

HIGH ELF SHIPS

ELF RAVENSHIP INDEPENDENT				CREW 4	
4,5		SAIL SAVE 5 or 6 Each hit reduces movement by 2" Further hits do not cause critical damage.		6	BRIDGE SAVE 6
2		SAIL SAVE 4, 5 or 6 First hit has no effect Second hit reduces movement by 2" Further hits do not cause critical damage.		3	BATTLETOWERS SAVE 5 or 6 1 Broadside Eagle Claw lost.
4	BOWS SAVE 5 or 6 1 Broadside Eagle Claw lost.	5	MIDSHIPS SAVE 5 or 6 1 Broadside Eagle Claw lost.	6	OUTRIGGER SAVE 5 or 6 1 Broadside Eagle Claw lost.
NO EFFECT	NO EFFECT	NO EFFECT	SINKS	BELOW WATERLINE Save 4, 5 or 6	
SAIL: 6" (6") - 2 moves each Battle Phase				BATTLE HONOURS: 4	

HIGH ELF RAVENSHIP

Crew: 4

The Ravenships are larger than the Eagleships and rarely is a Starwood tree allowed to grow large enough to carve this formidable fortress of the seas. Ravenships are massive, fast and deadly ocean going craft armed with broadside Batteries of Eagle Claw bolt throwers. These huge sleek streamlined ships can outrace and outgun Bretonnian Galleons.

MOVE

Sail 6”(6”) May move twice during each Battle Phase.

WEAPONS

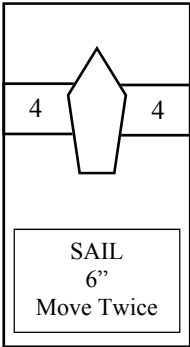
4 Eagle Claw broadsides.

SPECIAL RULES

Eagle Claws have a range of 12” and targets' saving throw is not modified for range.
May take Wardancers.

MUST buy compulsory fleets 1st. May not have more Ravenships than Man O War

1 RAVENSHIP 100pts



HIGH ELF SWIFTSHIPS

Crew: 1

The Swiftships are smaller than Hawkships but just as manoeuvrable and deadly. They are swift and able to perform hit and run attacks against larger ships.

MOVE

Sail 6”(6”) May move twice during each Battle Phase.

WEAPONS

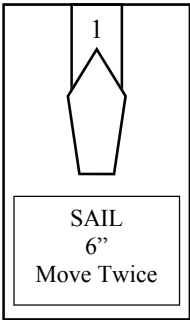
1 Forward Eagle Claw.

SPECIAL RULES

Eagle Claws have a range of 12” and targets' saving throw is not modified for range.

MUST buy compulsory fleets 1st. May have 2 Squadrons of Swiftships for every Man O War

1 Squadron of 3 SWIFTSHIPS 75pts



ELF
SWIFTSHIP
SHIP OF THE LINE

CREW
1

3

MAST
SAVE 5 or 6
First hit has no effect
Second hit destroys mast - cannot move
Further hits do not cause critical damage.

4

BOLT THROWER
SAVE 5 or 6
Fore Eagle Claw lost.

5

MIDSHIPS
SAVE 6

6

AFT CASTLE
SAVE 5 or 6

SINKS

BELOW WATERLINE
Save 5 or 6
First hit sinks ship.

SAIL: 6”(6”) - 2 moves each Battle Phase BATTLE HONOURS: 1

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SAIL: 6”(6”) - 2 moves each Battle Phase BATTLE HONOURS: 1

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Save 5 or 6
First hit sinks ship.

SAIL: 6”(6”) - 2 moves each Battle Phase BATTLE HONOURS: 1

DESIGNER NOTES: In keeping with Scott’s ideas about adding ships rather than changing rules, I have created two new ships to boost the lacklustre High Elves.

The Swiftships are a tad under priced—coming in at 30pts each on the Man O War Ship Calculator (1.200)

The RavenShip is also under priced—coming in at 115pts each on the Man O War Ship Calculator (1.150)

Although this means an Elf fleet is still under value most of the time, it does bring it closer to the ideal. The couple of play test games have demonstrated that these ships do not really effect the High Elves against the fleets that they normally defeat, but it does increase their capabilities against those fleets that normally send them packing.

Comments and Criticisms would be welcome.