

Armies of the Elves

The elves of Ryeworld are divided into four major groups: The Arcadians (or Royal Elves), the Coastal Elves, the Wood Elves of the Alfenwald (Taur-nu-Edhel in elvish) and the Wandering Companies. Each kindred has its own lordship and methods of fighting. In time of war, armies are raised from amongst these groups. In game terms, this means that players may select characters and units from one of the lists or use a coalition from all of them.

In addition, there are special units which are available to all lists or which come with special conditions.

When the elf player selects a commander for his army, he must declare the commander's kinship with one of the four groups. This confers a particular benefit for the army. The effects and point costs are listed below.

Army Commander Effects

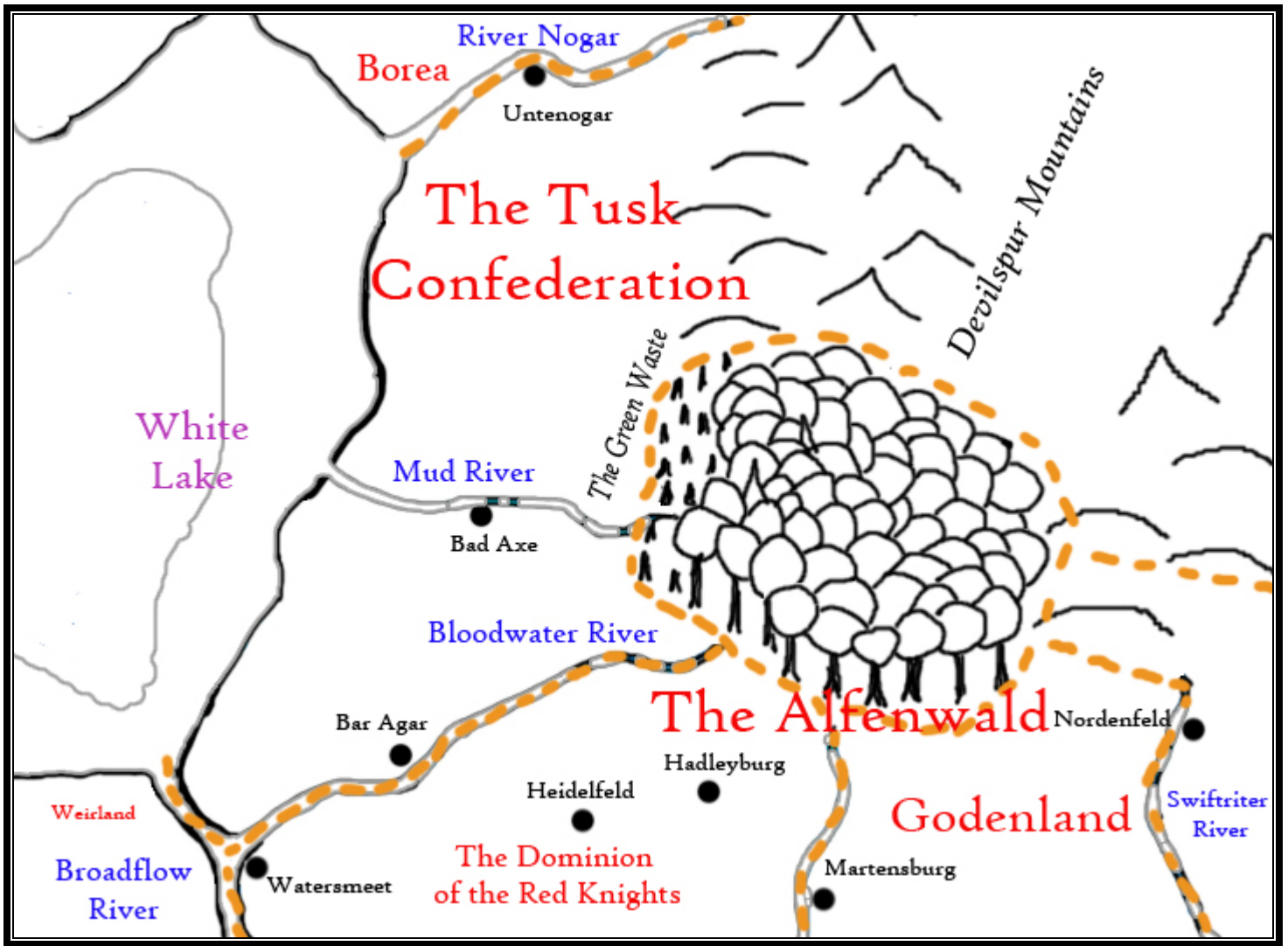
Arcadia (+20 points) - Arcadian generals are valiant and centuries of warfare have left them unmoved by the enemy's superior numbers. The commander and any unit he is with is never outranked.

