

Эльфы 0.18 - древняя и высокомерная нация, прекрасные стрелки, мечники и бегуны. Особенно бегуны. Почти все модели имеют Fast и Reflex Бегство - вариант. Это первое, что вам стоит усвоить при игре Эльфами. Кому вы мёртвый нужен такой?

Эльфы - от природы маги, и не ограничены школами, которыми могут пользоваться. В начале боя маг обязан выбрать одну из школ.

Эльфы не применяют Смерть, Кровь и Дхар.

Эльфы так высокомерны, что их герои не переходят в отступление, даже когда это уже стоит сделать.

Spearmen						Disciplined		Line infantry		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
12	11	9	1	2	11	1	foot	4 - 2	all	
Reflex 1; Fast 1										
Weapon		Wargear		Extra rules		points	S	C		
Spear + Shield						11	0			
Spear + Shield		Arm +1				11	0.5			
Spear + Shield		Ws +1		Leader 1		12	1			
Spear + Tower Shield						12	0.5			
Spear + Tower Shield		Arm +1				12	1			
Spear + Tower Shield		Arm +1 Ph +1				13	1			

Sea Guard						Disciplined		Line infantry		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
12	12	10	2	2	12	2	foot	5 - 3	all	
Reflex 2; Fast 1; Veteran 1										
Weapon		Wargear		Extra rules		points	S	C		
Spear + Shortbow						12	0			
Spear + Ap Shortbow		Shield				13	0.5			
Spear + Shortbow		Shield		Leader 1		15	1.5			
Ap Spear + Shortbow						13	0.5			
Ap Spear+Ap Shortbow		Shield				14	1			
Ap Spear + Shortbow		Shield		Leader 1		16	1.5			

Shadow warrior captain						Disciplined		Hero Skirmisher		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
15	13	11	4	3	14	3	foot	5 - 4	1	
Fast 1; Forward 2; Stealth 2; Custom 3; Leader 2; Veteran 2										
Weapon		Wargear		Extra rules		points	S	C		
DA Short bow +Dagger						30	0.5			
Short bow + DA Dagger						28	0.5			
Short bow + AP Dagger						27	0.5			
Ap Bow; Sword						37	0.5			
Bow; AP Sword						35	0.5			
Bow; DA Sword						38	0.5			
Bow; Mag Sword		Prec +1		Night vision		38	0.5			
Mag Bow; AP Sword				Night vision		40	0.5			

Shadow warriors						Disciplined		Skirmisher		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
12	12	10	2	2	12	2	foot	5 - 3	all	
Reflex 1; Fast 1; Forward 1; Stealth 1										
Weapon		Wargear		Extra rules		points	S	C		
Short bow + Dagger		Scout 1				13	0			
Short bow + Dagger		Stealth 2				15	0			
Bow; Sword						15	0			
Bow; Sword		Stealth 2				17	0.5			
Sword+Buckler						11	0			
Sword+Buckler		Arm +1				12	0			
DA Sword+Buckler		Arm +1		Leader 1		14	0.5			
Mag Sword+Buckler		Arm +1		Veteran 1		14	0.5			

Shadow warrior exile						Disciplined		Hero Solo Skirmisher		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
15	13	11	4	2	13	3	foot	5 - 4	1	
Fast 1; Forward 2; Stealth 2; Custom 3; Veteran 3										
Weapon		Wargear		Extra rules		points	S	C		
Sword + Bow		P.Knife				30	0			
Sword + Bow		Arm +1				28	0.5			
Greatsword + Bow				Martial 1		27	0.5			
Greatsword + Bow		Arm +2		Martial 1		33	0.5			
Lance + Bow						35	0.5			
Lance + Bow				Duelist 1		38	0.5			
Mag Lance + Bow				Duelist 1		38	1			

Shadow warrior warlocks						Disciplined		Mage Solo		
WS	Prec	Ph	T	Arm	WIP	Her	Move	Speed	Ava	
12	12	10	2	2	13	2	foot	5 - 3	5	
Reflex 1; Fast 1; Forward 1; Stealth 1; Mage 1										
Weapon		Wargear		Extra rules		points	S	C		
Mag sword + Bow		Arm +1				19	0.5			
Mag sword + Bow				Mage 2		19	1			
Mag Bow + Sword		Arm +1				20	0.5			
Mag Bow + Sword				Mage 2		20	1			
Mag AP Lance				Duelist 2		20	0.5			
Mag DA Lance				Mage 2		20	1			
Mag DA Lance		Mag Sword		Mage 2		22	1			

Archers						Disciplined		Line infantry		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
11	12	9	1	0	12	1	foot	5 - 2	all	
Reflex 2; Fast 1										
Weapon		Wargear		Extra rules		points	S	C		
Bow + Knife						11	0			
Bow + Knife		Arm +1				11	0.5			
Ap Bow + Knife						13	0			
Ap Bow + Knife		Arm +1				13	0.5			
Mag Bow + Knife		Prec +1				13	0			
Mag Bow + Knife		Arm +1				12	0.5			
Mag LongBow + Knife		Prec +1		Marksman 1		14	1			
Mag LongBow + Knife		Arm +1		Marksman 1		14	1			

