

WARHAMMER AGE OF SIGMAR

HIGH ELVES



WARSCROLLS
COMPENDIUM

INTRODUCTION

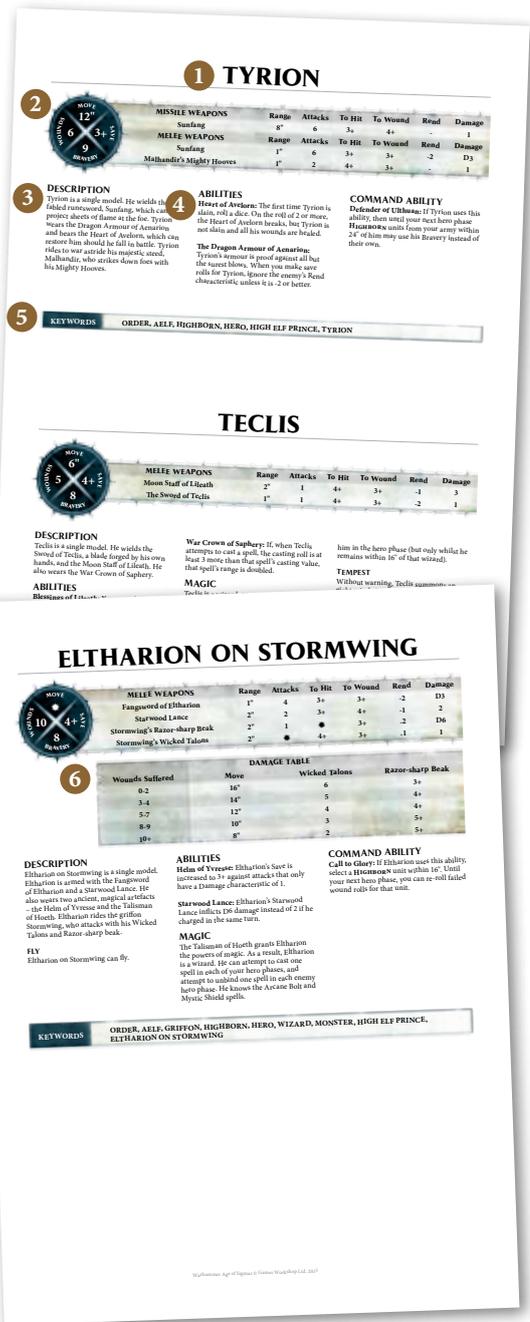
Once, the aelf Highborn were mighty. They ruled, proud and regal, over glittering cities and wonders beyond count. All of that is gone now. In place of their lost lands the Highborn have only the endless war against Chaos.

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

- Title:** The name of the model that the warscroll describes.
- Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- 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).
- Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



TYRION



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|---------------------------|-------|---------|--------|----------|------|--------|
| Sunfang | 8" | 6 | 3+ | 4+ | - | 1 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Sunfang | 1" | 6 | 3+ | 3+ | -2 | D3 |
| Malhandir's Mighty Hooves | 1" | 2 | 4+ | 3+ | - | 1 |

DESCRIPTION

Tyrion is a single model. He wields the fabled runesword, Sunfang, which can project sheets of flame at the foe. Tyrion wears the Dragon Armour of Aenarion and bears the Heart of Avelorn, which can restore him should he fall in battle. Tyrion rides to war astride his majestic steed, Malhandir, who strikes down foes with his Mighty Hooves.

ABILITIES

Heart of Avelorn: The first time Tyrion is slain, roll a dice. On the roll of 2 or more, the Heart of Avelorn breaks, but Tyrion is not slain and all his wounds are healed.

The Dragon Armour of Aenarion: Tyrion's armour is proof against all but the surest blows. When you make save rolls for Tyrion, ignore the enemy's Rend characteristic unless it is -2 or better.

COMMAND ABILITY

Defender of Ulthuan: If Tyrion uses this ability, then until your next hero phase **HIGHBORN** units from your army within 24" of him may use his Bravery instead of their own.

KEYWORDS

ORDER, AELE, Highborn, Hero, High Elf Prince, Tyrion

TECLIS



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------------|-------|---------|--------|----------|------|--------|
| Moon Staff of Lileath | 2" | 1 | 4+ | 3+ | -1 | 3 |
| The Sword of Teclis | 1" | 1 | 4+ | 3+ | -2 | 1 |

DESCRIPTION

Teclis is a single model. He wields the Sword of Teclis, a blade forged by his own hands, and the Moon Staff of Lileath. He also wears the War Crown of Saphery.

ABILITIES

Blessings of Lileath: You can add 2 to casting and unbinding rolls for Teclis.

War Crown of Saphery: If, when Teclis attempts to cast a spell, the casting roll is at least 3 more than that spell's casting value, that spell's range is doubled.

MAGIC

Teclis is a wizard. He can attempt to cast three different spells in each of your own hero phases, and attempt to unbind three spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Tempest spells. Teclis also knows the spells of **HIGHBORN WIZARD** within 16" of

him in the hero phase (but only whilst he remains within 16" of that wizard).

TEMPEST

Without warning, Teclis summons an eight-winded storm to break about the foe. Tempest has a casting value of 5. If successfully cast, select a visible unit within 18". That unit suffers a mortal wound and must halve the distance its models move, run and charge until your next hero phase.

KEYWORDS

ORDER, AELE, Highborn, Hero, Wizard, High Elf Mage, Teclis

ELTHARION ON STORMWING



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|------------------------------|-------|---------|--------|----------|------|--------|
| Fangsword of Eltharion | 1" | 4 | 3+ | 3+ | -2 | D3 |
| Starwood Lance | 2" | 2 | 3+ | 4+ | -1 | 2 |
| Stormwing's Razor-sharp Beak | 2" | 1 | * | 3+ | -2 | D6 |
| Stormwing's Wicked Talons | 2" | * | 4+ | 3+ | -1 | 1 |

| Wounds Suffered | DAMAGE TABLE | | |
|-----------------|--------------|---------------|------------------|
| | Move | Wicked Talons | Razor-sharp Beak |
| 0-2 | 16" | 6 | 3+ |
| 3-4 | 14" | 5 | 4+ |
| 5-7 | 12" | 4 | 4+ |
| 8-9 | 10" | 3 | 5+ |
| 10+ | 8" | 2 | 5+ |

DESCRIPTION

Eltharion on Stormwing is a single model. Eltharion is armed with the Fangsword of Eltharion and a Starwood Lance. He also wears two ancient, magical artefacts – the Helm of Yvresse and the Talisman of Hoeth. Eltharion rides the griffon Stormwing, who attacks with his Wicked Talons and Razor-sharp beak.

FLY

Eltharion on Stormwing can fly.

ABILITIES

Helm of Yvresse: Eltharion's Save is increased to 3+ against attacks that only have a Damage characteristic of 1.

Starwood Lance: Eltharion's Starwood Lance inflicts D6 damage instead of 2 if he charged in the same turn.

MAGIC

The Talisman of Hoeth grants Eltharion the powers of magic. As a result, Eltharion is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt and Mystic Shield spells.

COMMAND ABILITY

Call to Glory: If Eltharion uses this ability, select a **HIGHBORN** unit within 16". Until your next hero phase, you can re-roll failed wound rolls for that unit.

