

WARHAMMER™ THE OLD WORLD™

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HIGH ELF REALMS

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HIGH ELF REALMS



**“OUR FLEETS ARE EVER VIGILANT,
FOR THE FORCES OF EVIL ARE SELDOM IDLE.”**

- Sea Lord Aislinn



THE ELVES OF ULTHUAN

From the ten kingdoms of Ulthuan, the mysterious island paradise where their race was birthed, to their colonies and outposts upon the infinite coastlines of distant lands, the High Elves, or Asur in their own tongue, march to war. They have defended this world for millennia, battling hosts of Daemons and the worshippers of the Dark Gods.

An Age Of Wonder

When the world was young, before the coming of the Ruinous Powers and the doom of the Old Ones, the young races lived their lives of relative peace in a world that was crafted for them by the unimaginable power of the Old Ones, a world untouched by evil and uncorrupted by Chaos.

But such a golden epoch could not last and in the centuries that followed the Great Cataclysm and the coming of Chaos, when their gods' voices fell silent and Daemons stalked the land, the young races dared to venture from their homes to travel and explore the world beyond. The Dwarfs delved deeper into the caves beneath the Worlds Edge Mountains, uncovering endless caverns, crystal clear subterranean rivers and lakes, and great repositories of precious stones and metals. In Ulthuan, the Elves crafted great vessels and took to the oceans that surrounded their homeland. Carried by winds both magical and mundane, they sailed far upon their ships, discovering new lands, encountering other races and learning ever more about the world in which they lived and the forces of magic and nature that governed it.

Thus, more than four and a half millennia before the birth of Sigmar, upon rolling plains beneath storm-wracked skies in the land now known as Bretonnia, the great Elven mage Caledor, friend of Dragons, came to stand face to face with Grinnir the Fearless, one of the first Dwarfs to walk upon the world.

The Mage & The Warrior

Landing upon the shores of the Old World the Asur discovered a trackless wilderness filled with danger and quickly set about vanquishing the tribes of Orcs and Goblins and the braying herds of Beastmen that infested the coastland. Claiming the land for themselves, they began establishing safe harbours for their ships and building settlements about them, before advancing further inland, laying roads between their growing towns and raising walls around them to defend against the evils of the world.

In time, the Dwarfs took notice of these new arrivals that clustered by the ocean's edge and came down from their mountain fastnesses to study them. At first, the Elves and Dwarfs looked upon one another with suspicion, unsure whether they had encountered yet more servants of Chaos and destruction. But despite the unease of those about them, Caledor greeted Grinnir enthusiastically, offering him wine and inviting him into the Elven halls. Grinnir accepted this hospitality gladly and set about enthusiastically drinking Caledor's wine.

Thus, under the high roof of an Elven hall, Caledor and Grinnir fell to sharing tales of their people and their homes. Caledor was captivated by the squat and fiery haired Grinnir, believing him a being of stone birthed in the heart of the world. Grinnir, for his part, was fascinated by the tall and graceful Elf, believing him to be a spirit of the air come from beyond the oceans.



Aenarion, The First Phoenix

Yet even as the Elves of Ulthuan began to settle the coasts of the Old World and forge an alliance with the Dwarfs of the Karaz Ankor, the powers of Chaos would move against them, unleashing fresh waves of daemonic creatures upon the troubled world.

In Ulthuan, a wanderer by the name of Aenarion had returned from long years abroad. He bore with him terrible premonitions of great turmoil to come for he had seen with his own eyes the ever-increasing numbers of chaotic beasts that stalked the lands of the world and witnessed himself the growing hosts of Daemons that manifested from the æther. Worse, upon his return to Ulthuan Aenarion found his homeland beset and besieged by the creatures of Chaos. In his frustration, he made countless offerings to Asuryan, tossing sacrifices into the flames that burned within the god's shrine in the hope of enlightenment.

Faced with Asuryan's silence and driven by some desperate compulsion, Aenarion cast himself into the flames, expecting to offer his own flesh in return for his god's intervention. But Aenarion was not consumed by the fire, instead re-emerging unscathed from the roaring conflagration filled with the power of Asuryan. Following his fiery apotheosis, the Elves of Ulthuan bowed before Aenarion, declaring him their king and swearing themselves to his service. As the first Phoenix King, Aenarion commanded that Ulthuan raise armies to stand against the forces of Chaos that had assailed the world for a thousand years. Ulthuan had too long teetered upon the precipice of destruction, and Aenarion would not stand idle whilst Chaos consumed all around him.

Victory & Expansion

In the centuries that followed Aenarion's transformation from wanderer to Phoenix King, the powers of Chaos tested him greatly, sending ever increasing hosts of Daemons to overwhelm the Elves in Ulthuan and the Dwarfs in the Worlds Edge Mountains. So great were the challenges placed before the troubled king and so terrible the losses he was forced to endure that, in his growing desperation and despair, he would come to utilise ever more potent weapons and his advisers would concoct ever more elaborate plots to shatter the grip of Chaos upon the world.

Ultimately, through the bravery of warriors such as Aenarion – who stood against the mightiest Daemons of Chaos to defend Ulthuan, the sacrifice of heroes such as Grimnir – who marched into the Realm of Chaos to challenge the gods themselves, and the ingenuity of mages such as Caledor Dragontamer – who wrestled with powers beyond the control of the gods to still the raging Storms of Magic that assailed the world, the Ruinous Powers were thwarted and the world saved.

In the peace that followed the centuries of war, the Elves were keen to reclaim what had been lost. When the power of Chaos had waxed most strongly and endless hordes of Daemons descended upon the world, the Asur had retreated to Ulthuan whilst the Dwarfs had sheltered beneath the mountains. Now, the Elves returned to the coasts of the Old World, repopulating their abandoned towns and reaffirming their alliance with the Dwarfs. In peace, the two races traded freely, sharing their secrets and knowledge as readily as their wealth and prospering like never before.



A NEW AGE

Following the fall of Aenarion, the Asur crowned a new Phoenix King – Bel Shanaar. At his command, the Elves of Ulthuan took to the oceans once more, revisiting lands not seen for centuries and reclaiming lost colonies. In his name, ambassadors journeyed to the Dwarf holds and forgotten friendships were rekindled.



Elthin Arvan

Under Bel Shanaar's rule, the Asur became the undisputed masters of the world's oceans. At his bidding, great fleets of gleaming white-hulled vessels were built in the shipyards of Ulthuan and dispatched to sail all the seas of the world, tasked with discovering the extent of the ocean's vastness and with exploring the strange lands that lay beyond. Wherever the Elves made landfall, they built harbours for their fleets and raised towering ports about them to house their families.

In the lands now known as the Old World, Elthin Arvan in the language of Ulthuan, upon storm-wrecked coasts, the Elves returned to the haunted remnants of colonies established long ago. They reclaimed these tumbled ruins, driving out the foul things that skulked within them, and upon their foundations raised great cities of white stone and blue slate, girded by shining alabaster walls. From these cities they built roads and ventured further inland, exploring the forests and lowlands, taming the wild landscape about them.

As they had centuries before, the Dwarfs came down from their mountains to trade with the Elves. Thus began a golden era of peace and prosperity as the two races forged anew the bonds of friendship and alliance that once existed between Caledor and Grinnir, honouring the memory of these fallen heroes through their cooperation. Together, the Elves and the Dwarfs drove the savage Orcs and Goblins into the wilderness and hunted the twisted Beasts of Chaos, purging their corruption from the land.

Treachery & Woe

Alas, this glorious era of peace could not last and, though turmoil and upheaval came to Ulthuan, it was to be the Dwarfs that would ensure similar upheaval came to Elthin Arvan. As the Elves tell it, when word of political unrest in Ulthuan reached the Dwarfs, they sent their diplomats to gather gossip and spy upon the court of the Phoenix King. Frustrated, the Elves politely but firmly escorted these gawking meddlers from their lands – shorn of their beards and stuffed into barrels. This enraged the Dwarfs, leading them to attack their allies with murderous intent, shattering the alliance and forcing the Asur to retaliate in defence.

The aggression of the Dwarfs was unprecedented and the Elves of Elthin Arvan were rocked by the brutality brought to bear against them. On the open field of battle, hosts of Elven warriors were slaughtered by blood-crazed Dwarfs. The great cities of the Elves were besieged by Dwarf throngs, their towering walls pounded to dust by immense siege engines and their populations driven to flight ahead of the vengeful foe.

For nearly five centuries, the war raged, the Elves valiantly defying the wrath of their former allies and giving ground reluctantly before their advances. But, when the current Phoenix King, Caledor II, was slain in the defence of his people and his glorious crown stolen as a trophy, the Elves conceded defeat rather than allow further bloodshed. Capitulating to the Dwarfs' demands, they retreated from Elthin Arvan to their island colonies, leaving the Old World at the mercy of the Dwarfs.





The Sea Lord's Realm

Today, the Asur maintain an uneasy peace with the Dwarfs by adhering to their ancient truce. Thus they occupy no colonies upon the mainland of the Old World, keeping instead to islands off the coast. These are home to Elven traders and diplomats, vital to the prosperity of the nations of Man, and to garrisons of the Sea Guard, warriors of Lothorn entrusted with the safeguarding of Elven interests.

Tor Martel

Off the eastern coast of Bretonnia, visible on a clear day from the walls of Mousillon, upon the largest of the Martel Islands stands the towering fortress of the Sea Lord, Aislinn. From here, the commander of the Phoenix King's fleet protects the interests of Ulthuan and, when necessary, intervenes in the affairs of Men, covertly dispatching companies of Shadow Warriors, armies of the Sea Guard or, in extreme cases, warbands of his most loyal Chracian bodyguards to do his bidding.

Elven vessels cluster about the Martel islands. It is here that ships from the far corners of the world destined for distant Ulthuan must pause in their journeys, their captains delivering their news to the servants of the Sea Lord and seeking his approval to continue their journeys.

Tor Martel itself is one of the largest bastions in the known world. A towering edifice that blends the artifice of the Elves with the natural beauty of the landscape. The great fortress has withstood the wrath of the sea for thousands of years, a testament to the power of the Elves and a statement that they and they alone own the oceans.

The Silent Isle

South of Tor Martel, the Silent Isle guards the approach to the Bay of Bordeaux. It is here that the largest accumulation of Elven military might in the Old World is gathered, ever ready to take ship and sail to wherever it may be needed in defence of Elven interests.

Regiments of Elven militia garrison the clifftop defences whilst whole companies of Sea Guard patrol the sea walls of the great harbour. No mercantile vessels venture within these great walls, for the harbour of the Silent Isle is off limits to civilian craft, even those sailing from Ulthuan. To sailors of other races passing by and witnessing the Sea Guard that stand like statues upon the harbour walls, the Silent Isle exudes an ominous and otherworldly air. Behind the harbour walls, glimpses of great Elven ships can be snatched, their tall masts rising to the heavens, their elaborate dragon prows rearing from the still waters.

The Dragon's Maw

This cluster of small islands off Bretonnia's northern coast hides many secrets, secrets which the Elves of Ulthuan guard closely. As a result, few vessels are allowed within the network of narrow channels that separate the many islets, though the outskirts of the island chain is visited often by the ships of Men and Elves.

Whilst the Elves insist the narrow channels are too dangerous for ocean-going vessels to traverse, rumours abound that within hidden caves beneath the largest islands, ancient Dragons slumber, protected by the Asur. Others theorise that great Merwyrms nest within hidden coves, their young guarded by the ever vigilant Elves.

The Shrouded Isle

Off the northern coast of the Empire, within the icy depths of the Sea of Claws, the Shrouded Isle lurks amongst the sea mists. The Sea Guard of the isle stand sentinel over the surrounding ocean, securing the shipping routes between Erengard and Marienburg whilst paying little heed to the wolf ships of Norscan raiders or worse, the corrupted vessels of the Champions of Chaos that raid the coasts of the Empire, intervening only when Elven vessels are threatened by piracy.

It is also whispered that the Sea Lord himself resides here, guarded by warriors of Nagarythe and Chrace. Some bold or foolish denizens of the Old World have even suggested that these forces are dispatched regularly to do his bidding, stalking the forests and wildernesses of the Empire and beyond.



