



HIGH ELVES



**WARSCROLLS
COMPENDIUM**

INTRODUCTION

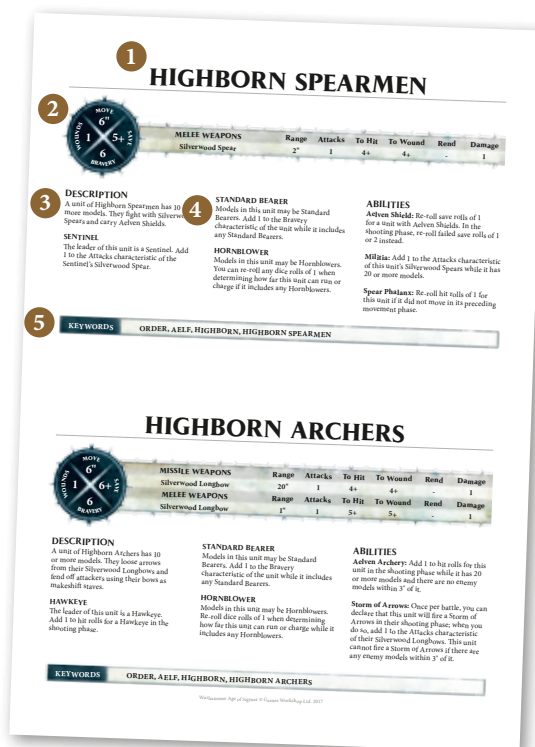
Once, the aelf Highborn were mighty. They ruled, proud and regal, over glittering cities and wonders beyond count. All of that is gone now. In place of their lost lands the Highborn have only the endless war against Chaos.

Though they defend enclaves throughout the Mortal Realms, the greatest concentration of Highborn dwells in Azyrheim. Here they fight for Sigmar's alliance, raising militia armies to hold back the tides of darkness.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was..

WARSCROLL KEY

- 1. Title:** The name of the model that the warscroll describes.
- 2. Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 3. Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- 4. Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- 5. Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.



HIGHBORN SPEARMEN



MELEE WEAPONS

Silverwood Spear

Range

2"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Highborn Spearmen has 10 or more models. They fight with Silverwood Spears and carry Aelven Shields.

SENTINEL

The leader of this unit is a Sentinel. Add 1 to the Attacks characteristic of the Sentinel's Silverwood Spear.

STANDARD BEARER

Models in this unit may be Standard Bearers. Add 1 to the Bravery characteristic of the unit while it includes any Standard Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. You can re-roll any dice rolls of 1 when determining how far this unit can run or charge if it includes any Hornblowers.

ABILITIES

Aelven Shield: Re-roll save rolls of 1 for a unit with Aelven Shields. In the shooting phase, re-roll failed save rolls of 1 or 2 instead.

Militia: Add 1 to the Attacks characteristic of this unit's Silverwood Spears while it has 20 or more models.

Spear Phalanx: Re-roll hit rolls of 1 for this unit if it did not move in its preceding movement phase.

KEYWORDS

ORDER, AELF, Highborn, Highborn Spearmen

HIGHBORN ARCHERS



MISSILE WEAPONS

Silverwood Longbow

Range

20"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

MELEE WEAPONS

Silverwood Longbow

Range

1"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A unit of Highborn Archers has 10 or more models. They loose arrows from their Silverwood Longbows and fend off attackers using their bows as makeshift staves.

HAWKEYE

The leader of this unit is a Hawkeye. Add 1 to hit rolls for a Hawkeye in the shooting phase.

STANDARD BEARER

Models in this unit may be Standard Bearers. Add 1 to the Bravery characteristic of the unit while it includes any Standard Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. Re-roll dice rolls of 1 when determining how far this unit can run or charge while it includes any Hornblowers.

ABILITIES

Aelven Archery: Add 1 to hit rolls for this unit in the shooting phase while it has 20 or more models and there are no enemy models within 3" of it.

Storm of Arrows: Once per battle, you can declare that this unit will fire a Storm of Arrows in their shooting phase; when you do so, add 1 to the Attacks characteristic of their Silverwood Longbows. This unit cannot fire a Storm of Arrows if there are any enemy models within 3" of it.

KEYWORDS

ORDER, AELF, Highborn, Highborn Archers

HIGHBORN SILVER HELMS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ithilmar Lance and Sword	1"	1	4+	4+	-	1
Aelven Purebreed's Swift Hooves	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Highborn Silver Helms has 5 or more models. They wield Ithilmar Lances and Swords and carry Aelven Shields. Their steeds are robust Aelven Purebreeds that strike out with their Swift Hooves.

HIGH HELM

The leader of this unit is a High Helm. Add 1 to the Attacks characteristic of the High Helm's Ithilmar Lance and Sword.

STANDARD BEARER

Models in this unit may be Standard Bearers. Add 1 to the Bravery characteristic of the unit while it includes any Standard Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. Re-roll any dice rolls of 1 when determining how far this unit can run or charge while it includes any Hornblowers.

ABILITIES

Aelven Shield: Re-roll save rolls of 1 for a unit with Aelven Shields. In the shooting phase, re-roll failed save rolls of 1 or 2 instead.

Lance Charge: Add 1 to wound rolls for this unit's Ithilmar Lances and Swords and increase the Damage characteristic of the weapons by 1 if it made a charge move in the same turn.

