

# High Elf Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Spearmen	Infantry	3	3	5+	-	3	60	2/-	-
Archers	Infantry	3/1	3	6+	-	3	75	1/-	*1
Silver Helms	Cavalry	3	3	4+	-	3	110	-/-	-
Reavers	Cavalry	3/1	3	6+	-	3	100	-/3	*1
Chariots	Chariot	3	3	5+	-	3	95	-/3	-
Giant Eagles	Monster	2	3	6+	-	3	70	-/1	*2
Dragon Rider	Monster	6/3	6	4+	-	1	300	-/1	*3
Elven Bolt Thrower	Artillery	1/3	2	0	-	2	65	-/1	*1,4
General	General	+2	-	-	10	1	180	1	-
Hero	Hero	+1	-	-	8	1	80	-/1	-
Wizard	Wizard	+0	-	-	8	1	90	-/1	*5
Giant Eagle	Monstrous Mount	+2	-	-	-	-	+20	-/1	*6
Dragon	Monstrous Mount	+3	-	-	-	-	+100	-/1	*3
Chariot	Chariot Mount	+1	-	-	-	-	+10	-/1	*7

**Authors Note.** The Dragon Rider option has always been intended to be expensive relative to its actual effect - the cost has none-the-less been reduced from 350 to 300 to make it a more attractive option than previously. The reason for its high cost is simply that the Dragon unit was never intended to be a viable option in standard games where it will always dictate the course of the battle in an overbearing (and often dull) fashion. Instead, it was intended to provide an option for scenarios where its abilities would justify its expense. Given that it is the same model as the character mount, its inclusion as a unit is a 'bonus' in terms of the available range of troops. The reduction in cost is hopefully enough for players to consider its use in some battles but not all - for it is not felt to be in anyone's interests to turn the High Elf Army into a huge flying monster accompanied by characters and a few token units inevitably reduced to the role of monster-support.

## Special Rules

**1. Archers/Reavers/Elven Bolt Throwers.** High Elf shooters add +1 to their dice roll when making Shooting attacks. They will therefore score a hit against targets in the open on a 3 or more, against targets that are defended on a 4 or more, and against fortified targets on a 5 or more. Note this does not apply to Dragon Fire - see below.

**2. Giant Eagles.** Eagles can fly.

**3. Dragons.** Dragons can fly. Dragon Rider units and any other units that include a Dragon riding character cause terror in their enemies.

Because Dragon Riders have a great many hits (6) which are difficult to inflict even during a lengthy combat engagement, we must consider the possibility of hurting the Dragon and reducing its effectiveness in subsequent turns. Therefore, if a Dragon Rider has accumulated 3-5 hits by the end of the Shooting phase or Combat phase it is deemed to have been badly hurt. Once a Dragon has been badly hurt all accumulated hits are discounted and its maximum hits value and Attacks are halved for the rest of the battle (to 3 Hits and 3 Attacks).

Generals, Wizards and Heroes can ride Dragons. A Dragon can fly increasing its rider's move from 60 to 100cm. An extra +3 Attacks

are added to those of its rider. A Dragon can breath fire if the character has joined a unit that isn't engaged in combat. A Dragon ridden by a character can't breath fire if it is not part of a unit.