Ocean's Gate

Lying off Estalia's most western tip, Ocean's Gate marks the border between the Southern Sea and the Great Ocean. Situated a mere stone's throw from the coastal town of Los Cabos, the Elves of Ocean's Gate have an especially close relationship to their Estalian neighbours. Indeed, having given much of the land on the western side of the Los Cabos peninsula it occupies to Elven traders, Los Cabos is host to one of the few districts in the Old World where Elves dare to live.

The presence of these Elven merchants brings tremendous wealth to the town and ensures the Alboran Road is never empty of caravans. Consequently, the Sea Guard regiments that garrison Ocean's Gate monitor comings and goings along the coastal roads as keenly as they do the shipping routes that criss-cross the Southern Sea.

Pont Forore

Beyond the Abasko Mountains, Estalia's eastern coast is rendered all but impassable to large ocean-going vessels by the presence of innumerable small islands that stretch from the Golfo di Forore in the north to Fool's Point in the south. At the most southerly extent of this vast archipelago, the Estalian city of Porto Real stands on one of the largest islands, a safe haven for vessels not wishing to venture into larger harbours, including ships out of Sartosa.

Yet despite the lawless nature of the region, or perhaps because of it, the High Elves maintain a large presence amongst the waters of Fool's Point. Vessels of the Sea Lord's fleet sail from Talshunar and Ocean's Gate to patrol the Tilean Sea, ever alert for Sartosan craft foolhardy enough to prey upon the many merchant ships from Ulthuan that ply the waters.

Talshunar

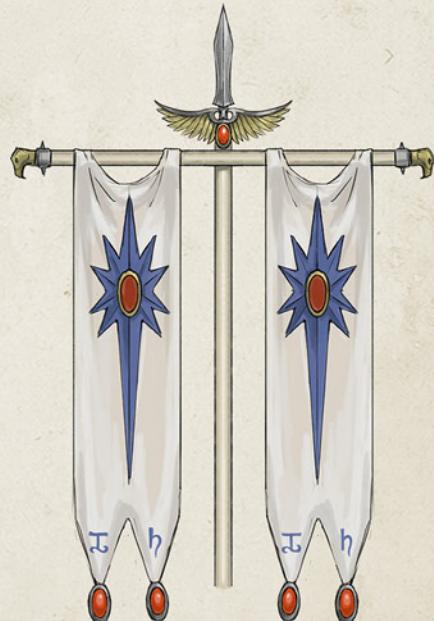
From the ancient ruins of a forgotten race that still cling to the desolate isle of Talshunar rise tall, white-walled towers of Elven design. These elegant eyries mark the presence of one of the Sea Lord's most active fortresses in all the Old World. Here, the Sea Lord's fleets guard the waters of the Black Gulf, controlling the numbers of ramshackle Orc and Goblin craft that set sail from the jagged shores of the Badlands to terrorise the trade routes of the world's oceans.

North of Talshunar lies Barak Varr, the Dwarfs' only sea port. To the Sea Lord, the presence of this immense and impregnable hold poses a constant threat, for should the Dwarfs ever threaten the Elves on the ocean waves, the ensuing war would be cataclysmic for both races. Fortunately, both races seem content to ignore the other's presence in the Black Gulf...

ARMIES OF ULTHUAN



Long ago, Phoenix King Morvael introduced a levy system so that all the Elves of Ulthuan could be called upon to form militias and fight in the defence of their realms. Since that time, these militias have been organised into companies based upon the provinces they are drawn from, with each regiment and its origin being easily identifiable by the heraldry upon their beautifully rendered shields and banners.



Regiments of Elven militia serve in the garrisons of Ulthuan's many outposts and colonies scattered around the coasts of the Old World. The commanders of these garrisons are invariably nobles from the kingdoms of Ulthuan, tasked with the defence of the Phoenix King's interests abroad. As such, the militia that fight in their names are drawn from their homelands. Accordingly, it is not uncommon to see uniforms and heraldry from all corners of Ulthuan fighting on the battlefields of the Old World alongside the armies of the Sea Lord.

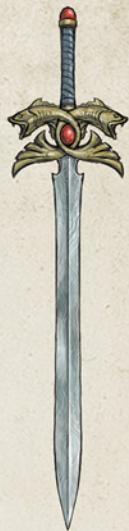


WARRIORS OF ASURYAN

Guardians of the Shrine of Asuryan, the great pyramid temple in the Sea of Dreams, the Phoenix Guard lie beyond the rule of nobles and princes. Only the Phoenix King, the vessel of Asuryan's will, can command them.

These solemn warriors often act as the king's personal emissaries upon the battlefield, dispatched at his command to aid garrison commanders in times of need. The appearance of these grim warriors far from the Shrine of Asuryan is taken by many Elves as a sign that, even though the Phoenix King himself cannot be present at the battle, the defence of Ulthuan in distant realms is never far from his thoughts.

ARMIES OF SAPHERY



Saphery is an enchanted land at the heart of which lies the Tower of Hoeth, a white tower, named after the Elven god of wisdom, which stands half a mile high beneath skies that shimmer with all the colours of the Winds of Magic. This tower is the greatest repository of magical knowledge in the world, compiled down the centuries by High Elf mages and scholars who dedicated their lives to the accumulation of magical lore.



Though Saphery is most renowned for the warriors of the white tower, the Swordmasters of Hoeth, the soldiers that serve in its citizen militias are no less worthy of renown. Bedecked in the finest mail of silvered scale and bearing intricately decorated shields, the warriors of Saphery march to war alongside Ulthuan's greatest mages beneath exquisite silken banners, crafted by the most renowned artisans in all the known world.

DARK SHADOWS OF CHÂLONS

The clatter of wooden carriage wheels and the dull thud of iron-shod hooves on the hard-packed road broke the pre-dawn quiet as the Elven caravan wound its way carefully through the Forest of Châlons – as feral creatures looked on from the gloom.

Lost In The Forest

At the behest of King Louen Orc-Slayer and in honour of their long-standing alliance, an Elven diplomat had been invited to Castle Bastonne to discuss how Ulthuan could aid the Kingdom of Bretonnia in bringing an end to the Orc Waaagh! that plagued the northern dukedoms. Travelling with their entourage and a cohort of the king's knights, the procession had made good time as it journeyed its way across Bordeleaux, the supping of wine and pleasant conversation helping the hours pass quickly by. Yet, the mood of the company had grown quiet since they had left the rolling countryside behind and descended into the shadows of the trees, for the forests of the Old World have long been home to foul monsters and beasts of Chaos.

The sun's light had not yet kissed the treetops when the Beastmen raced from the woods on either side of the road, their sudden ambush heralded by feral braying and howling. The knights drew their swords and spurred their horses forward to meet the Children of Chaos as the Elves reached for their spears or loosed arrows towards their assailants, but it was to no avail. The Beastmen and the monsters that accompanied the herd quickly overwhelmed the caravan and slaughtered its defenders, with those sheltering inside the carriages able to do little but witness the massacre. Alas, as the Beastmen began to break open the carriages and loop nooses of frayed rope around their necks, the diplomat and their entourage soon realised that those who lay slain by the roadside were perhaps the lucky ones.

Vigilant Watchers

Bands of Shadow Warriors have long patrolled the untamed wilderness of the Old World, and it was one such group who happened across the site of the ambush and the few Beastmen that yet lingered. Striking unseen with longbows, the rangers swiftly dispatched the feasting creatures and began to investigate the grim scene – where they made the harrowing discovery that some of their kin had been taken captive. The Elves surmised that the forthcoming blood moon was the likely reason for the diplomats' capture, and that their lives would be forfeit when it crossed the sky in ten days' time. Thus, the rangers dispatched a messenger hawk to the garrison on the Silent Isle, hoping the warriors stationed there would race to their aid.

When word reached the Sea Guard fortress on the Silent Isle, Ishaya Vess, the garrison's commander, immediately prepared to sail to Castle Bordeleaux and seek the Duke's permission to move warriors across his lands in search of their missing kinsmen. At the same time Korhil, Captain of the White Lions, present on the Silent Isle in the company of the Sea Lord himself, ordered his own warriors to make ready, the hot-blooded Chracian preferring not to squander time with courtly politics when there would likely be little of it. With the two commanders in agreement on their course of action, the Isle became awash with activity as the company prepared to depart. The morning after the hawk's arrival, several ships departed from the Silent Isle, cutting through the waves at full sail towards Bretonnia.





The Pride Of Chrace

A dense mist hung across the surface of the water as the Elven fleet approached Castle Bordeleaux, allowing Korhil's ships to slip unnoticed up the estuary towards the Forest of Châlons as Ishaya's crew brought her vessel into dock. By the time the Sentinel of the Silent Isle and her attendants had ascended the steep stairs cut into the cliffs of Bordeleaux and were stood before Duke D'Andellyon IIX to ask his permission to land her forces, Korhil expected to already be deep within the heartland of Bretonnia and on the trail of those responsible for the abduction. By keeping to the water, the Chracians were able to swiftly cover a great number of miles before the river became too narrow for their ocean-going vessels, forcing them to disembark and begin the hunt on foot.

As darkness fell, Korhil dispatched his scouts in an effort to find the road whilst the rest of his force cleared a small landing area to allow his gleaming white-wooden chariots and the fearsome war lions that drew them to come ashore. Then, the Chracians made camp and settled down to await the return of their scouts.

By the dawn's first light on Korhil's third day in Bretonnia, the Chracians were ready to march and Korhil's scouts had returned in the company of the Shadow Warriors who had sent word of the ambush. The leader of the grim-faced rangers reported that they had followed the Beastmen east across miles of deep gorges and winding river beds, before their tracks dispersed into a seemingly endless number of lesser trails that led in all directions.

In Search Of Beasts

The Shadow Warriors led the White Lions through the forest, the company passing without a trace despite the large number of heavily armoured warriors and the lion-drawn chariots in their midst. As they travelled, Korhil mused at how to cut down the number of trails to follow, for it was rare indeed that creatures as clumsy as Beastmen could avoid the finest trackers in Ulthuan. At the end of one of these trails was almost certainly a herdstone, around which the Children of Chaos would have gathered and would likely be keeping their captives.

Rather than blindly stumble through the forest in hopes of finding fresh signs, risking the dangers of the inhospitable gloom and the ire of the creatures that lurked within it, Korhil ordered his warriors to take up ambush positions on a number of heavily travelled game trails that wove through the forest. In this way, the cunning hunters hoped to catch a party of Beastmen travelling to wherever they might be holding the Elven captives. Fortune favoured the Chracian captain, for they did not need to wait long before an unruly pack of braying Gors and Ungors appeared upon one of the game trails and came thundering directly towards the Chracians' hidden position.

The trap had been set and the White Lions were ready to pounce.



Pageantry & Pomp

As Korhil prepared to engage the Beastmen in the Forest of Châlons, Ishaya Vess had been waiting at Castle Bordeleaux for an audience with Duke D'Andellyon IIX. As was common in the royal courts of Bretonnia, Vess had been treated to grand displays of welcome and hospitality upon her arrival, but great feasts and displays of martial prowess were of little consequence whilst Korhil's warriors advanced across the land on only the assumption of permission. It took almost a week of unnecessary flattery and formality before the Duke would meet to discuss the abduction of the Elven diplomat – time Ishaya was glad Korhil had chosen not to waste.

The Sentinel of the Silent Isle beseeched the Duke for permission to dispatch warriors to search for the missing diplomat and hunt down those responsible. Duke D'Andellyon spoke at great length about the bonds of loyalty and friendship shared between the people of Bordeleaux and the Elves of Ulthuan before graciously acceding to her request. Indeed, so willing was the Duke to aid his guests that he even offered to muster his knights and ride alongside the Elven forces upon their arrival.

The Duke's offer earned a sly smile from Ishaya, who thanked him for his kindness and told him that the Sea Lord himself had assured her the noble Duke was sure to grant her the boon she asked. To his offer of armed knights to ride with her forces, the Elf told the Duke that, if his knights could catch up to Korhil and his White Lions, they would be welcome to join him on his hunt.

