

SCENARIO 1 - THE BATTLE OF GRUDGE PASS

Elf Player's Battle Scroll

FENDAR'S ELF FORCE

The High Elf force consists of 1,500 points chosen from the army list in the Warhammer Armies High Elves book. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.



Standard Bearer

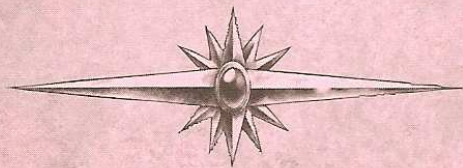
CHARACTERS

Fendar

The Elves are led by Fendar himself, who counts as the army's General.

Champion

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item up to a value of 25 points.



0-1 High Elf Mage

You may choose one Mage (magic level 1). He may use Battle Magic or High Magic. The Mage is either on foot or may ride an Elven Steed, and may have a magic item up to a value of 50 points.

REGIMENTS

0-1 Unit of Silver Helms

Your army may include one unit of Silver Helms. This unit may have a magic standard up to a value of 75 points.

Reaver Knights

Your army may include any number of Reaver Knight units.

0-1 Unit of Shadow Warriors

Your army may include one unit of Shadow Warriors.

High Elf Warriors

Your army may include any number of Warriors units.

High Elf Spearmen

Your army may include any number of Spearmen units.

High Elf Archers

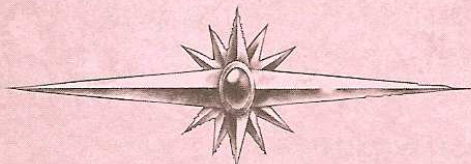
Your army may include any number of Archer units.



High Elf Spearman and Archer

VICTORY GAINS

If the Elves win the battle, the rebel Miners will either be slain, or scattered and fleeing for their lives. Krudd will be dead, or he will end up as a fugitive hiding in a cave. The mines will remain under the control of Queen Helgar, but there will be no one there to do any work. Drong will not get his hands on the metal or coal he needs to make war machines, nor have access to Krudd's expertise as an engineer. The Dwarf player will therefore be denied a contingent of war machines to batter your troops in the battle of Krag Bryn. As a result, when that battle comes to be fought, he will be limited to only one.



TACTICAL HINTS

The Enemy will be Hard to Beat!

The Elf player will find it a daunting task to beat the rebel Dwarfs in this battle. The Elf battle line is very brittle and the Dwarfs have a good chance of smashing through.

Take Advantage of Dwarf Drunkenness

The Dwarf army is an almost-unstoppable mob. They will advance on you very quickly.

However, units which make sudden rushes forward may suddenly stop before rushing on again. This will tend to cause gaps in the Dwarf battle line creating opportunities for flank attacks, and for your troops to gang up on isolated units.

Get the Ringleader!

Krudd is the main objective. The Elves should go all out to slay Krudd. This will require striking hard against Krudd's unit. Fendar himself should take any opportunity to challenge Krudd to personal combat.

Concentrate your Shooting

Concentrate all your bow fire on Krudd's unit to wear it down and make Krudd himself more exposed and vulnerable. Ignore Dwarf units which do not pose an immediate threat, unless they are small and can be beaten or wiped out easily to gain victory points.

Be Prepared to fight Hand-to-hand

Do not be tempted to have too many small units. A powerful unit or two will be needed to strike at Krudd's unit. Don't forget that for every unit more than the Dwarfs you deploy at the start, a Dwarf unit can creep forward four inches.

FENDAR

General of the High Elf

Army at Grudge Pass . . . 189 points

Fendar is an experienced warrior of Tol Eldroth. He is well-known for his determination and bravery in battle.

The Elf is Eldroth's ambassador at the court of Queen Helgar. He has given her his word of honour as an Elven Noble to defend her throne as an ally of his lord, Eldroth.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Fendar	5	6	6	4	4	2	8	3	9
Elven Steed	9	3	0	3	3	1	4	1	5

EQUIPMENT: Hand weapon, light armour, shield, barded Elven Steed.

SAVE: 3+: Light armour, shield and barded steed

MAGIC ITEM

BLADE OF DARTING STEEL

Fendar carries a magic weapon which is an ancient heirloom of his kindred. This is a Blade of Darting Steel which hits automatically in hand-to-hand combat.



