial Prowess, Valour of Ages.

EAGLE CLAW BOLT THROWERS

The Lothorn Sea Guard are masters of the Eagle Claw Bolt Throwers that not only play pivotal roles upon the battlefield, but also bristle from the sides of Ulthuan's warships and the battlements of her fortresses. Eagle Claws can be found not only in Lothorn, but throughout the ten kingdoms.

The bolt thrower's canny design allows its crews to alternate fire modes at need: it can loose single shots capable of disembowelling a rampaging Giant, or clutches of six lesser bolts to mow down massed infantry before they reach the High Elf lines. Such is the skill of its Sea Guard crew, and the speed with which they reload, that only seconds separate one deadly volley from the next.

	M	WS	BS	S	T	W	I	A	Ld
Eagle Claw Bolt Thrower	-	-	-	-	7	2	-	-	-
Sea Guard Crew	5	4	4	3	3	1	5	1	8

TROOP TYPE: War Machine.

SPECIAL RULES (Sea Guard Crew): Always Strikes First, Martial Prowess, Valour of Ages.

SPECIAL RULES (Eagle Claw Bolt Thrower):

Repeater Bolt Thrower: The Eagle Claw can fire either as an ordinary bolt thrower or can instead fire six smaller repeating bolts, with the profile given below. If a bolt thrower fires in this way, all six shots must be fired at the same target. Note that, unlike firing a single bolt, repeating bolts do not pierce ranks.

Range	Strength	Special Rules
48"	4	Armour Piercing

MATHLANN, LORD OF THE DEEPS

Mathlann is a fickle god, distrusted by many of Ulthuan's folk. He is the King of Storm and Sea, ruler of all those creatures who dwell below the waves, and has little love for any of dry land's creatures. Only the mariners of Cothique and Lothorn have any love for the Lord of the Deep, and they embrace him as patriarch far more willingly than they do Kurnous or Asuryan. Such behaviour is disapproved of in other corners of Ulthuan, where tradition portrays Mathlann as a destructive deity, but such scorn has little impact on those Elves whose lives and livelihoods rely on safe passage of the open seas.

LOTHERN SEA HELMS

Sea Helms are the greatest heroes of Lothorn, an order founded in the time of Bel Shanaar. With both spear and bow they have perfected the quicksilver strike that cheats shields and parries to pierce throats, hearts or skulls.

Sea Helms often take their place amongst the ranks of Lothorn Sea Guard, so that their presence might inspire others to greatness. The Sea Helm's finely-honed instincts combine with the Sea Guard's discipline to create a force that can swiftly adapt to changing fortunes. However, most Sea Helms choose to fight from the back of a swift Lothorn Skycutter, the better to dart through volleys of arrow and bolt, swoop into the heart of the foe and fell an enemy hero with a single strike. Such an attack takes great steadiness of nerve and spear-arm, but the Sea Helms have both aplenty.

	M	WS	BS	S	T	W	I	A	Ld
Sea Helm	5	6	6	4	3	2	7	2	9

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Always Strikes First, Martial Prowess, Valour of Ages.

Naval Discipline: If a unit containing at least one Sea Helm is successfully charged during the Movement phase, it can attempt to change formation immediately after your opponent has moved all of his charging units. To do so, the unit must take a Leadership test. If the test is passed, the Sea Helm's unit can immediately make a combat reform as described on page 55 of the *Warhammer* rulebook. If the test is failed, the unit cannot make a combat reform.

A unit cannot use the Naval Discipline rule if it made a Flee! or Stand and Shoot charge reaction that turn.

Windrider: A Sea Helm mounted on a Lothorn Skycutter (and his Lothorn Skycutter) has a 4+ ward save against shooting attacks. Furthermore, when mounted on a Lothorn Skycutter, a Sea Helm re-rolls failed Dangerous Terrain tests.

LOTHERN SKYCUTTERS

When the swift Hawkships of Lothorn slip their moorings, they are accompanied to the open sea by Skycutters – sleek, airborne chariots that rest upon a cushion of magic and are drawn into battle by the Swiftfeather Rocs that nest along the Glittering Coast. These serve as the eyes and ears of Lothorn's fleets, allowing them to plan engagements long before the enemy is even aware of their presence.

Skycutters also serve as the outriders of Lothorn's armies, for they can go where their grounded kin cannot. Should a Skycutter's crew encounter a foe, their goal is to clear the skies, ensuring that Lothorn will dominate the heavens in the battle to come. The bows of the Sea Guard crew can harry lesser troops, but larger foes ignore their arrows. Thus do the crew favour the compact Eagle Eye Bolt Throwers whose steel shots can deal a ruinous blow to even the mightiest of beasts. These prized weapons are mounted upon the Skycutter's prow, allowing the Sea Guard crew to maintain a constant barrage of fire even as they dive into the fray.



	M	WS	BS	S	T	W	I	A	Ld
Lothorn Skycutter	-	-	-	5	4	4	-	-	-
Sea Guard Crew	-	4	4	3	-	-	5	1	8
Swiftfeather Roc	2	5	-	4	-	-	4	2	-

TROOP TYPE: Chariot (Armour Save 4+).

SPECIAL RULES: Always Strikes First (Crew only), Fly, Valour of Ages (Crew only).



UPGRADES:

Eagle Eye Bolt Thrower: These war machines are compact, but still capable of punching through Dragon scale.

The Eagle Eye Bolt Thrower is a bolt thrower with the following profile, and can be fired by one of the Skycutter's crew in place of his bow, even if the Skycutter moves.

Range	Strength	Special Rules
24"	5	Multiple Wounds (D3)

Armour saves are not permitted against Wounds caused by an Eagle Eye Bolt Thrower.

KNIGHTS OF ULTHUAN

Elves are horsemasters without peer, and their knightly hosts can be accounted amongst the most glorious in the known world. Such is the duty and right of Ulthuan's nobility – to ride to war in the raiment and splendour of the heroes of old, to fight at the forefront of battle and to repeat the glories first won by the knights of Aenarion's court. Yet all the courage and skill of Ulthuan's knights would be as nothing without their swift Elven steeds, whose intelligence and faithfulness far outstrips the horses of other lands.

SILVER HELMS

Of all the High Elf knights, it is the Silver Helms who are seen as the perfect exemplars of martial grace and valour to which young Elves should aspire. Dragon Princes are too distant and aloof, Ellyrian Reavers perhaps a touch too wild and uncivilised; Silver Helms are proud without being haughty, and brave without being undisciplined. Thus, Ulthuan's legends more often centre around the deeds of its Silver Helms than any other warriors within the ten realms.

Where the ranks of archer and spear regiments are drawn from the citizenry of Ulthuan, the Silver Helms are recruited purely from families of noble blood. Whilst such a calling is not compulsory, few amongst the nobility are prepared to invite dishonour by not fulfilling their duty. Furthermore, service as a Silver Helm is often considered the finest way for a noble to prove himself as warrior and leader both.

A Silver Helm's first lessons drive out his desire for individual glory and personal renown, replacing it with a pride that stems from his regiment's deeds. As his training progresses, he learns to more fully master his steed. A Silver Helm must ride unflinchingly into the din of battle, and his horse must bear him thence without hesitation or spoken command, trampling foes that block the path. There are few more glorious sights in all of Ulthuan than when a regiment of Silver Helms dips its lances and charges into the fray.

The Silver Helms are willing to throw themselves into the most dangerous of battles. They do so in the understanding that glory awaits those who prevail, and they are arrogant enough to believe they can succeed, no matter the odds. For these young nobles, there can be no hesitation in facing any foe – it is those victories that are hardest won which bring about the sweetest glories and earn the grandest renown.

	M	WS	BS	S	T	W	I	A	Ld
Silver Helm	5	4	4	3	3	1	5	1	8
High Helm	5	4	4	3	3	1	5	2	8
Elven Steed	9	3	0	3	3	1	4	1	5

TROOP TYPE: Cavalry.

SPECIAL RULES: *Always Strikes First* (Riders only), *Martial Prowess*, *Valour of Ages*.

ELLYRIAN REAVERS

In the time of Caledor, all Ulthuan was in turmoil and the armies of Malekith roamed freely, destroying and slaying at will. With his armies already stretched to the limit, the Phoenix King called for brave young horsemen to ride the troubled land. Many youths answered his call, eager to prove their worth, but the greatest in number by far came from Ellyrion, a land renowned for its fine horses and skilled riders. Throughout the long and bitter war and into the dark days of the Sundering, these valiant riders served Caledor well. In small groups, they travelled quickly and secretly across the land, taking messages and soliciting support from amongst the Elven realms, ambushing patrols and intercepting raiders. Caledor named the swift Elven horsemen his Reaver Knights, and they have been known by that title ever since.

These Ellyrian Reavers were skilled at living deep inside enemy territory, finding their sustenance in the wilds and launching ambush after ambush upon the foe. Their tactics were aggressive to the point of recklessness, striking hard and fast against the more ponderous enemy formations before vanishing into the wilderness. Soon, Malekith's dread armies became wary of leaving their fortified encampments, except in large numbers. Yet the Reavers' worth lay not only in direct battle. When not fighting, they spread the word of Caledor's struggle, helped loyal Elves to escape the Witch King's clutches and fostered rebellion within his ranks. At that time, not all who followed Malekith were fully committed to his tainted cause, and some could be drawn back to the light with a well-spoken word or deed.



To this day, the Ellyrian Reavers still form a deadly part of Ulthuan's armies. They rove the wild lands of Ellyrion, slaying the monstrous beasts that leave the borders of the Annulii and seek to rampage through the Inner Kingdoms. Many a Cockatrice or Chimera has been laid low by the well-placed arrows or spear thrusts of the noble youths, and many more Dark Elves have had their cruel raids cut short. Indeed, such pride do the Ellyrian Reavers take in their kills that many of the young nobles keep a tally of slain foes. When the sun sets and the fighting ceases, he whose spear has felled the greatest number of enemies is granted the honour of carrying the regiment's standard into the next battle. However, he who slays the mightiest opponent receives Kurnous' favour; when next he rides to war he will do so as one of Kurnous' Harbingers, blessed with peerless aim by the wild god of the hunt.

	M	WS	BS	S	T	W	I	A	Ld
Ellyrian Reaver	5	4	4	3	3	1	5	1	8
Harbinger	5	4	5	3	3	1	5	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

TROOP TYPE: Cavalry.