Alfenwald (+10 points) - Elves from the Woodland Realm are experts at moving through forested terrain. Any unit led by a Wood Elf army commander ignores difficult terrain.

Coastlands (+10 points) - The Elves of the Coastlands are great leaders and their long experience at sea has made them exceptional motivators. Commanders from the Coast add +2 to the command checks of units within 12" rather than +1.

Wandering Companies (+10 points) - The Wandering Companies are the descendents of those realms that were destroyed. They stay no place long, and move with great speed. A commander from the Wandering Companies adds +1 to his base movement and the movement of any unit he is with.

Realm of the Alfenwald



The Alfenwald (or Taur-nu-Edhel to the elves) is the most ancient of the elven settlements east of Arcadia. Other areas have been occupied by Wandering Companies, some of them for hundreds of years, but none are truly “permanent.”

The Kingdom has played a pivotal part in the momentous events that have transpired around it. Its king, Alarion the Ageless, has twice aided the neighboring Thraciots in battle, first at the semi-legendary Battle of the Declean Hills, and more recently at the Battle of Oldburg in 1344.

The borders of the forest are well-guarded and those who “accidentally” cross its bounds are invariably encouraged to leave. Those that disobey are slain.

This is not to say the elves here are unfriendly to outsiders. They can be very gracious hosts, but deeply resent those who would abuse their hospitality.

The Alfenwald itself is an ancient forest, yet it is filled with game animals and new growth. Though it can get hot this far north in the summer, the shade between the trees is

always cooling, and in the evening the stars are bright overhead. Winter also seems milder here, as though even the blanket of snow was somehow warmer.

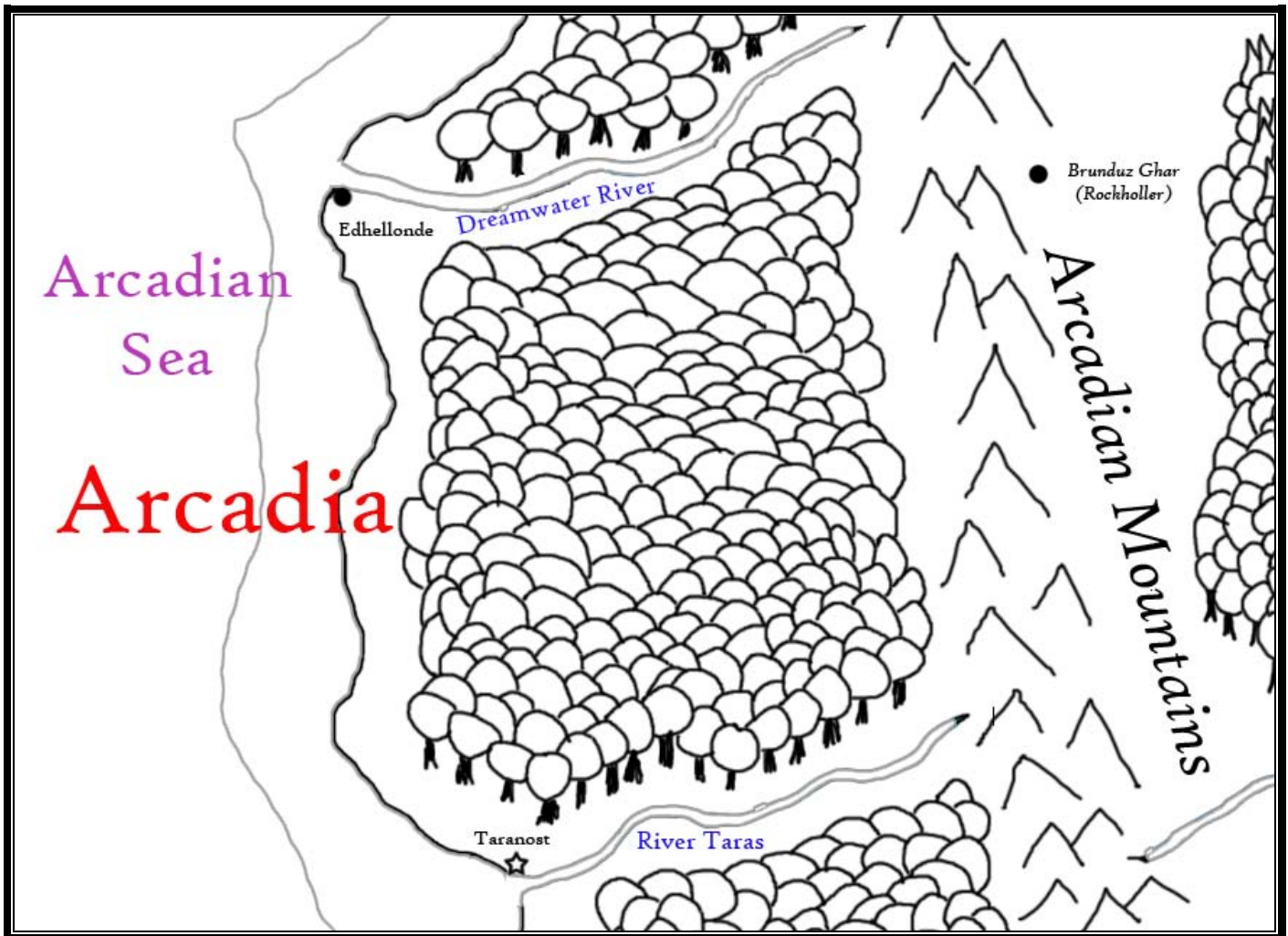
The tie between people and land is strong here, stronger than anywhere outside of Arcadia.