### Dragon Fire

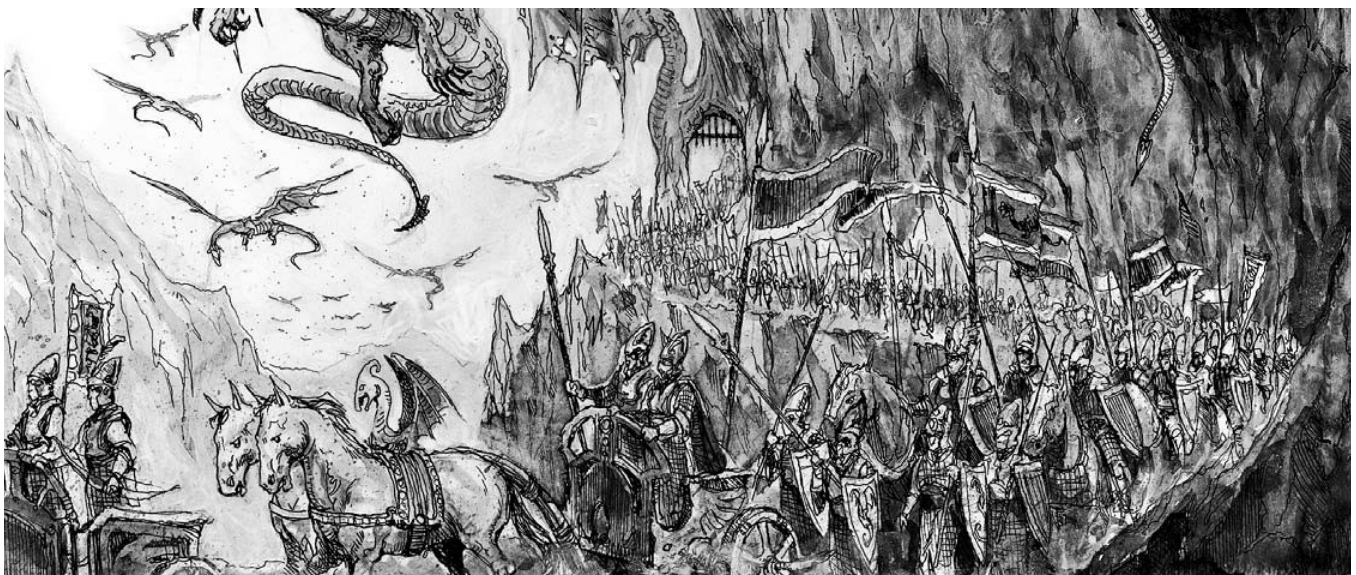
Dragons can breathe fire. This applies both to a unit of Dragon Riders and to Dragons ridden by characters that have joined a unit of troops. Dragon fire works as follows. The fire breath has a range of 20cm. Breath can be directed against one target as for normal shooting and has 3 Attacks that are worked out in the usual way at 4+ to hit.

**4. Elven Bolt Thrower.** See Artillery and Machines (p69).

**5. Wizard.** High Elf Mages are especially powerful wizards and to represent this can re-roll a failed spell on any dice result except a 1. If a spell is failed because a 1 is rolled then no re-roll is permitted.

**6. Giant Eagle Mount.** Generals, Wizards and Heroes can ride a Giant Eagle. An Eagle can fly increasing its rider's move from 60 to 100cm. An extra +2 Attacks are added to those of its rider.

**7. Chariot Mount.** Generals, Wizards and Heroes can ride Chariots. An extra +1 Attack is added to those of its rider.



## High Elf Tournament list 2021

### Changes to original High Elf list from the original rulebook:

General is command 9 and costs 150pts. They have Special rule \*8 which is a copy of the Scipio rule from the Republican Roman list in the Warmaster Ancients book.

**\*8. Military Genius.** High Elf Generals are among the most gifted in the known world, and their command of subordinates legendary. To represent this the High Elf player can re-roll a failed Command roll from a Hero or Wizard – this bonus continues to apply until a re-roll is failed, after which no more re-rolls are allowed. Successful re-rolls count as if the order has been successfully issued and the Hero or Wizard can continue issuing further orders as normal. Each Hero or Wizard is only permitted a maximum of one re-roll in any command phase though – even the military genius of the High Elves can only achieve so much.

### Discussion of reasons behind the change:

The High Elf army had a previous Tournament list and in my opinion it failed to deal with the real problem in the list, the Command 10 General.

Imagine we went back in time and instead of changing other things, just removed the Command 10 General and left the rest of the list alone. They are now an excellent combined arms force with very strong shooting and good support magic.

I did feel that the High Elf General could probably be represented better than a regular Command 9 125pt General, and so searched through the successor Warmaster rulesets for a suitable buff. I didn't want to use the Hannibal rule, as that would keep the General at Command 10, and so instead went for the Scipio rule, which increases the reliability of the Heroes and Wizards in the army.

Please try the army out before theoryhammering the changes too much. I think you will be surprised at how fun it is to play, and now even experienced players can use High Elves again without feeling like they are playing the game on easy mode.