SPECIAL RULES: Always Strikes First (Riders only), Fast Cavalry, Martial Prowess, Valour of Ages.

TIRANOC CHARIOTS

The High Elves of Tiranoc are an adventurous people, proud of their fighting traditions, and deeply embittered by the wars that have ravaged their realm. When the Phoenix King calls his subjects to war, the fiery knights of Tiranoc are always among the first to answer, riding to battle at the head of a mighty chariot host. Spear-points and helms gleam in the light of the rising sun, and the ground trembles beneath thundering hooves. Banners of white, gold and blue stream in the wind. As one, the charioteers give voice to the battle hymn of Tiranoc, a rousing and beautiful anthem, sung at the mustering of the host since ancient times.

In battle, the Tiranoc charioteers fight with incredible skill, deft reactions complementing the speed of their straining Elven steeds. Thus do they find passage where lesser mortals could not hope to do so: they weave between enemy units at full speed, raining arrows onto unprotected flanks and raking enemy lines with steel-tipped spears. Only when the enemy is sufficiently weakened do the Tiranoc charioteers crash into the press of melee in a glorious massed charge, the steeds biting and kicking, the riders thrusting their spears into the black hearts of their foes.

	M	WS	BS	S	T	W	I	A	Ld
Tiranoc Chariot	-	-	-	5	4	4	-	-	-
Tiranoc Charioteer	-	4	4	3	-	-	5	1	8
Elven Steed	9	3	-	3	-	-	4	1	-

TROOP TYPE: Chariot (Armour Save 5+).

SPECIAL RULES: Always Strikes First (Tiranoc Charioteers only), Valour of Ages.



ERETH KHIAL, THE PALE QUEEN

Ereth Khial is the supreme goddess of the Underworld.

Long ago, she attempted to seduce Asuryan and, when he resisted her, she grew enraged, stole the souls of the dead and hid them in the black pit, Mirai. The Pale Queen has never forgotten Asuryan's slight. Whilst he lies beyond her power, the Elves do not, so it is they who suffer Ereth Khial's wrath. Should a waystone be destroyed, Ereth Khial sends the wraith-like rephallim to seize what souls they may, and bear them away to dwell in Mirai in eternal torment. Such thievery must be quick, for Slaanesh, the Dark Prince of Chaos, suffers no one – not even the Pale Queen – to take even the meanest of scraps from his table.

Ereth Khial's deeds may have made her outcast from Asuryan's court, but many of the Elves' darker deities acknowledge her as their mistress. Even so, she is seldom worshipped in Ulthuan. Most folk do not entreat Ereth Khial's blessings, but hope to avoid her attention altogether, wearing sprigs of wyrdroot or blackhame to avert her vengeful gaze. Some Elves, however, think it better for their spirits to endure eternity in torment, rather than meet oblivion through Slaanesh's hunger, and thus secretly court the Pale Queen's fickle favour.

Such observances must perforce be kept secret, for the worship of Ereth Khial is widely considered the sign of a diseased or ill-adjusted mind. Those marked by the Pale Queen's touch are inevitably exiled or imprisoned should their terrible secrets be laid bare, yet her priests and celebrants have never been entirely eradicated from Ulthuan's shores.

CHRACIAN HUNTERS

WHITE LIONS OF CHRACE

The White Lions have served as the personal guard of the Phoenix King since the time of Caledor the First. Whilst hunting in Chrace, Caledor received the news that he was to be the next Phoenix King. He immediately took the road to the Shrine of Asuryan, but was intercepted by Dark Elf Assassins. He would surely have died, but for the intervention of a party of Chracian woodsmen who swept out of the forest to defend him. The Chracians slew the Dark Elves and, thereafter, saw Caledor safely to the Phoenix Shrine, employing every iota of their woodcraft to avoid further Dark Elf ambushes that lay in their path. Caledor's first act, once crowned as Phoenix King, was to form the Chracians into an official bodyguard based in Lothorn.

A warrior can only join the ranks of the White Lions after displaying considerable valour and skill upon the battlefield. He must then also complete the traditional rite of a Chracian warrior – to hunt and kill a white lion. These great cats are amongst Chrace's fiercest creatures; they stand as tall as the shoulder as a horse, and a swipe of their claws is enough to shatter a spine. There are accounts of prides of white lions ravaging convoys, and even attacking isolated villages, should they become hungry enough. To slay such a beast is therefore an exceptionally difficult task but, if the warrior succeeds, he is entitled to wear the lion's pelt as a mark of courage. The thick pelt has another use too – worn over armour, it offers excellent protection against arrows and shot.



Although every Phoenix King since Caledor the Conqueror has offered his bodyguard their choice of replacement weaponry, the White Lions continue to proudly bear the traditional woodsman's axe into battle. Many of the axes are ancient heirlooms, handed down from father to son across centuries untold, yet they never lose their keen edge, and can fell a tree or cleave a man in half with but a single blow.

White Lion regiments are often despatched to join the armies of Ulthuan during times of particular danger, tasked with protecting High Elf generals and mages, or bolstering the overall strength of the army. White Lions are renowned for their unflinching courage in the face of overwhelming odds and terrible horrors, protecting their charge whatever the foe and regardless of the danger to themselves.

	M	WS	BS	S	T	W	I	A	Ld
White Lion	5	5	4	4	3	1	5	1	8
Guardian	5	5	4	4	3	1	5	2	8

TROOP TYPE: Infantry.

SPECIAL RULES: Always Strikes First, Forest Strider, Martial Prowess, Stubborn, Valour of Ages.

LION CHARIOTS OF CHRACE

Not all white lions are killed out of hand. The High Elves take no joy in needless slaughter, and often stay their blades should cubs be discovered. These infants would doubtless become savage and deadly beasts if they were left in the wild, but with expert care, the young white lions are raised to become as loyal as Griffons. These 'tame' white lions swiftly form a bond with the Chracian hunters that foster them and later serve the armies of Ulthuan as War Lions.

So do many of the Phoenix King's bodyguard ride to battle in Lion Chariots. Each of these white-timbered constructions is drawn by a pair of snarling War Lions whose savage power is belied by their feline grace and elegantly plaited manes. Whilst a Tiranoc chariot might sweep across the battlefield carefully picking at the foe, a Lion Chariot of Chrace charges headlong into the fray. As the War Lions tear into the foe with fang and claw, the crew fight from the chariot platform, cleaving heads from shoulders with every axe-blow. Such daring charges have become the hallmark of the Lion Chariots, earning them a well-deserved reputation as the bane of even the most determined shieldwall.

	M	WS	BS	S	T	W	I	A	Ld
Lion Chariot	-	-	-	5	4	4	-	-	-
Lion Charioteer	-	5	4	4	-	-	5	1	8
War Lion	8	5	-	5	-	-	4	2	-

TROOP TYPE: Chariot (Armour Save 4+).

SPECIAL RULES: Always Strikes First (Lion Charioteers only), Fear, Stubborn, Valour of Ages.



SONS OF CALEDOR

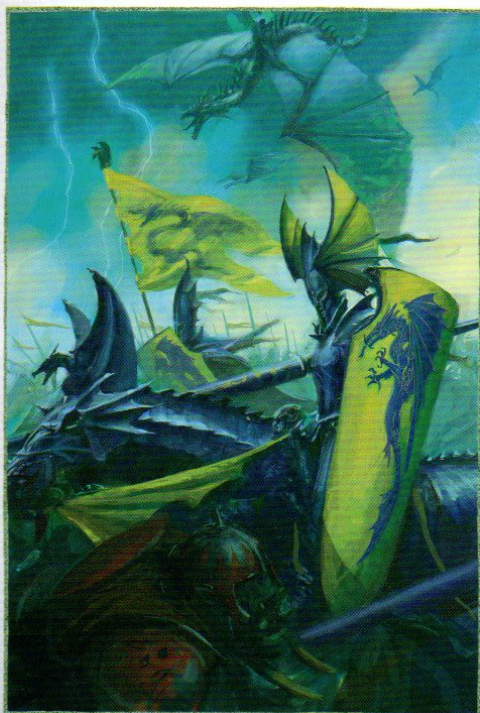
DRAGON PRINCES OF CALEDOR

Long ago, Ulthuan was dominated by the valorous deeds and wise rule of Caledor's Dragon Princes. Now, the royal bloodline has faded, and the power of the Dragons has diminished, but Caledor's pride still shines bright.

The princes of Caledor once rode Dragons, but today they ride to war upon swift horses. Both mount and rider wear crested ithilmar armour whose style echoes that of the Dragon riders of old. This Dragon armour is forged in the heart of Vaul's Anvil, where ancient enchantments are bound into the cooling ithilmar, ensuring that no lesser flame than the fires of Vaul can offer harm to the armour or its wearer.

Dragon Princes consider themselves so superior to Ulthuan's other soldiers as to have nothing remarkable in common with them at all. Worse, they pay little heed to orders – though they may consent to consider suggestions. In many warriors, this arrogance would be dangerous, yet in the Dragon Princes, this pride springs from an utter surety of deed and a martial judgement that borders on the supernatural.

When the Dragon Princes enter the fray, they undertake only the most dangerous of tasks. They crash into the enemy with arrogant disdain, slaughtering the foe with masterful strikes from both lance and sword. Indeed, it is said that the knights of Caledor can reduce an enemy warband to ruin more swiftly and mercilessly than any of Ulthuan's other warriors.



Only in the thick of battle does a Dragon Prince's true character emerge. Hauteur gives way to determination; arrogance to courage. Gone is the aloof noble who disdains the company of all save his own kin. In his place rides a warrior who would die without hesitation if his sacrifice would save but one of Ulthuan's people. Only when the battle-light fades from the Dragon Prince's eyes does the aspect of the Caledorian noble slide back into place. Callous pride returns, leaving those who saw the selfless hero behind the mask to question if he ever truly existed at all.

	M	WS	BS	S	T	W	I	A	Ld
Dragon Prince	5	5	4	3	3	1	6	2	9
Drakemaster	5	5	4	3	3	1	6	3	9
Elven Steed	9	3	0	3	3	1	4	1	5

TROOP TYPE: Cavalry.

SPECIAL RULES: Always Strikes First (Riders only), Martial Prowess, Valour of Ages.

