

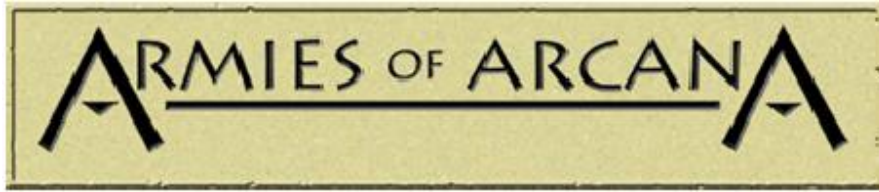
High Elves

Troops

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Longswordsmen	16	6"	1	3 - Shield	2	8	1 / 3 - Str (1)		
Pikemen	24	6"	1	3 - Shield	2	8	1 / 3 - Str (1), Long Weapons		
Halberdiers	24	6"	1	2	2	8	1 / 3 - Str (2), Long Weapons		
Sun Blades	26	6"	1	3 - Shield	2	9	1 / 4 - Str (2) Magical		
Longbowmen	46	6"	1	2	2	8	1 / 3	Longbow (27") 1 / 3 - Str (2)	
Acolytes	46	7"	1	2 fixed	3	9	1 / 3 - Eldritch	Magic (18"): 1 / 3 Eldritch	
Cavalry with Lance	37	18"	2	3	2	8	1 / 3 - Str (1), Long Weapon Horse: 1 / 2		Base: 2
Cavalry with Sword	30	18"	2	3	2	8	1 / 3 - Str (1) Horse: 1 / 2		Base: 2
Horse Archers	48	18"	2	2	2	8	1 / 3 - Str (1) Horse: 1 / 2	Bow (21"): 1 / 3 Str (1)	Base: 2
Noble Cavalry	47	14"	2	4	2	9	1 / 4 - Str (1), Long Weapons Horse: 1 / 2		Base: 2

Characters

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Lord	217	7"	4	3 Fixed Evasion (2)	3	11 - Fearless	3 / 4 - Str (3), Magical, First Strike	(1 / 4)	
Champion	121	7"	3	3 Fixed Evasion (1)	3	10 - Fearless	3 / 3 - Str (2), Magical, First Strike	(1 / 4)	
Wizard	343	7"	3	2 Fixed Evasion (1)	4	10 - Fearless	2 / 3 - Str (1), Magical, First Strike	(1 / 4)	Spell Caster Water, Air, Life
Horse For Characters	+18	18"	1	Same as rider	-	Same as rider	1 / 2		



High Elves

Artillery

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Elf Multibalista (Fires every other turn)	166	6"	4	3 Fixed	2	8 Fearless	Wounds / 3	Bolts (24"): 1 / 3 - Str (2), 2d3 hits, d3 wounds	Base 9

Elf war machines have skill 3 melee attacks, magic resistance 2 and cost 8 VP more than standard war machines. Their reinforcement cost is 52 points.