SCENARIO II - AMBUSH ON THE DWARF ROAD
Elf Player's Battle Scroll

TETHAN'S AMBUSHERS

The Elf Ambushers consist of 1,000 points, chosen from the army list in the Warhammer Armies High Elves book. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

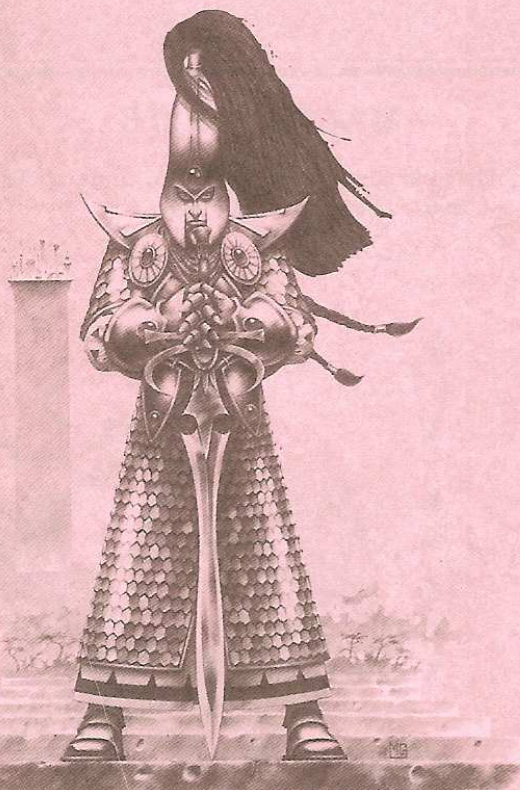
Tethan, Master Mage

Tethan leads the High Elf ambushers and so counts as the army's General.

Tethan is, in fact, a Master Mage of Tol Eldroth, chosen to lead the ambush force so the High Elves can attempt to counter the Runesmith's powers with magic.

Champion

You may choose one champion for each unit in your army. Any champion may have a magic item, up to a value of 25 points.



Sword Master of Hoeth



Great Eagle

0-3 Great Eagles

You may include up to three Great Eagles in your army. The sheer cliffs of the Chasm of Doom are home to Great Eagles who detest the Dwarfs for spoiling the peace of the mountains in their wanton greed for precious metals. They respond to Tethan's call to help the Elves against the Dwarfs.

0-1 Unit of Shadow Warriors

Your army may include one unit of Shadow Warriors.

Elf Spearmen

Your army may include any number of spearmen units.

Elf Archers

Your army may include any number of archer units.

REGIMENTS

0-1 Unit of Sword Masters of Hoeth

Your army may include one unit of Sword Masters of Hoeth. This unit may have a magic standard up to a value of 25 points.

VICTORY GAINS

If the Elves win the battle, Grung will either have been slain or plunged to his doom down the Chasm, or gone into hiding. Either way, he will never be seen again! The Dwarf player will not be able to include a Runesmith in the final battle, since they are a rare breed and Grung was the only one in either of the strongholds. He will also be limited on what he can spend on runic and magic items.

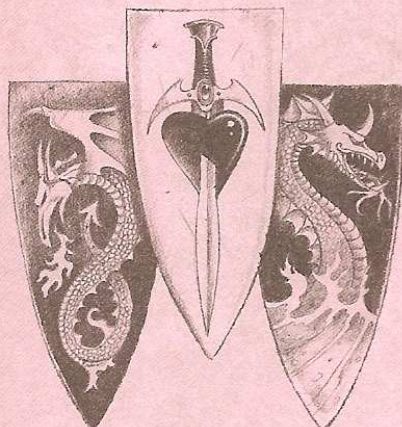
TACTICAL HINTS

Two Ways to Win

There are two ways of achieving your objective. One way is to go all out to slay or rout Grung over the edge of the Chasm of Doom. The other is just to make sure of winning the battle on victory points.

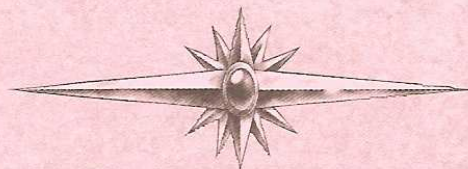
Beware of Grung's Fiery Ring!

Grung will prove hard to slay and just as hard to rout. The Dwarf player is sure to keep him away from the edge of the chasm and will surround him in a big unit of solid Dwarf troops. Remember that Grung also has the Fiery Ring, which he will use to stop his unit being attacked.