Sisters of avelorn						Disciplined		Line infantry		
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
9	13	9	2	1	12	1	foot	5 - 2	5	
Reflex 1; Fast 1; Marksman 1										
Weapon		Wargear		Extra rules		Points	S	C		
Bow		Stealth 1				16	0.5			
Ap Bow		Marksman 2				21	1			
DA Bow		Stealth 1		Keen sight		23	1			
Mag Bow		Marksman 2				24	1			
DA Mag Bow		Stealth 2		Keen sight		23	1.5			
AP Mag Bow		Marksman 2		Keen sight		24	1.5			
AP LongBow		Stealth 2				25	1.5			
AP Mag LongBow				Keen sight		25	2			

Silver helms					Disciplined		Heavy Cavalry			
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
12	11	11	3	4	12	2	foot	8 - 2	2	
Martial 2; Charge 1; Duelist 2										
Weapon		Wargear		Extra rules		Points	S C			
Lance + Sword						27	0.5			
Lance + Sword		Arm +1				29	0.5			
Lance + Sword		Shield				29	0.5			
Lance + Sword		Shield		Leader 2		30	1			
Lance + DA Sword		Arm +1		Martial 3		28	1,5			
Da Lance + Sword		Shield		Leader 2		35	1,5			

Reavers					Disciplined		Skirmisher Cavalry			
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
12	11	9	1	2	12	2	foot	9 - 3	5	
Forward 2; Charge 3; Scout										
Weapon		Wargear		Extra rules		Points	S C			
Spear						22	0			
Short bow						24	0			
Spear + Short bow						29	0			
Spear + Short bow		Prec +1				29	0.5			
Spear + Short bow		Ws +1				28	0.5			
Ap Spear + Short bow		Martial 2				35	0.5			

Swordmaster of Hoeth					Disciplined		Elite Infantry			
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
16	11	12	4	4	13	4	foot	4 - 3	2	
Valor; Fast 1 Martial 4; Veteran 3										
Weapon		Wargear		Extra rules		Cost	S C			
Greatsword						35	0.5			
Greatsword				Leader 1		35	1			
Mag Greatsword		Martial 5				35	1			
DA Greatsword		WS +1				40	1.5			
Halberd						35	0			
Halberd		Martial 5		Leader 1		35	1.5			

Phoenix guard					Disciplined		Elite Heavy Infantry			
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
15	11	12	4	4	14	4	foot	4 - 3	1	
Valor; Fast 1 Martial 4; Invulnerable										
Weapon		Wargear		Extra rules		Cost	S C			
Halberd						65	2			
Ap Halberd		Arm +1		Veteran 3		68	2.5			
DA Halberd		Ws +1				68	3			
AP + Mag Halberd		Martial 5				70	3			
DA + MAG Halberd		Martial 5				75	3.5			
AN Halberd		Martial 5		Veteran 3		75	3.5			

White Lions					Disciplined		Elite Infantry			
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
15	12	13	5	4	12	3	foot	4 - 4	3	
Valor; Martial 3; Tough 1; Sixth Sense 1										
Weapon		Wargear		Extra rules		Cost	S C			
Greataxe		Arm +1				35	0.5			
AP Greataxe		WS +1				38	1			
DA Greataxe						38	1.5			
AP +DA Greataxe		WS +1				43	1.5			
AP + MAG Greataxe		WS +1				42	2			
DA + MAG Greataxe						50	2			

Highborn prince					Disciplined		Hero			
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
15	13	11	4	4	13	4	foot	5 - 3	1	
Reflex 1; Fast 1; Duelist 3; Martial 3; Custom 1										
Weapon		Wargear		Extra rules		points	S C			
Ap Sword						30	1			
DA Sword						31	1			
Bow; DA Sword						38	1,5			
Bow; AP Sword						37	1,5			
mag Sword + Shield						35	1.5			
Da Sword + Shield						35	1.5			

Dragon princes					Disciplined		Hero Heavy cavalry			
WS	Prec	Ph	T	Arm	Mor	Her	Move	Speed	Ava	
16	9	13	4	4	14	2	foot	8 - 2	1	
Valor; Charge 2; Martial arts 3; Resistance: Fire; Custom 1; Duelist 2										
Weapon		Wargear		Extra rules		points	S C			
Magic + Fire lance				Charge 3		36	2			
Magic + Fire lance		Sword		Charge 3		38	2			
Magic + Fire lance		Sword+ Shield				42	2			
Magic + Fire lance		Sword+ Shield		Leader 2		44	3			
Magic + Fire lance		Sword+ Shield		Martial 4		42	3.5			
Magic + Fire lance		Sword+ Shield		Veteran 3		50	3.5			

Lore master					Disciplined		Elite Mage			
WS	Prec	Ph	T	Arm	WIP	Her	Move	Speed	Ava	
16	12	10	2	3	14	3	foot	4 - 2	all	
Reflex 1; Fast 1; Mage 1; Custom 2; Martial 3										
Weapon		Wargear		Extra rules		points	S C			
Staff + Sword		Arm +2				39	0.5			
Mag Staff				Mage 1+ Mage 1		47	1			
AP Bow + Sword		Arm +2				39	0.5			
AP Greatsword				Mage 2		39	1			
DA Greatsword				Mage 1 + Mage 1		39	2			