KEYWORDS

ORDER, AELF, GRIFFON, HIGHTBORN, HERO, WIZARD, MONSTER, HIGH ELF PRINCE, ELTHARION ON STORMWING

PRINCE IMRIK, DRAGONLORD



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------------------|-------|---------|--------|----------|------|--------|
| Imrik's Star Lance | 2" | 3 | 3+ | 3+ | -1 | 2 |
| Minaithnir's Claws | 2" | ☼ | 4+ | 3+ | -1 | 2 |
| Minaithnir's Fearsome Jaws | 3" | 3 | 4+ | ☼ | -2 | D6 |

| Wounds Suffered | DAMAGE TABLE | | |
|-----------------|--------------|-------|---------------|
| | Move | Claws | Fearsome Jaws |
| 0-3 | 14" | 6 | 2+ |
| 4-6 | 12" | 5 | 3+ |
| 7-9 | 10" | 4 | 3+ |
| 10-12 | 8" | 3 | 4+ |
| 13+ | 6" | 2 | 4+ |

DESCRIPTION

Prince Imrik is a single model. He is armed with a Star Lance and carries the Dragonhorn to war. Prince Imrik rides atop the Dragon Minaithnir, who devours enemies in its Fearsome Jaws and tears them apart with its Claws. Minaithnir can also unleash a deadly torrent of Dragonfire to immolate its foes.

FLY

Prince Imrik can fly.

ABILITIES

Star Lance: Add 1 to the wound rolls and Damage of the Star Lance if Prince Imrik charged in the same turn.

The Dragonhorn: Blasts from this enchanted horn can cause even the mightiest monsters to cower and shy away. Once per game, in your hero phase, Prince Imrik can blow the Dragonhorn. When he does so, all enemy **MONSTERS** within 10" of him are cowed by the fearsome blast; your opponent must subtract 1 from all hit rolls, run rolls and charge rolls for them until your next hero phase.

Dragonfire: A Dragon can unleash a blast of Dragonfire in your shooting phase. When it does so, pick a visible unit within 12" and roll a dice; on a 1 or 2 that unit suffers a mortal wound, on a 3 or 4 that unit suffers D3 mortal wounds, and on a 5 or 6 that unit suffers D6 mortal wounds.

COMMAND ABILITY

Lord of Dragons If Prince Imrik uses this ability, then until your next hero phase you can re-roll failed hit rolls for any **DRAGON** from your army when it attacks with its Fearsome Jaws (including Minaithnir).

KEYWORDS

ORDER, AELF, DRAGON, Highborn, HERO, MONSTER, High Elf Prince, Prince Imrik

PRINCE ALTHRAN



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|------------------------|-------|---------|--------|----------|------|--------|
| The Stormrider's Sword | 1" | 4 | 3+ | 4+ | - | 2 |

DESCRIPTION

Prince Althran is a single model. He wields the Stormrider's Sword and an Enchanted Shield. He also wears the Armour of Fortune.

ABILITIES

Enchanted Shield: You can re-roll all failed save rolls for Prince Althran.

Armour of Fortune: In your hero phase, choose a number between 1 and 6. Until your next hero phase, roll a dice each time Prince Althran suffers a wound or a mortal wound; if the number is the same as the one you chose during your hero phase, the Armour of Fortune has deflected the hit and the wound or mortal wound is ignored.

COMMAND ABILITY

Glory of the Elves: If Prince Althran uses this ability, then until your next hero phase you can re-roll hit rolls of 1 for all **HIGHBORN** units from your army within 8" of him when they attack in the combat phase.

KEYWORDS

ORDER, AELE, HIGHBORN, HERO, HIGH ELF PRINCE, PRINCE ALTHRAN

HIGH ELF PRINCE



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|---------------------------------|-------|---------|--------|----------|------|--------|
| Reaver Bow | 20" | 3 | 3+ | 3+ | - | 1 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Purebred's Ithilmar-shod Hooves | 1" | 2 | 4+ | 4+ | - | 1 |
| Star Lance | 2" | 3 | 3+ | 4+ | -1 | 2 |
| Enchanted Polearm | 1" | 3 | 3+ | 3+ | -1 | D3 |
| Starblade | 1" | 6 | 3+ | 4+ | - | 1 |

DESCRIPTION

A High Elf Prince is a single model. Some Princes are armed with a magical Starblade, while others wield a larger Enchanted Polearm, such as a halberd or a spear. If riding to war, a Prince may instead slay his foes with a mighty Star Lance. Many High Elf Princes fight with an Enchanted Shield for protection, while others prefer instead to carry a magical Reaver Bow to shoot their foes from afar. Occasionally, a Prince will have the honour of carrying a Phoenix Banner.

ELVEN PUREBRED

Some Princes ride to battle on Elven Purebreds; these models have Move 12" instead of 6" and gain the steed's Ithilmar-shod Hooves attack.

ABILITIES

Phoenix Banner: A Prince with a Phoenix Banner gains the **TOTEM** keyword. You may re-roll battleshock tests for **HIGHBORN** units from your army within 20" of a Phoenix Banner in the battleshock phase.

Star Lance: Add 1 to the wound rolls and Damage of a Star Lance if the High Elf Prince charged in the same turn.

Enchanted Shield: You can re-roll all failed save rolls for a High Elf Prince with an Enchanted Shield.

COMMAND ABILITY

Might of the Asur: If a Prince uses this ability, pick a **HIGHBORN** unit within 16". Until your next hero phase you can re-roll all failed hit rolls for that unit.

KEYWORDS

ORDER, AELE, HIGHBORN, HERO, HIGH ELF PRINCE

HIGH ELF PRINCE ON GRIFFON



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------------------|-------|---------|--------|----------|------|--------|
| Starwood Lance | 2" | 2 | 3+ | 4+ | -1 | 2 |
| Starblade | 1" | 4 | 3+ | 4+ | - | 1 |
| Griffon's Razor-sharp Beak | 2" | 1 | * | 3+ | -1 | D6 |
| Griffon's Wicked Talons | 2" | * | 4+ | 3+ | -1 | 1 |

| DAMAGE TABLE | | | |
|-----------------|------|---------------|------------------|
| Wounds Suffered | Move | Wicked Talons | Razor-sharp Beak |
| 0-2 | 16" | 6 | 3+ |
| 3-4 | 14" | 5 | 4+ |
| 5-7 | 12" | 4 | 4+ |
| 8-9 | 10" | 3 | 5+ |
| 10+ | 8" | 2 | 5+ |

DESCRIPTION

A High Elf Prince on Griffon is a single model. The Prince is armed with a Starwood Lance and a Starblade. He rides a nimble Griffon which attacks with its Razor-sharp Beak and Wicked Talons.

FLY

A High Elf Prince on Griffon can fly.

ABILITIES

Predatory Leap: The Prince's Griffon can carry him high over the battle line directly to his chosen foe. When this model piles in it can move up to 6" and can move over enemy models. Furthermore, it does not have to move towards the closest enemy model, as long as it ends its move within ½" of an enemy unit.

Starwood Lance: Add 1 to the wound rolls and Damage of a Starwood Lance if this model charged in the same turn.

COMMAND ABILITY

Glittering Charge: If a High Elf Prince on Griffon uses this ability, then until your next hero phase you can re-roll any dice when determining the charge distance for **HIGHBORN** units from your army if they are within 16" of this model when they charge.

