

<p style="text-align: center;"><b>Cohort</b> Sword and Bow C: 3 B: 1 E: 2</p> <p style="text-align: right;">2</p> <p style="text-align: center;"><i>Favored terrain</i> forest</p> <p style="text-align: center;"><i>Hate orcs</i></p> <p style="text-align: right;">+2 missile C</p> <p style="text-align: right;">1 High elf infantry</p>	<p style="text-align: center;">TAKE TERRAIN</p> <p style="text-align: center;">0</p> <p style="text-align: center;">Cancel the magic resistance of one target.</p> <p style="text-align: center;"><i>Tower of High Sorcery</i></p> <p style="text-align: center;">High Elf Special</p>	<p style="text-align: center;">RALLY</p> <p style="text-align: center;">-2</p> <p style="text-align: center;">2 Leadership Spell support +1 C, +2 B</p> <p style="text-align: center;"><i>Silver Lady</i> <i>High Elven General</i></p>	<p style="text-align: center;"><b>Whitesteeds</b> C: 4 B: 2 E: 3</p> <p style="text-align: right;">3</p> <p style="text-align: center;"><i>Charge</i></p> <p style="text-align: center;"><i>Hate orcs</i></p> <p style="text-align: right;">Pursuit, +1 C attacking</p> <p style="text-align: right;">0 High elf cavalry</p>
<p style="text-align: center;">High Elf Magic</p> <p style="text-align: center;"><i>Wish</i></p> <p>Immediately discard one supporting card played by the enemy. .</p> <p style="text-align: center;">-1</p> <p style="text-align: center;">1 Leadership +1 B, +1 missile C</p> <p style="text-align: center;"><i>Primarch</i> <i>High Elven Captain</i></p>	<p style="text-align: center;"><b>Sister Knights</b> C: 5 B: 2 E: 4</p> <p style="text-align: right;">5</p> <p style="text-align: center;"><i>Favored terrain forest</i></p> <p style="text-align: center;">+1 C vs. evil creatures/ undead</p> <p style="text-align: center;"><i>Once per battle, can leave a taken terrain and go back into the hand.</i></p> <p style="text-align: center;">Elite</p> <p style="text-align: center;">-3 High elf cavalry</p> <p style="text-align: right;">Pursuit (evil creatures only) or Screen +1 C, +1 B</p>	<p style="text-align: center;">COUNTERATTACK</p> <p style="text-align: center;">3</p> <p style="text-align: center;">Cancel the magic resistance of one target.</p> <p style="text-align: center;"><i>Tower of High Sorcery</i></p> <p style="text-align: center;">High Elf Special</p>	<p style="text-align: center;"><b>Hippogriff Riders</b> C: 3 B: 1 E: 3</p> <p style="text-align: right;">3</p> <p style="text-align: center;"><i>Flying</i></p> <p style="text-align: right;">+2 C attacking, Pursuit</p> <p style="text-align: right;">-1 High elf aerial</p>
<p style="text-align: center;">High Elf Magic</p> <p style="text-align: center;"><i>Bless</i></p> <p>Add +1 to any RN draw before the draw is made..</p> <p style="text-align: center;">-1</p> <p style="text-align: center;">Changes the missile C of a Cohort to C 4.</p> <p style="text-align: center;"><i>Marksman</i></p> <p style="text-align: center;">High Elf Special</p>	<p style="text-align: center;">RALLY</p> <p style="text-align: center;">-1</p> <p style="text-align: center;">Any eliminated elf hero is placed back into the player's hand.</p> <p style="text-align: center;"><i>Resurrection</i></p> <p style="text-align: center;">High Elf Magic</p>	<p style="text-align: center;">High Elf Magic</p> <p style="text-align: center;"><i>Lightning Bolt</i></p> <p>3 strength (2 vs. magic-resistant targets) electrical attack.</p> <p style="text-align: center;">-1</p> <p style="text-align: center;">RALLY</p>	<p style="text-align: center;">RALLY</p> <p style="text-align: center;">0</p> <p style="text-align: center;">1 Leadership +1 B, +1 missile C</p> <p style="text-align: center;"><i>Primarch</i> <i>High Elven Captain</i></p>