DRAGON MAGES OF CALEDOR

Into every generation of the Caledorian nobility, a handful of Dragon Mages are born, Elves who have a sensitivity not only to magic, but also to the minds of slumbering Dragons. Many nascent Dragon Mages only recognise their destiny when their sleep becomes haunted by dreams of fire and blood, in which they ride Dragons the colour of the setting sun. Such dreams mark the dying days of a mage's tutelage, for they herald an impetuosity that is ill-suited to the study of anything other than Fire Magic.

When able, the Dragon Mage journeys to the sulphur-clogged caverns below the mountains of Caledor, there to awaken a slumbering Sun Dragon to serve as his steed. This is a process that normally takes months, or even years, yet a Dragon Mage can fully awaken a Dragon with but a whisper of its name. Thus begins a bond that lasts until either mount or rider is slain in Ulthuan's defence.

	M	WS	BS	S	T	W	I	A	Ld
Dragon Mage	5	4	4	3	3	2	6	2	8

TROOP TYPE: Infantry (Character).

MAGIC: Dragon Mages are Wizards who use spells from the Lore of Fire.

SPECIAL RULES: Always Strikes First, Martial Prowess, Valour of Ages.

Reckless: A Dragon Mage has a +2 bonus to cast spells from the Lore of Fire (cumulative with other bonuses) but never receives bonuses (of any kind) to dispel attempts.

Warrior Mage: The first spell generated by a Dragon Mage is always *Flaming Sword of Rhin*, regardless of the dice roll.





SHADOW WARRIORS

The opening battles of the Elven civil war were fought in the cities of Nagarythe. Fire and madness flowed through once peaceful streets. Brother fought against brother, and mothers screamed for the blood of their children. When the fighting was done, many proud cities had been destroyed forever, and the stain of kin-slaying tainted the stones long after the blood had washed away. Scattered and desperately outnumbered, the loyalists fled into the darkness. They swore before all the gods of heaven that they and their descendants would continue the fight against Malekith and his treacherous forces – throughout eternity, if such was the need. Thus did these ill-fated Elves become the Shadow Warriors – the darkest, most sinister and most brutal of all the High Elves.

From carefully concealed hiding places deep within the Shadowlands, these loyal sons and daughters of Nagarythe fought a blood-soaked war against Malekith's traitors. Ambush and deception were their tools, for they lacked the numbers for more conventional war. In the weeks and months that followed, many of the Witch King's patrols perished in lonely places, throats slit or pierced by arrows.

To this day, the descendants of the Shadow Warriors continue their grim battle against the Dark Elves – whether on the shores of Ulthuan or the lands beyond. Tactics and skills that began out of desperation have now been honed to a fine and sinister art, passed down with family names and the last precious traditions of an older, more civilised Nagarythe.

Even at times when the populace of Ulthuan does not consider itself at war, there is no respite for the Shadow Warriors – only a ceaseless vigil against the approach of those traitors who sank their homeland beneath the waves. The hatred that the Shadow Warriors reserve for the Dark Elves is boundless, for the Sundering cost them not just their lands and loved ones, but also forever stained their reputation with suspicion and dread. Any Dark Elf captured by the Shadow Warriors can expect a long and painful death.

The Shadow Warriors' relationship with the rest of Ulthuan is a troubled one. Many High Elves mistrust them, ill at ease with their stony hearts and ruthless ways. Indeed, while they would only speak of it with caution, there are those who whisper that the shadow war has left the Shadow Warriors more like their enemies than they would dare to admit.

For their part, the warriors of Nagarythe deem their distant kin to be soft and naïve. Silently, however, they remain secretly grateful that the burden of the Shadow Warriors has not yet fallen upon their whole race. Whilst the Shadow Warriors never directly respond to a cry for aid, many a battle has been swung by an unlooked-for volley of black-fletched arrows, or the silent slaughter of an enemy sorcerer thought invulnerable behind his own lines. Though they are shunned and distrusted by their own folk, the bleak wardens of Nagarythe know full well where their loyalties lie.



	M	WS	BS	S	T	W	I	A	Ld
Shadow Warrior	5	5	5	3	3	1	5	1	8
Shadow-walker	5	5	5	3	3	1	5	2	8

TROOP TYPE: Infantry.

SPECIAL RULES: Always Strikes First, Hatred (Dark Elves), Martial Prowess, Scouts, Skirmishers, Valour of Ages.

LOEC, THE SHADOW DANCER

Loec, the Shadow Dancer, is the Elf god of laughter. He is the trickster, patron of dances, songs and plays. The Elf legends tell that he often saves the souls of the dead from Slaanesh by tricking the Dark Prince out of his prize. And such is true, though no rescue is guaranteed, and even successes cost the Shadow Dancer more of his strength than he would care to admit.

Loec appears to the Elves as a lithe youth who dances across the void, and his laughter stirs the souls and spirits that dwell there. Without him, it is said, the heavens would grow dull and cold, for the stars of the night sky would no longer have reason to remain wakeful. The Chaos Gods hunt Loec as he dances, but the Shadow Dancer is tireless and cunning, and can never be caught.

There is a darker side to Loec as well. He is the god of shadows, malicious trickery, vengeance and dark deeds. The Elves of lost Nagarythe worship him, for they use stealth and darkness to enact their revenge.

MAIDEN GUARD OF AVELORN

SISTERS OF AVELORN

There are regions of Avelorn that the citizen levies are forbidden to enter. Some are sacred places of power, intrinsically linked with the rites of renewal by which the Everqueen helps sustain Ulthuan and its people. Others are dark and dangerous, places from which the touch of Chaos never truly faded. It is the duty of the Sisters of Avelorn to watch over such places; to ensure that the sacred lands remain sacrosanct, and that the beasts who dwell in the tainted reaches stray not – or are swiftly slain if they do. Sisters of Avelorn are keen-eyed archers, Elf-maids chosen from the ranks of the citizen levy by the Everqueen's personal decree. By tradition, only the most gifted are welcomed into the Sisters of Avelorn for, just as the Everqueen embodies all that is ideal and unblemished in the Elven race, so too must her chosen guardians aspire to perfection; not only in mind and body, but also in pursuit of the spiritual. Such serves to raise the warriors of this maiden guard above the petty iniquities that so often pervade the Everqueen's court, ensuring that they remain incorruptible.

The Sisters of Avelorn prefer to fight their battles at range, as their weapons do not fire ordinary arrows, but mystical bolts of white-blue flame that set tainted flesh afire. Yet the Sisters shirk not from close quarters battle, for no battlefield peril can overcome one who walks the dark paths of Avelorn. Against charging knights, rampaging Daemons, or an entire coterie of Khainite Assassins with cruel murder in their hearts, the warrior-maids stand their ground. With precise aim and steady hearts, they loose arrows until the foe is full upon them, then draw their swords and step into the fray.



	M	WS	BS	S	T	W	I	A	Ld
Sister of Avelorn	5	5	5	3	3	1	5	1	8
High Sister	5	5	6	3	3	1	5	1	8

TROOP TYPE: Infantry.

SPECIAL RULES: Always Strikes First, Martial Prowess, Valour of Ages.

HANDMAIDENS OF THE EVERQUEEN

Highest ranking of all the Sisters of Avelorn are the Handmaidens of the Everqueen. Not the mere courtiers that their name might suggest, but a warrior guard sworn to live and die in the service of their mistress. They are paragons of Elvenkind, as peerless in artistic pursuits as they are in the bloody business of battle.

To serve as a Handmaiden is a great honour. It is most commonly bestowed only upon those Sisters of Avelorn who have many times proven their swiftness with blade, their precision with bow and, above all, an unswerving loyalty to the Everqueen. On rare occasion, however, the Everqueen will elevate a member of her court directly into the ranks of the Handmaidens. Such appointments are seldom explained, but require the aspirant to foreswear allegiance to all others for a period of seven years – at the conclusion of which, she is free to remain a Handmaiden or return to her former life.

Tradition dictates that the Handmaidens always number one hundred warrior-maids, but seldom are more than a handful seen at any one time. They normally serve as heralds and messengers for the Everqueen, acting as her eyes and ears outside Avelorn. Should a Handmaiden grace a battlefield with her presence, she is treated with reverence by the High Elves who fight at her side. Even the haughtiest of princes rejoices to have such a warrior fighting in his cause, for the presence of a Handmaiden is a clear sign of the Everqueen's favour, and moreover a portent of ultimate victory. Should the prince find his forces buttressed by the full complement of one hundred Handmaidens, he will know that the Everqueen herself has joined the fight, and there can be no surer sign that dire times are close at hand.

	M	WS	BS	S	T	W	I	A	Ld
Handmaiden of the Everqueen	5	5	7	4	3	2	7	2	9

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Always Strikes First, Martial Prowess, Valour of Ages.

Quicksilver Shot: This model's shooting attacks have the Quick to Fire special rule, as do those of all Sisters of Avelorn and High Sisters in the same unit.

CHOSEN OF ASURYAN

PHOENIX GUARD

The Phoenix Guards are the guardians of the Shrine of Asuryan, the great pyramid temple in the Sea of Dreams. Deep within lies the Chamber of Days. On its ancient walls, it is said, are the histories of past, present and future, etched in words of fire. Legend tells that any who behold that wall shall forever be cursed with knowledge of their own death.

The Phoenix Guards do not utter a word. It is forbidden for those who have seen the secrets of time to speak of them, and all who do so take a magical vow of silence from which they can never be released. Viewed by many as a curse, this vow is but part of a broader dedication that each Phoenix Guard makes to Asuryan; a covenant that fills the Creator God's chosen warriors with a portion of his almighty power. Thus do the Phoenix Guards benefit from divine protection that no sorcery or blade can easily breach, and know a sense of purpose that transcends their mortal origins.

As the sworn warriors of Asuryan, the Phoenix Guard lie beyond the rule of nobles and princes. Only the Phoenix King, the vessel of Asuryan's will, can command them. Indeed, they often act as the king's personal emissaries upon the battlefield, taken by many Elves as a sign that, even though the Phoenix King himself cannot be present at the battle, it is never far from his thoughts. When their lord orders them to war, the Phoenix Guard are grim and resolute, clad in ornate armour, and armed with tall

ceremonial halberds that can cleave a foe from top to tail in a single well-aimed blow. While their stony quiet is unnerving, the aura of godly might that surrounds them is far more horrifying. Their eyes blaze with a fiery intensity borne of unshakeable faith in the Creator God of the Elves, and the air around a regiment of Phoenix Guard literally throbs with the raw power of Asuryan. Any who would stand in their way are assailed by an overwhelming sense of dread.

