

IMPERIAL ELF ARMY LIST
The Golden Masters

IMPERIAL ELVES THE GOLDEN MASTERS ELF ARMY LIST



The Golden Masters
by



V.3.0.6

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"This book is dedicated to the memory of Doreen Scholes – May you rest in peace

Mother and I will always love you"

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A BRIEF TELLING OF THE GOLD MASTER'S, THE IMPERIAL'S ELVES HISTORY

BY LORD ZEEQUE - THE REPRESENTATIVE OF THE GOLDEN EMPIRE'S OUTER INTERESTS
FORM THE LINE OF ELUSTREA AND PREGUS

THE WHY

At the pinnacle of Creation, it is said that the first El ever fashioned by our blessed lord, Winsill the first of the Creator's sons, the first question to his maker was "why have you created me"? Winsill with his unending wisdom replied:

After the last 'Ultimate Conflict', the victorious warrior claimed their prize, which was the full control over 'Everything'!

They had vanquished all their other challengers, and now there was nothing left to stop them from dominating everything in existence.

The warrior turned into the supreme being, a god, as they had all the power that had ever been, is, or could ever be.

However, slowly after time, the Supreme One lost interest in wheeling its awesome powers.

As time began to drag on, the Supreme One saw little point to the monotony of maintaining existence. So the planets died, the stars burnt out, even the elements of the universe began to break up and time itself eventually ran out and STOPPED...

The irony was that for all the Supreme One's power, it could not end it's own existence, and there was no other force left that had the power to kill it.

Existence became unbearable, and so the Supreme One became desperate. So the great being finally relinquished some of its awesome power to create another free consciousness in existence, who would

be perfect in every way imaginable, and this was Winsill.

By creating a new life, the Supreme One and once Great Destroyer had now become the Creator.

The Creator intentionally put Winsill outside its control, which allowed the new entity to have its own free will.

Winsill was a new light in existence, which burned brightly with wonder and brilliance, and this, for the first time in a long time excited the Creator.

TITANS

The Titans are ancient and are still around to this day, but few know this. This is because they appear to be huge mountains, vast forests or massive lakes. They are so gigantic and motionless that some of the younger races have built their homes and even cities upon or in them and do not realise what they inhabit.

Winsill's new light did not last... It began to flicker and fade quickly, and the darkness around it began to creep back in. There was nothing around in existence to stimulate the new consciousness, which left Winsill in danger of dying out!

This would not do, so the Creator turned his hands to filling existence with many wonders for Winsill to reach out into and explore, so that Winsill's precious light might shine again.

The Creator fashioned a Great Amusement for Winsill. It had Energy, Matter, Time and a set of supreme rules to govern how these forces will interact with each other. When finished, the Creator

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then set it all into motion in one big bang, which rejuvenated Winsill spark of life instantly. Eventually, this new existence's chaotic swirled of energy, matter and time slowed, and settled enough to form countless new Galaxies, Stars and Planets, and the Universe was reborn again!

Nevertheless, even this enormous marvel over time became predictable and dull, and the Gods' joy began to fade once more.

Out of countless globes they chose a barren planet circling two twin suns and together they hewed out a new world. They sculpted all the hills, cliffs, mountains, vast oceans and valleys. They also fashioned plants and simple animals to populate this once lifeless sphere. Soon, both father and son were satisfied again with creation.

With all these new wonders before Winsill to play with, its light had never burned so brightly!

The Creator made the colossal Titans as the first intelligent beings to live upon this new world.

Winsill was inspired by this act. So Winsill blessed the new world with his own tiny sentient immortal beings, which like their maker, all burned with a bright light. This is how the divine El came to be.

The El was and is to this day the best of all things... They were tall and elegant, with shimmering white hair and golden skin which glowed intensely with their divine blood flowing through their bodies. They were simply flawless in every way - just like their Creator and God, Winsill.

Winsill placed hundreds of these finely crafted autonomous and conscious beings throughout the new world and set them into motion. They worked perfectly, as they were faultless in every way.

The divine and perfect El soon set themselves apart from the other wilder and more savage creatures the Creator had previously set down into the world. The El were quick and bright beings, and soon created their own tools and structures to help them live upon

this new world, and the Gods watched them in fascination....