Gang up on the Runesmith!

The best way to get at Grung is to attack from all sides. Eagles will prove useful to swoop down and pin his unit while you move up more troops to attack it. If the Dwarf player is foolish enough to leave Grung exposed and vulnerable, the task of slaying or routing him will be much easier.



Use your Archery to Best Effect

Archers will be crucial for wearing down the Dwarf units, especially if you are counting on a victory on points. The Dwarf player may opt for big units. If he has small units, concentrate shooting to wipe out a unit and gain victory points. Slayers are particularly vulnerable to your arrows.

Tethan must be Cunning!

Tethan himself is more effective as a wizard than in hand-to-hand combat with Grung. Think carefully about what kind of magic to use. With the right spells, Tethan could snatch a sudden death victory.

TETHAN

Master Mage of Tol Eldroth

General of the Elf

Ambush Force 269 points

Tethan is a Master Mage of Tol Eldroth and is kin to Eldroth himself. The Elf is eager to take on the Runesmith and demonstrate that Elf magic is superior to Dwarf runes. Eldroth is determined that the avowed enemy of the Elves should meet his doom without delay, and has entrusted Tethan with this vital task.

PROFILE M WS BS S T W I A LD

Tethan	5	4	4	4	4	3	8	2	8
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EQUIPMENT: Hand weapon. Tethan is on foot.

SAVE: None

MAGIC ITEM

BLACK AMULET

This ward saves any wound on a 4+. In hand-to-hand combat, any wound saved by the amulet is rebounded against the foe, with no armour saving throw allowed. For each wound saved by the Black Amulet roll a D6 – on a roll of a 1 its power is exhausted.

MAGIC SPELLS

As a Master Mage, Tethan may have three spells. He may use Battle Magic or High Magic.



SCENARIO III - THE BREWERY BASH
Elf Player's Battle Scroll

ARDATH'S ELF FORCE

The High Elf force consists of 1,500 points chosen from the army list in the Warhammer Armies High Elves book. Choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

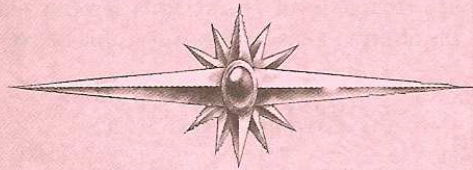
CHARACTERS

Ardath

Ardath is in command of the High Elf force and counts as the army's General.

Champion

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Any of the Champions may have a magic item up to a value of 25 points.



REGIMENTS

0-1 Unit of Silver Helms or Dragon Princes

Your army may include one unit of either Silver Helms or Dragon Princes. This unit may have a magic standard up to a value of 75 points.

Reaver Knights

Your army may include any number of Reaver Knights units.

0-1 Unit of Lothorn Sea Guards

Your army may include one unit of Lothorn Sea Guards.

0-1 Unit of Sword Masters of Hoeth

Your army may include one unit of Sword Masters of Hoeth. This unit may have a magic standard up to a value of 25 points.

High Elf Spearmen

Your army may include any number of Spearmen units.

High Elf Warriors

Your army may include any number of Warriors units.



Dragon Prince of Calador

Elf Archers

Your army may include any number of Archers units.

0-1 Repeater Bolt Thrower

Your army may include one repeater bolt thrower.

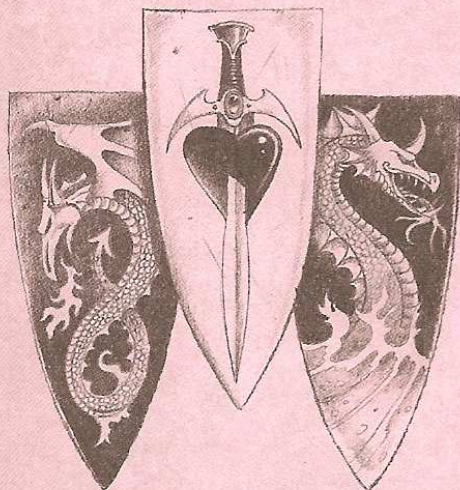
VICTORY GAINS

If the Elves win the battle, the Brewmaster remains locked in the vat indefinitely. Drong's army has to go without ale. Soon his troops become disheartened and mutinous. Drong will find it hard to persuade them to fight, let alone recruit more to join them. Disgruntled warriors will begin deserting Drong's cause and his army will dwindle in size. The Dwarf player will have to reduce his total points value for the last battle by 500 points, which means it will have 500 less points than yours.

