

## HIGH ELF REFERENCE

Lords	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Prince	5	7	6	4	3	3	8	4	10	Stoic, Intrigue at Court
Archmage	5	4	4	3	3	3	5	1	9	Stoic, Intrigue at Court, Magic
Heroes	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Commander	5	6	6	4	3	2	7	3	9	Stoic, Intrigue at Court
Mage	5	4	4	3	3	2	5	1	8	Stoic, Intrigue at Court, Magic
Core Units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Warrior	5	4	4	3	3	1	5	1	8	Stoic, Fight in three ranks
Archer Champion	5	4	5	3	3	1	5	1	8	Stoic
Spearman Champion	5	4	4	3	3	1	5	2	8	Stoic, Fight in three ranks
Sea Guard Champion	5	4	4	3	3	1	5	2	8	Stoic, Fight in three ranks
Silver Helm	5	4	4	3	3	1	5	1	8	Stoic
Silver Helm Champion	5	4	4	3	3	1	5	2	8	Stoic
Special Units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Ellyrian Reaver	5	4	4	3	3	1	5	1	8	Stoic, fast cavalry
Harbinger	5	4	5	3	3	1	5	1	8	Stoic, fast cavalry
Shadow Warrior	5	4	4	3	3	1	5	1	8	Stoic, <i>hate</i> Dark Elves; Scouts; Skirmishers
Shadow-walker	5	4	5	3	3	1	5	1	8	Stoic, <i>hate</i> Dark Elves; Scouts; Skirmishers
Tiranoc Chariot	-	-	-	5	4	4	-	-	-	Chariot
Dragon Prince	5	5	4	3	3	1	6	1	9	Stoic, dragon armour
Drakemaster	5	5	4	3	3	1	6	2	9	Stoic, dragon armour
Swordmaster	5	6	4	3	3	1	5	1	8	Stoic, <i>swordmasters</i>
Bladelord	5	6	4	3	3	1	5	2	8	Stoic, <i>swordmasters</i>
Rare Units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Great Eagle	2	5	0	4	4	3	4	2	8	<i>Fly</i>
Phoenix Guard	5	5	4	3	3	1	6	1	9	Stoic, <i>cause fear</i>
Keeper of the Flame	5	5	4	3	3	1	6	2	9	Stoic, <i>cause fear</i>
White Lion	5	5	4	4	3	1	5	1	8	Stoic, Woodsmen; Lion cloak, Bodyguard
Guardian	5	5	4	4	3	1	5	2	8	Stoic, Woodsmen; Lion cloak, Bodyguard
Repeater Bolt Thrower	-	-	-	-	7	3	-	-	-	-
Crew	5	4	4	3	3	1	5	1	8	Stoic
Beasts	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Dragon	6	6	0	6	6	6	3	5	8	<i>Fly</i> ; <i>Cause Terror</i> ; Large Target; Scaly Skin; Breathe Fire
Griffon	6	5	0	5	5	4	5	4	7	<i>Fly</i> ; <i>Terror</i> ; Large target
Elven Steed	9	3	0	3	3	1	4	1	5	-

## HIGH MAGIC SPELLS

High Elf Wizards get +1 to Dispel. Mages using High Magic know the Drain Magic spell as well as any other spells they are allowed to take.

### Drain Magic (5+/7+/9+)

Range 24". Lasts until start of caster's next Magic phase.

Level	Casting number	Dice rolls discarded
1	5+	6s
2	7+	5s & 6s
3	9+	4s, 5s & 6s

### 1) Walk Between Worlds (4+)

The caster becomes ethereal until start of caster's next Magic phase.

### 2) Curse of Arrow Attraction (6+)

Range 24". Missile fire directed at target unit in following Shooting phase may re-roll failed rolls 'to hit'. If unit targeted by a template, etc, re-roll to hit any models which are partially covered.

### 3) Fortune is Fickle (7+) Remains in play

Range 24". Any double victim rolls to cast a spell is a Miscast. Any double rolled by opponent whilst attempting to dispel will fail. Lasts until dispelled, Mage chooses to end it, attempts to cast another spell or is slain.

### 4) Fury of Khaine (8+)

*Magic missile*; range 24". Causes 2D6 Strength 4 hits.

### 5) Flames of the Phoenix (11+) Remains in play

Range 24". Each model in target unit takes a S3 hit. If spell still in play at start of each of caster's subsequent Magic phases, each model takes a hit with Strength increasing by 1 each turn it remains in play. Lasts until dispelled, Mage chooses to end it, attempts to cast another spell or is slain.

### 6) Vault's Unmaking (12+)

Range 24". Owner of unit must tell caster all magic items in unit. Caster chooses one to be nullified. Effect lasts for the remainder of the battle. Drains magic from Dwarf rune items. All runes on an individual item will be drained, not just one.

## REPEATER BOLT THROWER

The Repeater Bolt Thrower is a war machine and all the rules governing war machines apply. Repeater Bolt Throwers may either shoot a single bolt (follow the rules given on page 124 of the Warhammer rulebook) or may fire multiple shots.

If using the multiple shots option then the Repeater Bolt Thrower shoots six bolts in each Shooting phase. These shots are worked out exactly like shots from bows or crossbows, using the Ballistic Skill of the crew to determine whether the bolts hit or not. All bolts must be directed towards a single target. Multiple shots have a Range of 48", a Strength of 4, with armour saves suffering a -2 penalty.