Ambush In Châlons

Back in the Forest of Châlons, the Beastmen moved with little care as they approached the Elves' hidden position, unaware of their impending doom. As the twisted creatures drew closer and their stench caught in his nostrils, Korhil gave the signal.

Shadow Warriors and Chracian Woodsmen unleashed a storm of arrows from the cover of the trees whilst the White Lions hefted their axes and let out a mighty battlecry. As the creatures not felled by the first volley of arrows frantically raised their weapons and bled in confusion, Korhil led the charge, cleaving heads and severing limbs with each swing of his mighty Ithilmar battle axe as he crashed into the foe. The battle was swift and decisive, the Chracians dispatching the Beastmen with ruthless efficiency, their gleaming lion pelts becoming stained almost black with foul blood.

In an effort to find their missing kin, the ambushing Elves had allowed a small group of Beastmen to escape the battle. With the creatures blindly fleeing to safety, the warriors of Nagarythe were able to easily pick up their trail and follow close behind them – hoping that the panicked creatures would lead them straight to their quarry. In their wake, the Shadow Warriors left distinctive markers for Korhil and the White Lions to follow once they had eradicated the Beastmen on the trail. With the sun having already passed its zenith, the Elves began to fear that time was running out for their missing countrymen.

The Den Of Beasts

As the Shadow Warriors raced through the forest, they soon caught up to the Gors they had allowed to escape the ambush and trailed a close distance behind them. After covering miles of difficult terrain, the Beastmen slowed as they approached a large clearing up ahead, from which the sound of baying echoed through the trees. Having allowed their unwilling guides to bring them this far, the Shadow Warriors struck one last time with frightening speed, silencing the fleeing Beastmen before hiding their bodies in the undergrowth in an effort to avoid detection.



As the Shadow Warriors crept closer, they saw for the first time the vast horde of Beastmen that had gathered around a large stone at the centre of the clearing. The infernal runes carved deeply into its scarred surface hummed with dark power, but it was not these pulsing glyphs that caused the Shadow Warriors the greatest concern. Chained to the grim monolith was a host of figures captured by the Beastmen for their infernal ritual – amongst them, the battered and bloodied forms of the missing diplomat and their entourage, barely clinging to life. Upon seeing their kinsmen strung from the herdstone like prized game, the Shadow Warriors cursed the children of Chaos for their barbaric cruelty.

With a blood moon due to rise in the coming days and the lifeblood of their kin already waning, the Shadow Warriors knew the time to strike was upon them. With a fierce battle against the massive herd all but inevitable, the Shadow Warriors fell back to appraise Korhil of the situation and formulate a plan of action that wouldn't end in the slaughter of the White Lions.

The captain of the White Lions shared the Shadow Warriors' concerns about the magnitude of the battle that was likely to follow and their desire to strike swiftly. Fiercely outnumbered by the Children of Chaos, Korhil knew that a frontal assault would likely end in countless lives lost with no guarantee of victory. With no time to send for reinforcements or draw the Beastmen to more favourable terrain, Korhil was left with woefully few options.

With his priority being the retrieval of the diplomat and their entourage, Korhil instructed his warriors to draw the Beastmen away from the clearing and into the treeline, where they would perform a fighting retreat as soon as the impetuous Beastmen had committed to the fray. Meanwhile, the Shadow Warriors would circle behind the herdstone in order to free the captive Elves and slay the Shamans before they could begin their dark ritual.

As the sun began to set beyond and a blood-red moon began to creep over the horizon, the sound of horns blared from the forest and the White Lions roared out their challenge to the Beastmen. Predictably, the Beastmen scrambled to snatch up their weapons and raced to investigate the source of the noise, only to find a score of White Lions standing with axes ready and fierce battle cries on their lips...



The Battle Of Châlons

In the Forest of Châlons, an Elven diplomat and their entourage were ambushed and captured by Beastmen. In the aftermath, a band of Shadow Warriors sent word to the Silent Isle in the hopes of raising a force to retrieve their captured kin before it was too late.

In response, Garrison Commander Ishaya Vess sailed from the Silent Isle to Bretonnia and to meet with the Duke of Bordeleaux, seeking his permission to deploy troops in search of the missing diplomat. Meanwhile, Korhil Lionmane travelled inland in secrecy, beginning his hunt before the garrison commander had even stepped onto the quay at Castle Bordeleaux.

Landing under the shadowed boughs of the Forest of Châlons, Korhil was met by the Shadow Warriors, who led the Chracian warriors to where they had lost the trail of the Beastman herd. Rather than waste days following the confused and divergent paths, Korhil set a number of ambushes and simply waited for a herd to stumble into his net.

When a group of Beastmen fell right into this trap, the Chracians swiftly slaughtered all but a handful of the Children of Chaos, allowing the survivors to escape. The fleeing Beastmen led the Elves to a monolithic herdstone inscribed with infernal runes. Before the stone, surrounded by cavorting beasts, the missing Elves sat in chains awaiting their fate as sacrifices to the Ruinous Powers...





ARTOIS

MOUSILLON

GISOREUX

GREY MOUNTAINS

MONTFORT

River Grismerie

King Louen
Ore-Slayer



De Montfort III



Eilhart

D'Andellyon IX



Mousillon

Turris Vigulans

BASTONNE

FOREST OF
CHALONS

Castle Bastonne

MASSIF
ORCAL



QUENELLES

The Silent Isle

Castle Bordeaux

Chateau D'Epee

Tor Bidouze

AQUITAINE



Aquitaine



Brionne

BRIONNE

Rademund III



River Brienne

Castle Carcassonne

CARCASSONNE

Jaspiere II



Summersfall Fort

Durango

INTAINS

TOBARO

Udolpho

MIRA

Dragon Falls

Miragliano



THE BATTLE OF CHÂLONS

The Beastmen answered the roaring challenge of the White Lions with braying and bellowing of their own, the foul creatures snatching up their weapons and surging into the treeline without order or strategy. Even as the first of the Children of Chaos hurled themselves upon the axes of his warriors, Korhil ordered the White Lions to begin giving ground to the Beastmen. The Captain of the White Lions knew that for his plan to work, he would need to draw the Beastmen as far from the herdstone as he could without allowing his forces to be run down and slaughtered...

Historical Recreation

This moonlit encounter in the Forest of Châlons was fought between the Woodsman of Chrace, under the command of Korhil Lionmane, and a herd of ferocious Beastmen. To represent this, the players should write two muster lists (one for the attacker and one for the defender) as follows:



The Attacker

The attacker should write a single 2,500 points muster list using the Chracian Warhost Army of Infamy composition list (see page 28). The General of this army must be Korhil Lionmane, Captain of the White Lions (see page 35) and must include at least one unit of Shadow Warriors.

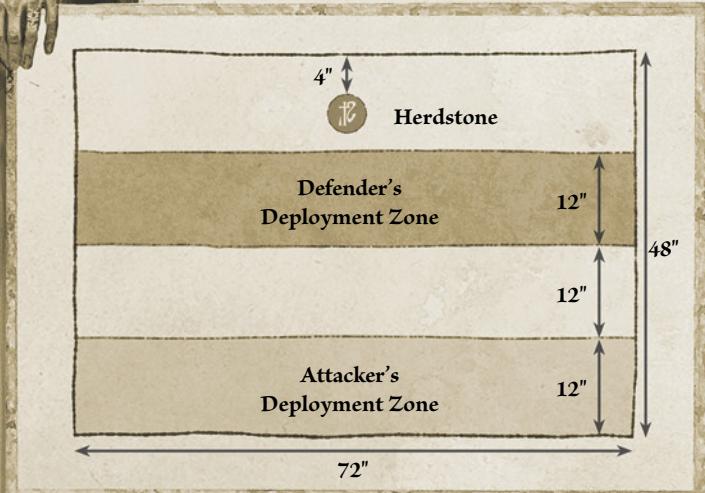
The Defender

The defender should write a single 2,500 points muster list using the Beastmen Brayherds Grand Army composition list found in *Ravening Hordes*. This army must include at least one Beastmen Shaman.

Alternatively, this scenario may be played with any two armies of the players' choosing.

“Back! Back, my lions! Draw the beasts from their lair, let their fury be their downfall!”

*Korhil Lionmane,
speaking at the battle of Châlons*



Set-up

Place terrain as described in the *Warhammer: the Old World* rulebook. In addition, place a large stone monolith as shown on the map opposite to represent the Herdstone:

The Herdstone: A special feature measuring up to 6" at its widest point. The Herdstone counts as both an arcane monolith and a monument of glory.

Deployment

The defender must deploy at least one Wizard from their army within 3" of the Herdstone. Next, they deploy the rest of their army anywhere in the defender's deployment zone as shown on the map. Once complete, the attacker deploys their entire army within the attacker's deployment zone, as shown on the map opposite.

First Turn

In this scenario, the attacker will automatically take the first turn.

Game Length

The battle will last for six rounds or until one side concedes.

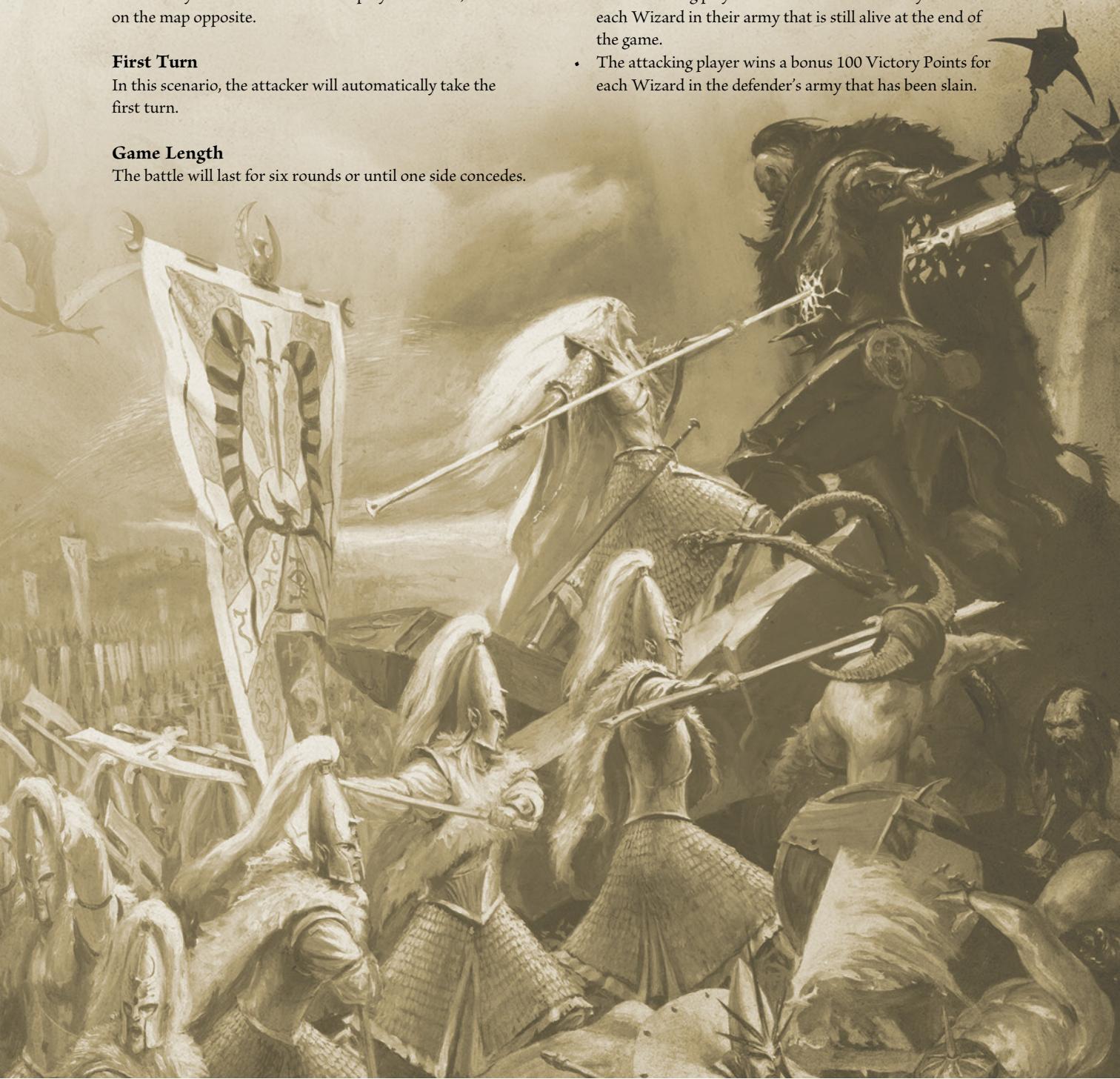
Scenario Special Rules

Drawn To Battle: All units in the defender's army gain the Impetuous special rule. If they already have the Impetuous special rule, then they must apply a -1 modifier when rolling to see if they must charge or may act as normal.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described in the *Warhammer: the Old World* rulebook. The player who controls the Herdstone at the end of the battle wins a bonus of 150 Victory Points (in addition to any bonus controlling the special feature may normally give). In addition, at the end of the game:

- The defending player wins a bonus 100 Victory Points for each Wizard in their army that is still alive at the end of the game.
- The attacking player wins a bonus 100 Victory Points for each Wizard in the defender's army that has been slain.