KEYWORDS

ORDER, AELE, GRIFFON, HIGHBORN, HERO, MONSTER, HIGH ELF PRINCE

HIGH ELF PRINCE ON DRAGON



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|------------------------|-------|---------|--------|----------|------|--------|
| Reaver Bow | 20" | 3 | 3+ | 3+ | - | 1 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Dragon Lance | 2" | 3 | 3+ | 3+ | -1 | 2 |
| Dragon Blade | 2" | 4 | 3+ | 3+ | -1 | D3 |
| Dragon's Claws | 2" | * | 4+ | 3+ | -1 | 2 |
| Dragon's Fearsome Jaws | 3" | 3 | 4+ | * | -2 | D6 |

| Wounds Suffered | DAMAGE TABLE | | |
|-----------------|--------------|-------|---------------|
| | Move | Claws | Fearsome Jaws |
| 0-3 | 14" | 6 | 2+ |
| 4-6 | 12" | 5 | 3+ |
| 7-9 | 10" | 4 | 3+ |
| 10-12 | 8" | 3 | 4+ |
| 13+ | 6" | 2 | 4+ |

DESCRIPTION

A High Elf Prince on Dragon is a single model. Many Princes go to war armed with a Dragon Blade and an Enchanted Shield, while others fight with a Dragon Lance and an Enchanted Shield. Some Princes eschew the protection afforded by a shield and wield a Reaver Bow alongside their Dragon Blade or Dragon Lance, so that they might shoot their prey from afar. Some particularly noble Princes carry an Elven War Horn instead of a shield or bow, to sound the call to arms.

A High Elf Prince's Dragon mount devours enemies in its Fearsome Jaws and tears them apart with its Claws. The Dragon can also unleash a deadly torrent of Dragonfire to immolate its foes.

FLY

A High Elf Prince on Dragon can fly.

ABILITIES

Dragon Lance: Add 1 to the wound rolls and Damage of a Dragon Lance if the High Elf Prince on Dragon charged in the same turn.

Enchanted Shield: You can re-roll all failed save rolls for a High Elf Prince on Dragon carrying an Enchanted Shield.

Elven War Horn: Once per game, in your hero phase, a High Elf Prince on Dragon with an Elven War Horn can blow it to sound the attack. When he does so, all **HIGHBORN** models from your army within 10" of this model when they attack in your next combat phase make one extra attack with each of their melee weapons.

Dragonfire: A Dragon can unleash a blast of Dragonfire in your shooting phase. When it does so, pick a visible unit within 12" and roll a dice; on a 1 or 2 that unit suffers a mortal wound, on a 3 or 4 that unit suffers D3 mortal wounds, and on a 5 or 6 that unit suffers D6 mortal wounds.

COMMAND ABILITY

First Amongst Equals: If a High Elf Prince on Dragon uses this ability, pick up to three **HIGHBORN HEROES** from your army within 16" of him; they can each immediately use one command ability that is listed on their warscroll, even though they are not your general.

KEYWORDS

ORDER, AELEF, DRAGON, Highborn, Hero, Monster, High Elf Prince

HIGH ELF ARCHMAGE ON DRAGON



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|------------------------|-------|---------|--------|----------|------|--------|
| Magestaff | 2" | 1 | 4+ | 3+ | -1 | D3 |
| Sword of Saphery | 1" | 3 | 4+ | 4+ | - | 1 |
| Dragon's Claws | 2" | * | 4+ | 3+ | -1 | 2 |
| Dragon's Fearsome Jaws | 3" | 3 | 4+ | * | -2 | D6 |

| Wounds Suffered | DAMAGE TABLE | | |
|-----------------|--------------|-------|---------------|
| | Move | Claws | Fearsome Jaws |
| 0-3 | 14" | 6 | 2+ |
| 4-6 | 12" | 5 | 3+ |
| 7-9 | 10" | 4 | 3+ |
| 10-12 | 8" | 3 | 4+ |
| 13+ | 6" | 2 | 4+ |

DESCRIPTION

A High Elf Archmage on Dragon is a single model. Archmages wield a Magestaff. Some also carry a Book of Hoeth, to aid them in casting spells, while others instead prefer to wield a Sword of Saphery alongside their Magestaff to smite their foes in combat. Almost every Archmage also carries a Talisman of Arcane Power to aid him in dispelling the fell sorceries of his foes.

An Archmage's Dragon mount devours enemies in its Fearsome Jaws and tears them apart with its Claws. The Dragon can also unleash a deadly torrent of Dragonfire to immolate its foes.

FLY

A High Elf Archmage on Dragon can fly.

ABILITIES

Talisman of Arcane Power: You can add 1 to any unbinding rolls for a High Elf Archmage on Dragon with a Talisman of Arcane Power.

Dragonfire: A Dragon can unleash a blast of Dragonfire in your shooting phase. When it does so, pick a visible unit within 12" and roll a dice; on a 1 or 2 that unit suffers a mortal wound, on a 3 or 4 that unit suffers D3 mortal wounds, and on a 5 or 6 that unit suffers D6 mortal wounds.

MAGIC

A High Elf Archmage on Dragon is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. An Archmage with a Book of Hoeth can attempt to cast two different spells in each of your hero phases instead of just one, and attempt to unbind two spells in each enemy hero phase. A High Elf Archmage on Dragon knows the Arcane Bolt, Mystic Shield and Drain Magic spells.

DRAIN MAGIC

The Archmage conjures a vortex of anti-magic, dispelling enemy conjurations and banishing daemons from the battlefield. Drain Magic has a casting value of 4. If successfully cast, select a visible unit within 18". Any spells that are affecting that unit immediately cease. Furthermore, if that unit is a **DAEMON** unit, it suffers D3 mortal wounds as the magic sustaining their forms is ripped away and dissipated by the vortex.

KEYWORDS

ORDER, AELF, DRAGON, Highborn, Hero, Wizard, Monster, High Elf Archmage

HIGH ELF MAGE



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------------------|-------|---------|--------|----------|------|--------|
| Seerstaff | 2" | 1 | 4+ | 3+ | -1 | 1 |
| Elven Steed's Swift Hooves | 1" | 2 | 4+ | 5+ | - | 1 |

DESCRIPTION

A High Elf Mage is a single model. He wields a mystical Seerstaff that channels his arcane abilities. Almost every High Elf Mage also carries a Talisman of Arcane Power, be it a tome of spells or a magical amulet, to aid them in dispelling the fell sorceries of their foes.

ELVEN STEED

A High Elf Mage can ride an Elven Steed. If he does so, his Move is increased to 14" and he gains the Swift Hooves attack.

ABILITIES

Talisman of Arcane Power: You can add 1 to any unbinding rolls for a High Elf Mage with a Talisman of Arcane Power.

MAGIC

A High Elf Mage is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Shield of Saphery spells.

SHIELD OF SAPHERY

The Mage weaves a dome of magical energy around himself and his allies. Shield of Saphery has a casting value of 6. If successfully cast, until your next hero phase, you can roll a dice each time the High Elf Mage, or a model in your army within 18" of him, suffers a wound or a mortal wound. On the roll of a 6 that hit is deflected by the magical barrier surrounding the Mage and is ignored.

KEYWORDS

ORDER, AELE, HIGHBORN, HERO, WIZARD, HIGH ELF MAGE

DRAGON MAGE



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|------------------------|-------|---------|--------|----------|------|--------|
| Mage's Sunstaff | 2" | 1 | 4+ | 3+ | -1 | D3 |
| Dragon's Claws | 2" | ☀ | 4+ | 3+ | -1 | 2 |
| Dragon's Fearsome Jaws | 3" | 3 | 4+ | ☀ | -2 | D6 |

| Wounds Suffered | DAMAGE TABLE | | |
|-----------------|--------------|-------|---------------|
| | Move | Claws | Fearsome Jaws |
| 0-3 | 14" | 6 | 2+ |
| 4-6 | 12" | 5 | 3+ |
| 7-9 | 10" | 4 | 3+ |
| 10-12 | 8" | 3 | 4+ |
| 13+ | 6" | 2 | 4+ |

DESCRIPTION

A Dragon Mage is a single model. The Dragon Mage rider wields a Sunstaff alight with magical flame, while his Dragon mount devours enemies in its Fearsome Jaws and tears them apart with its Claws. The Dragon can also unleash a deadly torrent of Dragonfire to immolate its foes.

FLY

A Dragon Mage can fly.