Regiments of Phoenix Guard are always found where the fighting is fiercest and victory hardest won, for their gift allows them to see confluences and crux points upon battlefield that lie hidden to mortal eyes. Each warrior knows his appointed hour of death, but none seek to delay that fatal moment. Whether battle brings victory or defeat, life or death, the Phoenix Guard fight on without fear.

	M	WS	BS	S	T	W	I	A	Ld
Phoenix Guard	5	5	4	3	3	1	6	1	9
Keeper of the Flame	5	5	4	3	3	1	6	2	9

TROOP TYPE: Infantry.

SPECIAL RULES: Always Strikes First, Fear, Martial Prowess, Valour of Ages.

Witness to Destiny: A model with this special rule has a 4+ ward save.

ANointed OF ASURYAN

In both matters martial and spiritual, the Phoenix Guard take their lead from the Anointed of Asuryan. These learned sages were once Phoenix Guards themselves, but over the centuries have chosen to immerse themselves in Asuryan's teachings. Much of their existence is spent within the Chamber of Days, learning the lessons of past and future. Only when destiny stands upon a tipping point will an Anointed of Asuryan leave the shrine, sent thither to bear witness on the Creator God's behalf, and bring hope to his mortal children. Where the Anointed tread, the doubts and fears of their allies vanish like mist on the wind. Blows that should prove fatal are turned aside at the last moment, enemy axes shatter on contact with shields and dark sorceries collapse inward at the moment of casting.

	M	WS	BS	S	T	W	I	A	Ld
Anointed of Asuryan	5	7	6	4	3	3	8	3	9

TROOP TYPE: Infantry (Character).

SPECIAL RULES: Always Strikes First, Fear, Magic Resistance (2), Martial Prowess, Valour of Ages, Witness to Destiny (see above).

Blessings of Asuryan: All models in a unit that contains an Anointed of Asuryan have a 6+ ward save and the Immune to Psychology special rule.



The wild Griffons of the Annulii Mountains are creatures of noble bearing and keen intelligence. Such is the Griffon's wild appearance, that a stranger to Ulthuan might deem it merely another savage beast of the mountains. Yet all Elves know that Griffons are seldom given to cruelty – at least, so long as you do not offer harm to those they think of as kin.

For an Elf to have any hope of mastering a Griffon, the beast must be captured and trained while still young, forging a bond that only death can shatter. Griffons are particularly favoured by those who fight in the thick of the fray. Indeed, many a battle has been won at the moment a shrieking Griffon descends into the heart of the enemy army, leaving a trail of dismembered and disembowelled bodies in its wake.

	M	WS	BS	S	T	W	I	A	Ld
Griffon	6	5	0	5	5	4	5	4	7

TROOP TYPE: Monster.

SPECIAL RULES: Fly, Large Target, Terror.

The Great Eagles of Ulthuan have always been firm allies to the Elves. The histories tell that the two races have fought in one another's cause since the time of the Daemon invasion, but legend carries the friendship deeper into the past. Indeed, in some tales, it was Talyn, King of the Eagles, who bore Ereth Khial away to the Underworld at Asuryan's command.

Like the High Elves, Great Eagles are haughty creatures who long remember insults, and do not suffer foolish company gladly. When High Elf armies assemble, the noble Eagles too join the battle. They swoop down upon the crew of enemy war machines, tearing them apart with powerful talons before using mighty wings to glide swiftly away.

	M	WS	BS	S	T	W	I	A	Ld
Great Eagle	2	5	0	4	4	3	4	2	8

TROOP TYPE: Monstrous Beast.

SPECIAL RULES: Fly.

Swiftsense: A model with this upgrade has the Always Strikes First special rule.

Swooping Strike: A model with this upgrade has the Devastating Charge special rule and +1 Strength on a turn in which it charges.

Shredding Talons: A model with the Shredding Talons upgrade has the Armour Piercing special rule.

Kurnous the Hunter is the lord of both forest and beasts; the spirit of the untouched forests, wild animals and trackless wilderness. He is the husband of Isha, and all Elves are his children. Wherever Kurnous travels, he is followed by a pack of baying hounds, and when he sounds his horn the Wild Hunt follows him, their hearts filled with unrestrained joy.

All hunters venerate Kurnous, for he watches over them in the wilds. He requires that a hunter never kills animals for sport, but slays only dangerous beasts, and hunts only enough game to eat. To offend Kurnous is to invite disaster, for his vengeance is swift and brutal. Those that transgress his laws are well served not to enter those places where the natural world is at its wildest; few that do so emerge from the untamed lands, and those that do escape are invariably ashen-faced, scarred and silent for the remainder of their lives.

Ellyrion is considered by many to be Kurnous' chosen kingdom in Ulthuan, for its wide plains and dense forests are home to many wild beasts against which a hunter can test his skill. Many a hollow conceals an altar of horn, bone and briar where Kurnous' adherents make their observances away from the prying eyes of more civilised Elves. Sometimes, the wind on plains carries the echo of the Hunter God's horn. If heard at dawn, it is considered to be a good omen for that day's hunt. If heard at dusk, it is Kurnous' warning that evil stalks the land, and that all hunters must ready their bows for two-legged prey.





PHOENIXES

FLAMESPYRE PHOENIXES

The Phoenixes of Ulthuan dwell amongst the Flamespyres – great alabaster pillars of rock that stand sentinel about the Shrine of Asuryan. These constantly burn with magical flame, for Aqshy – the Wind of Fire – gusts about these rocks as it is drawn inexorably towards the Isle of the Dead. Yet Aqshy has left its mark on more than the silent stones. Over generations, the Phoenixes of the Flamespyres have become attuned to fire magic, harnessing it at whim.

When a Flamespyre Phoenix is enraged, its plumage explodes into a magical flame, causing the creature to leave a trail of angry fire in its wake. Should a Flamespyre Phoenix be slain, it explodes, leaving naught behind but a shower of flaming cinders. If the Winds of Magic are at ebb, the creature perishes, as all living beings eventually must. Yet if the air is sufficiently suffused with magic, the fiery fragments swiftly recombine; with a booming inrush of air and a flash of searing light, the Phoenix is reborn to fight anew.

Flamespyre Phoenixes lack the gift of a civilised tongue. However they understand Elvenspeak well enough and, if treated with proper respect, can be bargained with. Indeed, an accord exists between them and the Phoenix Guard, with the latter often calling upon the birds to serve as war-mounts. This is a truly fearsome combination, the clear-headed judgement of the Phoenix knight directing the Flamespyre's fires to where they can cause the most damage.

	M	WS	BS	S	T	W	I	A	Ld
Flamespyre Phoenix	2	5	0	5	5	5	4	3	8

TROOPTYPE: Monster.

SPECIAL RULES: Fireborn, Flaming Attacks, Fly, Large Target, Terror.

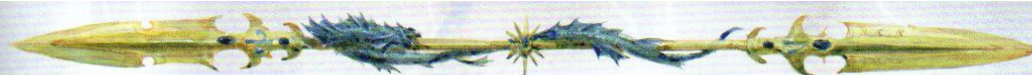
Attuned to Magic: A model with this special rule has a 5+ ward save and its close combat attacks are magical attacks.

In addition, when rolling to determine the strength of the Winds of Magic in the controlling player's Magic phase, compare the highest D6 rolled with the table below to determine what effects the Phoenix will have (the effect rolled will last until the start of the controlling player's next Magic phase):

D6 Result

- Magical Dearth:** The Phoenix's ward save is reduced to 6+.
- Ebbing Zephyr:** The Phoenix has -1 Strength.
- Magical Draught:** The Phoenix has +1 Initiative.
- Energising Breeze:** The Phoenix has +1 Attack.
- Invigorating Winds:** The Phoenix has +1 Strength.
- Howling Gale:** The Phoenix's ward save is increased to 4+.





Phoenix Reborn: As soon as a Flamespyre Phoenix loses its last Wound (including unsaved Wounds that killed the monster as a result of the Heroic Killing Blow or Multiple Wounds special rules), remove the model and place a Phoenix Reborn counter (a small coin will do) to mark the centre of the death spot. If your army contains several Flamespyre Phoenixes, you will need to place a Phoenix Reborn counter for each one that is slain (and a way of telling the counters apart).

At the end of the turn roll a D6 for each Phoenix Reborn counter and consult the table below:

D6 Result

- 1-2 Dead Embers:** The Flamespyre Phoenix is dead, never to return – remove the Phoenix Reborn counter from play.
- 3-5 Flame Kindled:** Centre the large round template over the centre of the Phoenix Reborn counter. All models (friend or foe) hit by the template suffer a Strength 4 hit with the Flaming Attacks special rule. The Phoenix Reborn counter remains in play – roll again at the end of the next turn (yours or your opponent's).
- 6+ Rise from the Ashes:** Place the Flamespyre Phoenix anywhere that is within 6" of the centre of the Phoenix Reborn counter and at least 1" away from any unit, and then remove the marker from play. If it is not possible to place the Phoenix due to the aforementioned restrictions, treat this result as a Flame Kindled result instead. Reborn Flamespyre Phoenixes return with D3+2 Wounds. The reborn model suffers no bonuses or penalties incurred from its former existence – i.e. if the model was fleeing or affected by an augment or hex spell at the time of its death, the reborn model will not be.

If a Flamespyre Phoenix has a rider when it loses its last Wound, both monster and rider are removed and replaced with a Phoenix Reborn counter as described above. However, add +1 when rolling on the Phoenix Reborn table for a Flamespyre Phoenix that had a rider when it was removed.

If the result is Dead Embers, both monster and rider are slain, never to return. However, if the result is Rise From the Ashes, the character returns to life with its starting number of Wounds, riding atop the reborn Flamespyre Phoenix. Note that if the rider was slain before the Flamespyre Phoenix, a Rise From the Ashes result will not resurrect the character.

At the end of the game, remove all Phoenix Reborn counters from the board – these Flamespyre Phoenixes and any riders they had count as casualties.



Wake of Fire: If a Flamespyre Phoenix moves over one or more unengaged enemy units in the Remaining Moves sub-phase, choose one of those units – that unit suffers D6 Strength 4 hits, plus an additional D3 hits per rank after the first. These hits have the Flaming Attacks special rule.

