

# ELVEN WARBAND

VERSION 2.1

UPDATED 21/08/19

INCLUDING CORRECTIONS, REVISIONS AND ADDITIONAL NOTES

Our Elven list allows a range of forces to be represented, whether drawn from fantasy literature, film, games or simply from the ranges of manufactures of elven miniatures of whom there are many.

As with the Dwarf list it is hard to escape the influence of Tolkien and his imitators in whatever genre, but this list is equally good for those who take their inspiration from the works of writers such as Michael Moorcock, Poul Anderson and Lord Dunsany. All of these fantastical creatures owe something to Celtic folklore and especially to the Irish Sidhe. Even where their miniature representations stray somewhat from that source our Elves retain something of the other world, of the Fae and an age of magic.

Elves are human-like in appearance if universally handsome, lithe, fit and otherwise exempt from physical imperfection. They are also gifted intellectually, are inclined to burst into song at the drop of a hat, have voices often described as silvery, enjoy fine dining and are given to ready laughter. At their worst they look down upon every other race as markedly inferior, coarser and generally beneath contempt. At their best they bestow their favours in a whimsical manner. Recent tradition endows them with pointy ears, which just goes to show that nobody is perfect. Those whose narrow feet dangle most precipitously in the pool of folklore are magical and possibly immortal creatures who inhabit a world that lies beside or beneath our mortal realm.

Our list allows for a variety of troops both foot and mounted. The former include armoured guards with tall spears and an expression of haughty disdain together with the rule of that name. Warriors favour spears, but can also be armed with swords or bows. Elves are excellent archers and have the accuracy stat to prove it, they are also agile and have initiative and command values amongst the highest in the game. Elven cavalry include armoured knights wearing armour - spangly armour to boot - that protects without encumbering its wearer. More lightly armoured cavalry often carry spears or bows.

Elves can also ride chariots, a nod to their heritage in Celtic legend, with crews armed with spears or bows. Whilst not every warband will want to include all of these options it does allow a force to be themed to wood dwelling elves with rangers and lightly armed infantry, or an urban realm of towers and walls like sea cliffs guarded by armoured soldiery.

Elven leaders and heroes are cut from the same cloth, tend to fight with swords or spears, and have excellent command values as well as options such as the haughty disdain rule and spangly armour. Elven wizardry comes in the form of a mage, though we might equally imagine a druidical priest, a sorceress, or seer if that best suits our chosen theme.

Elves are also provisioned with bolt throwers and stone throwers to satisfy those more cosmopolitan members of that race. Also included are Giant Eagles, another modern association but one that is fairly well established in fiction and games of various kinds, so we have followed suit and allowed these creatures as part of the list.

## ADDITIONAL NOTES

This updated version of the Elven Warband list includes corrections and revisions of the original published version. This list forms part of the online resource base for the Erehwon game. If you spot any errors, typos or grammatical infidelities please drop me a line via the [This Gaming Life](#) pages.

As with all these lists the intention is that players build their forces around whatever source inspires them, and for the reason the lists are not overly restrictive. Such essential restrictions as exist can be overturned by mutual consent - or new ones imposed - in the interests of creating an enjoyable wargame.

## ELVEN LORD

### Warlord Warrior Unit

Points Value: 108

**Special:** You must include one Elven Lord unit in your warband either an Elven Lord or Mounted Elven Lord and one only.

Unit: Elven Lord	Ag	Acc	Str	Res	Init	Co	Special
1 x Elven Lord with sword, light armour	6	6	5	5(6)	8	9	Tough, Command, Follow, 3x HtH, Wound
2 x Elven Bodyguard with swords, light armour	6	6	5	5(6)	8	8	

### Options

- Give unit long spears @Free per model
- Give unit spears @Free per model
- Give unit spangly armour @15pts +4pts per Bodyguard model increasing Res to 5(8)
- Give unit Haughty Distain rule @10pts
- Upgrade Elven Lord to Tough 2 @10pts
- Upgrade Elven Lord to Wound 2 @12pts
- Add up to 2 Elven Bodyguards @17pts each

## MOUNTED ELVEN LORD

### Warlord Mounted Unit

Points Value: 128

**Special:** You must include one Elven Lord unit in your warband either an Elven Lord or Mounted Elven Lord and one only.