ABILITIES

Warrior Mage: A Dragon Mage makes 3 attacks with his Sunstaff instead of 1 if he charged in the same turn.

Dragonfire: A Dragon can unleash a blast of Dragonfire in your shooting phase. When it does so, pick a visible unit within 12" and roll a dice; on a 1 or 2 that unit suffers a mortal wound, on a 3 or 4 that unit suffers D3 mortal wounds, and on a 5 or 6 that unit suffers D6 mortal wounds.

MAGIC

A Dragon Mage is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield, and Flames of the Phoenix spells.

FLAMES OF THE PHOENIX

The Dragon Mage summons forth flames out of the air to immolate the unworthy, and with every passing second they grow hotter. Flames of the Phoenix has a casting value of 7. If successfully cast, pick a visible enemy unit within 18". That unit suffers a mortal wound as it is set ablaze. Then, roll another dice – if the result is a 3 or less the flames die out and this spell ends. On a 4 or more, however, the unit suffers an additional 2 mortal wounds and continues to burn; roll another dice – if the result is a 3 or less the fire dies out, but on a 4 or more, the unit suffers an additional 3 mortal wounds and the conflagration continues. Keep rolling extra dice in this way, inflicting 1 more mortal wound than last time you rolled, until either the flames die out or unit does!

KEYWORDS

ORDER, AELF, DRAGON, Highborn, Hero, Wizard, Monster, Dragon Mage

HIGH ELF SPEARMEN



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|------------------|-------|---------|--------|----------|------|--------|
| Silverwood Spear | 2" | 1 | 4+ | 4+ | - | 1 |

DESCRIPTION

A unit of High Elf Spearmen has 10 or more models. They fight with Silverwood Spears and carry Elven Shields.

SENTINEL

The leader of this unit is a Sentinel. A Sentinel makes 2 attacks rather than 1.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of another **HIGHBORN** unit from your army that includes a Standard Bearer.

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

Elven Shield: You can re-roll save rolls of 1 for a unit with Elven Shields. You can instead re-roll failed save rolls of 1 or 2 for this unit in the shooting phase.

Militia: High Elf Spearmen make 1 extra attack if their unit has 20 or more models.

Spear Phalanx: You can re-roll hit rolls of 1 for a High Elf Spearman if it did not move in its preceding Movement phase.

KEYWORDS

ORDER, AELF, HIGHTBORN, HIGH ELF SPEARMEN

HIGH ELF ARCHERS



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|--------------------|-------|---------|--------|----------|------|--------|
| Silverwood Longbow | 20" | 1 | 4+ | 4+ | - | 1 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Silverwood Longbow | 1" | 1 | 5+ | 5+ | - | 1 |

DESCRIPTION

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

HAWKEYE

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

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of another **HIGHTBORN** unit from your army that includes a Standard Bearer.

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

Elven Archery: You can add 1 to hit rolls for a High Elf Archer in the shooting phase if its unit has 20 or more models and there are no enemy models within 3".

Storm of Arrows: Once per battle, this unit can shoot a Storm of Arrows in their shooting phase; when they do so you can double the number of attacks made by their Silverwood Longbows. This unit cannot shoot a Storm of Arrows if there are any enemy models within 3".

KEYWORDS

ORDER, AELF, HIGHTBORN, HIGH ELF ARCHERS

SILVER HELMS



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

DESCRIPTION

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

HIGH HELM

The leader of this unit is a High Helm. A High Helm makes 2 attacks rather than 1 with his Ithilmar Lance and Sword.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of another **HIGHBORN** unit from your army that includes a Standard Bearer.

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

Elven Shield: You can re-roll save rolls of 1 for a unit with Elven Shields. You can instead re-roll failed save rolls of 1 or 2 for this unit in the shooting phase.

Lance Charge: Add 1 to the wound rolls and Damage of this unit's Ithilmar Lances and Swords if it charged in the same turn.

Knights of Ulthuan: You can add 1 to all hit rolls for this unit's Lances and Swords if it has 10 or more models.

KEYWORDS

ORDER, AELE, HIGHBORN, SILVER HELMS

ELLYRIAN REAVERS



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------------------------|-------|---------|--------|----------|------|--------|
| Reaver Cavalry Bow | 16" | 2 | 4+ | 4+ | - | 1 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Starwood Spear | 1" | 1 | 4+ | 4+ | - | 1 |
| Ellyrian Purebreed's Swift Hooves | 1" | 2 | 4+ | 5+ | - | 1 |

DESCRIPTION

A unit of Ellyrian Reavers has 5 or more models. They wield supple Reaver Cavalry Bows and deadly Starwood Spears, and ride Ellyrian Purebreeds that attack with their Swift Hooves.

HARBINGER

The leader of this unit is a Harbinger. A Harbinger makes 2 attacks rather than 1 with his Starwood Spear.

ABILITIES

Ellyrian Purebreeds: In the shooting phase, before or after making attacks with this unit, you can roll two dice and move all of the models in this unit up to that many inches. Models cannot start or end this move within 3" of an enemy unit.

Swift Volleys: Models in this unit make 3 attacks with their Reaver Cavalry Bows if the unit is not within 3" of an enemy unit.

KEYWORDS

ORDER, AELE, HIGHBORN, ELLYRIAN REAVERS

DRAGON PRINCES OF CALEDOR



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------------------------|-------|---------|--------|----------|------|--------|
| Drake Lance and Sword | 1" | 2 | 3+ | 4+ | - | 1 |
| Purebreed's Ithilmar-shod Hooves | 1" | 2 | 4+ | 4+ | - | 1 |

DESCRIPTION

A unit of Dragon Princes of Caledor has 5 or more models. They wield Drake Lances and Swords and carry Drake Shields. Their steeds are graceful Caledorian Purebreeds that pummel the enemy with their Ithilmar-shod Hooves.

DRAKEMASTER

The leader of this unit is a Drakemaster. A Drakemaster makes 3 attacks rather than 2 with his Drake Lance and Sword.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of another **HIGHBORN** unit from your army that includes a Standard Bearer.

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

Lance Charge: Add 1 to the wound rolls and Damage of this unit's Drake Lances and Swords if it charged in the same turn.

Drake Shield: You can re-roll save rolls of 1 for a unit with Drake Shields. You can instead re-roll failed save rolls of 1 or 2 for this unit in the shooting phase.

Arrogant Pride: This unit does not need to take a battleshock test if any **HIGHBORN** models from your army have fled this turn.

KEYWORDS

ORDER, AELE, HIGHBORN, DRAGON PRINCES OF CALEDOR

TIRANOC CHARIOTS



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------------------------|-------|---------|--------|----------|------|--------|
| Charioteer's Bows | 18" | 2 | 4+ | 4+ | - | 1 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Tiranoc Spears | 2" | 2 | 4+ | 4+ | - | 1 |
| Ellyrian Purebreeds' Swift Hooves | 1" | 4 | 4+ | 5+ | - | 1 |

DESCRIPTION

A unit of Tiranoc Chariots can have any number of models. Each Chariot is crewed by two Elven charioteers who fight with Bows and Tiranoc Spears, and is drawn by a pair of Ellyrian Purebreeds that attack the foe with their Swift Hooves.

ABILITIES

Graceful Charge: You can re-roll all failed wound rolls for a Tiranoc Chariot in the combat phase if it made a charge in the same turn.

Swift and Deadly: If a Tiranoc Chariot runs there is no need to roll a dice, it can always move up to an extra 6". In addition, Tiranoc Chariots can pile in up to 6", instead of 3".