FROSTHEART PHOENIXES

As a Flamespyre Phoenix ages, its body cools, and even begins to sap heat from its surroundings. Finally the plumage that once blazed with fire grows heavy with frost and ice. Once this occurs, the Phoenix must leave the Flamespyres, for the chill that surrounds it causes agony in its brightly burning kin. Most such Frostheart Phoenixes dwell in lonely exile on crags about the Eataine coast, until their bodies finally freeze solid, to leave curious frozen statues along the crags and cliff tops. Others return to the Shrine of Asuryan, to offer their final days in service as war-steeds.

Whilst a Frostheart Phoenix may not possess the vigour and fire it commanded in its youth, it is a much harder mount. The ice that sheathes its form is as hard as glass, and enemies – not having the benefit of the rider's enchanted armour – find their own strength and resolve eaten away by its chill presence. Knowing they can no longer resurrect themselves in magical fire, the Frostheart Phoenixes fight even harder in the defence of their homeland, determined to end their existence striking a final blow against the enemies of Ulthuan.

	M	WS	BS	S	T	W	I	A	Ld
Frostheart Phoenix	2	6	0	6	6	5	3	4	9

TROOP TYPE: Monster.

SPECIAL RULES: Attuned to Magic (see above), Fly, Large Target, Terror.

Blizzard Aura: Any enemy unit in base contact with a Frostheart Phoenix has the Always Strikes Last special rule and suffers -1 to its Strength (to a minimum of 1).

Natural Armour (5+): A Frostheart Phoenix is protected by a thick coating of ice, granting it an armour save of 5+.

ASURYAN, THE CREATOR

The symbol of Asuryan is the Phoenix, the firebird of legend. He is the Emperor of the Heavens; the oldest and greatest of all the gods. He is the Creator, and the Flame Eternal – the giver of life – rests in his hand. The High Elves believe that it is Asuryan's purpose and plan that they follow in mortal life and beyond. Whether this is true or not is impossible to say, for Asuryan speaks seldom to his fellow gods, and hardly ever to the Elves.

Asuryan dwells alone in a great pyramid atop the heavens, and observes the world from his diamond throne. No mortal has ever seen his face, and thus the statues of him always bear a mask. The mask is divided in two halves, one white and the other black, symbolising Asuryan's role as the Keeper of Balance.

Asuryan is the judge between the disputes of the gods and rarely meddles in the affairs of the Elves – indeed, few mortal deeds or plights are significant enough to attract his attention. However, legend tells that it is Asuryan who touches the mind of each new Phoenix King of Ulthuan when he passes through the Flames of Asuryan, in order to better judge their worthiness for the task ahead.



THE LORE OF HIGH MAGIC

When generating spells, a Wizard can swap a randomly generated High Magic spell for one of the lore's two signature spells. Wizards who know two or more spells from the Lore of High Magic can instead swap any two High Magic spells for both of the lore's signature spells.

DRAIN MAGIC (Signature Spell)

Cast on 7+

The wizard conjures a vortex of anti-magic to calm the battlefield.

Drain Magic can be cast on any unit (friend or foe) and has a range of 18". If the target is a friendly unit, *Drain Magic* is an **augment** spell. If the target is an enemy unit, *Drain Magic* is a **hex** spell. In either case, all Remains in Play spells affecting the target unit are immediately dispelled, and the effects of all other spells on the target unit immediately come to an end. The Wizard can choose to have this spell target all units (friend and foe) within 18". If he does so, the casting value is increased to 14+.

SOUL QUENCH (Signature Spell)

Cast on 8+

White light bursts forth, banishing the spirits of those it touches.

Soul Quench is a **magic missile** with a range of 18" that causes 2D6 Strength 4 hits. The caster can choose for this spell to instead inflict 4D6 Strength 4 hits. If he does so, the casting value is increased to 16+.

1. APOTHEOSIS

Cast on 5+

Waves of pure magic infuse the wizard's ally.

Apotheosis is an **augment** spell that targets a single model within 18". The target immediately regains a single lost Wound. The Wizard can choose to cast a more powerful version of *Apotheosis*. If he does so, the target instead immediately regains D3 lost Wounds, in which case the casting value is increased to 10+. Regardless of how many lost Wounds (if any) are recovered, the target also gains the Fear special rule until the start of the caster's next Magic phase.

2. HAND OF GLORY

Cast on 5+

With a simple sign, the wizard grants his allies the might of old.

Hand of Glory is an **augment** spell with a range of 18". The target unit's Weapon Skill, Ballistic Skill, Initiative or Movement (you choose which) is increased by D3 until the start of the caster's next Magic phase. The Wizard can choose to cast a more powerful version of this spell that instead increases all four characteristics (don't roll a separate D3 for each – make one roll and apply it to all four characteristics). If he does so, the casting value is increased to 10+.

SHIELD OF SAPHERY

(Lore Attribute)

Each time a spell from this lore is successfully cast, the caster and his unit immediately gain +1 to their ward save (to a maximum ward save of 3+) until the beginning of the caster's next Magic phase. Models that do not already have a ward save instead gain a 6+ ward save (which can then be increased by further castings thanks to this lore attribute) until the beginning of the caster's next Magic phase.

3. WALK BETWEEN WORLDS

Cast on 8+

For a moment, the wizard's allies tread immortal pathways.

Walk Between Worlds is an **augment** spell that targets a single unengaged unit within 24". The target gains the Ethereal special rule until the end of the phase and can immediately move up to 10" as if it were the Remaining Moves sub-phase. The Wizard can choose to cast a more powerful version of this spell, in which case the target instead gains the Ethereal special rule until the end of the phase and can immediately move up to 20" as if it were the Remaining Moves sub-phase. If he chooses to do so, the casting value is increased to 16+.

4. TEMPEST

Cast on 12+

Without warning, an eight-winded storm breaks about the foe.

Tempest is a **direct damage** spell. Place the large round template anywhere within 30" of the Wizard – it then scatters D6". All models hit by the template suffer a Strength 3 hit (models with the Fly special rule suffer a Strength 4 hit instead). If a unit suffers any unsaved Wounds from this spell, it suffers a -1 modifier to all To Hit rolls (both shooting and close combat) until the start of the caster's next Magic phase (shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) are lost).

5. ARCANES UNFORGING

Cast on 13+

The magic of unmaking flies true from outstretched hands.

Arcane Unforging is a **direct damage** spell with a range of 24" that targets a single enemy model (even a character in a unit). The target suffers a single Wound on a dice roll greater than or equal to the model's unmodified armour save (models without an armour save cannot be wounded). No armour saves are permitted against a Wound caused by this spell. The owning player must then reveal to the caster all the magic items possessed by the target (if any). If the target has one or more magic items, randomly select one of them – that item is immediately destroyed on the roll of 2+ and cannot be used for the rest of the game. Note that this spell has no effect on magic items that are mounts, magic items that contain bound spells that have miscast during the game, and any magic items labelled as 'one use only' that have already been used during the game – do not include these when randomly selecting a magic item.

6. FIERY CONVOCAION

Cast on 19+

With a single secret word, fire rages and flesh burns.

Remains in play. *Fiery Convocation* is a **direct damage** spell with a range of 24". Every model in the target unit takes a Strength 4 hit with the Flaming Attacks special rule. At the end of every subsequent Magic phase, every model in the target unit suffers a Strength 4 hit with the Flaming Attacks special rule.

VAUL'S FORGE

On the following pages are magic items available to High Elf armies. These can be taken in addition to any of the magic items listed in the *Warhammer* rulebook.

THE BLADE OF LEAPING GOLD Magic Weapon

70 points

With this sword, Alcandor of Cothique singlehandedly held the gates of Tor Estara for seven days. Menheus, right hand of Morvael the Impetuous, wielded it until his death upon the walls of Anlec, having spilled more Dark Elf blood than any other since the time of Tethlis the Slayer. An ordinary blade would be dulled by such a roster of endless war, but this sword has never lost its edge. To the valiant, it lends supernatural speed and vigour; to the craven and corrupt, it brings only swift death.

The Blade of Leaping Gold grants the wielder +3 Attacks. In addition, any roll of 6 To Wound made with the Blade of Leaping Gold ignores armour saves.

STAR LANCE Magic Weapon

30 points

The Star Lance was created at the command of Aenarion the Defender and gifted to the nobles of Caledor for their unfailing courage. Forged from the metal of a fallen star, this weapon's graceful lines belie the formidable power it grants its wielder. Since the days of its making, the Star Lance has seen battle in the service of every Phoenix King, carried to war each time by a trueblood hero of Caledorian descent. Legend has it that the Star Lance strikes with the wrath of a mighty Star Dragon, and cannot be unmade whilst the fires of Vaul's Anvil still smoulder.

Mounted character only. The Star Lance can only be used in a turn in which the bearer makes a successful charge. Attacks with the Star Lance are resolved at +3 Strength, and armour saves cannot be taken against Wounds caused by the Star Lance. If the bearer did not make a successful charge this turn, or if his mount has been slain, he must instead fight using another weapon.

THE REAVER BOW Magic Weapon

25 points

Imollar was a noble of Ellyrion, and a marksman of considerable note. It was said that his arrows could fly true through stormy winds and still find their mark, even if he took but a moment to aim. Upon hearing this, Prince Arathion, himself a skilled archer – and one burdened by a surfeit of pride – challenged Imollar to an archery contest, staking as prize a most fabulous weapon from his own collection – the Reaper Bow. So it was nobles from across Ulthuan bore witness to a contest of skill not to be seen again for generations. As the final arrow found its mark, Imollar was crowned as the greatest archer of all, and Arathion discovered humility – along with the folly of staking his family's treasured heirlooms as wagers in a contest of pride.

Range	Strength	Special Rules
30"	+1	Volley Fire, Multiple Shots (3)

ARMOUR OF CALEDOR Magic Armour

50 points

The Armour of Caledor is not a single suit. Rather, it is an amalgam of components gathered across the millennia. Every piece of the Armour of Caledor has been taken from the recovered fragments of now-lost armour that was once worn by a mighty Caledorian hero. The gorget, for example, was worn by Caledor the Conqueror during the War of Blood Gorge, whilst the left vambrace belonged to Maldrik Firesworn, Saviour of the Silver Isles. The chestplate still bears the scars earned when it preserved Alkar Dragonhelm from the poisoned daggers of the Khainite Assassin Master, Halkir Venomheart. There are many more such tales, for every scale and plate has earned its place in Elven history many times over. When a noble of Caledor dons this armour, his resolve and fortune are redoubled. Some say this is merely a noble heart rising to the challenge of his forebears, but others claim it is nothing less than the power of the ancestors themselves flowing through him.