Unit: Elven Lord	Ag	Acc	Str	Res	Init	Co	Special
1 x Mounted Elven Lord with sword, light armour, riding horse	6	6	5	6(7)	8	9	Tough, Command, Follow, 3x HtH, Wound, Fast 8
2 x Mounted Elven Bodyguard with sword, light armour, riding horse	6	6	5	6(7)	8	8	Fast 8
0 x Enchanted Steed	-	-	5	-	-	-	1x HtH SV1, Enchanted Steed

### Options

- Give unit spears @Free per model
- Give unit spangly armour @15pts +4pts per Bodyguard model increasing Res to 6(9)
- Give unit Haughty Distain rule @10pts
- Give unit lances @1pt per model
- Upgrade Elven Lord to Tough 2 @10pts
- Upgrade Elven Lord to Wound 2 @14pts
- Replace horses with Enchanted Steeds @8pts per model
- Add up to 2 Mounted Elven Bodyguards @23pts each

## ELVEN HERO

### Warrior Unit

Points Value: 77

**Special:** You can include a maximum of one Elven Hero in your warband either a Hero or Mounted Hero

Unit: Elven Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Elven Hero with sword, light armour	6	6	5	5(6)	9	9	Tough 2, Hero, 3 x HtH, Wound

### Options

- Give Hero spangly armour @15pts increasing Res to 5(8)
- Upgrade Hero to Wounds 2 @12pts
- Upgrade Hero to Wounds 3 @24pts
- Upgrade Hero to Tough 3 @10pts
- Give Hero Haughty Distain @10pts
- Give Hero spear @Free
- Give Hero long spear @Free

## MOUNTED ELVEN HERO

### Mounted Unit

Points Value: 87

**Special:** You can include a maximum of one Elven Hero in your warband either a Hero or Mounted Hero

Unit: Elven Hero	Ag	Acc	Str	Res	Init	Co	Special
1 x Mounted Elven Hero with sword, light armour, riding horse	6	6	5	6(7)	9	9	Tough 2, Hero, 3x HtH, Wound, Fast 8
0 x Enchanted Steed	-	-	5	-	-	-	1x HtH SV1, Enchanted Steed

### Options

- Give Hero spangly armour @15pts increasing Res to 6(9)
- Give Hero Haughty Distain @10pts
- Upgrade Hero to Wounds 2 @14pts
- Give Hero spear @Free
- Upgrade Hero to Wounds 3 @28pts
- Give Hero lance @1pt
- Upgrade Hero to Tough 3 @10pts
- Replace horse with Enchanted Steed @8pts

## ELVEN MAGE

### Warrior Unit

Points Value: 62

**Special:** You can include a maximum of one Elven Mage in your warband.

Unit: Elven Mage	Ag	Acc	Str	Res	Init	Co	Special
1 x Elven Mage with sword	6	6	5	5	8	9	Tough, Wound, Magic Level 1
0 x Apprentice Mages with swords	6	6	5	5	8	8	
0 x Bound Daemons	5	5	5	5	3	3	Spirit, 1x HtH SV1, Exchange of Missiles SV1

### Options

- Upgrade Mage to Magic Level 2 @25pts
- Add up to 4 Bound Daemons @18pts each **OR**
- Upgrade Mage to Magic Level 3 @50pts
- Add up to 4 Apprentice Mages @15pts each
- Upgrade Mage to Tough 2 @10pts
- Give Apprentice Mages light armour @2pts per Apprentice Mage model increasing Res to 5(6)
- Give unit Haughty Distain @10pts

## ELVEN GUARD

### Warrior Unit

Points Value: 95

**Special:** You can include a maximum of one Elven Guard in your warband.

Unit: Elven Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Elven Guard Leader with spear, light armour	6	6	5	5(6)	8	8	Tough
4 x Elven Guard with spear, light armour	6	6	5	5(6)	8	8	