KEYWORDS

ORDER, AELE, HIGHBORN, TIRANOC CHARIOTS

HIGH ELF REPEATER BOLT THROWER

WAR MACHINE



MISSILE WEAPONS

| | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------|-------|---------|--------|----------|------|--------|
| Ithilmar Bolt | 36" | 1 | 3+ | 3+ | -2 | D3 |
| Repeating Bolts | 36" | 6 | 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 High Elf 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 pair of High Elves armed with Ithilmar Blades.

ABILITIES

Crewed War Machine: A 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 Repeater Bolt Thrower in the shooting phase, they can fire the war machine. The 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 High Elf 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, REPEATER BOLT THROWER

CREW

KEYWORDS

ORDER, AELE, 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: A Great Eagle makes 6 Attacks rather than 4 if it charged in the same turn.

Soar Away: At the end of the combat phase, Great Eagles can retreat from close combat and soar away if there are any enemy models within 3" of their unit. If they do, roll three dice; the total scored is how far you can move the Great Eagles when they retreat. The Great Eagles must end this movement more than 3" from any enemy units – if they can't move far enough then they do not retreat.

KEYWORDS

ORDER, GREAT EAGLES

ALITH ANAR, THE SHADOW KING



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|--------------------|-------|---------|--------|----------|------|--------|
| The Moonbow | 24" | D3 | 3+ | 3+ | -1 | D3 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Ithilmar Longsword | 1" | 4 | 3+ | 4+ | - | 1 |

DESCRIPTION

Alith Anar, the Shadow King, is a single model. He is armed with the legendary Moonbow and an Ithilmar Longsword. He also carries the magical Stone of Midnight, which wraps him in shadow, and wears the Shadow Crown, which allows him to slow the passage of time itself.

ABILITIES

One With the Shadows: After set-up is complete, you can move Alith Anar up to 12". You may not move him within 3" of an enemy model.

The Shadow Crown: Once per game, Alith Anar can use the magic of the Shadow Crown to slow the passage of time. When he does, he can either move twice in that movement phase, shoot twice in that shooting phase or be picked to pile in and attack twice in that combat phase.

The Stone of Midnight: Your opponent must subtract 1 from the hit rolls for any attacks that target Alith Anar in the shooting phase.

COMMAND ABILITY

Vengeance From Afar: If Alith Anar uses this ability, you can re-roll hit rolls of 1 in your next shooting phase for **HIGHBORN** units if they are within 16".

KEYWORDS

ORDER, AELE, Highborn, Hero, Alith Anar

SHADOW WARRIORS



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------|-------|---------|--------|----------|------|--------|
| Nagarythe Bow | 18" | 1 | 3+ | 4+ | - | 1 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Shadow Blade | 1" | 2 | 3+ | 4+ | - | 1 |

DESCRIPTION

A unit of Shadow Warriors has 5 or more models. They wield Nagarythe Bows and Shadow Blades.

SHADOW-WALKER

The leader of this unit is a Shadow-walker. A Shadow-walker makes 2 attacks with a Nagarythe Bow rather than 1.

ABILITIES

One With the Shadows: After set up is complete, you can move this unit up to 12", as long as no model in the unit moves within 3" of an enemy model.

Strike Unseen: If all models from this unit are in cover and are more than 6" from any enemy units, you can re-roll hit rolls for their Nagarythe Bows.

The Shadow King's Warriors: A Shadow Warrior makes 2 attacks with his Nagarythe Bow whilst **ALITH ANAR** is within 16" of his unit.

KEYWORDS

ORDER, AELE, Highborn, Shadow Warriors

ALARIELLE THE RADIANT



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------------|-------|---------|--------|----------|------|--------|
| The Stave of Avelorn | 2" | 1 | 4+ | 3+ | - | D3 |

DESCRIPTION

Alarielle the Radiant is a single model. She is armed with the Stave of Avelorn, and wears the Star of Avelorn on her brow.

ABILITIES

The Everqueen: You do not have to take battleshock tests for **HIGHBORN** units in your army within 16" of Alarielle the Radiant in the battleshock phase.

Bane of Chaos: The Stave of Avelorn inflicts D6 damage against **CHAOS** units.

Star of Avelorn: Alarielle the Radiant heals 1 wound in each of your hero phases.

MAGIC

Alarielle the Radiant is a wizard. She can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Boon of Life spells.

BOON OF LIFE

With a gesture, magical energy infuses Alarielle's allies, their wounds and injuries healing in an instant. Boon of Life has a casting value of 6. If successfully cast, pick a unit within 20". One model in that unit heals D6 wounds. In addition, until your next hero phase the energies of this spell persist; roll a dice each time a model in the unit suffers a wound or mortal wound. On a 6, that wound is instantly healed and is ignored.

KEYWORDS

ORDER, AELF, Highborn, Hero, Wizard, Alarielle the Radiant

HANDMAIDEN OF THE EVERQUEEN



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------|-------|---------|--------|----------|------|--------|
| Bow of Isha | 18" | 2 | 3+ | 3+ | - | 1 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Guardian Spear | 2" | 4 | 4+ | 4+ | - | 1 |

DESCRIPTION

A Handmaiden of the Everqueen is a single model. She wields a Guardian Spear and a Bow of Isha which fires enchanted arrows that burn with a magical flame.

ABILITIES

Arrows of Isha: Creatures of Chaos cannot abide the magical flames of these enchanted arrows. You can add 1 to any wound roll made when a Handmaiden of the Everqueen targets a **CHAOS** unit with her Bow of Isha.

Quicksilver Shot: A Handmaiden of the Everqueen can attack twice in the shooting phase if she did not move in her movement phase.

The Everqueen's Favour: Handmaidens have been blessed with mystical protection. You can re-roll failed save rolls for a Handmaiden of the Everqueen.

KEYWORDS

ORDER, AELF, Highborn, Hero, Handmaiden of the Everqueen

SISTERS OF AVELORN



MISSILE WEAPONS

| | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------|-------|---------|--------|----------|------|--------|
| Bow of Avelorn | 18" | 1 | 3+ | 3+ | - | 1 |

MELEE WEAPONS

| | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------|-------|---------|--------|----------|------|--------|
| Ithilmar Sword | 1" | 1 | 4+ | 4+ | - | 1 |

DESCRIPTION

A unit of Sisters of Avelorn has 5 or more models. They carry Bows of Avelorn which fire enchanted arrows that burn with a magical flame. Sisters of Avelorn also wield Ithilmar Swords.

HIGH SISTER

The leader of this unit is a High Sister. A High Sister makes 2 attacks rather than 1 with her Bow of Avelorn.

ABILITIES

Arrows of Isha: Creatures of Chaos cannot abide the magical flames of these enchanted arrows. You can add 1 to any wound roll made when a Sister of Avelorn targets a **CHAOS** unit with her Bow of Avelorn.

Quicksilver Shot: A unit of Sisters of Avelorn can attack twice in their shooting phase if they did not move in their movement phase.

Loose Until the Last: Once per turn, if an enemy unit ends its charge move within ½" of this unit, the Sisters of Avelorn can immediately shoot their Bows of Avelorn against the charging unit.

Paragons of the Maiden Guard: You can re-roll hit rolls of 1 for Sisters of Avelorn if their unit is within 8" of a **HANDMAIDEN OF THE EVERQUEEN** from your army when they attack in the shooting phase.

KEYWORDS

ORDER, AELF, HIGHBORN, SISTERS OF AVELORN

CARADRYAN



MELEE WEAPONS

| | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-------------------|-------|---------|--------|----------|------|--------|
| The Phoenix Blade | 2" | 4 | 3+ | 3+ | -1 | D3 |

DESCRIPTION

Caradryan is a single model. He has the honour of carrying the mighty Phoenix Blade to battle, and the glowing Mark of Asuryan itself is burned upon his brow – a rune that will smite down those who harm his chosen champion.