The elves of the Alfenwald prefer to fight using stealth and ambush. They will only fight openly in serried ranks if given no other choice. This they have done before, but rarely do so now.

They fight in households and their heraldry consists of subtle patterns of earth tones, woven into the fabric of their cloaks. They also carry banners, but use these only on ceremonial occasions or when fighting in the open field.

The preferred weapons are the long bow, spear and axe, with which they have considerable skill. They rarely use armor heavier than mail, again, preferring silence and ambush to open combat.

Realm of Arcadia



Centuries before the rise of Hespera, the elves ruled a mighty empire, stretching across the Inland Seas basin. The Dark Lord's armies destroyed all of those realms east of the Arcadian Mountains, save for the Alfenwald.

Arcadia is bordered on the west by mighty mountains that share its name. It is a land of enchanting beauty, with sunny glades alternating with deep forests. Legends tell of shimmering cities paved with crystals and white swan-ships inlaid with pearls unnumbered. Sages believe that beyond Arcadia lies the Uttermost West, a gateway to the spirit world and the long home of the Elves. There the elves, perhaps weary from a score of centuries in mortal lands, at last find peace.

Though outsiders speak of Arcadia as one realm, it is technically three.

Calenor, the High King, rules Arcadia proper. He is the son of Taredhel the Wise and the brother of Taranor the Proud, doomed king of Tor Irulis. His realm encompasses the area between mountains, the sea, and the Dreamwater and Taras rivers. His capital is Taranost the Fair, a city of gleaming roads and soaring towers.

Aranor, his son, is the Prince of the Coastlands. He is the Admiral of the Fleet and master of the shorelines. From his haven in Edhellonde his vessels range far and wide.

Beyond the rivers lies the territory of the Wandering Companies. Prince Rahannor is their ruler. His people have no fixed dwellings, but instead move from place to place as their desires take them. The Wandering Companies often leave Arcadia and it is the members of this group that most often interact with other races.

In time of war, each kindred provides a levy to augment their permanent forces. The High King (or his representative) is given overall command, and his forces provide the majority of the army's strength. Arcadia's warriors glitter with polished steel and inlaid precious metals and their units are identified by proud banners that tell the tales of victories and feats of valor that span centuries.

Arcadian armies have not been seen east of the mountains in more than a thousand years, yet it is rumored that even within their idyllic realm they must sometimes take the field against various marauders. When they do, they have a strength that cannot be measured in numbers.

Characters

Elven Lord

Warriors of ancient skill, Elven Lords prefer grace and speed to brute strength.

Character on foot 90 points

MS	SS	SV	W	AT	MV	ML
6	5	0	3	2	5	A

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 3 magic items.

Elven Archer Lord

Some elven leaders specialize in archery, achieving phenomenal accuracy.