### Options

- Give unit long bows @4pts per model
- Give unit Haughty Distain @10pts
- Give unit long spears @Free per model
- Add up to 5 Elven Guard @17pts each
- Give unit spangly armour @4pts per model increasing Res to 5(8)

## ELVEN WARRIORS

### Warrior Unit

*Points Value: 95*

Unit: Elven Warriors	Ag	Acc	Str	Res	Init	Co	Special
1 x Elven Leader with sword, light armour	6	6	5	5(6)	8	8	Tough
4 x Elven Warrior with sword, light armour	6	6	5	5(6)	8	8	

### Options

- Give unit spears @Free per model
- Give unit long spears @Free per model
- Give unit Haughty Distain @10pts
- Add up to 5 Elven Warriors @17pts each

## ELVEN ARCHERS

### Warrior Unit

*Points Value: 105*

Unit: Elven Archers	Ag	Acc	Str	Res	Init	Co	Special
1 x Elven Leader with sword, long bow	6	6	5	5	8	8	Tough
4 x Elven Archer with sword, long bow	6	6	5	5	8	8	

### Options

- Give unit light armour @2pts per model increasing Res to 5(6)
- Give unit Haughty Distain @10pts
- Add up to 5 Elven Archers @19pts each

## ELVEN RANGERS

### Warrior Unit

*Points Value: 140*

Unit: Elven Rangers	Ag	Acc	Str	Res	Init	Co	Special
1 x Ranger Leader with sword, long bow, light armour	7	7	5	5(6)	8	9	Tough, Woodsman
4 x Elven Ranger with sword, long bow, light armour	7	7	5	5(6)	8	9	Woodsman

### Options

- Give unit spangly armour @4pts per model increasing Res to 5(8)
- Give unit Haughty Distain @10pts
- Add up to 5 Elven Rangers @26pts each

## ELVEN CAVALRY

### Mounted Unit

*Points Value: 79*

Unit: Elven Cavalry	Ag	Acc	Str	Res	Init	Co	Special
1 x Elven Leader, sword, riding horse	6	6	5	6	8	8	Tough, Fast 8
2 x Elven Cavalry, sword, riding horse	6	6	5	6	8	8	Fast 8
0 x Enchanted Steed	-	-	5	-	-	-	1x HtH SV1, Enchanted Steed

### Options

- Give unit spears @Free per model
- Give unit lances @1pt per model
- Give unit long bows @4pts per model
- Give unit light armour @2pts per model increasing Res to 6(7)
- Give unit spangly armour @6pts per model increasing Res to 6(9)
- Give unit Haughty Distain @10pts
- Mount unit on Enchanted Steeds @8pt per model
- Add up to 2 Elven Cavalry @23pts per model

## ELVEN KNIGHTS

### Mounted Unit

*Points Value: 104*

Unit: Elven Knights	Ag	Acc	Str	Res	Init	Co	Special
1 x Knight Leader, lance, spangly armour, riding horse	6	6	5	6(9)	8	9	Tough, Fast 8, Haughty Distain
2 x Elven Knight, lance, spangly armour, riding horse	6	6	5	6(9)	8	9	Fast 8, Haughty Distain
0 x Enchanted Steed	-	-	5	-	-	-	1x HtH SV1, Enchanted Steed

### Options

•Mount unit on Enchanted Steeds @8pts per model

•Add up to 2 Elven Knights @28pts per model

## ELVEN CHARIOT

### Chariot Unit

*Points Value: 116*

Unit: Elven Chariot	Ag	Acc	Str	Res	Init	Co	Special
1 x Elven Chariot with Elven crew pulled by 2 horses	6	-	-	10	-	-	Large, Irresistible Charge, Fast 8
2 x Elven crew with sword, long bow	-	6	5	-	8	9	Haughty Distain
2 x Horses	-	-	-	-	-	-	
0 x Enchanted Steed	-	-	5	-	-	-	1x HtH SV1, Enchanted Steed