<p><b>Cohort</b> Sword and Bow C: 3 B: 1 E: 2</p> <p><i>Favored terrain forest</i></p> <p><i>Hate orcs</i></p> <p>+2 missile C</p> <p><b>2</b></p> <p><b>1</b> High elf infantry</p>	<p>TAKE TERRAIN</p> <p><b>0</b></p> <p>Play of this card allows a supporting card to be played any time before the RN draw, even if the playing side has already passed.</p> <p><i>Foresight</i></p> <p>High Elf Magic</p>	<p>TAKE TERRAIN</p> <p><b>0</b></p> <p>+1 missile C 1 Leadership Spell support</p> <p><i>High Elven Captain</i></p> <p><i>White Robe Primarch</i></p>	<p><b>Whitesteeds</b> C: 4 B: 2 E: 3</p> <p><i>Charge</i></p> <p><i>Hate orcs</i></p> <p><b>3</b></p> <p><b>0</b> High elf cavalry</p> <p>Pursuit, +1 C attacking</p>
<p>High Elf Magic</p> <p><i>Heal</i></p> <p>Cast on friendly units after a losing combat, this spell reduces damage by a RN draw of 0-3 points (ignore negatives). The spell is applied before any routs or eliminations.</p> <p><b>-1</b></p> <p>TAKE TERRAIN</p>	<p>COUNTERATTACK</p> <p><b>2</b></p> <p>Playing this card allows a hero to be discarded, either from the hand or with the unit, changing one eliminated result to a rout.</p> <p><i>Heroic Sacrifice</i></p> <p>High Elf Special</p>	<p><b>Cohort</b> Sword and Bow C: 3 B: 1 E: 2</p> <p><i>Favored terrain forest</i></p> <p><i>Hate orcs</i></p> <p>+2 missile C</p> <p><b>2</b></p> <p><b>1</b> High elf infantry</p>	<p><b>Cohort</b> Sword and Bow C: 3 B: 1 E: 2</p> <p><i>Favored terrain forest</i></p> <p><i>Hate orcs</i></p> <p>+2 missile C</p> <p><b>2</b></p> <p><b>1</b> High elf infantry</p>
<p><i>Battle Chariots</i> C: 5 B: 1 E: 2</p> <p><i>Cause horror in infantry</i></p> <p><i>Charge</i></p> <p>Noble</p> <p><b>4</b></p> <p><b>-1</b> High elf chariots</p>	<p><i>Storm Giant</i> C: 5 B: 1 E: 5</p> <p><i>Magic-resistant</i></p> <p><i>Immune to electrical attacks</i></p> <p>C 3 Lightning Bolt</p> <p><b>5</b></p> <p><b>-2</b> High elf infantry</p>	<p><i>Penal Battalion</i> C: 2 B: * E: 2</p> <p><i>Unbreakable</i></p> <p><i>Not of the elven race – hatred does not apply</i></p> <p>Fodder</p> <p><b>1</b></p> <p><b>2</b> High elf infantry</p>	<p><i>Arcanists Swords</i> C: 2 B: 1 E: 2</p> <p><i>Favored terrain forest</i></p> <p><i>Hate orcs</i></p> <p><i>Magic-resistant</i></p> <p><i>Spell support</i></p> <p>Magic-resistance, +1 missile C</p> <p><b>2</b></p> <p><b>1</b> High elf infantry</p>

# High Elf Arsenal Sheet

## Arsenal Composition:

12 Units  
2 Counterattack  
4 Take Terrain  
4 Rally  
4 Specials  
4 Leaders  
6 Spells  
RN Distribution: Stable

## Background:

The high elves are the remnant of a once-mighty world empire. At one time, their colonies spanned the globe and even now, high elf civilizations can be found across the globe. Today, they are a very organized, militaristic society where all citizens are expected to serve in the army during their long lifetime. Relying on fast cavalry and chariots and supported by powerful mages and archers, the high elves are still a potent force for any enemy to deal with.

## Units:

Cohort – the basic high elf infantry unit, armed with longswords and longbows.

Whitesteeds – cavalry units made up of middle-class citizens and commanded by professional soldiers.

Sister Knights – an order of female holy warriors on unicorn steeds. The unicorns can operate in forest terrain that most cavalry cannot, and have the ability to teleport once per battle.

Hippogriffs – half-giant eagle, half-horse, these creatures are used as mounts to give the high elves air cavalry.

Battle Chariots -elven nobles maintain the old tradition of taking the battlefield in powerful, four-horse chariots. Though powerful in battle, they are fragile due to their mechanical nature.

Storm Giant – largest of the giant races, the storm giants are ancient allies of the seafaring elves. 25' tall, they live just off the coast in underwater lairs and have the ability to cast one lightning bolt per day. They fight for their own reasons in their own time, and are just as likely to walk off in the middle of a fight.

Penal Battalion – in the many wars the elves are forced to fight, they are often outnumbered. To even the balance, elven mages will charm larger numbers of prisoners, usually humanoids and humans, sending them into battle as unthinking, unbreakable automatons.

Arcanists – these warriors also have magical skills somewhat more developed than their peers. Although not of high enough rank to be classified as mages, the arcanists use minor spells to

augment their combat abilities.

## Specials:

Elfin Chain Mail – special armor made by elven smiths, hard as plate mail, but as supple and light as silk.

Tower of High Sorcery – the center of elven magical studies, the powerful mages who reside in the Tower can sometimes influence the magic used on a battlefield from hundreds of miles away.

Marksman – elves who live on the borders and in the far-flung colonies of the high elven realm develop their archery skills to incredible levels, having to do so just to survive.

Heroic Sacrifice – the kind-hearted elves revere life above all else. Elven leaders consider it their responsibility to see to the welfare of their troops, even if it costs them their own lives.

## Heroes:

Silver Lady – the Silver Lady is the head of the Sister Knight order. In addition to her holy powers, she is highly trained in the military arts, making her eminently qualified to lead the high elf army.

Primarch – professional soldiers who are charged with the leadership of the high elven citizenry in times of war. There are some Primarchs trained in the art of good magic, combining steel with arcane power.

## Magic:

Wish – changes the fabric of reality and bends it to the desire of the casting mage.

Resurrection – restores life to an elven hero.

Bless – increases the chances of something good happening for the elven forces in most any situation.

Lightning Bolt – magical electricity

Anti-Magic Shell – forms a powerful force-field around the target area, allowing no magic to function inside.

Heal – elven priests learn to heal wounds long before they are taught any harmful magic.