Summoned from the depths by the magic of Elven Mages, a ferocious Merwyrm bellows its fury at the enemies of Ulthuan.



A unit of Ellyrian Reavers, armed with shortbows and mounted upon fleet Elven Steeds.



A unit of Phoenix Guard, armed with ceremonial halberds.



Mounted upon sturdy chariots drawn by fierce war lions, the warriors of Chrace descend upon the foe.



A High Elf Prince bearing the Battle Standard of his army.



Korhil Lionmane,
Captain of the White Lions.



A High Elf Loremaster from the
Tower of Hoeth.





Ishaya Vess,
Sentinel of the Silent Isle.



A High Elf Noble from the
realm of Chrace.



A High Elf Prince mounted upon
a barded Elven Steed.





THE CHRACIAN WARHOST

Once a peaceful realm of towering mountains and vibrant forests where Elves lived in harmony with nature, tending the land in return for its bounty, Chrace is now an embattled land of fortified settlements, besieged by the constant encroachment of darkling forests and beset by monstrous creatures.

Hunters & Warriors

From the Blighted Woods at the northernmost tip of mainland Ulthuan to the forested slopes of the Annulii Mountains, Chrace is a realm dominated by woodlands. Within these gloomy wealds lurk many foul creatures touched by Chaos and warped by the billowing Winds of Magic that rage about Ulthuan. The Elves of Chrace must fight a constant battle against these beasts, controlling their numbers and confining them to the darkest forests and the highest peaks, for should they neglect this duty the creatures would quickly overwhelm Chrace and spill into neighbouring realms.

Though it was once a paradise, Chrace has been this way since Chaos first tore its way into the world, for though the Elves believe themselves immune to the warping influence of the Ruinous Powers, neither the continent upon which they live nor the creatures they share it with have proven so lucky. Thus, when the Storms of Magic raged and daemonic hosts assailed embattled Ulthuan long ago, foul corruption crept into the Annulii Mountains, tainting the beasts that sheltered amongst their crags and catacombs.

Living in such a wild landscape, the Elves of Chrace have grown accustomed to hardship and battle. The warriors of Chrace have become consummate woodsmen and hunters and, though often considered barbaric by the Elves of more peaceful realms, they are disciplined and ever vigilant in their duty to guard the northern reaches of Ulthuan and ever watchful for worse things that creep through the Blighted Woods from the frozen north.

The White Lions Of Chrace

Chrace maintains more active militia members per capita than any of Ulthuan's other realms. These warriors guard the realm's fortified settlements and stand ever ready to answer the call to arms, forming regiments as accustomed to the rough terrain of their homeland as the hunters that stalk the forest.

But for all the skill-at-arms and martial discipline of these militia regiments, it is its axe-wielding and fur-bedecked hunters that Chrace is most renowned for. These bold warriors patrol the endless forests and stalk the mountain slopes, hunting the great beasts of the Annulii Mountains and the deep forests. At home in the wilderness, these warriors stalk and overcome their foes with ease, be they rampaging monsters or more sinister threats landed upon their shores, threats which are quickly swallowed by the rugged landscape and the Elves that defend it.

Amongst these cadres of elite warriors and hunters, none are more renowned than the White Lions. These most ferocious of Elves are named after the savage and cunning lions that dwell within the wilderness. To be recognised as a true warrior of Chrace, an Elf must hunt a lion, slaying it single-handedly and returning with its pelt as a trophy. By tradition, those that complete this task can join the ranks of the White Lions, there to serve as trusted bodyguards for Ulthuan's most honoured princes. Accordingly, it is not uncommon to see spearmen and archers wearing the colours of Chrace led by companies of fur-clad warriors far from Ulthuan.

ARMIES OF CHRACE



Uniquely amongst the Elves of Ulthuan, the warriors of Chrace favour long-handled, broad-bladed Ithilmair axes. Crafted by master weaponsmiths, these weapons are reminiscent of the finely wrought tools wielded by the woodsmen for which the realm is notorious.

Chrace, like all the realms of Ulthuan, boasts an impressive citizen militia. Wearing uniforms of deep crimson and silks the colour of ivory, these bold warriors proudly bear upon their tall shields images of the mighty lions for which their homeland is renowned.



Beneath intricately woven banners depicting majestic lions before the mountainous and forested landscape of Ulthuan's wildest realm, the warriors of Chrace march to war. The renowned companies of White Lions wear shorter coats of mail beneath the pelts of ferocious lions, allowing them to move swiftly across uneven terrain and through dense woodlands. Unlike many Elves, elite Chracean regiments also adopt form fitting plate mail of silvered Ithilmair, the better to protect them in the fury of battle.

Although the colours of Chrace are scarlet and white, Chracean regiments often wear the colours of other realms, for it is not uncommon for the White Lions to be seconded to the service of Ulthuan's many lords and princes, both as personal guards and as elite warriors.

HIGH ELF REALMS

THE CHRACIAN WARHOST

This Army of Infamy composition list is designed to be used with the High Elf Realms army list found in *Forces of Fantasy*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.



If you wish to field an army of the Chradian Warhost in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Forces of Fantasy*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Chradian Warhost army:

Army of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 High Elf Prince or Archmage per 1,000 points
- 0-1 Chradian Chieftain or Storm Weaver per 1,000 points
- High Elf Nobles

Core

At least 33% of your army's points value must be spent on:

- Elven Spearmen, Elven Archers and Chradian Woodsman
- 0-1 unit of White Lions of Chrace per 1,000 points

Special

Up to 50% of your army's points value may be spent on:

- White Lions of Chrace, Lion Chariots of Chrace
- 0-1 unit of War Lions per 1,000 points

Rare

Up to 33% of your army's points value may be spent on:

- 0-1 unit of Lion Guard
- 0-1 unit of Shadow Warriors or Sisters of Avelorn per 1,000 points
- 0-2 Great Eagles per 1,000 points
- 0-1 Eagle-claw Bolt Thrower per 1,000 points

Battle Standard Bearer

A single High Elf Noble or Chradian Chieftain in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single Magic Standard with no points limit.

Magic Items

Any models that have the option to purchase magic items may purchase Common or High Elf Realms magic items.



CHRACIAN WARHOST SPECIAL RULES

On this page, you will find a full description for each of the army special rules that apply to an army built using the Chracian Warhost Army of Infamy composition list. These are in addition to the High Elf Realms special rules found on page 184 of *Forces of Fantasy*. In case of contradiction, the special rules below take precedence over the High Elf Realms special rules.

Chracian Pride

The Elves of Chrace are rugged warriors, unaccustomed to taking orders from outsiders. Accordingly, the armies of Chrace seldom give command to princes from foreign lands.

Characters in a Chracian Warhost Army of Infamy that are able to take an Elven Honour may only choose one of the following:

- Shadow Stalker
- Chracian Hunter
- Pure of Heart

Note that Chracian Chieftains are considered to have the Chracian Hunter Elven Honour for the purposes of joining units of White Lions of Chrace.

Hidden Trails

The Elves of Chrace are skilled woodsmen and trackers all, able to traverse hidden trails through hostile terrain and descend upon their enemies unexpectedly.

0-1 unit of Elven Spearmen or Elven Archers per 1,000 points within a Chracian Warhost Army of Infamy may have the Move through Cover special rule for +1 point per model.

In addition, once per game, after rolling to determine if a unit with the Ambushers special rule that is currently held in reserve as reinforcements arrives, you may apply a +1 or -1 modifier to the result.

Warriors Of Chrace

Those that have earned the right to wear the pelt of a Chracian White Lion do so with pride, and amongst the ranks of Chrace's citizen militia, there are many that have earned that right.

Units of Elven Spearmen or Elven Archers within a Chracian Warhost Army of Infamy may have the Lion Cloak special rule for +10 points per unit.

Warriors Of The Wilderness

The armies of Chrace endeavour to bring their enemies to battle in a place of their choosing, confident that the rough ground they favour will disrupt their foe's advance.

Once players have finished placing terrain, a Chracian Warhost player may place one additional area of difficult terrain measuring between 8" and 12" at its widest point. This may be placed anywhere on the battlefield that is not within their opponent's deployment zone and not within 6" of a special feature (note that, unlike most terrain features, this terrain feature can be placed within 12" of the centre of the battlefield, unless the presence of a special feature precludes this).



SEA GUARD GARRISON

Though most Elven soldiery is only called upon in times of desperate need, for the Elves of today are unable to maintain the massive armies of old, the Sea Guard are always held at the ready and are amongst the few of Ulthuan's permanent warriors.

Far From Home

Found on the islands that surround Ulthuan as well as the coastline of the Old World and beyond, the Lothorn Sea Guard are garrisoned wherever the High Elves have interests that require watchful guardians. From protecting shipping lanes and trade routes from pirates and raiders, to foiling poachers and trappers as they try to infiltrate ancient Dragon lairs and Merwyrm spawning grounds, the Sea Guard garrisons stand ready with sharpened spears and nocked arrows.

The bastions of the Sea Guard are not ramshackle wooden forts like many of the coastal outposts of the other races. Instead, the Sea Guard occupy ancient towers of glittering stone, built centuries ago by the Elves who set out from Ulthuan to explore the world. Whilst the sight of these strongholds is enough to dissuade most raiders, there are still those who would dare to lay siege to the Elven outposts. Those foolish enough to do so are met with a hailstorm of bolts from rapid-firing Eagle-claw bolt throwers and volleys of accurate bowfire from the Sea Guard stationed upon the ramparts.

The Sea Guard garrisons do not cower behind their fortifications when threats draw near, for the Sea Guard are as comfortable on the deck of a ship as they are atop the high walls of their coastal outposts. From their sleek ships, the Sea Guard actively patrol the waters that surround their fortresses, clashing regularly with wolf ships from Norsca, ancient barques from Nehekara and pirate vessels from Sartosa.

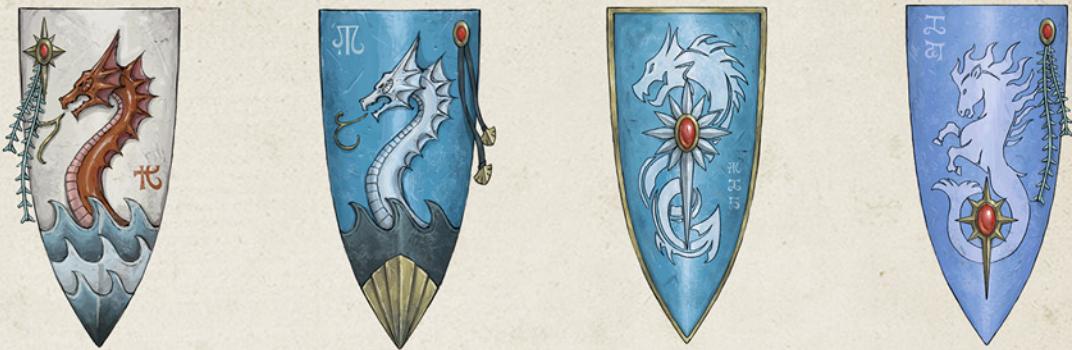
Warriors Of Land & Sea

Each of these outposts is overseen by a garrison commander, a seasoned professional soldier who has seen a lifetime of battle on land and at sea. Under the steady command of these veteran warriors, the skillful fighters of the Sea Guard become a force unlike any other, giving ground to the enemy as they unleash a storm of arrows without falling out of formation or missing a step. Yet, it is not just the stoic soldiers of the Sea Guard regiments that fight for Ulthuan in far away lands and upon stormy seas.