TACTICAL HINTS

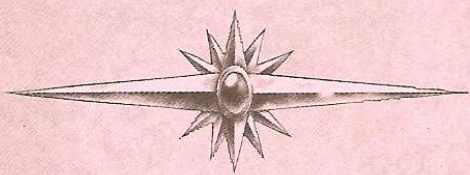
Dwarfs and Their Ale

You are standing between a horde of thirsty Dwarfs and a brewery, so don't expect to win! The Elf player has two tasks to perform to ensure victory. One is to stop any Dwarf units getting to the brewhouse and so deny the Dwarfs a sudden death victory. The other is to inflict as much damage as possible on the Dwarf force so that the Elves win the battle on victory points.



Concentrate on the Leading Enemy Units

With these aims in mind, the Elf player will need troops to stand in the way of the oncoming Dwarfs, who will be making straight for the brewhouse in a seemingly unstoppable mass. Needless to say, the units chosen to bar their way must be first class hand-to-hand fighters and well supported by missile troops. In addition, the Elves will need missile troops to wear down and if possible wipe out Dwarf units to gain victory points.



Take the Offensive!

Alternatively you could opt for an offensive strategy. Instead of waiting for the Dwarfs to come to you, send a strike force out to stop or delay them.

You will need Inspired Use of Magic!

Timing is crucial. It is necessary to hold up the Dwarf onslaught, while you attack, rout and destroy Dwarf units. Magic will prove very useful indeed if used wisely.

Don't Expect to Stop Them just by Shooting!

Beware of Dwarf missile troops who will be concentrating their missile fire at the units guarding the brewhouse, or on small or expensive units to gain victory points by eliminating them.

ARDATH

General of the High

Elf Army 199 points

Ardath is a hardened veteran who has fought Dwarfs many times. He settled in Tol Eldroth with his kinsfolk after his own colony was besieged and conquered by Dwarfs. He deeply distrusts the Dwarfs and is determined that Tol Eldroth shall not suffer the same fate as his former home.

PROFILE M WS BS S T W I A LD

Ardath	5	6	6	4	4	2	8	3	9
Elf Steed	9	3	0	3	3	1	4	1	5

EQUIPMENT: Hand weapon, light armour, shield, barded Elven Steed.

SAVE: 3+: Light armour, shield and barded Steed

MAGIC ITEM

TALISMAN OF HOETH

The Talisman of Hoeth enables Ardath to cast Battle Magic spells and use magic cards as a Mage Champion (magic level 2). Ardath's armour will not inhibit his ability to cast spells using this amulet.

SPECIAL RULES

HATES DWARFS

Ardath has a Hatred against Dwarfs, as described in the Warhammer rulebook.



THE ARMY OF TOL ELDROTH

The High Elf army consists of 3,000 points commanded by Eldroth, Lord of Tol Eldroth. The army can be larger if both players agree to play a higher points value; however, any points bonus or penalty resulting from victory or defeat in a previous battle will still apply.

The High Elf army is chosen from the army list in the Warhammer Armies High Elves book. The choice is limited to the troops listed here. Wherever the scenario calls for an exception to the Warhammer Armies list, this will be indicated below.

CHARACTERS

Eldroth

Eldroth, Lord of Tol Eldroth, leads the High Elf army as its General.

Fendar

You may include the Hero Fendar in your army, but only if he survived the battle of Grudge Pass and if the Elves were victorious in that battle.

Tethan, Master Wizard

You may include Tethan in the army if he survived the ambush on the Dwarf High Road and if he was victorious. If Tethan is not available, the only wizard who can be included in the army is a Mage (level 1 magic), although Ardath also has magical abilities.

Ardath

You may include the Hero Ardath in the army if he survived and was victorious in the Brewery Bash. Note that Ardath has magical abilities by virtue of the Talisman of Hoeth.

Other Heroes

You may include other Heroes, chosen from the High Elf army list. Each Hero may have a magic item up to a value of 50 points. Heroes may be on foot, or ride Elven Steeds or chariots.

