

High Elves v.2.0

Warband Special Rules

Frail but Fey

Elves treat all campaign injuries as 'Full Recovery' except for rolls of 'Dead,' 'Robbed by Stragglers,' 'Robbed by Enemy Warband,' 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.

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.

Warrior Wizard

Warriors with this rule may wear armour and cast spells.

Battle Mage

Warriors with this rule never know any lores of magic. Instead, for each spell they know, they generate a Signature Spell from one of the eight basic lores. For each spell, roll a D8 to determine which lore's Signature Spell(s) he knows:

- (1) Fire (2) Death (3) Shadow (4) Beasts (5) Life (6) Metal (7) Light (8) Heavens.

Blade Focus

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

Warband Special Rules

Mage of Saphery

Warriors with this rule use any of the eight basic lores of magic in addition to High Magic each battle. Choose which before each battle. Warrior *always* knows the Signature Spells from both lores and when generating spells before each battle, he may freely decide which lore each of his spells will come from.

Fly (10")

Warriors with this rule may *fly* 10" instead of moving. They *may* use flying moves to move into close combat with enemies, in which case they count as charging, but *cannot hide* at the end of a flying move.

Unruly

When deploying the warband, there can only be one warrior with is rule in each Combat Group.



© Giorgos Magkakis

Asur Special Skills

Valour of Ages

Warrior may re-roll failed fear and panic tests. *(No effect if he also has 'Stubborn.')*

Shield of Lileath (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells. *(Other warriors may still be affected.)*

Martial Prowess

Warrior may re-roll his first natural 1 'to hit' in each close combat phase *(including the opponent's)*.

Witness to Destiny (5+)

Warrior has a 5+ ward save against all types of attacks as long as he is down to one wound. Not active while warrior is *fleeing*.

Lionclaw

All of this warrior's Critical Hits with Great Axes and Throwing Axes automatically result in a 'Deathblow' result on the critical hits table *(re-rolled dice cannot cause critical hits)*.

Elven Precision

Warrior's close combat attacks *(but not shooting attacks)* are Armour Piercing (1). *(Stacks with other Armour Piercing effects he may have.)*

Blaze of Glory

Warrior adds +D3" to the maximum distance moved when charging, up to a maximum of 12". *(I.e. He rolls 2D6, adds the highest roll to his base Movement and then adds another D3 to that.)*

Pureblood

Warrior is immune to poison.

Fury of Khaine (+1 S)

Warrior has +1 Strength the turn he charges.

Virtue of Heroism

Warrior *hates* enemies that cause *fear* in *all* rounds of combat *(i.e. all of his close combat attacks have +1 to hit.)* and gains an additional +1 XP each time he takes an enemy Monster *out of action*.

Lileath's Blessing (+D6)

Must be a wizard to choose this skill. Warrior has +D6 to all rolls he has to make on the magical miscasts table.

Warband Special Equipment

Ithilmar Greatsword 15gc

Close Combat Weapon: Great Sword: Is affected by anything that affects Great Swords and can be used by anyone who can use normal Great Swords.

Strength Bonus: +2 S in all rounds of combat.

There is no Initiative penalty.

Slow Swing.

Two-handed.

Elven Bow 15gc

Missile Weapon: Long Bow: Is affected by anything that affects normal Long Bows and can be used by anyone who can use normal Long Bows.

Range: 30" **Strength:** 3

Armour Piercing (1)

Ithilmar Armour 25gc

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

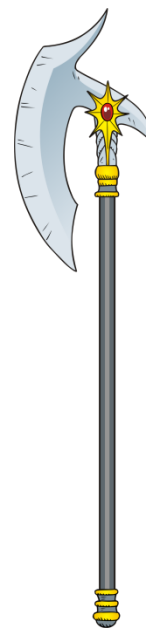
Armour Save: 5+

There is no Initiative penalty.

Lion Cloak 10gc

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

Armour Save: 6+ vs. shooting attacks. *(No effect vs. spells or prayers.)*



© Giorgos Magkakis

High Elf Skill Table

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

High Elf Equipment Lists

Noble and Silver Helms

Close Combat

Hand Weapon
Great Weapon
Halberd
Morning Star

Shooting

Bow
Long Bow
Javelins

Armour

Light Armour
Heavy Armour
Shield

Loremaster and Swordmasters

Close Combat

Hand Weapon
Great Weapon

Shooting

Throwing Knives / Stars
Javelins

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

40gc 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, Battle Mage, Wizard: 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, Mage of Saphery, Wizard (High Magic and any of the 8 Basic Lores): 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 White Lions

35gc 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, Valour of Ages, Heirloom: Lion Cloak

0-3 Swordmasters

50gc 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, Blade Focus, Heirloom: Heavy Armour

0-3 Warhawks

35gc to hire

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

SPECIAL RULES

Fly (10"), Unruly

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

v.1.7

Revamped the way Loremaster uses magic.

Replaced

Replaced White Lions with Warhawks. Lions will be re-added as a Monster Choice.

Loremaster does not have Heirloom: Ithilmar Armour.

Replaced Lileath's Blessing for Mage with access to 2 Lores.

Tweaked White Lions and Swordmasters.

Added Asur skills.

Added unique equipment.

v.1.6.1

Frail but Fey does not protect against Robbed results.

Teachings of Hoeth renamed Blade Focus

v.1.6

Loremaster +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.