ABILITIES

Witness to Destiny: Whenever Caradryan suffers a wound or mortal wound, roll a dice. If the result is 4 or more, the wound or mortal wound is ignored.

Mark of Asuryan: If Caradryan is slain, the unit that inflicted the final wound upon him immediately suffers D3 mortal wounds.

COMMAND ABILITY

Captain of the Phoenix Guard: If Caradryan uses this ability, then until your next hero phase you can re-roll failed wound rolls of 1 for **HIGHBORN** units from your army if they are within 8" of him when they attack in the combat phase (you can instead re-roll all failed wound rolls for Phoenix Guard units).

KEYWORDS

ORDER, AELF, HIGHBORN, HERO, ANOINTED OF ASURYAN, CARADRYAN

ANOINTED OF ASURYAN



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------------|-------|---------|--------|----------|------|--------|
| Great Phoenix Halberd | 2" | 4 | 3+ | 3+ | -1 | 1 |

DESCRIPTION

An Anointed of Asuryan is a single model. He wields an ornate but deadly Great Phoenix Halberd.

ABILITIES

Witness to Destiny: Whenever an Anointed of Asuryan suffers a wound or mortal wound, roll a dice. If the result is 4 or more, the wound or mortal wound is ignored.

Blessing of Asuryan: An Anointed of Asuryan can attempt to unbind one spell in each enemy hero phase as if he were a wizard.

KEYWORDS

ORDER, AELF, HIGHBORN, HERO, ANOINTED OF ASURYAN

PHOENIX GUARD



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------|-------|---------|--------|----------|------|--------|
| Phoenix Halberd | 2" | 2 | 3+ | 3+ | - | 1 |

DESCRIPTION

A unit of Phoenix Guard has 5 or more models. They wield finely crafted Phoenix Halberds.

KEEPER OF THE FLAME

The leader of this unit is a Keeper of the Flame. A Keeper of the Flame makes 3 attacks rather than 2.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of another **HIGHBORN** unit from your army that includes a Standard Bearer.

DRUMMERS

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

ABILITIES

Witness to Destiny: Whenever a Phoenix Guard suffers a wound or mortal wound, roll a dice. If the result is 4 or more, the wound or mortal wound is ignored.

Aura of Dread: If an enemy unit within 3" of any Phoenix Guard fails a battleshock test, one extra model will flee.

Emboldened: This unit does not need to take battleshock tests within 8" of an **ANOINTED OF ASURYAN** from your army.

KEYWORDS

ORDER, AELF, HIGHBORN, PHOENIX GUARD

FLAMESPYRE PHOENIX



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------------|-------|---------|--------|----------|------|--------|
| Flaming Talons | 2" | ☀ | 4+ | 3+ | -1 | 2 |
| Great Phoenix Halberd | 2" | 4 | 3+ | 3+ | -1 | 1 |

| DAMAGE TABLE | | | |
|-----------------|------|----------------|------------------|
| Wounds Suffered | Move | Flaming Talons | Wake of Fire |
| 0-2 | 16" | 6 | D6 mortal wounds |
| 3-4 | 14" | 5 | D3 mortal wounds |
| 5-7 | 12" | 4 | D3 mortal wounds |
| 8-9 | 10" | 3 | 1 mortal wound |
| 10+ | 8" | 2 | 1 mortal wound |

DESCRIPTION

A Flamespyre Phoenix is a single model. It attacks with its Flaming Talons while enemies burn in its Wake of Fire.

ANOINTED OF ASURYAN

Some Flamespyre Phoenixes are ridden by an Anointed of Asuryan. Flamespyre Phoenixes ridden by an Anointed of Asuryan gain the Phoenix Great Halberd and the Witness to Destiny ability.

FLY

A Flamespyre Phoenix can fly.

ABILITIES

Phoenix Reborn: If this model is slain, roll a dice in your next hero phase. On a result of 4 or more, it is reborn with all its wounds restored! Set up the model anywhere on the battlefield that is more than 9" from the enemy. This counts as the model's move for that turn's movement phase.

Wake of Fire: A Flamespyre Phoenix can attack enemies with a Wake of Fire as it flies over them. To do so, pick one enemy unit that the Flamespyre Phoenix flew over in the movement phase. Then, consult the damage table above to see how many mortal wounds are inflicted on the unit as they are engulfed in flame.

Attuned to Magic: If a model within 12" of this model successfully casts a spell, whether or not the spell is unbound, roll a dice. If the result is 2 or more, you can add 1 to all save rolls for the Flamespyre Phoenix until your next hero phase.

Witness to Destiny: Whenever a Flamespyre Phoenix ridden by an Anointed of Asuryan suffers a wound or mortal wound, roll a dice. If the result is 4 or more, the wound or mortal wound is ignored.

FLAMESPYRE PHOENIX

KEYWORDS

ORDER, MONSTER, FLAMESPYRE PHOENIX

ANOINTED OF ASURYAN ON FLAMESPYRE PHOENIX

KEYWORDS

ORDER, AELF, FLAMESPYRE PHOENIX, HIGHBORN, HERO, MONSTER, ANOINTED OF ASURYAN

FROSTHEART PHOENIX



MELEE WEAPONS

| | Range | Attacks | To Hit | To Wound | Rend | Damage |
|-----------------------|-------|---------|--------|----------|------|--------|
| Ice-hard Talons | 2" | ☼ | 3+ | 3+ | -1 | 2 |
| Great Phoenix Halberd | 2" | 4 | 3+ | 3+ | -1 | 1 |
| The Phoenix Blade | 2" | 4 | 3+ | 3+ | -1 | D3 |

DAMAGE TABLE

| Wounds Suffered | Move | Ice-cold Talons | Blizzard Aura |
|-----------------|------|-----------------|---------------|
| 0-2 | 16" | 8 | 9" |
| 3-4 | 14" | 6 | 6" |
| 5-7 | 12" | 5 | 3" |
| 8-9 | 10" | 4 | 2" |
| 10+ | 8" | 3 | 1" |

DESCRIPTION

A Frostheart Phoenix is a single model. It attacks with its Ice-hard Talons while enemies freeze solid in its Blizzard Aura.

ANOINTED OF ASURYAN

Some Frostheart Phoenixes are ridden by an Anointed of Asuryan. Frostheart Phoenixes ridden by an Anointed of Asuryan gain the Great Phoenix Halberd and the Witness to Destiny ability.

CARADRYAN

One Frostheart Phoenix in your army may instead be ridden by Caradryan. This Frostheart Phoenix gains the Phoenix Blade, the Witness to Destiny and Mark of Asuryan abilities and the Captain of the Phoenix Guard command ability.

FLY

A Frostheart Phoenix can fly.

ABILITIES

Blizzard Aura: Enemy models are chilled within this model's Blizzard Aura, which extends out from it a number of inches as shown on the damage table above. Your opponent must subtract 1 from any wound rolls for models within range of any Blizzard Auras when they attack.

Attuned to Magic: If a model within 12" of this model successfully casts a spell, whether or not the spell is unbound, roll a dice. If the result is 2 or more, you can add 1 to all save rolls for the Frostheart Phoenix until your next hero phase.

Mark of Asuryan: If a Frostheart Phoenix being ridden by Caradryan is slain, the unit that inflicted the final wound upon it immediately suffers D3 mortal wounds.

Witness to Destiny: Whenever a Frostheart Phoenix ridden by either Caradryan or an Anointed of Asuryan suffers a wound or mortal wound, roll a dice. If the result is 4 or more, the wound or mortal wound is ignored.

