

## High Elf Expeditionary Force – The “Sea Elves”

*Premise: The High Elves have the most expansive kingdom in all of the Warhammer World. Originating from their homeland in Ulthuan, Finubar the Seafarer sent fleets out to circle the globe and establish colonies or strongholds in strategic places: The Fortresses of Dawn and Dusk, Tor Elithis, Tor Elasor, the Towers the Sun, Stars and Rising Sun and the colony of Arnheim. At any given time there can be vast numbers of Elf ships on the seas or deployed the world over. With this in mind, it's not likely that elite units like the White Lions of Chrace, Dragon Princes and Phoenix Guard will be found the world over.*

*The Sea Elf force is based on the High Elf Sea Patrol list from the Storm of Chaos supplement; updated for 7th Edition Warhammer. In addition, a few adjustments have been made to keep the list consistent with what can be found in the Man O' War fleet list.*

### **LORDS**

0-1 Sea Lord (*Prince*)  
Storm Weaver (*Arch Mage*)

### **HEROES**

Commodore (*Noble*)  
Mist Mage (*Mage*)

### **CORE UNITS**

1+ Lothorn Sea Guard  
Ship's Company

### **SPECIAL UNITS**

2+ Sea Rangers (*Shadow Warriors*)

### **RARE UNITS**

Bolt Thrower  
Merwurm  
Great Eagle

### **Roster Notes:**

No character may be mounted on an Elven Steed. They may only ride on flying beasts or they must be deployed on foot.

The Sea Master of the Sea Guard unit (unit Champion) may choose up to 25 points of magic items. One unit of Sea Guard may be given a magic standard worth up to 25 points.

The Ship's Company do not count toward your minimum Core Unit requirement. Therefore, all Core unit requirements must be met with units of Sea Guard.

Note that Sea Rangers are a 2+ required unit. Therefore, you must have at least 2 units in every army (and they are Special Unit choices).

High Elves do not deploy their Repeater Bolt Throwers on ships. These are single shot models that are otherwise crewed and operated normally (without the Volley capability). They are 75 points each.

Immediately after both armies have deployed (including scouts), every unit with missile weapons (including Bolt Throwers) gets a special round of shooting with no negative modifiers for range. As long as the firing unit can draw line of sight to the target unit, it may fire on that unit regardless of range and is treated as short range.

**Character equipment choices not permitted in this list:** Heavy Armor, Dragon Armor, Elven Steed, and Chariots.

**Magic items not permitted in this list:** Blade of Leaping Gold, Sword of Hoeth, Armour of Heroes, Shadow Armour, Armour of Caledor, Battle Banner, Banner of the World Dragon, Book of Hoeth, Vortex Shard and Null Stone.

### **Sea Magic**

The Mages of the Sea Elves specialize in powerful magics calling on the primal aspect of the oceans. Instead of knowing the *Drain Magic* spell in addition to their other spells, Storm Weavers and Mist Mages must choose one of the spells below to replace Drain Magic. Any additional spells are selected according to the normal rules for High Elf mages.

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### The Writhing Mists

Cast on 7+

#### *Remains in Play*

*A salt-scented mist rolls in across the battlefield, shrouding the Elves with its ethereal caress.*

This spell has a range of 24” and can be cast on any unit visible to the caster, even those engaged in hand-to-hand combat.

Any enemy shooting or hand-to-hand attacks targeted at the unit will suffer a –1 to hit penalty. The mist does not affect the attacks of the unit it protects.

### Mistress of the Deep

Cast on 9+

#### *Remains in Play*

*Even amidst the clamor of battle the enemies of the Elves are distracted by the mind-twistingly haunting tones of the Oceanid’s song and beguiled by a vision of ominous beauty or terror; a visage unique to each beholder.*

Place an appropriate (man-sized) marker to represent the Oceanid within 6” of the Mage. It may not move or perform any actions and is simply used to mark the location of where the spell has been cast.

Whenever an enemy wishes to declare a charge or fire upon a unit in the Sea Elf army, it must first measure the distance to the Oceanid. If the Oceanid is closer than the target unit, the attacking unit must make a Leadership test. If the test is failed the Oceanid distracts the unit and the charge/attack is not performed. If the test is passed, no Oceanid will affect the unit for the remainder of the game. This spell has no effect against units that are Immune to Psychology.

Note that this is a Remains in Play spell. As soon as the Mage performs some action to break the spell, the marker is removed.

### Ship’s Company Pts/model: 7

Profile	M	WS	BS	S	T	W	I	A	Ld
Mariner	5	4	4	3	3	1	5	1	8
Champion	5	4	4	3	3	1	5	2	8

**Unit Size:** 10+

**Equipment:** Hand weapon & shield.

#### **Options:**

- Any unit may be equipped with light armor for +1 pts/model.
- Any unit may be equipped with spears for +1 pts/model.
- Any unit may be equipped with bows for +2 pts/model.
- Upgrade one Mariner to a musician for +6 points.
- Upgrade one Mariner to a Champion for +12 points.

**Special Rules:** Valour of the Ages, Speed of Asuryan



## High Elf Expeditionary Force – The “Sea Elves”

Merwyrn

Pts/model: 200

Profile	M	WS	BS	S	T	W	I	A	Ld
Merwyrn	6	6	0	5	5	5	3	5	7

### SPECIAL RULES

**Cause Terror; Large Target; Regenerate; Scaly Skin (3+).**

**Aquatic:** Merwyrn’s suffer no movement penalties for moving through water based terrain features, instead, their movement is increased to 10 and they do not count as a *Large Target* when in the water.

**Summoned from the Deep:** Each Merwyrn in your army is bound to a specific Storm Weaver or Mist Mage and you should make a note of this on your army list prior to deployment.

In any turn that a Merwyrn fails a roll to Regenerate, it must make a Leadership test using the leadership of the Mage that it is bound to. If the test is failed roll on the Monster Reaction table on page 61 of the Warhammer rulebook (treat 3-4 as the monster is hurt and does not want to be hurt for the remainder of the game, thus it refuses to move).

Should the Mage be slain, the Merwyrn must test on its own leadership. Note that the leadership test is taken once per turn when a Regenerate roll is failed. It does not need to test more than once per turn (if multiple tests are failed) nor does it have to test if no Regenerate rolls are failed.