The Armour of Caledor grants the wearer a 2+ armour save that cannot be improved by any means. In addition, the Armour of Caledor grants the bearer a 6+ ward save and the Fireborn special rule.



SHADOW ARMOUR

Magic Armour

25 points

The Shadow Armour was crafted with skills now lost to the High Elves. Some believe it was forged in the hidden camps of Shadow Warriors, whilst others hint it is not of Elf make at all, but a gift from Loec, the trickster god. The shimmering armour weighs almost nothing and exists somewhere between the real world and that of magic, allowing its wearer to pass all but unseen by mortal eyes. The first to don it was Prince Temakador, one of the handful of nobles who saw Aethis' reign for the folly it was and fought a bitter campaign of ambush and sabotage against the Dark Elves as the Phoenix Court descended into complacency. Many times did Aethis' agents seek Temakador's arrest, but each time he was thought cornered, he melded into the darkness and slipped away.

Model on foot only. The wearer of the Shadow Armour has a 5+ armour save. In addition, the wearer has both the Scouts and Strider special rules.

SHIELD OF THE MERWYRM

Magic Armour

15 points

In the murky deeps far below Lothern's Emerald Gate slumbers Amanar, ancient protector of the city. Only in hours of greatest need does the merwyrm rouse and rise to the surface to consume those who would bring about Lothern's ruin. The records kept in the Glittering Tower tell that Amanar has manifested but three times in recorded history. The first was during the Daemon invasion, where he swallowed whole a legion that laid siege to the city. The second came during the Sundering, where his broad back held Lothern high above the tidal waves that swamped Ulthuan. The third, and to date final, appearance of Amanar came during the Great IncurSION. With a great sweep of his tail, he scattered much of the Dark Elf army; then, ignoring the pinpricks of their blades, he turned and bore the Black Ark Intolerable Delight beneath the waves, never to be seen again. No sight has there been of Amanar since that day, but a single great scale was recovered after the battle was done, which now forms the unbreakable heart of this shield.

Shield. Unless he is fighting with a weapon that has the Requires Two Hands special rule, the bearer of the Shield of the Merwyrm has a parry save of 4+ (even if he's fighting with a magic weapon).

GOLDEN CROWN OF ATRAZAR

Talisman

10 points

No mere gemstones are set about this circlet, but brilliantly polished shards taken from waystones all across Ulthuan. Thus can the bearer of the Golden Crown draw upon the magics of the Great Vortex to guard himself from harm. Few wear the Golden Crown for long, however, for the spirits of the dead hang heavy about its brow, and their whispered praises and encouragements would inflate the wearer's pride to epic proportions, driving even the noblest mortal into a dangerous, self-obsessing madness.

One use only. The Golden Crown of Atrazar bestows a 2+ ward save against the first wounding hit suffered by the wearer (which cancels out not only the Wound, but also any Killing Blow or Multiple Wounds special rules the attack has) after which its power fades and it cannot be used again during the game.

MORANION'S WAYSHARD

Enchanted Item

50 points

In the days of his youth, Moranon – of Athel Tamarha – wandered the realm of Yvresse as one of its Mistwalkers. Few could tread the fog-sweathed paths so surely as he, for he bore a wayshard attuned to the great watchstone at the realm's heart. Thus did Moranon walk the Daemon-haunted mists as easily as he would have done under clear skies, leading ambushes of spear and bow to destroy the invaders. Though Moranon now sleeps eternally, his wayshard still glimmers with power. Those who can unlock its secrets will never again find themselves lost, no matter how far they might stray.

Model on foot only. The bearer of Moranon's Wayshard has the Ambushers special rule. He can also give the Ambushers special rule to a friendly Archers or Spearmen unit, up to 30 models in size and chosen from *Warhammer: High Elves*, immediately before deployment. If he does so, he immediately joins the unit and cannot leave it until the turn after the one in which the combined unit has deployed.



KHAINE'S RING OF FURY

Enchanted Item

25 points

Khaine once had eight rings, or so the legends tell. Hekarti, Goddess of Magic, designed each of them to embody a single Wind of Magic. Vaul, the Godsmith, wrought them with all his cunning, binding to each a glittering gemstone that shone with the power of the winds. Khaine was much pleased with these gifts, for they gave him a mastery of magic which he had never before known. Yet the Lord of Murder was not to keep his prizes for long. Neither Hekarti nor Vaul had any love for Khaine, and had fashioned the rings out of fear of reprisal, rather than for filial duty; moreover they worried for how the godly balance of power would be altered by what they had done.

Thus did Hekarti and Vaul, whose love for each other could have filled only the very meanest of vessels, then conspire together to see Khaine divested. So did they tell Atharti, the Lady of Desire and most covetous of all the divine host, of Khaine's new treasures, hoping that she would distract the Lord of Murder long enough for the rings to be reclaimed. Atharti immediately resolved to take the rings for her own, but Khaine would not part with them, no matter what seductive wiles she brought to bear. Eventually, they came to blows and, in the process, the rings were lost. To the great dismay of all who sought them, the rings had fallen into the mortal world, where Asuryan's law forbade the gods from treading. Over the centuries that followed, only one ring has been found, the black iron Ring of Fury. It has been brought to the battlefield only at times of greatest need, for no one wields the power of the gods lightly. Fewer still find it wise to so openly taunt the Lord of Murder with his loss.

Bound spell (power level 3). Khaine's Ring of Fury contains the *Soul Quench* spell (see the Lore of High Magic).

GEM OF SUNFIRE

Enchanted Item

20 points

Bound within this brilliant jewel is the angry essence of Angranir, greatest of the Flamespyre Phoenixes. During the civil war, Angranir was struck down by sorceries meant for Caledor, and neither priestess of Isha nor learned physician could heal him. So it was that Aeldamar, High Mage of Tiranoc, was instructed to save the Phoenix's spirit, so that the noble bird's light could bring hope to Ulthuan for long years to come. Alas, by then, all that remained of Angranir was a burning brand of magic which, while formidable of temperament, now lacked any of the firebird's intelligence or majesty. Nonetheless, Aeldamar did as he was bid, and preserved the enchanted flame within a many-faceted topaz. Mindless still, Angranir's fire lends its heat to the fires wielded by the bearer.

One use only. During the turn in which the Gem of Sunfire is used, all of the bearer's spells, shooting attacks and close combat attacks (and his mount's, if he has one) have a +1 bonus To Wound (rolls of 1 still fail) provided that they also have the Flaming Attacks special rule.

CLOAK OF BEARDS

Enchanted Item

10 points

To many High Elves, the Cloak of Beards is a relic of an unhappy hour. But, for a few, notably those whose ancestors fought in Caledor's final battle against Gotrek Starbreaker, it is a valued reminder of the perfidiousness of Dwarfs. This latter group ensure that the Cloak of Beards is never lost: indeed, with every generation, it grows longer and more fulsome, as more beards are seized and woven into its folds. Now, its power is such that its mere presence subverts prideful Dwarfjen works.

The wearer of the Cloak of Beards causes Fear. Against models chosen from *Warhammer: Dwarfs*, the wearer causes Terror instead. However, all models from *Warhammer: Dwarfs* gain the Hatred special rule while attacking the wearer. In addition, at the start of each Close Combat phase, roll a D6 for each magic item carried by each model from *Warhammer: Dwarfs* that is in base contact with the bearer. On a roll of 4+, that magic item is destroyed and cannot be used for the rest of the battle. Note that this has no effect on magic items that are mounts, magic items that contain bound spells that have already miscast during the game, and any magic items labelled as 'one use only' that have already been used during the game – do not roll to see if these magic items are destroyed.

BOOK OF HOETH

Arcane Item

55 points

The Book of Hoeth is one of Saphery's most treasured artefacts. The very first pages are laid down in the hand of Bel-Korhadriss himself, and every subsequent entry bears the seal of the greatest Loremaster of his time. Yet a great many of the Book of Hoeth's pages remain blank: the scholars of the White Tower are aware that even their knowledge has limits, boundaries that must be driven back if a complete mastery of magic is to be achieved.

The Book of Hoeth allows the bearer to re-roll a single dice from each of his casting or dispel attempts. Results of 6 cannot be re-rolled.



BANNER OF THE WORLD DRAGON

Magic Standard

50 points

Elven legends tell that Draugnir, Father of Dragons, was welcomed in Asuryan's court as an equal, for mortal Elves and gods alike were awestruck by his might and nobility. Alas, not all the Elven pantheon were so enamoured. Anath Raema, sister to Khaine and goddess of the savage hunt, saw him as nothing more than an upstart beast to be harried and hunted as any other. Taking up her spear, she pursued the Dragon through the heavens. The contest that followed shook the world to its core, rousing even wise Asuryan from contemplation. The Creator halted the battle, but came too late to save Draugnir, whose wounds were beyond healing. With a single word, Asuryan banished Anath Raema to the Mirai forevermore. From the corpse of his fallen friend, he worked to create a new land where Elves and Dragons could live in peace, beyond the jealousies of the gods. From Draugnir's bones, he forged Ulthuan's mountains, and from the Dragon's flesh he created its broad plains. Draugnir's glittering scales Asuryan gave into the keeping of Isha. She, in turn, passed them to her mortal children, the Elves, who wrought many fabulous works with them, chief amongst them a mighty standard, woven with silver and hung with gems of all shapes and hues. This Banner of the World Dragon endures to this day, a reminder not only of the bond between the Elves and Dragons, but also of that which binds both races to their ancestral home.

All models in a unit that carries the Banner of the World Dragon have a 2+ ward save against all Wounds caused by spells, magic weapons and magical attacks. Furthermore, all Dragons (friend or foe) within 12" of the Banner of the World Dragon have the Stubborn special rule.