COMMAND ABILITY

Captain of the Phoenix Guard: If Caradryan uses this ability, then until your next hero phase you can re-roll failed wound rolls of 1 for **HIGHBORN** units from your army if they are within 8" of this model when they attack in the combat phase (you can instead re-roll all failed wound rolls for Phoenix Guard units).

FROSTHEART PHOENIX

KEYWORDS

ORDER, MONSTER, FROSTHEART PHOENIX

ANOINTED OF ASURYAN ON FROSTHEART PHOENIX

KEYWORDS

ORDER, AELF, FROSTHEART PHOENIX, HIGHBORN, HERO, MONSTER, ANOINTED OF ASURYAN

CARADRYAN ON FROSTHEART PHOENIX

KEYWORDS

ORDER, AELF, FROSTHEART PHOENIX, HIGHBORN, HERO, MONSTER, ANOINTED OF ASURYAN, CARADRYAN

LOREMASTER OF HOETH



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|---------------------|-------|---------|--------|----------|------|--------|
| Greatsword of Hoeth | 1" | 2 | 3+ | 3+ | -1 | 1 |

DESCRIPTION

A Loremaster of Hoeth is a single model. He wields a Greatsword of Hoeth.

ABILITIES

Deflect Shots: Such is his skill that a Loremaster of Hoeth can deflect arrows in mid-air. You can re-roll failed save rolls for this model in the shooting phase.

MAGIC

A Loremaster of Hoeth is a wizard. He can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Hand of Glory spells.

HAND OF GLORY

With a simple sign the Loremaster grants his allies the might of old. Hand of Glory has a casting value of 5. If successfully cast, pick a model within 18". Until your next hero phase you can re-roll all failed hit rolls and wound rolls for that model.

KEYWORDS

ORDER, AELF, HIGHBORN, HERO, WIZARD, LOREMASTER OF HOETH

HIGH ELF SWORDMASTERS OF HOETH



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|---------------------|-------|---------|--------|----------|------|--------|
| Greatsword of Hoeth | 1" | 2 | 3+ | 3+ | -1 | 1 |

DESCRIPTION

A unit of High Elf Swordmasters of Hoeth has 5 or more models. They wield mighty Greatswords of Hoeth.

BLADELORD

The leader of this unit is a Bladelord. A Bladelord makes 3 attacks rather than 2.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of another **HIGHBORN** unit from your army that includes a Standard Bearer.

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

A Blur of Blades: Swordmasters wield and spin their blades so deftly that they can almost always land a fatal blow. You can re-roll hit rolls of 1 when attacking with a Swordmaster of Hoeth.

Deflect Shots: Such is their skill that Swordmasters of Hoeth can deflect arrows in mid-air. You can re-roll failed save rolls for this unit in the shooting phase.

KEYWORDS

ORDER, AELF, HIGHBORN, HIGH ELF SWORDMASTERS OF HOETH

KORHIL



MELEE WEAPONS

| | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------|-------|---------|--------|----------|------|--------|
| Woodsman's Axe | 1" | 3 | 4+ | 3+ | - | 1 |
| Chayal | 1" | 2 | 3+ | 3+ | -1 | D3 |

DESCRIPTION

Korhil is a single model. He wields a Woodsman's Axe and the magical great axe, Chayal, and he wears the Pelt of Charandris.

ABILITIES

Pelt of Charandris: You can add 2 to any save rolls for Korhil in the shooting phase.

Ultimate Bodyguard: Each time a **HIGHBORN HERO** from your army suffers a wound or a mortal wound within 3" of this model, Korhil can leap in front of the attack. If he does so, your **HIGHBORN HERO** ignores that wound or mortal wound but Korhil suffers a mortal wound in its place.

COMMAND ABILITY

Slay the Beasts: If Korhil uses this ability, then until your next hero phase you can add 1 to all wound rolls for **HIGHBORN** models in your army when they target a **MONSTER**.

KEYWORDS

ORDER, AELE, HIGHTBORN, HERO, WHITE LION, KORHIL

WHITE LIONS OF CHRACE



MELEE WEAPONS

| | Range | Attacks | To Hit | To Wound | Rend | Damage |
|--------------------|-------|---------|--------|----------|------|--------|
| Chracion Great Axe | 1" | 2 | 3+ | 3+ | -1 | 1 |

DESCRIPTION

A unit of White Lions of Chrace has 5 or more models. They are armed with hefty Chracion Great Axes and wear enchanted Lion Cloaks to protect them from enemy arrow fire.

GUARDIAN

The leader of this unit is a Guardian. A Guardian makes 3 attacks rather than 2.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of another **HIGHTBORN** unit from your army that includes a Standard Bearer.

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

Lion Cloak: You can re-roll save rolls of 1 for White Lions in the shooting phase.

Unflinching Courage: Roll a dice each time a White Lion flees; on a 4 or more that model's courage stirs up within him and he returns to the battle – he does not flee.

Captain of the White Lions: You can re-roll failed hit rolls of 1 for this unit if it is within 8" of Korhil when it attacks in the combat phase.

KEYWORDS

ORDER, AELE, HIGHTBORN, WHITE LIONS

WHITE LION CHARIOTS



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------------------|-------|---------|--------|----------|------|--------|
| Chracian Great Axes | 1" | 4 | 3+ | 3+ | -1 | 1 |
| War Lions' Fangs and Claws | 1" | 4 | 4+ | 3+ | - | 1 |

DESCRIPTION

A unit of White Lion Chariots can have any number of models. Each Chariot is crewed by a pair of White Lions that fight with Chracian Great Axes and wear enchanted Lion Cloaks to protect them from enemy arrow fire. Each chariot is drawn by two ferocious War Lions that savage their hapless victims with their Fangs and Claws.

ABILITIES

Lion Cloak: You can re-roll save rolls of 1 for White Lion Chariots in the shooting phase.

Unbridled Ferocity: A White Lion Chariot's War Lions make 8 attacks with their Fangs and Claws instead of 4 if this model charged in the same turn.

Captain of the White Lions: You can re-roll failed hit rolls of 1 for this unit if it is within 8" of Korhil when it attacks in the combat phase.

KEYWORDS

ORDER, AELF, HIGHBORN, WHITE LION CHARIOTS

LOTHERN SEA HELM



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|------------------|-------|---------|--------|----------|------|--------|
| Seaspear Trident | 2" | 2 | 4+ | 3+ | - | 2 |
| Ithilmar Blade | 1" | 3 | 4+ | 4+ | - | 1 |

DESCRIPTION

A Lothern Sea Helm is a single model armed with an Ithilmar Blade and an Enchanted Shield. Some Sea Helms also assail their enemies with a long Seaspear Trident, while others hold aloft a Sea Drake Pennant to inspire their warriors.

ABILITIES

Enchanted Shield: You can re-roll all failed save rolls for a Lothern Sea Helm.

Sea Drake Pennant: A Lothern Sea Helm with a Sea Drake Pennant gains the **TOTEM** keyword. You can add 1 to all wound rolls for **HIGHBORN** units from your army if they are within 8" of a Sea Drake Pennant when they attack, and you can add 1 to all wound rolls for **LOTHERN SEA GUARD** and **LOTHERN SKYCUTTERS** within 16".

COMMAND ABILITY

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

KEYWORDS

ORDER, AELF, HIGHBORN, HERO, LOTHERN SEA HELM

LOTHERN SEA HELM ON SKYCUTTER



| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------------------------|-------|---------|--------|----------|------|--------|
| Seaspear Trident | 2" | 2 | 4+ | 3+ | - | 2 |
| Sea Helm's Ithilmar Blade | 1" | 3 | 4+ | 4+ | - | 1 |
| Sea Guard's Sea Blade | 1" | 1 | 4+ | 4+ | - | 1 |
| Swiftfeather Roc's Raking Talons | 3" | 3 | 3+ | 4+ | -1 | 1 |

DESCRIPTION

A Lothern Sea Helm on Skycutter is a single model. The Sea Helm is armed with an Ithilmar Blade and an Enchanted Shield. Some Sea Helms also wield a Seaspear Trident, while others carry a Sea Drake Pennant. The Skycutter is also crewed by a Sea Guard – who carries a Sea Blade – and drawn by a Swiftfeather Roc with Raking Talons that gouge at the foe.

