

High Elves v.1.6

Warband Special Rules

Frail but Fey

Warriors with this rule treat all campaign injuries as 'Full Recovery' except for rolls of 'Dead' and 'Thrown to the Pits.'

- *(Positive results from the campaign injury chart are also transformed into Full Recovery by this rule.)*
- Henchmen with this rule derive no effect from it until they are promoted to heroes.

Eagle Eyes

Warriors with this rule ignore enemy 'Stealth' when shooting missile weapons.

Martial Prowess

Warriors with this rule may re-roll their first natural 1 'to hit' in each close combat phase *(including the opponent's)*.

Lileath's Blessing

Warriors with this rule add +D6 to all their rolls on the miscast table.

Warrior Wizard

Warriors with this rule may wear armour and cast spells.

Stubborn

Warriors with this rule may re-roll failed fear and panic tests.

Stealth

As long as a warrior with this rule is in cover, enemy shooting against him suffers an additional -1 to hit.

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

Warband Special Rules

Teachings of Hoeth

Warriors with this rule may choose any one skill from the Combat or Speed lists when hired.

Woodsman

Warriors with this rule may choose any one skill from the Strength list when hired.

Warband Special Equipment

Ithilmar Armour 20gc

Suit of Heavy Armour: Is affected by anything that affects Heavy Armour and can be worn by anyone who can wear normal Heavy Armour.

Armour Save: 5+

There is no Initiative penalty.

Lion Cloak 5gc

Suit of Armour: Prevents Wizards from casting spells. May be combined with Light or Heavy Armour.

Wearer gains a 6+ armour save vs. shooting attacks. *(No effect vs. spells / prayers.)*



High Elf Skill Table

	Combat	Shooting	Academic	Strength	Speed
Noble	V	V	V	V	V
Silver Helm	V			V	V
Loremaster	V		V	V	V
Mage	(+10gc)		V		V
Reaver	V	V	(+10gc)	(+10gc)	V

High Elf Equipment Lists

Noble and Silver Helms

Close Combat

Hand Weapon
Great Weapon
Halberd

Shooting

Bow
Long Bow
Javelins

Armour

Light Armour
Heavy Armour
Shield

Loremaster and Swordmasters

Close Combat

Hand Weapon
Great Weapon

Shooting

Throwing Knives / Stars

Armour

Light Armour
Heavy Armour
Shield

Mage

Close Combat

Hand Weapon
Great Weapon

Shooting

Sling

Armour

None

Reaver Scouts and Sea Guards

Close Combat

Hand Weapon
Great Weapon
Spear

Shooting

Bow
Javelins

Armour

Light Armour
Shield

Shadow Warriors

Close Combat

Hand Weapon

Shooting

Bow
Long Bow
Javelins

Armour

Light Armour

White Lions

Close Combat

Hand Weapon
Great Weapon

Shooting

Throwing Axes
Javelins

Armour

Light Armour
Heavy Armour
Lion Cloak
Shield

HEROES

0-1 High Elf Noble

40gc to hire

Starting Experience: 28

Race: Elf

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

SPECIAL RULES

Leader (6"), Frail but Fey, Eagle Eyes, Martial Prowess

0-2 Silver Helms

35gc to hire

Starting Experience: 28

Race: Elf

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

SPECIAL RULES

Frail but Fey, Eagle Eyes, Martial Prowess

0-1 High Elf Loremaster

50gc to hire

Starting Experience: 28

Race: Elf

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

SPECIAL RULES

Frail but Fey, Eagle Eyes, Warrior Wizard, Heirloom: Ithilmar Armour
Wizard (Any of the 8 Basic Lores): Starts with 1 spell.

0-1 High Elf Mage

35gc to hire

Starting Experience: 24

Race: Elf

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

SPECIAL RULES

Frail but Fey, Eagle Eyes, Lileath's Blessing (+D6)
Wizard (High Magic): Starts with 1 spell.

0-3 Reaver Scouts

25gc to hire

Starting Experience: 14

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	2	3	5	1	7

SPECIAL RULES

Frail but Fey, Eagle Eyes

HENCHMEN

Sea Guards

30gc to hire

Starting Experience: 24

Race: Elf

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

SPECIAL RULES

Frail but Fey, Eagle Eyes

0-3 Shadow Warriors

30gc to hire

Starting Experience: 24

Race: Elf

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

SPECIAL RULES

Frail but Fey, Eagle Eyes, Stealth

0-3 Swordmasters

40gc to hire

Starting Experience: 28

Race: Elf

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

SPECIAL RULES

Frail but Fey, Eagle Eyes, Martial Prowess, Teachings of Hoeth

0-3 White Lions

50gc to hire

Starting Experience: 28

Race: Elf

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

SPECIAL RULES

Frail but Fey, Eagle Eyes, Stubborn, Woodsmen, Heirloom: Lion Cloak, Ithilmar Armour

0-2 War Lions

45gc to hire

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

SPECIAL RULES

Stubborn

Animals (Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

v.1.6

Loresmaster +10gc, gain Heirloom: Ithilmar Armour
White Lions may use Shield

v.1.5.1

Fixed typos. Hat tip to Daelnoron.

v.1.5

- Swordmasters' free skill now must come from Combat or Speed (can no longer start with a Strength skill)
- White Lions +5gc Price
- White Lions start with a free Strength skill
- Thank you to Thandraugh and red5711 for their brilliant discussions on this

v.1.4

Leader, Silver Helms, Swordmasters +1 WS

v.1.3

White Lions have Heirloom: Ithilmar Armour, cost 45gc.