Mounted atop the decks of their ships as well as the walls of their keeps, Eagle-claw Bolt Throwers are employed by the Lothorn Sea Guard to devastating effect – able to quickly switch from launching huge, giant-felling bolts to unleashing a barrage of smaller projectiles capable of scything down swathes of infantry. Securing the skies above the Sea Guard as they ply the waves are the Skycutters, airborne chariots drawn by Swiftfeather Rocs that are capable of harrying their foes with accurate fire from their eagle-eye bolt throwers.

As well as the forces from Lothorn, the Sea Guard garrisons are often accompanied into battle by elusive Shadow Warriors. These elite rangers walk hidden paths across the Old World, keeping a close eye on the forces of evil and the ever-loomng shadow of Chaos, calling upon the Sea Guard to aid them in their endeavours should the need arise. On rare occasions, the garrisons will call upon mysterious monsters from the depths of the sea to join them in vanquishing the enemies of Ulthuan.

ARMIES OF LOTHERN



The uniforms and heraldry of the Lothern Sea Guard incorporate many motifs reminiscent of the sea and the great beasts that dwell within it. Shields and banners often depict creatures of the deep, such as the Hippocampus or Merwyrms, against foaming waves, whilst ribbons and sashes of blue and turquoise emulate the shape of waves as they flutter in the breeze.



The vast port of Lothern in Eataine has long been the seat of the Phoenix King – Caledor the Conqueror kept court here, and few of his successors have chosen to break with that tradition. Lothern itself is a vast city, and home to the fleets of the Sea Lord Aislinn, tasked with maintaining the Elves' dominance over the world's oceans in the name of the Phoenix King.

It is perhaps for this reason that the Lothern Sea Guard are counted amongst the finest of Ulthuan's warriors. Skilled in both spear and bow, these veteran soldiers fight the Sea Lord's battles in the Phoenix King's name both on land and at sea. Should the armies of Ulthuan make war in a distant land, it is invariably the ships of Lothern that bear them hence, and the disciplined advance of the Lothern Sea Guard that will seize the beachheads.

HIGH ELF REALMS SEA GUARD GARRISON

This Army of Infamy composition list is designed to be used with the High Elf Realms army list found in *Forces of Fantasy*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.

If you wish to field a Sea Guard Garrison army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Forces of Fantasy*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Sea Guard Garrison army:

Army of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- Sea Guard Garrison Commanders and Storm Weavers
- 0-1 Dragon Mage, High Elf Noble or High Elf Mage per 1,000 points

Core

At least 33% of your army's points value must be spent on:

- Lothorn Sea Guard and Ship's Company
- 0-1 unit of Shadow Warriors per 1,000 points

Special

Up to 50% of your army's points value may be spent on:

- Lothorn Skycutters
- 0-2 Great Eagles per 1,000 points
- 0-3 Eagle-claw Bolt Throwers per 1,000 points

Rare

Up to 33% of your army's points value may be spent on:

- Ellyrian Reavers
- 0-1 Flamespyre or Frostheart Phoenix per 1,000 points
- Merwyrms

Battle Standard Bearer

A single High Elf Noble or Sea Guard Garrison Commander in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single Magic Standard with no points limit.

Magic Items

Any models that have the option to purchase magic items may purchase Common or High Elf Realms magic items.



SEA GUARD GARRISON SPECIAL RULES

On this page, you will find a full description for each of the army special rules that apply to an army built using the Sea Guard Garrison Army of Infamy composition list. These are in addition to the High Elf Realms special rules found on page 184 of *Forces of Fantasy*. In case of contradiction, the special rules below take precedence over the High Elf Realms special rules.



Armies Of The Sea Lord

The companies of Sea Guard that defend the Elven colonies are highly trained soldiers. Accordingly, the Sea Lord refuses to allow pampered princes or bookish mages to lead his forces.

Characters in a Sea Guard Garrison Army of Infamy that are able to take an Elven Honour may only choose one of the following:

- Shadow Stalker
- Pure of Heart
- Sea Guard

From The Mists

The Sea Guard are veterans of ship-to-shore warfare and are expert in using the sea mists to confound their enemies.

After deployment, but before deploying units with the Scouts special rule or moving units with the Vanguard special rule, you may immediately remove a single deployed unit belonging to your army from the battlefield and replace it anywhere within your deployment zone.

From The Storm Clouds

The ships of Ulthuan's fleet are protected at all times by Lothorn Skycutters, sailing unseen in the clouds above and ever ready to descend upon an unsuspecting enemy.

- 0-1 Lothorn Skycutter per 1,000 points in a Sea Guard Garrison Army of Infamy, including Skycutters taken as character mounts, may have the Ambushers special rule for +10 points per model.

Old World Rangers

The warriors of Nagarythe work closely with Sea Guard garrisons throughout the Old World, ranging far ahead of the Sea Lord's armies to strike at his enemies from unexpected directions.

- 0-1 unit of Shadow Warriors with a Unit Strength of 10 or less in a Sea Guard Garrison Army of Infamy may have the Ambushers special rule for free.

Pride Of The Fleet

Fighting alongside a ship's company, the Sea Guard form the backbone of the Sea Lord's armies.

Units of Sea Guard in a Sea Guard Garrison Army of Infamy gain the Regimental Unit special rule. In addition:

- 0-1 unit of Sea Guard per 1,000 points in a Sea Guard Garrison Army of Infamy may have the Drilled special rule for free.



KORHIL LIONMANE, CAPTAIN OF THE WHITE LIONS

Both the warriors of Chrace and the chieftains of the Chracian clans alike proudly claim Korhil to be the mightiest Elf in all of Ulthuan, lauding his strength and stature at every opportunity. Yet Korhil is no lumbering giant, for he is a canny and graceful warrior who wields his long axe with a dexterity that makes even his fellow White Lions appear cumbersome.

Long ago when Korhil was but a youth, it was he who slew the great lion Charandis, a ferocious creature mutated by the power of Chaos into a gigantic brute with a pelt like plate mail and talons like sword blades. Charandis was fearsome even by the standards of other White Lions and, though dozens had hunted the beast, all had been slain.

But the young Korhil was not deterred by frightful tales and he headed into the Chracian uplands in search of his prey. Charandis' trail was not hard to follow, for it was marked with the bloody remnants of its voracious appetite and, when Korhil came upon his prey, he found a beast near mad with bloodlust and savage beyond belief. Yet the spirit of Kurnous filled the young hunter that day and he fell upon his prey. Realising his axe-blows had no effect on Charandis' warped hide, Korhil shifted tactics. In a feat of physical strength unheard of for an Elf, he wrapped his arms about the neck of the raging beast and wrestled it to the ground, tightening his grip until he had throttled the life from its thrashing body.

This bold endeavour earned Korhil instant elevation from the ranks of the White Lions and into Chrace's elite Lion Guard. In the decades that followed, the young hunter grew into a grizzled veteran in the company of Chrace's finest warriors.

Within but a few short years, Korhil's prowess saw him promoted to the rank of captain and given the honour of leading a cadre of the elite Lion Guard, his elevation approved by all the chieftains of the Chracian clans and even the Phoenix King himself. In this new role, Korhil has served as the sworn protector and chosen champion of the Sea Lord Aislinn, the master of Ulthuan's fleets and commander of the Sea Guard garrisons that protect the many Elven colonies along the coasts of the Old World.

In the service of Aislinn, Korhil has travelled far and wide, both at the Sea Lord's side and in the company of those Elves who travel the world aboard Aislinn's ships in the service of the Phoenix King. He is a stern presence at the shoulder of Ulthuan's ambassadors to the courts of the Old World, ever alert for treachery and always willing to unleash his great Ithilmar battleaxe if provoked.

Yet despite the ever-present threat of violence that lingers about him, Korhil's honest demeanour and noble bearing have won him many friends amongst the Lords of Ulthuan, and the heroes of other races besides. Korhil has always repaid this friendship with the same loyalty he offers his liege, and gladly marches to his allies' aid when requested to do so. Thus has Korhil's axe spilt blood in many lands and in the cause of many peoples not his own.

Korhil Lionmane, Captain Of The White Lions

Korhil may be included in any High Elf Realms army made using any army composition list that includes the option to take one or more units of White Lions of Chrace. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Korhil Lionmane	5	7	5	4	3	3	6	4	9	175

Troop Type: Heavy infantry (named character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon, Chayal (see below), the Pelt of Charandis (see below) and heavy armour

Options:

- May be mounted on a Chieftain's Chariot (see [page 38](#))+105 points

Special Rules: Elven Reflexes, Furious Charge*, Mighty Constitution, Move through Cover*, Stubborn, Valour of Ages

**Note that these special rules do not apply to Korhil's mount (should he have one).*

Mighty Constitution

The White Lions claim their captain is the mightiest Elf in all of Ulthuan, and certainly his strength and vitality is legendary.

During a turn in which he made a charge move of 3" or more, Korhil gains a +1 modifier to his Strength characteristic. In addition, Korhil is immune to the Poisoned Attacks special rule. If he is hit by an attack with this special rule, the attacker must roll To Wound as normal.

The Pelt of Charandis

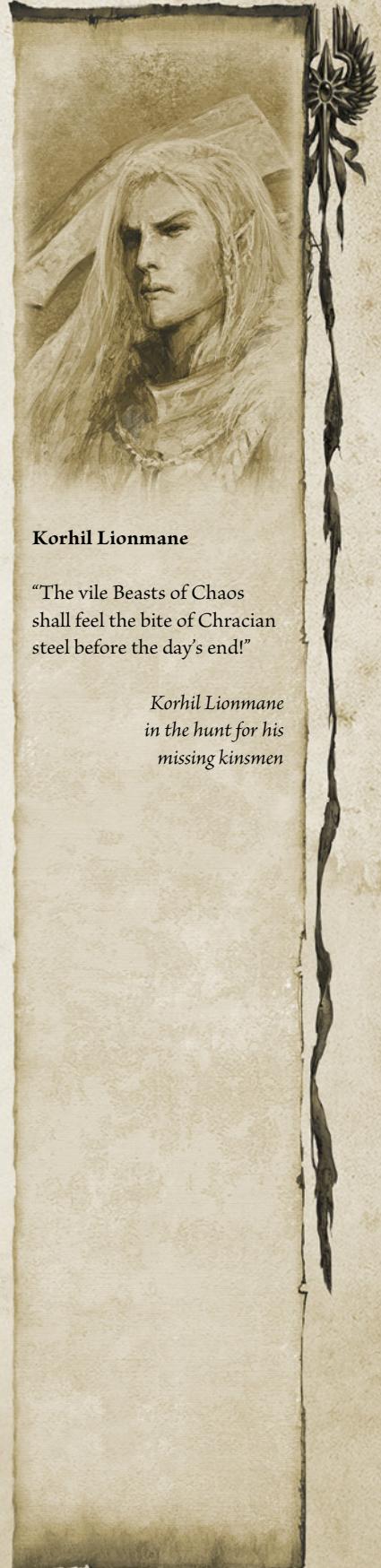
In recognition of Korhil's bravery and service, the pelt of Charandis was fashioned into a magnificent, enchanted cloak for him to wear.

The wearer of the pelt of Charandis improves their armour value by 1 whilst engaged in combat, and by 2 (to a maximum of 2+) against non-magical shooting attacks. In addition, the wearer gains the Regeneration (5+) special rule.