### Options

•Replace horses with Enchanted Steeds @16pts for 2 Steeds

•Add up to 2 Elven crew @9pts each

•Give Elven crew spears @Free per model

•Give chariot Scythes @25pts with D6 SV1 impact hits on charge

•Give Elven crew long spears @Free per model

## GIANT EAGLE

### Monster Unit

*Points Value: 143*

**Special:** You can include a maximum of one Giant Eagle in your warband.

Unit: Giant Eagle	Ag	Acc	Str	Res	Init	Co	Special
1 x Giant Eagle with rocks	10	6	6	8	8	8	Large, Flies, Fast 10, 3x HtH SV3, 3x Drop SV3, Wound

### Options

## ELVEN BOLT THROWER

### Artillery Unit

Points Value: 93

Unit: Elven Bolt Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Elven crew with swords, light armour, bolt throwing engine	6	6	5	5(6)	8	8	Large, Slow 3

### Equipment

1 x Small Bolt Thrower

### Options

•Give unit Large Bolt Thrower instead of Small Bolt Thrower  
@21pts

•Add up to 2 Elven crew to unit @17pts each

## ELVEN STONE THROWER

### Artillery Unit

Points Value: 105

Unit: Elven Stone Thrower	Ag	Acc	Str	Res	Init	Co	Special
3 x Elven crew with swords, light armour, stone throwing engine	6	6	5	5(6)	8	8	Large, Slow 3

### Equipment

1 x Small Stone Thrower

### Options

•Give unit Large Stone Thrower instead of Small Stone Thrower  
@27pts

•Add up to 2 Elven crew to unit @17pts each

## WEAPON AND SPECIAL RULE SUMMARY

WEAPON	RANGE			Strike Value (SV)	Special Rules
	Short	Long	Extreme		
Long Bow	0-10"	10-30"	-	1	
Small Bolt Thrower	0-20"	20-30"	30-40"	3	Fire order to shoot, 3x ranged
Large Bolt Thrower	0-20"	20-40"	40-60"	5	Fire order to shoot, Unstoppable
Small Stone Thrower	10-30"	30-40"	40-60"	3	Overhead, Fire order to shoot, D6 hits
Large Stone Thrower	10-30"	30-50"	50-80"	6	Overhead, Fire order to shoot, D6 hits,
Rock Dropped by Eagle	0-10"	-	-	3	Drop SV3
Sword	Hand-to-Hand Combat			1	+1 Strength
Long Spear	Hand-to-Hand Combat			1	Cancels charge bonus
Spear	Hand-to-Hand Combat			1	Can also be thrown during exchange of missiles
Lance	Hand-to-Hand Combat			1/3	SV3 on charge

**Command.** Friendly units within 10" can use the model's Co stat to take Command based tests.

**Enchanted Steed.** All water terrain counts as open terrain. Re-roll failed Res from shooting hits.

**Flies.** Moves over any terrain/obstacles without test or penalties. Enemy cannot charge/countercharge or follow-on in combat unless they can also fly, or if flyers are down.

**Follow.** Friendly un-pinned units within 5" can follow the unit's order immediately.

**Haughty Distain.** Automatically pass first Break Test.

**Hero.** Friendly units within 10" can use the model's Initiative stat to take Reaction tests.

**Irresistible Charge.** D3 SV bonus when charging.

**Large.** +1 to hit shooting. Can draw LOS to body. Can draw Los over non-large models (artillery overhead only).

**Slow/Fast.** Move at the basic rate indicated.

**Spirit.** Can be sacrificed in exchange for re-roll. Destroyed if wizard slain.

**Tough.** Re-roll a failed Res test (Tough 2 re-roll 2 separate fails, and so on).

**Unstoppable.** Shot penetrates the unit hit and can strike others beyond so long as the target is hit each time.

**Woodsman.** Add +1 Res in woodland and ignore movement penalties.

**Wound.** Can lose the 'wounds value' of lives before a further Res fail slays. Can't recover pins beyond wounds suffered.