Character on foot 125 points

MS	SS	SV	W	AT	MV	ML
4	6	0	3	2	5	A

Equipment: Hand weapon, short bow. May upgrade to longbow for 10 points.

Options: Any armor and melee weapons from the Armory, up to 3 magic items.

Archer Captain

Archer Captains can lead formed units of archers or small parties of hunters in tracking intruders. They are excellent shots and their woodcraft is legendary.

Character on foot 110 points

MS	SS	SV	W	AT	MV	ML
4	5	0	2	2	5	B

Equipment: Hand weapon, short bow. May upgrade to longbow for 10 points.

Options: Any armor and melee weapons from the Armory, up to 2 magic items.

Noble

Elves tend to fight in households so it is common for the ranking noble to personally lead his troops in battle. They are dangerous adversaries.

Character on foot 70 points

MS	SS	SV	W	AT	MV	ML
5	3	0	2	2	5	B

Equipment: Hand weapon.

Options: Any armor and melee weapons from the Armory, up to 2 magic items.

Elven Wizard

Elves are the greatest wizards in the known world and spell casters often accompany their armies to war.

Character on foot 70 points

MS	SS	SV	W	AT	MV	ML
2	3	0	2	1	5	B

Equipment: Hand weapon.

Options: Up to 2 magic items. May not wear armor and cast spells. May upgrade to Master for 56 points.

Special Rule: Ancient Lore. Elven Wizards are permitted to take two magic items from the Arcana list rather than just one.

Elven Wizard Lord

The greatest Elven wizards rarely take the field, but when they do, their superior spell power is often more than adequate to assure victory for their armies.

Character on foot 90 points

MS	SS	SV	W	AT	MV	ML
3	3	0	3	1	5	A

Equipment: Hand weapon.

Options: Up to 3 magic items. May not wear armor and cast spells. May upgrade to Master for 72 points.

Special Rule: Ancient Lore. Elven Wizards are permitted to take two magic items from the Arcana list rather than just one

Commander Origin

(applies to units with commander as well)

Arcadia (+20 points) Never Outranked.

Alfenwald (+10 points) Ignores difficult terrain.

Coasts (+10 points) +2 to the Command Table checks.

Wandering Companies (+10 points) +1 base movement.

Armory of the Elves

Characters may be outfitted from one choice on each of the following lists.

Armor

Item	Cost	Effect
Shield	3	6+ save
Light armor	3	6+ save
Light armor and shield	5	5+ save
Heavy armor	5	5+ save
Heavy armor and shield	8	4+ save
Elven warhorse	3	6+ save, 9" move
Barded elven warhorse	5	5+ save, 8" move
Light armor and elven warhorse	5	5+ save, 9" move
Light armor and barded elven warhorse	8	4+ save, 8" move
Light armor, shield and elven warhorse	8	4+ save, 9" move
Light armor, shield and barded elven warhorse	10	3+ save, 8" move
Heavy armor and elven warhorse	8	4+ save, 9" move
Heavy armor, shield and elven warhorse	10	3+ save, 9" move
Heavy armor, shield and barded elven warhorse	15	2+ save, 8" move

Melee Weapons

Item	Cost	Effect	Shield?
Mace	5	AP 1	Yes
Great Weapon	5	AP 2	No
Lance	5	AP 2 on charge	Yes
Spear	5	AP 1 if set	Yes
Flail	10	AP 1, negates shield	Yes
Additional hand weapon	15	Adds 1 attack	No
Pike	5	AP 1, AP 2 if set	No

Arcadian Units

Arcadian Archers

Archery is a common skill among the Arcadians, and their archers train to fight in ordered ranks along side the infantry.

5 models **90 points**
+18 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
3	4	6	1	1	5	B

Equipment: Hand weapon, light armor, long bow.

Arcadian Spearmen

Deadly foes with superb equipment, the Arcadians prefer to fight in deep phalanxes. Their spearmen combine tight discipline, excellent protection and lethal skill.

20 models **300 points**
+7.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	2	4	1	1	5	B

Equipment: Hand weapon, heavy armor, shield, spear.

Blademasters

Some of the most elite warriors in the world, Blademasters can recall battles that took place before the fall of the Hesperian Empire.

20 models **320 points**
+8 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
5	2	4	1	1	5	A

Equipment: Hand weapon, heavy armor, great swords.

Arcadian Lancers

The heavy cavalry of Arcadia is swift-moving and hard-hitting.