0-1 Battle Standard Bearer of Tol Eldroth

The army may include a Battle Standard Bearer, bearing the battle standard of Tol Eldroth. The standard may be a magic banner up to a points value of 100 points. The Banner Bearer may move on foot, or ride an Elven Steed or in a chariot.

Champion

You may choose one Champion for each unit in your army, armed and equipped as the rest of the unit. Each Champion may have a magic item up to a value of 25 points.

REGIMENTS

0-1 Unit of Tol Eldroth Guards

Your army may include one unit of Tol Eldroth Guards. Use Phoenix Guards as described in the High Elf army list to represent this unit. The unit may have a magic standard up to a value of 50 points.

0-1 Unit of Silver Helms

Your army may include one unit of Silver Helms. The Silver Helms may have a magic standard up to a value of 50 points.

0-1 Unit of Dragon Princes

Your army may include one unit of Dragon Princes. This unit may have a magic standard up to a value of 50 points.

Reaver Knights

Your army may include any number of Reaver Knights units.

0-1 Unit of Lothorn Sea Guards

Your army may include one unit of Lothorn Sea Guards.

0-1 Unit of Swordmasters of Hoeth

Your army may include one Swordmasters unit. They may have a magic standard up to a value of 50 points.

0-1 Unit of White Lions of Chrace

Your army may include one White Lions of Chrace unit. They may have a magic standard up to a value of 50 points.

Elf Spearmen

Your army may include any number of Spearmen units.

Elf Archers

Your army may include any number of Archers units.

0-3 Repeater Bolt Thrower

Your army may include up to three repeater bolt throwers.

0-3 Great Eagles

You may include up to three Great Eagles in your army. The Eagles have a grudge against the Dwarfs as described in Scenario II.

VICTORY GAINS

If the Elves win, the power of the Thrundlings will have been broken and Drong's claim to the throne of Krag Bryn will count for nothing. Either Queen Helgar will have met her doom fighting or fleeing beside Drong, or she will continue to rule under the protection of the Elves. The Elf colony will continue to thrive and prosper as one of the last enclaves of High Elves in the Old World. Everywhere Elves will take heart from Eldroth's example and counter-attack the Dwarfs.



Shadow Warrior

TACTICAL HINTS

Don't trust Helgar

Don't count on any help from your so-called ally Queen Helgar. Avoid provoking her to join forces with Drong by crossing into her territory, and avoid exposing any of your troops to a flank attack from across the bridge.

Deploy a Strike Force on your left Flank

The Dwarfs may advance on your right, hugging the banks of the stream. They may do this to get support from their artillery on the hill behind them and to be ready to join forces with Helgar if she intervenes. If you place a fast strike force on your left flank, they will be screened from Dwarf fire by the wood and well placed to sweep down into the flank of the Dwarf army or around behind them. This 'left hook' should be supported by archers or bolt throwers on the hill on your left. The Dwarf army may end up with their backs to the stream and in an even worse position if forced across into Helgar's territory provoking her to attack them.

Hold on the right Flank

There is not much point advancing on your right flank. That would just put the unreliable Helgar behind your flank where her treachery would be even more dangerous. Also, it is a good idea to draw the Dwarfs forward on this flank while attacking on your left.

ELDROTH

GENERAL OF THE ARMY

OF TOL ELDROTH 220 points

Eldroth is the founder and ruler of the Elven colony of Tol Eldroth that bears his name. Most of its inhabitants belong to his kindred. He made a pact with Queen Helgar allowing him to trade with the Dwarfs in return for supporting the Queen's shaky hold on her domain. Eldroth's arch-enemy, Drong, is determined to put an end to this trade agreement and with it the colony itself. Eldroth knows that he cannot allow Drong to conquer Queen Helgar's realm, and so takes every opportunity to bolster the Queen's hold on her throne and inflict a setback on Drong.

PROFILE M WS BS S T W I A LD

Elf Lord 5 7 7 4 4 3 9 4 10

Elven Steed 9 3 0 3 3 1 4 1 5

EQUIPMENT: Hand weapon, light armour, shield, barded Elven Steed.

SAVE: Light armour, shield and barded Steed: 3+

MAGIC ITEMS

SWORD OF TOL ELDROTH

Eldroth had this sword forged for him by the Elven smiths of Tol Eldroth. It is a Heart-Seeker sword, made from rare and arcane metals found only in the nearby mountains. In hand-to-hand combat, Eldroth may re-roll any attacks that miss.

