

High Elves

On the High Elves is said:

“Truly loyal to the Light's cause than arrogant.”

Human cleric comment after they fought together near the Termophis battle.

Introduction.

Brave people.

High Elves.

They live near the Isondhar peninsula, on the Sea of Lights. Great seaman, warriors and thinkers. They are able to field armies of thousand skilled warriors.

High Elves Army List (Free composition until a VD=18/9)

<i>Number</i>	<i>Type</i>	<i>M</i>	<i>VBU</i>	<i>I</i>	<i>VD</i>	<i>Note ed armi da tiro</i>
1 – 3	S	9	5	0	2	Quickly – Longbow class A
0 – 2	LH	12	4	2	3	Composite bow class A - Ranger
2 – 5	HI	7	5	2	3	Quickly – Long Spears – Long Shield
0 – 2	HI	7	4	3	3	Quickly – Pikes
0 – 2	HI	7	5	2	3	<i>Royal Guards to foot</i> – Quickly – Deadly attack
0 – 2	MCF	10	5	2	3	<i>Giant eagles</i> – Fly – Provoke Fear
0 – 2	HC	10	6	3	3	<i>Horse Royal Guards</i> – Quickly – Deadly attack
0 – 2	Art	4	3	0	2	Artillery class B
0 – 1	HCF	6	7	4	3	<i>Blue Dragon</i> – (Provoke Terror and Fly)

Options and new rules:

A player has to his disposition the three following characters to add to his troops:

Warrior Prince: he can be field along LH, HC, HI, HCF. His presence add +1 at the unit VBU. This extra dice can be rolled during the close combat if it fails to hit, ie even a 5+ can be re-rolled. His presence increase of +1 the unit DV. Note, he can be choose only for BIG Basic Impetus battles, I mean battles fought with the doubles of the normal points.

Great Mage: he can be add to any unit of the High Elves army except the artillery. Any type of magic action (offensive or defensive one), done by an enemy wizard can be nullified with a result of 5+ on a d6. Take note the effect or the enemy wizard must be near 20 Unit of Movement from him. He can even attack, with the some range, rolling two dices. With a result of 6+ (or a double 5+) a hit is scored. If the enemy is a magic creature (dragon, undead, and so on), is enough to roll a 5+ for to hit. His presence add +1 at DV of the guest unit.

High Elves King Sun: he's field only along HC or HCF. The unit VBU grow of +1 for all the game. Take note this additional dice hit with a 5+. The King Sun presence add +1 at the unit DV.

The High Elves can use the following special rules:

Quickly: The High Elves, sum one (1) to their roll for to follow the enemy during the close combat or for to charge or retreat.

Ranger: they can be deployed out from their zone but no close to the enemy more than 20 Unit of Movement.

Fly: the Movement value in the sheet is for the movement on earth. When the unit is air this values double and is supposed that the unit is able to pass over any features. Like houses, units and so on. If the unit want to land it must use $\frac{1}{4}$ of his terrestrial movement (rounded up) and to have in front of her the some amount of space free from anything. An aerial unit can turn if it has moved at least $\frac{1}{2}$ of the normal movement in a straight way. After this it can turn until 45° if it's a heavy unit or 90° if it's a light unit. The center of the frontal side is the point around the which the unit turn. An unit can turn and land and arrive in charge, note that it can't use the d6 for the bonus movement. An aerial unit add 5 Units of movement to his range when it shot a target on earth. If it's taken like target from an enemy on earth , this one must add 10 Units of movement at the distance on the their bases. An aerial unit can shot with 360° of line of sight, only if it doesn't move more than his normal Movement on earth. The attack can happen in any point of the movement.

When two or more, flying units are in contact (it isn't possible to use the d6 for the charge bonus movement), the units will stay in the some point until one of them is destroyed (VBU=0). This rule, very childish, want to represent the units flying around themselves fighting.

Terror: an unit that wants to charge or is charged by a monster/unit that cause Terror must does a test of Cohesion against his actual VBU, more possible modifiers coming from character. If it fails it suffers a malus of -2 to the proper VBU in the first turn of fighting . If it has charged the monster, the unit suffer an additional malus of -1 to his own Impetus Value. The test of Cohesion is calculated on the unit's VBU plus any modifiers coming form aggregated character. This malus must be intended like a temporary disorganization of the unity and therefore of his ability to fight effectively.

Fear: an unit that wants to charge or is charged by a monster/unit that cause Fear must does a test of Cohesion against his actual VBU, more possible modifiers coming from character. If it fails it suffers a malus of -1 to the proper VBU in the first turn of fighting . If it has charged the monster, the unit suffer an additional malus of -1 to his own Impetus Value. The test of Cohesion is calculated on the unit's VBU plus any modifiers coming form aggregated character. This malus must be intended like a temporary disorganization of the unity and therefore of his ability to fight effectively.

Long Spears: when a unit with this ability his charged frontally from an enemy unit, this lost his Impetus values.

Long Shields: if a unit with this weapon is charged frontally or take shots (ever frontally) from the enemy but except fire from artillery unit, the enemy VBU is reduced of -1.

Deadly attack: the unit, in the turn where it has charged the enemy, treat all the 1 (ones) rolled during the first close combat, like they were 6+.