These were the bright and blissful times of true and perfect harmony on this globe...

THE GOLDEN AGE OF THE EL AND THEIR FLOWING CITIES

Both the Creator and Winsill had now become Gods upon this new world. However, each time the Creator allowed the creation of a new creature with its own free will, the Creator had to relinquish a little bit more of its own immense power.

Despite this cost, the Creator found great joy in watching their creation grow and develop, and sharing this experience with his son Winsill only enhance this.

Despite the El being supreme beings, their only task was to keep and maintain the Gods' new world, but they did much more than that!

The El found love and joy in procreation of their own kind. With a devotion to their work, they broadened their minds with art and culture. This gave the gods a new found delicious fascination of their creations, and the gods watched in childish wonder, as the El went about their perfect and never ending lives. The gods had never expected this. For the first time they felt amazement and a proud love for their creations as they toiled down below them.

So the Gods grew happier with each new city, monument or wonder the El built, each more spectacular and greater than the last.

Then something amazing happened! At the height of the El's civilisation, their cities grew to such a size that the mana contained in each El became so concentrated, that one by one the El's great cities tore away from the earth and began to float high up in the sky.

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These surreal and beautiful golden cities would elegantly saw across the skies, as freely as the clouds do today.

As age after age passed, despite the El's brilliant achievements, which cannot be surpassed by what remains today... somehow the Creator grew tired of watching existence play out. Now all the El's wonders and achievements seem mundane and uninteresting to the Supreme God of all Gods. Even the El's floating cities had lost their lustre in the eyes' of the Creator.

How can it be that there was a fault in perfection... no... if there is no fault, then the fault lies with the examiner...

THE COMING OF NOTEUS' CHAOS

The divine and faultless race of the El had no adversity or hardship to overcome, as their entire existence was perfection itself. Are blessed Lord Winsill could see the beauty in his creations, but the Creator had become bored of the El, as if they were dull play things...

Perfection is predictable, as that's its nature. Again, his creations where not at fault... However, it would seem that the marvellous delights of harmony and cohesion were lost on the Creator...

The Creator longed for those childish feelings of excitement and wonder he had once felt watching his creations grow and evolve.

The Creator needed to create the ultimate engine of change; one who could be never second guessed or controlled to satisfy his primitive desires. This being would have to have free will to determine his own destiny and have great power to affect change in existence, just like his other blessed son, Winsill.

So the Creator fashioned a second son called Noteus... He was retched, twisted and foul in nature. This new god was the equal to Winsill in power, but he had no beauty, as he was a master of pure 'Chaos', 'Change' and 'Disorder'.

The coming of Noteus, the Ultimate Lord of Chaos would mark the end to the state of perfection and harmony upon the Middle Plain forever! This is why we Elves and El do not care for the Creator, though we do respect his power.

As sure as the suns set and rises again, a great feud broke out between Winsill and Noteus. Are blessed all father Winsill rightly refused his disgusting younger brother access to our world he has finely crafted with his father the Creator. So the foul and childish Noteus created his own servants and forged his own dimensions of existence, which we now know as the Lower Plains.

Within these new foul pits of existence, Noteus plotted against his OWN brother, and finally attacked and unleashed his chaos upon the World, the Middle Plain!

*Noteus' foul and dirty Servants became known as the Gods of Destruction, and are dedicated to undoing the harmony and order upon the Middle Plain. **Tywee** - the Lord of Decay, **Sithus** - the Lord of Disease, **Montra** - the Lord of Despair, **Crucksimore** - Lord of Famine and **Lusserra** - the Lordess of Temptation and Noteus' favourite, Master Death. Later Noteus did create one other, who was **Drakeus** - the Lord of Evil, but Drakeus turned on his master, as that is its true nature.*

Drakeus was defeated by Noteus and was cast down to the lowest plain, as punishment for his betrayal.

Winsill in response valiantly created the Higher Plains, where he and his servants defend the Middle Plain against the chaos which lurks below.

Noteus intended to bring an end to the serene world above that his Brother and his Father had created.