FLY

A Lothern Sea Helm on Skycutter can fly.

ABILITIES

Enchanted Shield: You can re-roll all failed save rolls for this model.

Sea Drake Pennant: A Lothern Sea Helm with a Sea Drake Pennant gains the **TOTEM** keyword. You can add 1 to all wound rolls for **HIGHBORN** units from your army if they are within 8" of this model when they attack, and you can add 1 to all wound rolls for **LOTHERN SEA GUARD** and **LOTHERN SKYCUTTERS** from your army within 16".

Windrider: A Lothern Sea Helm on Skycutter has a Save of 4+ instead of 5+ in the shooting phase.

Fleet of Wing: If this model runs, roll two dice instead of one and use the total when determining how much extra it can move.

COMMAND ABILITY

Swoop and Attack!: If a Lothern Sea Helm on Skycutter uses this ability, units in your army that can fly can charge in your next charge phase even if they ran this turn.

KEYWORDS

ORDER, AELF, Highborn, Hero, Lothern Sea Helm

LOTHERN SEA GUARD



| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|------------------|-------|---------|--------|----------|------|--------|
| Lothern Sea Bow | 16" | 1 | 4+ | 4+ | - | 1 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Silverwood Spear | 2" | 1 | 4+ | 4+ | - | 1 |

DESCRIPTION

A unit of Lothern Sea Guard has 10 or more models. They are armed with Silverwood Spears and Lothern Sea Bows, and carry Elven Shields.

SEA MASTER

The leader of this unit is a Sea Master. A Sea Master makes 2 attacks rather than 1 with a Silverwood Spear.

STANDARD BEARER

Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of its models. Add 2 to their Bravery instead if the unit is within 8" of another **HIGHBORN** unit from your army that includes a Standard Bearer.

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

Elven Shield: You can re-roll save rolls of 1 for a unit with Elven Shields. You can instead re-roll failed save rolls of 1 or 2 for this unit in the shooting phase.

Sea Guard Soldierly: You can re-roll hit rolls of 1 for a Lothern Sea Guard if its unit has 20 or more models.

Naval Discipline: If you fail a battleshock test for this unit whilst a **LOTHERN SEA HELM** from your army is within 16", halve the number of models that flee (rounding fractions up).

KEYWORDS

ORDER, AELF, Highborn, Lothern Sea Guard

LOTHERN SKYCUTTERS



| MISSILE WEAPONS | | Range | Attacks | To Hit | To Wound | Rend | Damage |
|----------------------------------|--|-------|---------|--------|----------|------|--------|
| Lothern Sea Bows | | 16" | 3 | 4+ | 4+ | - | 1 |
| Eagle Eye Bolt Thrower | | 16" | 1 | 4+ | 3+ | -1 | D3 |
| MELEE WEAPONS | | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Crew's Sea Blades and Spears | | 2" | 2 | 4+ | 4+ | - | 1 |
| Swiftfeather Roc's Raking Talons | | 3" | 3 | 3+ | 4+ | -1 | 1 |

DESCRIPTION

A unit of Lothern Skycutters can have any number of models. Each is drawn by a Swiftfeather Roc that swipes the foe with Raking Talons. Some Skycutters are crewed by a trio of Sea Guard that shoot the foe with Lothern Sea Bows, while some are instead crewed by a pair of Sea Guard who fire an Eagle Eye Bolt Thrower. The crew are also armed with Sea Blades and Spears, and Elven Shields.

FLY

Lothern Skycutters can fly.

ABILITIES

Elven Shield: You can re-roll save rolls of 1 for a unit with Elven Shields. You can instead re-roll failed save rolls of 1 or 2 for this unit in the shooting phase.

Sea Blades and Spears: If a Lothern Skycutter is crewed by a trio of Sea Guard, it makes 3 attacks with its Sea Blades and Spears instead of 2.

Fleet of Wing: If this model runs, roll two dice instead of one and use the total when determining how much extra it can move.

Sky Chariot: Lothern Skycutters can shoot even if they ran in their movement phase.

Naval Discipline: If you fail a battleshock test for this unit whilst a **LOTHERN SEA HELM** from your army is within 16", halve the number of models that flee (rounding fractions up).

KEYWORDS

ORDER, AELF, Highborn, Lothern Skycutters

HIGH ELVES

GLITTERING HOST

ORGANISATION

A Glittering Host consists of the following units:

- 1 High Elf Prince
- 2 units of High Elf Archers
- 2 units of High Elf Spearmen
- 1 unit of Silver Helms

ABILITIES

Valour of Ages: The Glittering Host draws courage from the valour and nobility of their noble-born lords. You can roll two dice instead of one and discard the highest result when taking battleshock tests for a unit in the Glittering Host if it is within 16" of their High Elf Prince in the battleshock phase.

Martial Prowess: The martial prowess of a Glittering Host is beyond compare. Once per turn, when one of the units from the Glittering Host finishes its attacks in the combat phase, you can pick a second unit from this battalion to pile in and make attacks. You cannot pick a unit that has already made attacks, and the unit that you pick cannot make attacks later in the phase.

HIGH ELVES

DRAGON HOST

ORGANISATION

A Dragon Host consists of any 3 models chosen from the following:

- High Elf Prince on Dragon
- High Elf Archmage on Dragon
- Dragon Mage

ABILITIES

Dragonfire Conflagration: The combined inferno of a Dragon Host can immolate entire armies. If all 3 models from a Dragon Host are within 12" of the same enemy unit (and the target is visible to all the Dragons) they can combine their Dragonfire to immolate it; if they do so, instead of using the normal rules for their Dragonfire, roll a dice. On a 1 or 2 the target suffers D6 mortal wounds, on a 3 or 4 it suffers 2D6 mortal wounds and on a 5 or a 6 it suffers 4D6 mortal wounds.

Ancient Dignity: Dragons are ancient and prideful creatures, and the Elves that ride them are no less haughty, but from such nobility and dignity stems an inner strength. If, during your entire hero phase, you can maintain a dignified (even arrogant) composure and not smile, smirk or laugh regardless of your opponent's antics, you may re-roll all hit rolls of 1 made for models in a Dragon Host until your next hero phase.

SUBSTITUTE WARSCROLLS

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

| Unit | Warscroll |
|-------------------------------|--|
| Anointed of Asuryan on | |
| Flamespyre/Frostheart Phoenix | Flamespyre/Frostheart Phoenix |
| Archmage | High Elf Mage |
| Archmage on Great Eagle | Glade Lord on Great Eagle (see compendium Wood Elves) |
| Caradryan on Ashtari | Frostheart Phoenix |
| Eagle Claw Bolt Thrower | Repeater Bolt Thrower |
| Eltharion on foot | High Elf Prince |
| Korhil on Lion Chariot | White Lion Chariot |
| Lion Chariot of Chrace | White Lion Chariot |
| Mage on Great Eagle | Glade Lord on Great Eagle (see compendium Wood Elves) |
| Mage on Tiranoc Chariot | Tiranoc Chariot |
| Noble | High Elf Prince |
| Prince on Tiranoc Chariot | Tiranoc Chariot |
| Prince on Great Eagle | Glade Lord on Great Eagle (see compendium Wood Elves) |