

High Elf Warband

by Tuomas Pirinen

From the White Tower the Loremasters drew their auguries: the Comet of Chaos, the Doombringer, the Dark Shard, plummeted towards the earth. Soon the Stargraphers pinpointed the place where it would hit: the city of mortal men called Mordheim. Worse, the fears of the High Loremaster were justified: The comet was a shard from the dark moon Morrslieb, and it held a terrible power which could plunge the world into a dark era of Chaos.

The council was held and the Elves made a decision: they would have to send expeditions to remove the dangerous stones. But they would have to work quietly and in secret, for the power-hungry human rulers would surely stop them if they would find out their true purpose.

ELF RANGERS EQUIPMENT LISTS	
SWORDMASTER EQUIPMENT LIST	RANGER EQUIPMENT LIST
Hand-to-hand combat weapons	Hand-to-hand combat weapons
Knife	Knife
Mace	Mace
Sword	Sword
Double-handed weapon	Spear
Flail	
Elven Greatsword*	Missile Weapons
Missile Weapons (None)	Bow
Armour	Short bow
Light armour	Long bow
Heavy armour	Elf bow
Shield	Armour
Helmet	Light armour
Buckler	Shield
Ithilmar armour	Helmet
* Sword Masters only	

CHOICE OF WARRIORS

An Elf Warband must include a minimum of 3 models. You have 500 Gold Crowns to recruit your initial Warband. The maximum number of warriors in the warband is 12, though some buildings in the warband's encampment may increase this.

Loremaster

Each Elf Warband must have one Loremaster to lead it: no more, no less!

Sword Masters

Your warband may include up to 2 Sword Masters.

Rangers

Your warband may include up to 2 Rangers.

Elf Scouts

Your Warband may include any number of Elf Scouts.

Elf Warriors

Your Warband may include any number of Elf Warriors.

STARTING EXPERIENCE

Loremaster starts with 20 experience.

Elf Rangers start with 8 experience.

Swordmasters start with 11 experience.

All Henchmen start with 0 experience.

SPECIAL ELVEN EQUIPMENT

ELVEN GREATSWORDS

25 Gold Crowns

The Greatswords of Ulthuan are superb weapons: over six feet long and razor-sharp. Only the Swordmasters of Hoeth have the necessary skill to wield such mighty blades.

<u>Range</u>	<u>Strength</u>	<u>Save modifier</u>	<u>Special Rules</u>
Close Com.	As user+2		Two-handed

ELF SKILL TABLE						
	<u>Combat</u>	<u>Shooting</u>	<u>Academic</u>	<u>Strength</u>	<u>Speed</u>	<u>Special</u>
Loremaster			X		X	X
Swordmaster	X		X	X	X	X
Ranger		X			X	X

ELF SPECIAL SKILLS

Elf Heroes may use the following Skill table instead of any of the standard Skill tables.

WAYS OF THE ELVES	
1 Fey.	Any effect from a magical spell or a scroll will not affect the model on a D6 roll of 4+.
2 Sorcery.	Only a Loremaster may have this skill. He may add +1 to his rolls when determining wheter he can he cast a spell successfully or not.
3 Ghilead.	The Elf has been trained in the martial art of the White Tower called Ghilead. This allows him to parry even if he is not armed with a buckler or sword. It adds an additional dice to the parry if he is already armed in such way.
4 Excellent Sight.	The model spots Hidden enemies from double distance.
5 Minstrel	The Elf is an excellent singer and weaver of stories. He adds +10 GC to the income of your Warband.
6 Deathblow.	The Elf Hero is an expert at delivering deadly accurate blows. He may re-roll any failed to wound rolls.

HEROES

LOREMASTER

80 Gold Crowns to hire

Loremasters are the Elven Mages of the White Tower, sworn to protect the world against the encroachments of Chaos. They have been schooled in the ways of Magic in the Tower of Hoeth, and trained in martial skills by the mighty Swordmasters.



Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	5	3	3	1	7	1	9

Weapons/Armour

Loremaster may be equipped with weapons and armour chosen from the Ranger Equipment list. Loremasters may never wear any armour.

SPECIAL RULES

Leader

Any Dwarf within 6" of the Treasure Hunter may use his Leadership characteristic when taking any Leadership tests.

Wizard

A Loremaster is a Wizard and starts the game with 1 spell. See magic section for details.

SWORDMASTERS

50 Gold Crowns to hire

Loremasters are the Elven Mages of the White Tower, the keepers of balance and peace.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	7	1	9

Weapons/Armour: Swordmasters may be equipped with weapons and armour chosen from the Sword Master Equipment list.

SPECIAL RULES

Swordmaster

Sword Masters are -1 to hit with missile weapons and may use Elven Greatswords.

ELF RANGERS

35 Gold Crowns to hire

Elf rangers are silent and intense warriors, expert trackers and pathfinders. There are few who can match the accuracy of these Elven archers.

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

Weapons/Armour

Elf Rangers may be equipped with weapons and armour chosen from the Ranger Equipment list.

HENCHMEN

(bought in groups of 1-5)

ELVEN ARCHERS

35 Gold Crowns to hire

Elf Archers are keen-eyed warriors, especially potent when armed with the deadly Elf bows.

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

Weapons/Armour: Elf Rangers may be equipped with weapons and armour chosen from the Ranger Equipment list.

ELVEN WARRIORS

35 Gold Crowns to hire

Elf warriors are stern, nimble fighters, especially adept at close-quarter fighting.

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

Weapons/Armour

Elf Warriors may be equipped with weapons and armour chosen from the Sword Master Equipment list.

Elven Magic

Tuomas Pirinen
Games Designer, GWUK

Elven magic is used by the Elf Loremasters.

1 Word of Power DIFFICULTY: 8

The Elven Mage utters the True Name of the Asuryan, the lord of the Elf gods. Shaken by his awesome power, the enemies of the Elves become weak and ineffective. Any enemies within 8" of the Mage suffer -3 WS penalty, down to a minimum of 1.

2 Fiery Wrath. DIFFICULTY: 8

With one delicate movement he Elf Mage traces an intrecate Sigil of Flame in the air. Range 12". May be cast on any model within the range. The target suffers a S4 hit in each shooting phase, including this one. Take any armour save as normal. As long as the target is not out of action, the Mage may not cast this spell again.

3 The Phoenix Crown DIFFICULTY: 8

A crown of white flames appears above the head of the Elf Mage, enveloping him with glorious array of flames. The Elf Mage gains 2+ armour save and +2 WS and +1 Strength bonus.

4 Roar of the Dragon DIFFICULTY: X

A shadow of a wrathful Dragon strikes out from the outstreched hand of the mage, and speeds forward roaring it's anger. The roar of the Dragon has a range of 12" and it is absolutely straight. Any model in it's path must roll equal or under it's Strength or be Knocked Down. If the spell hits a building it stops.

5 The Anger of the Earth DIFFICULTY: 10

At the command of the Elven Mage, the very earth raises against the enemies of the Elves. Draw a 12" direct line from the mage in any direction. The line is 1" wide and absolutely straight. Any model in it's path suffers S5 hit.

6 Light of Glory DIFFICULTY: 8

A radiant white light emerges from the hand of the mage, banishing all fears and doubts of his comrades. Any friendly models within 8" of the Elven mage is immune to psychology and never break from combat. This spell lasts until the mage suffers 1 Wound.