R S AP Special Rules

Chayal Combat S+2 -3 Killing Blow, Requires Two Hands

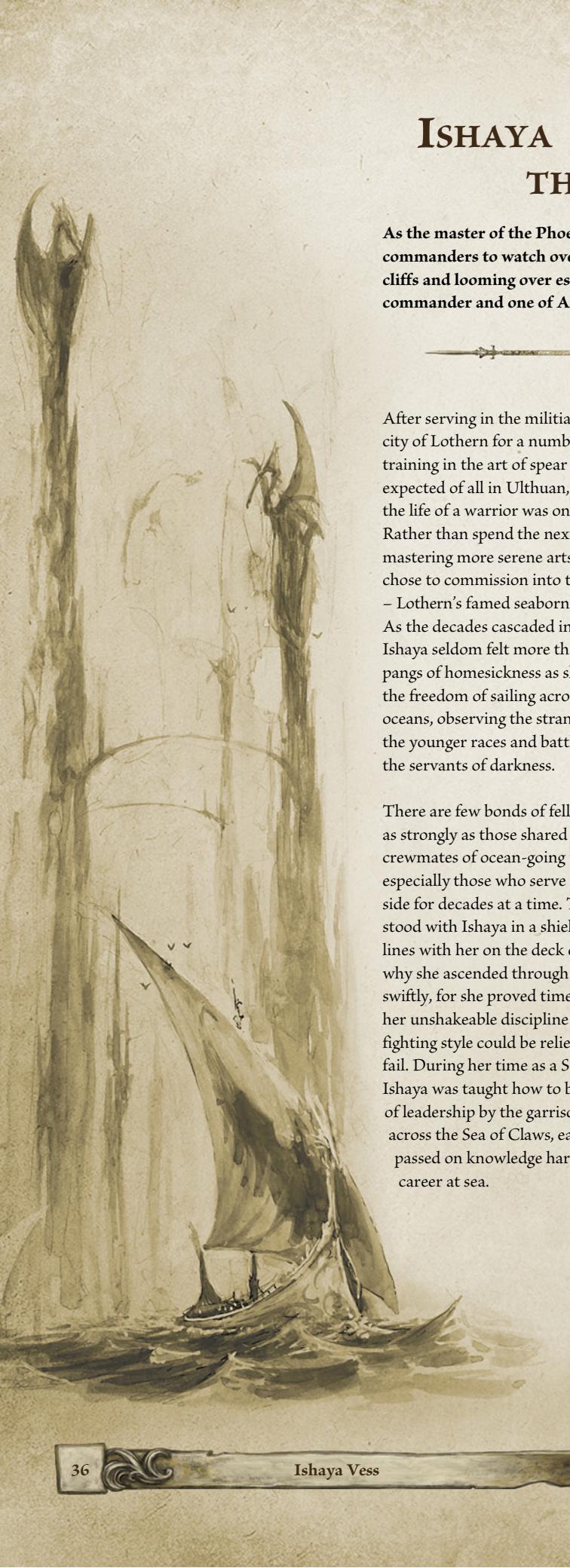
Notes: The wielder of Chayal may re-roll any rolls To Hit of a natural 1 made during the Combat phase.



Korhil Lionmane

"The vile Beasts of Chaos shall feel the bite of Chracian steel before the day's end!"

*Korhil Lionmane
in the hunt for his
missing kinsmen*



ISHAYA VESS, SENTINEL OF THE SILENT ISLE

As the master of the Phoenix King's fleet, Sea Lord Aislinn relies upon trusted commanders to watch over clusters of garrisons that can be found perched atop cliffs and looming over estuaries. Ishaya Vess, Sentinel of the Silent Isle, is one such commander and one of Aislinn's most capable warriors.

After serving in the militia of the port-city of Lothorn for a number of decades, training in the art of spear and bow as is expected of all in Ulthuan, Ishaya realised the life of a warrior was one worth living. Rather than spend the next few centuries mastering more serene arts, Ishaya instead chose to commission into the Sea Guard – Lothorn's famed seaborne warriors. As the decades cascaded into centuries, Ishaya seldom felt more than fleeting pangs of homesickness as she enjoyed the freedom of sailing across the world's oceans, observing the strange customs of the younger races and battling the evils of the servants of darkness.

There are few bonds of fellowship forged as strongly as those shared between the crewmates of ocean-going warships, especially those who serve at each other's side for decades at a time. Those who have stood with Ishaya in a shieldwall or hauled lines with her on the deck of a ship know why she ascended through the ranks so swiftly, for she proved time and again that her unshakeable discipline and ferocious fighting style could be relied upon without fail. During her time as a Sea Master, Ishaya was taught how to bear the burden of leadership by the garrison commanders across the Sea of Claws, each of which passed on knowledge hard-earned over a career at sea.

Following her promotion to garrison commander, Ishaya was plucked from her initial posting to serve under Sea Lord Aislinn himself. Under his firm tutelage, Ishaya's raw talent was forged into realised potential, her skills on the battlefield sharpened and the effectiveness of her command improved. Within a few decades, a mere moment in time for an Elf, Ishaya had surpassed even the Sea Lord's high expectations and was welcome amongst his longest serving and most trusted lieutenants. In honour of her dutiful service and peerless skill, Ishaya was appointed the title of Sentinel of the Silent Isle and charged with the command of the massive coastal garrison.

In recent years, Ishaya's focus has turned ever more frequently towards the frigid coastline of Norsca. The skies above the region have grown dark and the barbaric tribes who dwell in its shadow turned restless, taking to their longships to raid and plunder far more than ever before. As these raiders seek ports and coastal towns to attack, the Elven outposts that populate the shores of the Old World are amongst the richest pickings. However, even the most determined raiders would be foolish indeed to think these idyllic fortresses lie undefended, for Ishaya and her warriors will be there to meet them with weapons in hand and a battle cry upon their lips.

Ishaya Vess, Sentinel Of The Silent Isle

Ishaya Vess may be included in any High Elf Realms army made using any army composition list that includes the option to take one or more units of Lothorn Sea Guard. She must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Ishaya Vess	5	7	7	4	3	3	7	3	9	170

Troop Type: Regular infantry (named character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon, heavy armour, shield, Mathlann's Ire and warbow

Special Rules: Commanding Voice, Ithilmar Weapons, Naval Discipline, Rallying Cry, Strike First, Precision Strikes, Valour of Ages

Commanding Voice

Ishaya has spent years barking orders over crashing waves, hurricane winds and the clamour of battle.

Ishaya's Command Range is increased by 3"; in other words, Ishaya Vess has a Command Range of 12". If she is your army's General, she has a Command Range of 15".

Precision Strikes

Ishaya has taught her warriors how to find the weakest points in their foes' defences, able to find their mark no matter how heavily armoured their enemies might be.

A Lothorn Sea Guard unit joined by Ishaya Vess improves the Armour Piercing characteristic of its weapons by 1.

R S AP Special Rules

Mathlann's Ire Combat S+1 -2 Armour Bane (1), Magical Attacks

Notes: During the Combat phase, enemy models must re-roll a single successful roll To Hit made against the wielder of Mathlann's Ire.



**Ishaya Vess,
Sentinel Of The Silent Isle**

“By the tips of our arrows
and thrusts of our spears
shall the borders of our lands
be defended, for we are the
glittering shield that protects
the people of Ulthuan!”

*Ishaya Vess inspires her
warriors before battle*

Character



Lords of Chrace

Hailing from a land that was once peaceful and serene, but that for long centuries has been blighted by war and the ill influence of Chaos, the Elves of Chrace are hardy warriors and ever vigilant against the perils of the wilderness. To command regiments of such Elves, a warrior must be stout of heart, strong of will and powerful of arm, characteristics epitomised by the chieftains of the Chradian clans. Bedecked in the fur pelts of monstrous beasts and wielding the great blades for which their province is famed, these mighty warriors cut an imposing, almost barbaric appearance upon the battlefields of the Old World, especially when mounted upon great war chariots drawn by ferocious lions with pelts as white as snow and razor-sharp claws.

Chradian Chieftains

	M	WS	BS	S	T	W	I	A	Ld	Points
Chradian Chieftain	5	6	4	4	3	3	5	3	9	105

Troop Type: Heavy infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and heavy armour

Options:

- May take one of the following:
 - Additional hand weapon.....+4 points
 - Chradian great blade.....+3 points
- May be mounted on a Chieftain's Chariot.....+105 points
- May purchase magic items up to a total of75 points

Special Rules: Furious Charge*, Ithilmar Weapons, Lion Cloak, Move through Cover*, Strike First*, Stubborn, Valour of Ages

**Note that these special rules do not apply to this model's mount (should it have one).*

Chieftain's Chariot

	M	WS	BS	S	T	W	I	A	Ld	Points
Chieftain's Chariot	-	-	-	5	4	3	-	-	-	+105
Charioteer (x1)	-	5	4	4	-	-	4	1	-	-
Chradian Lion (x2)	8	5	-	4	-	-	4	2	-	-

Troop Type: Heavy chariot

Base Size: 50 x 100 mm

Unit Size: 1

Armour Value: 4+

Equipment:

- **Charioteer:** Hand weapon and Chradian great blade
- **Chradian Lions:** Claws and fangs (counts as hand weapons)

Special Rules: Armour Bane (1, Chradian Lions only), Close Order, Elven Reflexes, Fear, First Charge, Impact Hits (D6, Chieftain's Chariot only), Stubborn, Valour of Ages



Sea Guard Garrison Commanders

	M	WS	BS	S	T	W	I	A	Ld	Points
Sea Guard Garrison Commander	5	6	7	4	3	2	5	3	9	90

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon, warbow and light armour

Options:

- May take a cavalry spear (if appropriately mounted)+2 points
- May replace their warbow with a longbow+4 points
- May take a shield+2 points
- May replace light armour with heavy armour+3 points
- May be mounted on a:
 - Lothren Skycutter+90 points
 - Griffon+130 points
 - Great Eagle+60 points
- May purchase magic items up to a total of75 points

Special Rules: Accomplished Archers, Ithilmar Weapons, Naval Discipline, Strike First*, Valour of Ages

**Note that this special rule does not apply to this model's mount (should it have one).*

Accomplished Archers

Under the watchful eye of a veteran commander, regiments of Sea Guard train with their bows, perfecting the art of firing at the foe even as they evade attacks.

Unless mounted on a Lothren Skycutter, a Sea Guard Garrison Commander has the Evasive and Fire & Flee special rules. In addition, any unit of Lothren Sea Guard joined by this character gains the Evasive and Fire & Flee special rules for as long as the character remains with the unit.

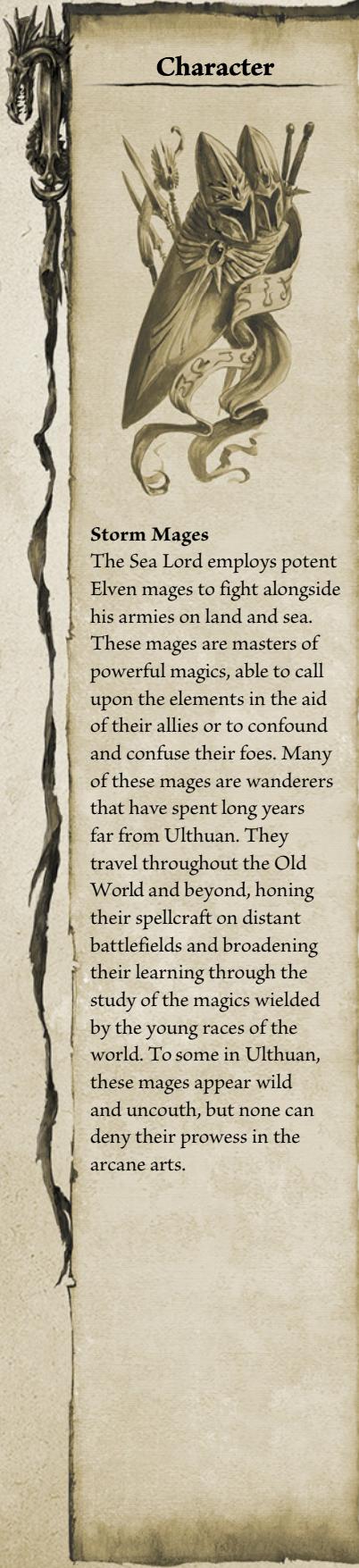


Character



Commanders of the Fleet

All across the known world, the fleets of Ulthuan sail, visiting distant ports and serving the far flung outposts of Ulthuan's naval empire. These ships and the colonies they visit are defended by regiments of the Lothren Sea Guard, each in turn commanded by a seasoned veteran, a career soldier known as a garrison commander. Unlike so many Elves who serve only briefly in the citizen militias of their homeland, these warriors have chosen a life at sea, fighting Ulthuan's enemies on distant shores. Where many Elven princes are rash and hot-headed in command, the wily veterans of the Sea Guard are cunning, relying on the courage and discipline of their forces to outfight the enemy, where others might instead put their trust in a glorious charge or heroic duel.