KEYWORDS

ORDER, AELF, Highborn, Highborn Silver Helms

HIGHBORN REPEATER BOLT THROWER

WAR MACHINE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ithilmar Bolt	36"	☀	3+	3+	-2	D3
Repeating Bolts	36"	☀	4+	3+	-1	1

WAR MACHINE CREW TABLE			
Crew Within 1"	Move	Ithilmar Bolt	Repeating Bolts
2 models	4"	2	12
1 model	2"	1	6
No models	0"	0	0

CREW



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ithilmar Blade	1"	1	4+	4+	-	1

DESCRIPTION

A Highborn Repeater Bolt Thrower is a graceful war machine that can loose either devastating Ithilmar Bolts or volleys of smaller Repeating Bolts at the enemy. It is crewed by a unit of 2 Highborn Crew armed with Ithilmar Blades.

ABILITIES

Crewed War Machine: A Highborn Repeater Bolt Thrower can only move if its **CREW** are within 1" at the start of the movement phase. If its Crew are within 1" of the Highborn Repeater Bolt Thrower in the shooting phase, they can fire the war machine. The Highborn Repeater Bolt Thrower cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The Crew are in cover while they are within 1" of their war machine.

Bolt Selection: Each time a Highborn Repeater Bolt Thrower is fired in the shooting phase, the crew can load and fire either Ithilmar Bolts or volleys of Repeating Bolts. They cannot load and fire both in the same turn.

WAR MACHINE

KEYWORDS

ORDER, WAR MACHINE, Highborn Repeater Bolt Thrower

CREW

KEYWORDS

ORDER, AElf, Highborn, Crew

GREAT EAGLES



MELEE WEAPONS

Beak and Talons

Range

2"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-

Damage

1

DESCRIPTION

A unit of Great Eagles has any number of models. They assail their foes with their sharp Beaks and Talons.

FLY

Great Eagles can fly.

ABILITIES

Death from the Skies: Increase the Attacks characteristic of this unit's Beaks and Talons by 2 if it made a charge move this turn.

Soar Away: At the end of the combat phase, if there are no enemy models within 3" of this unit, you may declare that it will swoop out of combat and soar away. If you do, roll 3 dice; the total scored is how far you can immediately move this unit. The Great Eagles must end this move

more than 3" from any enemy units – if they cannot do so, then they are unable to escape and may not move.

KEYWORDS

ORDER, GREAT EAGLES

SEAWARDEN ON FOOT



MELEE WEAPONS

Zephyr Trident

Range

2"

Attacks

2

To Hit

4+

To Wound

3+

Rend

-

Damage

2

Ithilmar Blade

1"

3

4+

4+

-

1

DESCRIPTION

A Seawarden is a single model armed with an Ithilmar Blade and an Enchanted Shield. Some Seawardens also wield a Zephyr Trident, while others carry a Sea Drake Pennant to inspire their warriors.

ABILITIES

Enchanted Shield: Re-roll failed save rolls for this model.

Sea Drake Pennant: A Seawarden with a Sea Drake Pennant gains the **TOTEM** keyword. Add 1 to all wound rolls for **HIGHBORN** units from your army if they are within 8" of a friendly Sea Drake Pennant when they attack.

COMMAND ABILITY

Stand Fast!: If a Seawarden uses this ability, pick a friendly **HIGHBORN** unit within 16". That unit cannot move or charge this turn, but you can re-roll hit rolls, wound rolls and save rolls for it until your next hero phase.

KEYWORDS

ORDER, AELE, HIGHTBORN, HERO, SEAWARDEN

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below:

Unit	Warscroll
Alarielle the Radiant	Archmage
Alith Anar	Dragon Noble
Anointed of Asuryan	Anointed
Anointed on Flamespyre Phoenix	Flamespyre Phoenix
Archmage on Great Eagle	Glade Lord on Great Eagle (see compendium Wood Elves)
Caradryan	Anointed
Caradryan on Ashtari	Frostheart Phoenix
Dragon Mage	Drakeseer
Dragon Princes of Caledor	Dragon Blades
Eagle Claw Bolt Thrower	Highborn Repeater Bolt Thrower
Ellyrian Reavers	Reavers
Eltharion on foot	Dragon Noble
Eltharion on Stormwing	High Warden
Handmaiden of the Everqueen	Dragon Noble
High Elf Archers	Highborn Archers
High Elf Archmage on Dragon	Archmage on Dragon
High Elf Mage	Archmage
High Elf Prince	Dragon Noble
High Elf Prince on Dragon	Dragonlord
High Elf Prince on Griffon	High Warden
High Elf Repeater Bolt Thrower	Highborn Repeater Bolt Thrower
High Elf Spearmen	Highborn Spearmen
High Elf Swordmasters of Hoeth	Swordmasters
Korhil	Dragon Noble
Korhil on Lion Chariot	White Lion Chariot
Lion Chariot of Chrace	White Lion Chariot
Loremaster of Hoeth	Loremaster
Lothorn Sea Guard	Spireguard
Lothorn Sea Helm on Skycutter	Skywarden
Lothorn Skycutters	Skycutters
Mage on Great Eagle	Glade Lord on Great Eagle (see compendium Wood Elves)
Mage on Tiranoc Chariot	Chariots
Noble	Dragon Noble
Prince Althran	Dragon Noble
Prince Imrik	Dragonlord
Prince on Tiranoc Chariot	Chariots
Prince on Great Eagle	Glade Lord on Great Eagle (see compendium Wood Elves)
Silver Helms	Highborn Silver Helms
Sisters of Avelorn	Sisters of the Watch
Teclis	Archmage
Tiranoc Chariots	Chariots
Tyrion	Dragon Noble
White Lions of Chrace	White Lions

PITCHED BATTLE PROFILES

HIGH ELVES		UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT		MIN	MAX			
Highborn Repeater Bolt Thrower		1	1	120	Artillery	
Highborn Spearmen		10	40	80	Battleline	
Highborn Silver Helms		5	20	140	Battleline	
Seawarden on Foot		1	1	100	Leader	
Great Eagles		1	3	60		
Highborn Archers		10	30	100		