5 models **140 points**
+14 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
4	2	3	1	1	9	B

Equipment: Hand weapon, heavy armor, shield, lance, elven warhorse.

Arcadian Knights

With centuries of experience and matchless weaponry, Arcadia's knights are among the best in the world.

5 models **180 points**
+18 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
5	2	2	1	1	8	A

Equipment: Hand weapon, heavy armor, shield, lance, barded elven warhorse.

Bolt Throwers

Though rarely brought with them on campaign, Arcadians fortify their camps with bolt throwers and battles nearby may see them employed.

3 models **130 points**

MS	SS	SV	W	AT	MV	ML
2	4	0	3	1	2	B

Equipment: Two crew and one engine.

Alfenwald Units

Army Special Rule: Woodcrafty Beyond Compare.

The elves of the Alfenwald are extremely skilled in moving through forests, even when in ranked formations. To reflect this, all Alfenwald units may move through wooded terrain without penalty.

Wood Elf Archers

Expert marksmen, the archers of the Alfenwald can pick off enemies with pin-point accuracy.

5 models **95 points**
+20 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
3	4	0	1	1	5	B

Equipment: Light armor, long bow.

Special Rule: Skirmishers.

Hunters

The finest Wood Elf warriors fight in open order, descending upon their opponents from all sides without warning.

5 models **115 points**
+23 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
5	3	6	1	1	5	A

Equipment: Light armor, two hand weapons, javelins.

Special Rule: Skirmishers

Wood Elf Spearmen

Though they prefer to fight from stealth and ambush, the armies of the Alfenwald also know how to fight in open terrain. When they do, they are a force to be reckoned with.

20 models **300 points**
+7.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	2	5	1	1	5	B

Equipment: Light armor, shield, spear.

Forest Riders

Riding elven horses, Forest Riders combine speed with deadly arrow fire.

5 models **180 points**
+18 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
3	4	5	1	1	9	B

Equipment: Hand weapon, light armor, short bow.

Special Rule: Skirmishers.

Forest Lancers

Forest Lancers are hard-hitting and swift adversaries. Like the rest of the Alfenwald's forces, they emphasize speed and hitting power over protection.

5 models **140 points**
+14 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
4	3	4	1	1	9	B

Equipment: Light armor, shield, lance.

Coastlands Units

Slingers

The Elves of the Coastlands use slings rather than bows. Though shorter-ranged, they can direct a withering fire on their enemies.

5 models **70 points**
+14 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
3	4	6	1	1	5	B

Equipment: Hand weapon, light armor, sling.

Special Rule: Skirmishers.

Marines

Trained as they are to fight on deck, the marines of the coasts use axes, swords and javelins to disrupt their enemies.

20 models **260 points**
+6.5 points per model, max. 40

MS	SS	SV	W	AT	MV	ML
4	3	5	1	1	5	B

Equipment: Hand weapon, light armor, shield, javelin.

Wandering Companies Units

Scouts

Scouts are generally recruited from the Wandering Companies. They are deadly and elusive opponents.

5 models **105 points**
+21 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
4	4	6	1	1	5	B

Equipment: Hand weapon, light armor, long bow.

Special Rule: Skirmishers.

Outriders

The scouts for the main army, Outriders ride swift steeds and can perform feats of incredible horsemanship.

5 models **160 points**
+16 points per model, max. 12

MS	SS	SV	W	AT	MV	ML
3	4	4	1	1	9	B

Equipment: Hand weapon, light armor, short bow, elven steed.

Special Rule: Skirmishers.

Special Units

Eagles

Arcadia's mountains shelter mighty eagles who can provide powerful air support for the High King's armies.

3 models **90 points**
+30 points per model, max. 6

MS	SS	SV	W	AT	MV	ML
3	0	6	1	1	2	A

Equipment: Talons

Special Rules: Flyers

Tree Herders

In ancient days, the elves awakened trees, teaching them to speak and befriending them. In times of need when the woods are in peril, these lords of the forest come alive and assail their attackers.

3 models **210 points**
+35 points per model, max. 6

MS	SS	SV	W	AT	MV	ML
5	0	4	4	2	5	A

Equipment: Root and branch (AP 3)

Special Rules: Strong, Masters of Their Domain.

Strong: To reflect their great strength, Forest Lords add an additional AP 3 to their attacks.

Masters of Their Domain: Forest Lords may move through woods without penalty.

Tree Herders may only join an army if it is led by an elf from the Alfenwald.