Character



Storm Mages

The Sea Lord employs potent Elven mages to fight alongside his armies on land and sea. These mages are masters of powerful magics, able to call upon the elements in the aid of their allies or to confound and confuse their foes. Many of these mages are wanderers that have spent long years far from Ulthuan. They travel throughout the Old World and beyond, honing their spellcraft on distant battlefields and broadening their learning through the study of the magics wielded by the young races of the world. To some in Ulthuan, these mages appear wild and uncouth, but none can deny their prowess in the arcane arts.

Storm Weavers

	M	WS	BS	S	T	W	I	A	Ld	Points
Storm Weaver	5	4	4	3	3	2	4	2	9	85

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon

Magic: A Storm Weaver is a Level 1 Wizard. Every Storm Weaver knows spells from one of the following Lores of Magic:

- Dark Magic
- Elementalism
- Illusion

Options:

- May be mounted on a Unicorn.....+35 points
- A Storm Weaver may:
 - Be a Level 2 Wizard.....+30 points
 - Be a Level 3 Wizard.....+60 points
- Purchase magic items up to a total of75 points

Special Rules: Elven Reflexes, Ithilmar Weapons, Lore of Saphery, Valour of Ages

Unicorn

	M	WS	BS	S	T	W	I	A	Ld	Points
Unicorn	10	4	-	4	-	(+1)	5	2	-	+35

Note: A character mounted on a Unicorn has +1 Wound.

Troop Type: Monstrous cavalry

Base Size: 40 x 60 mm

Unit Size: 1

Equipment: Hooves and horn (counts as a hand weapon)

Special Rules: Armour Bane (2, Unicorn only), Armoured Hide (1), Beguiling Aura, Counter Charge, Magical Attacks, Stomp Attacks (1), Swiftstride

Beguiling Aura

Unicorns shimmer with magical power, a gleaming aura that also bears an enfolding glamour that bewitches and beguiles any who come near.

Enemy models must make a Leadership test before making any rolls To Hit against this model during the Combat phase. If this test is failed, only rolls of a natural 6 will hit.

Wandering Mages

Any army made using the High Elf Realms Grand Army composition list may include 0-1 Storm Weaver per 1,000 points as a Character choice.

Ship's Company

	M	WS	BS	S	T	W	I	A	Ld	Points
Ship's Company	5	4	4	3	3	1	4	1	8	9
Midshipman	5	4	5	3	3	1	4	1	8	+5
Bosun	5	4	4	3	3	1	4	2	8	+5

Troop Type: Regular infantry
Base Size: 25 x 25 mm
Unit Size: 5+
Equipment: Hand weapons and warbows

Options:

- The entire unit may replace warbows with thrusting spears and shields.....Free
- Any unit may:
 - Upgrade one model to a Midshipman (champion)+5 points per unit
- Or:
 - Upgrade one model to a Bosun (champion)+5 points per unit
- Any unit may:
 - Upgrade one model to a standard bearer+5 points per unit
 - Upgrade one model to a musician+5 points per unit
- The entire unit may take light armour.....+1 point per model
- 0-1 unit per 1,000 points may:
 - Replace the Open Order special rule with Skirmishers.....Free
 - Replace the Valour of Ages special rule with Veteran+1 point per model

Special Rules: Detachment, Elven Reflexes, Evasive, Fire & Flee, Open Order, Valour of Ages

Representing This Unit In Your Games

Ship's Company can be represented by Elven Archers or Spearmen painted in the colours of the Lothorn Sea Guard.

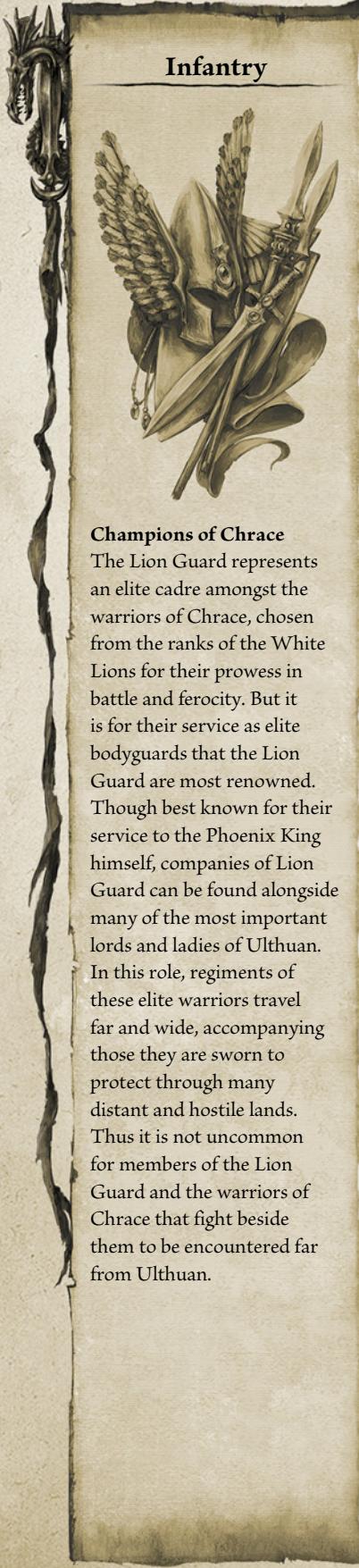


Infantry



Elven Seafarers

The Elves that crew the ships of the Sea Lord's fleets are seasoned mariners. What's more, due to Ulthuan's levy system which requires all citizens to train with longbow and spear, and fight in the defence of their homeland, many ship's crew are hardened warriors. As part of their duties aboard ship, they are expected to continue their training, replacing the longbows of the militia for compact warbows, better suited to the confines of a ship's deck. This constant training ensures a ship's company can quickly muster in the defence of the vessel upon which they serve when the need arises. Thus it is not uncommon to see companies of ship's crew ashore, accompanying the Sea Guard when their numbers are lacking.



Infantry



Champions of Chrace

The Lion Guard represents an elite cadre amongst the warriors of Chrace, chosen from the ranks of the White Lions for their prowess in battle and ferocity. But it is for their service as elite bodyguards that the Lion Guard are most renowned. Though best known for their service to the Phoenix King himself, companies of Lion Guard can be found alongside many of the most important lords and ladies of Ulthuan. In this role, regiments of these elite warriors travel far and wide, accompanying those they are sworn to protect through many distant and hostile lands. Thus it is not uncommon for members of the Lion Guard and the warriors of Chrace that fight beside them to be encountered far from Ulthuan.

Lion Guard

	M	WS	BS	S	T	W	I	A	Ld	Points
Lion Guard	5	6	4	4	3	1	5	1	9	18
Lion Guard Captain	5	6	4	4	3	1	5	2	9	+7

Troop Type: Heavy infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, Chradian great blades and heavy armour

Options:

- Any unit may:
 - Upgrade one model to a Lion Guard Captain (champion)+7 points per unit
 - Upgrade one model to a standard bearer+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Purchase a magic standard worth up to50 points
- A Lion Guard Captain may purchase magic items up to a total of50 points

Special Rules: Champions of Chrace, Close Order, Elven Reflexes, Furious Charge, Lion Cloak, Stubborn, Veteran

Champions Of Chrace

Even amongst the warriors of Chrace, the Lion Guard are renowned fighters, eager to best their foes in single combat.

Any model in a unit of Lion Guard can accept challenges in the same manner as a character. In addition, once per turn a character that has joined a unit of Lion Guard may re-roll their "Look Out, Sir!" roll.

Representing This Unit In Your Games

The Lion Guard are an elite unit of White Lions. As such, they can be represented with White Lions of Chrace models, painted in the distinctive red and white livery of their province.



Chradian Woodsmen

	M	WS	BS	S	T	W	I	A	Ld	Points
Chradian Woodsman	5	4	4	4	3	1	4	1	8	12
Chradian Captain	5	4	4	4	3	1	4	2	8	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, Chradian great blades and light armour

Options:

- The entire unit may:
 - Take warbows+1 point per model
 - Replace light armour with heavy armour+1 point per model
- Any unit may:
 - Upgrade one model to a Chradian Captain (champion)+7 points per unit
 - Upgrade one model to a standard bearer+7 points per unit
 - Upgrade one model to a musician+7 points per unit
 - Have the Lion Cloak special rule+1 point per model
- 0-1 unit may replace the Vanguard special rule with:
 - ScoutsFree
 - Ambushers+1 point per model

Special Rules: Elven Reflexes, Move through Cover, Skirmishers, Valour of Ages, Vanguard

Representing This Unit In Your Games

Painted in dark colours, the better to move unseen through forests, and featuring components from other kits such as bow cases or bare heads, White Lions of Chrade are ideal for representing Chradian Woodsmen.



Infantry



Woodland Scouts

The Elves of Chrade are renowned throughout Ulthuan as woodsmen, trappers and hunters that stalk the rugged landscape of their mountainous realm. Through trackless forests, once wondrous and beautiful but now twisted and corrupted by dark magic, and across the slopes of hostile mountains, the hunters of Chrade track vicious creatures and deadly foes. It is from amongst the ranks of these hunters that the warriors of the White Lions and the Lion Guard are drawn, yet even prior to receiving a summons to fight in such illustrious company, the woodsmen of Chrade are counted amongst noble company. Many times have invading armies been halted in their tracks by the careful traps and vicious assaults of these bold warriors.



Cavalry



Lions of Chrace

Not all White Lions that stalk the mountains of Ulthuan are killed out of hand by the hunters of Chrace. The High Elves take no joy in needless slaughter, and often stay their blades should cubs be discovered. These infants would doubtless become savage and deadly beasts if they were left in the wild, but with expert care, the young White Lions are raised to become as loyal as Griffons. These 'tame' White Lions swiftly form a bond with the Chracian hunters that foster them and later serve the armies of Ulthuan as War Lions.

War Lions

	M	WS	BS	S	T	W	I	A	Ld	Points
War Lion	8	5	0	4	4	1	4	2	7	18

Troop Type: War beasts

Base Size: 30 x 60 mm

Unit Size: 2-6

Equipment: Claws and fangs (counts as hand weapons)

Special Rules: Cleaving Blow, Fear, Move through Cover, Open Order, Swiftstride, Vanguard

Cleaving Blow

As sharp as a cavalry sabre and as hard as the finest steel, the claws of a War Lion can cleave through armour with ease.

If a model with this special rule rolls a natural 6 when making a roll To Wound for an attack made in combat, it has struck a 'Cleaving Blow'. Enemy models whose troop type is 'regular infantry', 'heavy infantry', 'light cavalry', 'heavy cavalry' or 'war beasts' are not permitted an armour or Regeneration save against a Cleaving Blow (Ward saves can be attempted as normal).

Note that if an attack wounds automatically, this special rule cannot be used.

