

## **Alarielle, Everqueen of Averlorn**

*Alarielle is the Everqueen of the High Elves. She can be fielded in a High Elf army and counts as a Lord choice and in addition takes up one of your Hero choices as well. She must be fielded exactly as detailed below, and may not be given any additional equipment or magic items. She can never be the army's General. If her Maiden Guard are included in the army, she must lead the unit and cannot voluntarily leave it.*

	M	WS	BS	S	T	W	I	A	Ld
Alarielle	5	4	5	3	3	3	8	1	10

**Points:** 515

**Weapons and Equipment:** Star of Avelorn; The Shieldstone of Isha; Stave of Avelorn.

**Handmaidens:** If Alarielle is with her Handmaidens then the whole unit becomes Unbreakable.

### **SPECIAL RULES**

#### **High mage:**

Alarielle follows all the rules for a High Mage. In addition, she knows all of the High Magic spells, and also all the spells from the Lore of Life and may use either or both in the Magic phase.

#### **Boon of Isha:**

At the start of the High Elf Shooting phase and at the start of the High Elf Close Combat phase, Alarielle may grant the Boon of Isha to a friendly unit within 12". The unit adds +1 to all of its To Hit rolls for that phase. In addition, any shooting or close combat attacks made by the unit count as magical for that phase.

#### **Chaos Bane:**

Any Daemonic unit (including Daemonic monsters and characters) that starts the Magic phase with a model within 6" of Alarielle is affected by the aura of law and harmony that surrounds her. Each unit in range suffers D6 Strength 5 hits, that count as magical attacks.

In addition, roll a D6 for each magic item belonging to a model from a Chaos, Skaven or Undead army that is within 6" of Alarielle at the start of the Magic Phase. The model is destroyed on a D6 roll of a 6 (roll for each item separately)

#### **The Touch of the Everqueen:**

Alarielle does not fight as such, for she is the embodiment of peace rather than war. However, her lightest touch can stun a foe for a moment, disorientating them with a blinding flash of light. Alarielle always strikes first in close combat. If an enemy also has this ability, then the models strike in Initiative order (roll off in the case of equal Initiative values). If Alarielle hits her target, then no to wound roll is made. Instead the enemy model may make no attacks that turn, and any other models attacking it hit automatically that phase. In the case of a mounted model (on a chariot or monster, for example), Alarielle must roll to hit against the highest Weapon Skill, but if she hits the entire model is affected, including any special attacks, impact hits, etc.

## MAGIC ITEMS

**Star of Avelorn:** Enchanted Item - *About her noble brow Alarielle wears a diadem of pure ithilmar into which is set a radiant gem. This was given to the first Everqueen, Astarielle, by Aenarion, and it is said that the gem contains a star from the heavens, placed there by the goddess Isha.*

At the start of the High Elf turn, Alarielle may use the Star to heal a wounded High Elf character within 12". If there are no wounded characters in range, she may use the Star to heal herself. Roll a D6 for each wound lost on the target character, on a roll of a 4+ the wound is restored.

**Shieldstone of Isha:** Enchanted Item - *Upon her breast Alarielle wears a gemstone of unmatched beauty and craftsmanship. As old as Ulthuan itself, the Shieldstone pulse with light and can deflect blows from the enemy.*

Alarielle has a 4+ Ward save.

**Stave of Avelorn:** Enchanted Item - *This is the symbol of the Everqueen, and the icon of her rulership over the land. It is an ancient heirloom, dating back to the time of Aenarion, but now much of its power has gone, drained away by the magical vortex created during the time of the Sundering.*

Once in each High Elf Magic phase, you may choose to unleash one of Alarielle's spells through the Stave of Avelorn. This may be a spell she has already cast that turn. This spell is treated exactly like a Bound spell, and has a power level of 5.