LORDS

PRINCE

Profile
Prince

M WS BS S T W I A Ld
5 7 7 4 3 3 8 4 10

Troop Type
Infantry (Character)

140 points

Equipment:

- Hand weapon
- Light armour

Special Rules:

- Always Strikes First
- Martial Prowess
- Valour of Ages

Options:

- May be armed with one of the following:
 - Additional hand weapon (unless mounted)3 points
 - Halberd3 points
 - Lance (mounted only)7 points
 - Spear3 points
 - Great weapon6 points
- May take a longbow.5 points
- May replace light armour with one of the following:
 - Heavy armour6 points
 - Dragon armour (unless the model has a lion cloak)20 points
- May take a shield.3 points
- May take a lion cloak (unless the model has Dragon armour)6 points
- May be mounted on one of the following:
 - Elven Steed20 points
 - May be upgraded to have ithilmar barding.7 points
 - Great Eagle50 points
 - May be upgraded to have Swiftsense10 points
 - May be upgraded to have Shredding Talons.5 points
 - Griffon150 points
 - May be upgraded to have Swooping Strike.25 points
 - May be upgraded to have Swiftsense20 points
 - Tiranoc Chariot (see page 94 for profile. Count the cost against your allowance for Lords. The Prince replaces one of the chariot's crew).70 points
 - Sun Dragon235 points
 - Moon Dragon300 points
 - Star Dragon390 points
- May take magic items up to a total of100 points



ARCHMAGE

Profile
Archmage

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

Troop Type
Infantry (Character)

185 points

Equipment:

- Hand weapon

Special Rules:

- Always Strikes First
- Lileath's Blessing
- Martial Prowess
- Valour of Ages

Magic:

An Archmage is a Level 3 Wizard who uses spells from the Lore of High Magic or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

Options:

- May be upgraded to a Level 4 Wizard35 points
- May be mounted on one of the following:
 - Elven Steed20 points
 - May be upgraded to have ithilmar barding.7 points
 - Great Eagle50 points
 - May be upgraded to have Swiftsense10 points
 - May be upgraded to have Shredding Talons.5 points
 - Tiranoc Chariot (see page 94 for profile. Count the cost against your allowance for Lords. The Archmage replaces one of the chariot's crew).70 points
 - Sun Dragon235 points
 - Moon Dragon300 points
 - Star Dragon390 points
- May take magic items up to a total of100 points





LORDS

ANOINTED OF ASURYAN

210 points

Profile

Anointed of Asuryan

M	WS	BS	S	T	W	I	A	Ld
5	7	6	4	3	3	8	3	9

Troop Type

Infantry (Character)

Equipment:

- Halberd
- Heavy armour

Special Rules:

- Always Strikes First
- Blessings of Asuryan
- Fear
- Magic Resistance (2)
- Martial Prowess
- Valour of Ages
- Witness to Destiny

Options:

- May be mounted on one of the following:
 - Flamespyre Phoenix (see page 95 for profile)225 points
 - Frostheart Phoenix (see page 95 for profile)240 points
- May take magic items up to a total of100 points

LOREMASTER OF HOETH

230 points

Profile

Loremaster of Hoeth

M	WS	BS	S	T	W	I	A	Ld
5	6	4	4	3	3	7	3	9

Troop Type

Infantry (Character)

Equipment:

- Great weapon
- Heavy armour

Special Rules:

- Always Strikes First
- Deflect Shots
- Martial Prowess
- Valour of Ages

Magic:

A Loremaster of Hoeth is a Level 2 Wizard. He does not generate spells following the normal rules, but instead always knows the eight signature spells from the Lore of Battle Magic in the *Warhammer* rulebook.

Options:

- May take magic items up to a total of100 points

MOUNTS

Profile

Elven Steed

Great Eagle

Griffon

Sun Dragon

Moon Dragon

Star Dragon

M	WS	BS	S	T	W	I	A	Ld
9	3	0	3	3	1	4	1	5
2	5	0	4	4	3	4	2	8
6	5	0	5	5	4	5	4	7
6	5	0	5	5	5	4	4	7
6	6	0	6	6	6	3	5	8
6	7	0	7	7	7	2	6	9

Troop Type

War Beast

Monstrous Beast

Monster

Monster

Monster

Monster

Special Rules:

- *Great Eagle*: Fly
- *Griffon*: Fly, Large Target, Terror
- *Sun Dragon*: Dragon Fire, Large Target, Fly, Scaly Skin (3+), Terror

- *Moon Dragon*: Dragon Fire, Large Target, Fly, Scaly Skin (3+), Terror
- *Star Dragon*: Dragon Fire, Large Target, Fly, Scaly Skin (3+), Terror



HEROES

KORHIL

Profile

Korhil

M WS BS S T W I A Ld
5 6 6 4 3 2 7 3 9

Troop Type

Infantry (Special Character)

150 points

Equipment:

- Hand weapon
- Heavy armour

Magic Items:

- Chayal
- Pelt of Charandis

Special Rules

- Always Strikes First
- Forest Strider
- Martial Prowess
- Stubborn
- Valour of Ages

Options:

- May be mounted on a Lion Chariot (see page 93 for profile. Count the cost against your allowance for Heroes. Korhil replaces one of the chariot's crew) 125 points

CARADRYAN

Profile

Caradryan

Ashtari (Frostheart Phoenix)

M WS BS S T W I A Ld
5 6 6 4 3 2 7 3 9
2 6 0 6 6 5 3 5 9

Troop Type

Infantry (Special Character)
Monster

170 points

Equipment:

- Heavy armour

Magic Items:

- The Phoenix Blade

Special Rules (Caradryan):

- Always Strikes First
- Fear
- Magic Resistance (1)
- Mark of Asuryan
- Martial Prowess
- Valour of Ages
- Witness to Destiny

Special Rules (Ashtari):

- Attuned to Magic
- Blizzard Aura
- Fly
- Large Target
- Natural Armour (5+)
- Terror

Options:

- May be mounted on Ashtari (Frostheart Phoenix) 250 points

NOBLE

Profile

Noble

M WS BS S T W I A Ld
5 6 6 4 3 2 7 3 9

Troop Type

Infantry (Character)

70 points

Equipment:

- Hand weapon
- Light armour

Special Rules:

- Always Strikes First
- Martial Prowess
- Valour of Ages

Options:

- May be armed with one of the following:
 - Additional hand weapon (unless mounted) 2 points
 - Halberd 2 points
 - Spear 2 points
 - Great weapon 4 points
 - Lance (mounted only) 6 points
- May take a longbow 5 points
- May replace light armour with one of the following:
 - Heavy armour 4 points
 - Dragon armour (unless the model has a lion cloak) 10 points
- May take a shield 2 points
- May take a lion cloak (unless the model has Dragon armour) 4 points
- May be mounted on one of the following:
 - Elven Steed 10 points
 - May be upgraded to have ithilmar barding 5 points
 - Great Eagle 50 points
 - May be upgraded to have Swiftsense 10 points
 - May be upgraded to have Shredding Talons 5 points
 - Griffon 150 points
 - May be upgraded to have Swooping Strike 25 points
 - May be upgraded to have Swiftsense 20 points
 - Tiranoc Chariot (see page 94 for profile. Count the cost against your allowance for Heroes. The Noble replaces one of the chariot's crew) 70 points
- May take magic items up to a total of 50 points

BATTLE STANDARD BEARER

One Noble or Lothorn Sea Helm may carry the battle standard for +25 points. The Battle Standard Bearer may carry a magic standard (with no points limit). If the army includes Alarielle the Radiant, the Battle Standard Bearer can instead carry the Banner of Avelorn (see page 59) for +40 points. A model that carries a magic standard cannot have any other magic items.



HEROES

MAGE

Profile
Mage

M WS BS S T W I A Ld
5 4 4 3 3 2 5 1 8

Troop Type
Infantry (Character)

85 points

Equipment:

- Hand weapon

Special Rules:

- Always Strikes First
- Lileath's Blessing
- Martial Prowess
- Valour of Ages

Magic:

A Mage is a Level 1 Wizard who uses spells from the Lore of High Magic or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

Options:

- May be upgraded to a Level 2 Wizard35 points
- May be mounted on one of the following:
 - Elven Steed10 points
 - May be upgraded to have ithilmar barding.5 points
 - Tiranoc Chariot (see page 94 for profile. Count the cost against your allowance for Heroes. The Mage replaces one of the chariot's crew)70 points
- May take magic items up to a total of50 points

DRAGON MAGE OF CALEDOR

Profile
Dragon Mage
Sun Dragon

M WS BS S T W I A Ld
5 4 4 3 3 2 6 2 8
6 5 0 5 5 5 4 4 7

Troop Type
Infantry (Character)
Monster

350 points

Equipment:

- Hand weapon

Mount:

- Sun Dragon

Special Rules

(Dragon Mage):

- Always Strikes First
- Martial Prowess
- Reckless
- Valour of Ages
- Warrior Mage

Special Rules

(Sun Dragon):

- Dragon Fire
- Fly
- Large Target
- Scaly Skin (3+)
- Terror

Magic:

A Dragon Mage is a Level 1 Wizard who uses spells from the Lore of Fire.

Options:

- May be upgraded to a Level 2 Wizard35 points
- May take Dragon armour10 points
- May take magic items up to a total of50 points

LOTHERN SEA HELM

Profile
Lothern Sea Helm

M WS BS S T W I A Ld
5 6 6 4 3 2 7 2 9

Troop Type
Infantry (Character)

100 points

Equipment:

- Spear
- Light armour
- Shield

Special Rules:

- Always Strikes First
- Martial Prowess
- Naval Discipline
- Valour of Ages
- Windrider

Options:

- May take a bow4 points
- May be mounted on a Lothern Skycutter (see page 94 for profile – the Skycutter cannot have additional upgrades. Count the cost against your allowance for Heroes. The Lothern Sea Helm replaces two of the Sea Guard crew).95 points
- May take magic items up to a total of50 points

HANDMAIDEN OF THE EVERQUEEN

Profile
Handmaiden of the Everqueen

M WS BS S T W I A Ld
5 5 7 4 3 2 7 2 9

Troop Type
Infantry (Character)

95 points

Equipment:

- Spear
- Bow of Avelorn
- Light armour

Special Rules:

- Always Strikes First
- Martial Prowess
- Quicksilver Shot
- Valour of Ages

Options:

- May take magic items up to a total of50 points
- If the army includes Alarielle the Radiant, may take the Horn of Isha (see page 59), but cannot take other magic items if she does so50 points

CORE UNITS

SPEARMEN

9 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Spearman	5	4	4	3	3	1	5	1	8	Infantry
Sentinel	5	4	4	3	3	1	5	2	8	Infantry

Unit Size: 10+

Special Rules:

- Always Strikes First
- Martial Prowess
- Valour of Ages

Options:

- May upgrade one Spearman to a Sentinel10 points
- May upgrade one Spearman to a musician10 points
- May upgrade one Spearman to a standard bearer10 points
- One Spearman unit with a standard bearer may take a magic standard worth up to25 points

Equipment:

- Spear
- Light armour
- Shield

ARCHERS

10 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Archer	5	4	4	3	3	1	5	1	8	Infantry
Hawkeye	5	4	5	3	3	1	5	1	8	Infantry

Unit Size: 10+

Special Rules:

- Always Strikes First
- Martial Prowess
- Valour of Ages

Options:

- May upgrade one Archer to a Hawkeye10 points
- May upgrade one Archer to a musician10 points
- May upgrade one Archer to a standard bearer10 points
- The entire unit may take light armour1 point per model

Equipment:

- Hand weapon
- Longbow

LOTHERN SEA GUARD

11 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Sea Guard	5	4	4	3	3	1	5	1	8	Infantry
Sea Master	5	4	4	3	3	1	5	2	8	Infantry

Unit Size: 10+

Special Rules:

- Always Strikes First
- Martial Prowess
- Valour of Ages

Options:

- May upgrade one Sea Guard to a Sea Master10 points
- May upgrade one Sea Guard to a musician10 points
- May upgrade one Sea Guard to a standard bearer10 points
- The entire unit may take shields1 point per model

Equipment:

- Spear
- Bow
- Light armour

SILVER HELMS

21 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Silver Helm	5	4	4	3	3	1	5	1	8	Cavalry
High Helm	5	4	4	3	3	1	5	2	8	Cavalry
Elven Steed	9	3	0	3	3	1	4	1	5	-

Unit Size: 5+

Special Rules:

- Always Strikes First (Riders only)
- Martial Prowess
- Valour of Ages

Options:

- May upgrade one Silver Helm to a High Helm10 points
- May upgrade one Silver Helm to a musician10 points
- May upgrade one Silver Helm to a standard bearer10 points
- The entire unit may take shields2 points per model

Equipment:

- Hand weapon
- Lance
- Heavy armour
- Ithilmar barding

ELLYRIAN REAVERS

16 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Ellyrian Reaver	5	4	4	3	3	1	5	1	8	Cavalry
Harbinger	5	4	5	3	3	1	5	1	8	Cavalry
Elven Steed	9	3	0	3	3	1	4	1	5	-

Unit Size: 5+

Special Rules:

- Always Strikes First (Riders only)
- Fast Cavalry
- Martial Prowess
- Valour of Ages

Options:

- May upgrade one Ellyrian Reaver to a Harbinger10 points
- May upgrade one Ellyrian Reaver to a musician10 points
- May upgrade one Ellyrian Reaver to a standard bearer10 points
- The entire unit may choose one of the following options:
 - Take bows3 points per model
 - Replace spears with bows1 point per model

Equipment:

- Hand weapon
- Spear
- Light armour



SPECIAL UNITS

LION CHARIOT OF CHRACE

120 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Lion Chariot	-	-	-	5	4	4	-	-	-	Chariot (Armour Save 4+)
Lion Charioteer	-	5	4	4	-	-	5	1	8	-
War Lion	8	5	-	5	-	-	4	2	-	-

Unit Size: 1

Equipment (Crew):

- Great weapon

Special Rules:

- Always Strikes First (Lion Charioteers only)
- Fear
- Stubborn
- Valour of Ages

Crew: 2 Lion Charioteers

Drawn by: 2 War Lions

WHITE LIONS OF CHRACE

13 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
White Lion	5	5	4	4	3	1	5	1	8	Infantry
Guardian	5	5	4	4	3	1	5	2	8	Infantry

Unit Size: 10+

Special Rules:

- Always Strikes First
- Forest Strider
- Martial Prowess
- Stubborn
- Valour of Ages

Equipment:

- Great weapon
- Heavy armour
- Lion cloak

Options:

- May upgrade one White Lion to a Guardian10 points
 - Guardian may take a magic weapon worth up to25 points
- May upgrade one White Lion to a musician10 points
- May upgrade one White Lion to a standard bearer10 points
 - May take a magic standard worth up to50 points

SWORDMASTERS OF HOETH

13 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Swordmaster	5	6	4	3	3	1	5	2	8	Infantry
Bladelord	5	6	4	3	3	1	5	3	8	Infantry

Unit Size: 5+

Special Rules:

- Always Strikes First
- Deflect Shots
- Martial Prowess
- Valour of Ages

Equipment:

- Great weapon
- Heavy armour

Options:

- May upgrade one Swordmaster to a Bladelord10 points
 - Bladelord may take a magic weapon worth up to25 points
- May upgrade one Swordmaster to a musician10 points
- May upgrade one Swordmaster to a standard bearer10 points
 - May take a magic standard worth up to50 points

SHADOW WARRIORS

14 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Shadow Warrior	5	5	5	3	3	1	5	1	8	Infantry
Shadow-walker	5	5	5	3	3	1	5	2	8	Infantry

Unit Size: 5+

Special Rules:

- Always Strikes First
- Hatred (Dark Elves)
- Martial Prowess
- Scouts
- Skirmishers
- Valour of Ages

Equipment:

- Hand weapon
- Longbow
- Light armour

Options:

- May upgrade one Shadow Warrior to a Shadow-walker10 points
 - Shadow-walker may take a magic weapon worth up to25 points

SPECIAL UNITS

PHOENIX GUARD

15 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Phoenix Guard	5	5	4	3	3	1	6	1	9	Infantry
Keeper of the Flame	5	5	4	3	3	1	6	2	9	Infantry

Unit Size: 10+

Special Rules:

- Always Strikes First
- Fear
- Martial Prowess
- Valour of Ages
- Witness to Destiny

Options:

- May upgrade one Phoenix Guard to a Keeper of the Flame.10 points
- Keeper of the Flame may take a magic weapon worth up to25 points
- May upgrade one Phoenix Guard to a musician.10 points
- May upgrade one Phoenix Guard to a standard bearer10 points
- May take a magic standard worth up to50 points

Equipment:

- Halberd
- Heavy armour

DRAGON PRINCES OF CALEDOR

29 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Dragon Prince	5	5	4	3	3	1	6	2	9	Cavalry
Drakemaster	5	5	4	3	3	1	6	3	9	Cavalry
Elven Steed	9	3	0	3	3	1	4	1	5	-

Unit Size: 5+

Special Rules:

- Always Strikes First (Riders only)
- Martial Prowess
- Valour of Ages

Options:

- May upgrade one Dragon Prince to a Drakemaster10 points
- Drakemaster may take a magic weapon and/or magic armour worth up to a total of50 points
- May upgrade one Dragon Prince to a musician10 points
- May upgrade one Dragon Prince to a standard bearer10 points
- May take a magic standard worth up to75 points

Equipment:

- Hand weapon
- Lance
- Dragon armour
- Shield
- Ithilmar barding

LOTHERN SKYCUTTER

95 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Lothorn Skycutter	-	-	-	5	4	4	-	-	-	Chariot (Armour Save 4+)
Sea Guard Crew	-	4	4	3	-	-	5	1	8	-
Swiftfeather Roc	2	5	-	4	-	-	4	2	-	-

Unit Size: 1

Equipment

- (Crew):**
- Hand weapon
 - Spear
 - Bow

Special Rules:

- Always Strikes First (Sea Guard Crew only)
- Fly
- Valour of Ages

Options:

- May exchange one Sea Guard Crew for an Eagle Eye Bolt Thrower25 points

Crew: 3 Sea Guard Crew

Drawn by: 1 Swiftfeather Roc

TIRANOC CHARIOT

70 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Tiranoc Chariot	-	-	-	5	4	4	-	-	-	Chariot (Armour Save 5+)
Tiranoc Charioteer	-	4	4	3	-	-	5	1	8	-
Elven Steed	9	3	-	3	-	-	4	1	-	-

Unit Size: 1-3

Equipment

- (Crew):**
- Hand weapon
 - Spear
 - Longbow

Special Rules:

- Always Strikes First (Tiranoc Charioteers only)
- Valour of Ages

Crew: 2 Tiranoc Charioteers

Drawn by: 2 Elven Steeds

RARE UNITS

EAGLE CLAW BOLT THROWER

70 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Eagle Claw Bolt Thrower	-	-	-	-	7	2	-	-	-	War Machine (Bolt Thrower)
Sea Guard Crew	5	4	4	3	3	1	5	1	8	-

Unit Size: 1

Special Rules (Crew):

- Always Strikes First
- Martial Prowess
- Valour of Ages

Special Rules (Eagle Claw Bolt Thrower):

- Repeater Bolt Thrower

A High Elf army may include up to 4 Eagle Claw Bolt Throwers, and up to 8 in a Grand Army.

Crew:

2 Sea Guard Crew

Equipment (Crew):

- Hand weapon
- Light armour

GREAT EAGLES

50 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Great Eagle	2	5	0	4	4	3	4	2	8	Monstrous Beast

Unit Size: 1+

Special Rules:

- Fly

Options:

- The entire unit may be upgraded to have Swiftsense. 10 points per model
- The entire unit may be upgraded to have Shredding Talons. 5 points per model

FLAMESPYRE PHOENIX

225 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Flamespyre Phoenix	2	5	0	5	5	5	4	3	8	Monster

Unit Size: 1

Special Rules:

- Attuned to Magic
- Fireborn
- Flaming Attacks
- Fly
- Large Target
- Phoenix Reborn
- Terror
- Wake of Fire

FROSTHEART PHOENIX

240 points

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Frostheart Phoenix	2	6	0	6	6	5	3	4	9	Monster

Unit Size: 1

Special Rules:

- Attuned to Magic
- Blizzard Aura
- Fly
- Large Target
- Natural Armour (5+)
- Terror

SISTERS OF AVELORN

14 points per model

Profile	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Sister of Avelorn	5	5	5	3	3	1	5	1	8	Infantry
High Sister	5	5	6	3	3	1	5	1	8	Infantry

Unit Size: 5+

Special Rules:

- Always Strikes First
- Martial Prowess
- Valour of Ages

Options:

- May upgrade one Sister of Avelorn to a High Sister. 10 points
- High Sister may take a magic weapon worth up to 25 points

Equipment:

- Hand weapon
- Bow of Avelorn
- Light armour