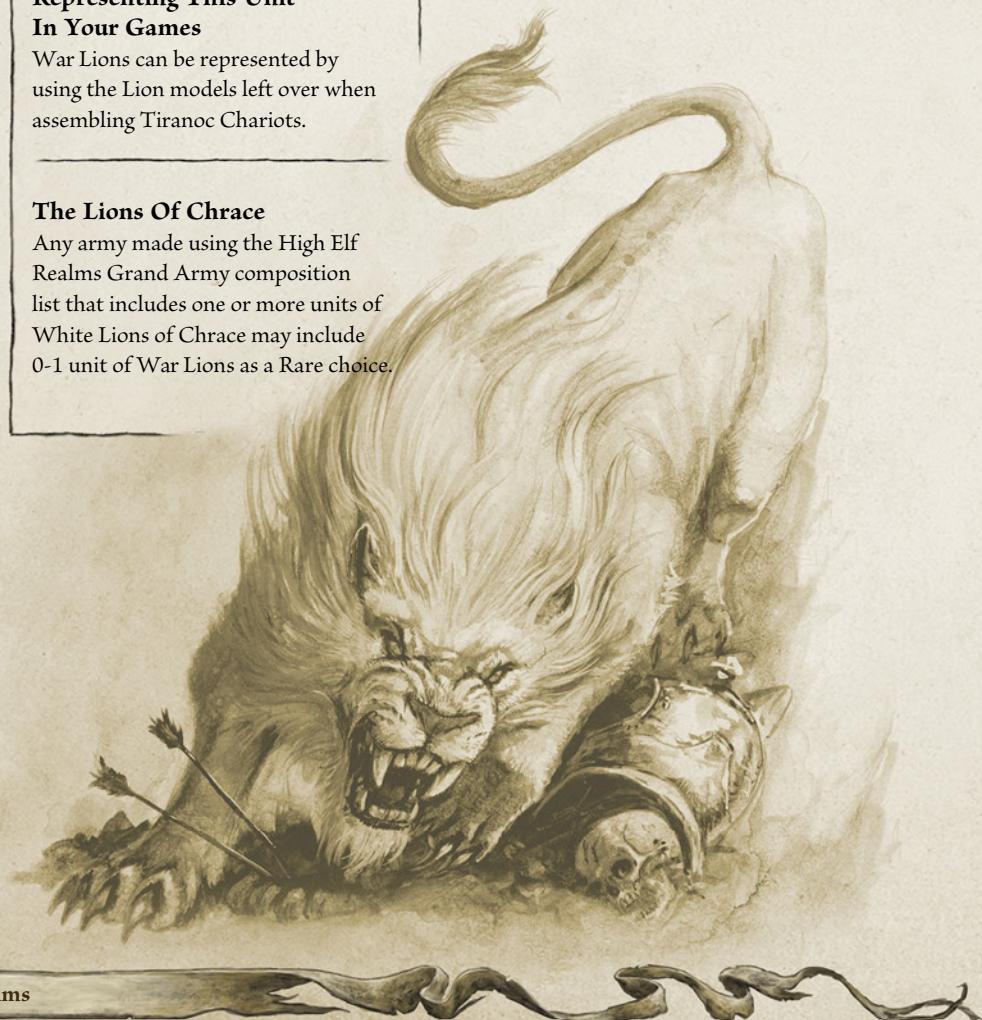
Representing This Unit

In Your Games

War Lions can be represented by using the Lion models left over when assembling Tiranoc Chariots.

The Lions Of Chrace

Any army made using the High Elf Realms Grand Army composition list that includes one or more units of White Lions of Chrace may include 0-1 unit of War Lions as a Rare choice.



Merwyrms

	M	WS	BS	S	T	W	I	A	Ld	Points
Merwyrms	6	6	0	6	6	6	3	4	8	225

Troop Type: Behemoth
Base Size: 60 x 100 mm
Unit Size: 1
Equipment: Lashing talons (see below), serpentine tail (see below), briny breath (see below) and iridescent scales (counts as heavy armour)
Special Rules: Abyssal Cloak, Close Order, Enfeebling Cold, Impact Hits (D3), Large Target, Stomp Attacks (D3+1), Terror

Abyssal Cloak

The crushing darkness of the deepest ocean surrounds the Merwurm in battle.

Any enemy model that targets this model during the Shooting phase suffers a -2 To Hit modifier for firing at long range, rather than the usual -1.

Enfeebling Cold

An aura of cold clings to the Merwurm, sapping the strength of those who linger too close.

Whilst in base contact with this model, enemy models suffer a -1 modifier to their Strength characteristic (to a minimum of 1).

	R	S	AP	Special Rules
Lashing talons	Combat	S	-1	Armour Bane (1)

	R	S	AP	Special Rules
Serpentine tail	Combat	S+2	-2	Strike Last

Notes: In combat, this model must make one of its attacks each turn with this weapon.

	R	S	AP	Special Rules
Briny breath	N/A	2	-2	Breath Weapon

Notes: Any enemy unit that suffers one or more unsaved Wounds from this weapon suffers a -1 modifier to their Initiative characteristic until your next Start of Turn sub-phase.

From The Depths

Any army made using the High Elf Realms Grand Army composition list that includes one or more units of Lothorn Sea Guard may include 0-1 Merwurm as a Rare choice.



Monster



Creatures of the Deep

The images of the Sea Lord's armies often summon and bind Merwyrms to their will. These strange creatures are amongst the most ancient to be found in the Old World, a distant kin to the mighty winged Dragons that once ruled the skies. All possess long and sinuous bodies, covered in scales and corded with muscle, with four stubby limbs each tipped with razor-sharp claws. Unlike Dragons, Merwyrms do not possess wings, the lashing of their bodies serving to propel them through the deeps at great speed or with frightening gait across dry ground when their hunger takes them there to pursue prey, much to the dismay of any who believe they might be easily escaped by taking to the land.

HIGH ELF REALMS

MAGIC ITEMS

Magic Items



Elven Artisans

The Elves of Ulthuan are counted amongst the finest artisans in all the known world, their works rivalled only by those of the Dwarfs in terms of quality and craftsmanship. Yet whilst the Dwarfs forge weapons and armour of rugged beauty, the Elves are renowned for the grace and elegance of their creations. Such artefacts are traded by the Elves with the lords and kings of the younger races. Others are carried into war upon distant battlefields by Elven adventures and by the commanders of great hosts who wield them against creatures of evil and chaos. Thus can the splendid creations of Ulthuan's smiths and mages be found in all corners of the Old World and beyond.

The following pages expand upon the High Elf Realms magic items found in *Forces of Fantasy*. These magic items are unique to High Elf Realms armies and can be purchased in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Woodsman's Axe.....90 Points

Wrought from purest Ithilmar, in the strong hands of a Chracian champion, this axe can cleave the skull of even the foulest beast with a single stroke.

	R	S	AP	Special Rules
Woodsman's Axe	Combat	S+3	-4	Magical Attacks, Monster Slayer, Requires Two Hands, Strike Last

Notes: The Woodsman's Axe may only be taken by models in a Chracian Warhost Army of Infamy.

Bow Of The Seafarer50 Points

Crafted from a single piece of rare silverwood and gifted to Ulanor of the Sea Guard by Finubar himself, this mighty bow is rumoured to be capable of sinking ships!

	R	S	AP	Special Rules
Bow of the Seafarer	30"	5	-3	Cumbersome, Magical Attacks, Multiple Wounds (D3), Through & Through

Notes: The Bow of the Seafarer counts as a Bow of Avelorn. The Bow of the Seafarer shoots like a bolt thrower, using the 'Through & Through' special rule (see page 223 of the *Warhammer: the Old World* rulebook).

Star Lance.....45 Points

Forged from the metal of a fallen star, this weapon's graceful lines belie the formidable power it grants its wielder.

	R	S	AP	Special Rules
Star Lance	Combat	S+3	-4	Magical Attacks, Strike First

Notes: Models whose troop type is 'cavalry' or 'monster' only. The Star Lance can only be used during a turn in which the wielder charged. In subsequent turns (or if the wielder did not charge) the model must use its hand weapon instead.

Blade Of Sea Gold.....40 Points

Forged in the crushing depths and honed by crashing waves, this gleaming blade strikes with the unstoppable power of the ocean itself.

	R	S	AP	Special Rules
Blade of Sea Gold	Combat	S+1	-1	Magical Attacks, Multiple Wounds (D3)

Notes: The Blade of Sea Gold may only be taken by models in a Sea Guard Garrison Army of Infamy.

Magic Armour

Armour Of Stars40 Points

Decorated with glittering gems set in deepest blue lacquer, the Armour of Stars is a wonder to behold.

Models whose troop type is 'infantry' or 'cavalry' only. The Armour of Stars is a suit of heavy armour. In addition, the wearer is immune to the Killing Blow special rule. If the wearer is struck a Killing Blow, they are permitted armour and Regeneration saves as normal. If the wound is unsaved, they lose a single Wound.

The Golden Shield30 Points

A highly polished shield inlaid with swirling patterns, the Golden Shield dazzles the foe.

The Golden Shield is a shield. In addition, any enemy model that directs its attacks against its bearer during the Combat phase must re-roll any rolls To Hit of a natural 6.

Talismans

Circlet Of Atrazar55 Points

This gem-studded circlet radiates an aura that protects its wearer from harm.

The wearer of the Circlet of Atrazar has +1 Wound on their profile. In addition, if the bearer's troop type is 'infantry' or 'cavalry', they have a +1 modifier to their Toughness characteristic.

Sacred Incense35 Points

This bundle of incense, blessed by the wardens of the Shrine of Asuryan, will burn for days, wreathing its bearer with the scented smoke of the temples.

Any enemy model that targets this character or any unit they have joined during the Shooting phase suffers an additional -1 To Hit modifier.

Magic Standards

Banner Of Resilience80 Points

Adorned with a thousand emerald Dragon scales, the power of this ancient banner infuses the Elves that fight beneath it.

A unit carrying the Banner of Resilience has a +1 modifier to its Toughness characteristic.

The Banner Of Lothorn55 Points

The Banner of Lothorn is borne aloft by those that exemplify the martial spirit of the Sea Guard.

If a unit carrying the Banner of Lothorn is equipped with thrusting spears, half of the models in the third rank or file (i.e., the rank or file directly behind the one normally able to make supporting attacks), rounding up, can make supporting attacks.

Banner Of Balance25 Points

The fabric of this banner is steeped in magical energies and interwoven with powerful charms.

Whilst in base contact with a unit carrying the Banner of Balance, enemy units cannot re-roll any rolls To Hit or To Wound. However, nor can the unit carrying the Banner of Balance.

Banner Of Confidence20 Points

This silken standard fills the hearts of those that fight beneath it with confidence.

A unit carrying the Banner of Confidence does not suffer the usual -1 To Hit modifier when making a Stand & Shoot charge reaction.





Enchanted Items

Amulet Of The Tempest 50 Points

About this delicate and unadorned silver amulet the Winds of Magic boil with a storm's fury, confounding the wits of enemy Wizards.

The Amulet of the Tempest may only be taken by a model in a Sea Guard Garrison Army of Infamy. Whilst within 9" of the bearer of the Amulet of the Tempest, enemy Wizards cannot add their Level of Wizardry to their Casting rolls.

Ring Of Fury* 25 Points

The Elves of Ulthuan are known for their skill at crafting magical rings, and black iron Rings of Fury are popular amongst Elven warriors.

The wielder of a Ring of Fury can cast the Hammerhand spell from the Lore of Battle Magic as a Bound spell, with a Power Level of 2.

Gem Of Courage* 15 Points

Enchanted by Celaer in the reign of Bel-Korhadris, these small gems are awarded by the Phoenix King to the boldest heroes of Ulthuan in recognition of their bravery.

A Gem of Courage may only be taken by a model in a Chracian Warhost Army of Infamy. Single use. Once per game, when required to make a Break test, the bearer of a Gem of Courage (and their unit) may roll an extra D6 and discard the highest result.

Arcane Items

The Vortex Shard 50 Points

Hewn from a shattered Waystone, the Vortex Shard has the power to becalm the Winds of Magic.

Single use. A Wizard may use this item instead of making a dispel attempt. If they do so, the spell is automatically dispelled with no Dispel roll required. In addition, all 'Remains in Play' spells currently in play are dispelled, including spells cast by friendly Wizards.

The Trickster's Pendant 40 Points

Though the pendants worn by devotees of Loec the Trickster are simple, they are loaded with power.

Single use. A Wizard may use the Trickster's Pendant when attempting a Wizardly dispel. If they do so, roll an extra D6 when making the Dispel roll and discard the lowest result. If the spell is dispelled, the Wizard that attempted to cast it cannot attempt to cast any more spells for the remainder of the current turn. However, if a double 1 is rolled on any two of the dice rolled, the bearer is outclassed in the art.

Staff Of Solidity 15 Points

The Staff of Solidity absorbs and dissipates malign energy, protecting its wielder from harm.

Single use. Once per game, when the bearer of the Staff of Solidity is required to roll on the Miscast table, they may choose not to.