Without warning, floods of daemon hordes burst through from the Lower Plains upon the World, and the Age of the El's Serenity was over. Because of the new chaos rampaging over the lands, the El's world was now plunged into mayhem. The war of Chaos vs Order had begun!

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Hordes upon hordes of vile and uncontrollable Demons rose up and attacked the El and the other peaceful creatures wherever they were upon the Middle Plain. Some beasts were corrupted or even seduced by chaos and joined the forces of destruction in the battle for the Middle Plain.

Around this dark time of total war, the Creator spawned a final Child, who was to be mortal and live upon the Middle Plain with the other creations. Fallax the Great Black Dragon may have been mortal, but the beast was the most powerful living creature upon the Middle Plain, even the immensely powerful Titans feared the beast's wrath.

Both Winsill and Noteus came to mighty Fallax for their kin's support, but the cowardly and short sighted Fallax preferred to remain neutral.

If Noteus could not have Fallax, the beast's children would do instead. So Noteus warped Fallax' batches of lesser Dragon Eggs, and many new beasts emerged from that hatching, such as the Wyverns, Drakin, Hydras and many other foul scaly things.

Noteus' foolhardy plan worked to a certain extent... Some of the chaos tinted spawn did join and fight for chaos, but those others that remained joined Winsill's side instead. Furthermore, the new race of the Lesser Dragons was enraged by the offence caused by Noteus' corruption of Fallex's Holy Eggs. So they too joined the side of order in the war against chaos!

Despite Noteus' betrayal, Fallex still remained neutral, but at least the Greatest of all the Dragons did allow its children to fight for whichever side they pleased.

For countless high moons chaotic total war rained over the Middle Plain. One by one, very sadly the floating cities of the El came crashing down with their numbers waning under the weight of the demon onslaught, and that marked the end of the El's Golden Age...

The El and their allies fought well against the hordes of chaos, but the countless demons kept rising up... So many El were butchered, that only a fraction of

their original number remained by the end of the war!

Today, these horrific bloody dark times are known as the First of the Dark Risings.

Our Blessed Lord Winsill saw his beloved original creation's begin to falter under the weight of his Brother Noteus' servants and their demons relentless attacks. So, Winsill created the mighty resilient Dwarfs and other divine creatures to join the El and their surviving allies in battle against the rising darkness.

Together, they stood firm against all of Noteus' forces of destruction and eventually drove them back down to the foul and vile Lower Plains from whence they came.

With the foul abominations banished to their own squalored dimensions, the Dwarfs and the El set to work in restoring harmony and order to their world.

Despite our Blessed Lord Winsill's victory against his evil brother Noteus, his foul stain of chaos upon the Middle Plain could never be completely undone...

Chaos had become part of the fabric of the Middle Plain's workings or the Ether as most call it today, and we the Elves still work diligently to remove this vile stain upon our existence! However, the remaining blessed El were unaware of the tint, as it was all but invisible back in those days...

We the descendants of the El and even some right minded Dwarfs talk of this dark time with true disdain. If it was not for Noteus tainting existence with his insidious chaos, the vermin of the younger races could not have risen up from the mire to infest the lands today, such as the Humans and the Orcs do.

Even after Chaos was defeated, existence is no longer perfect... but the Creator has never been moved to fix this... So one must presume that the Creator is content to leave things as they are... Because, only the Ultimate One has the power to undo this blemish upon existence.

THE FIRST DEATH

When Winsill had created the first of the EI, he had made then perfect in every way imaginable. However, thanks to his brother Noteus, the EI's world had been corrupted forever with Decay, Disease, Despair, Famine and Temptation, which all led to one inevitable outcome, Death.

During the First Dark Rising, Noteus the invading insidious God of Chaos never set out to destroy the Middle Plain like the ancient and divine EI understandably believed. Instead, the newly created god intended to shatter the perfect and harmonious order existence was, and in this sadly, Noteus was successful.

'Just' the mere presence of Noteus and his vile servants and their discussing minions upon the Middle Plain was enough to permanently corrupt the perfect state of tranquillity it had once been.

All things apart from the EI had been stained by chaos, from the elements of the earth to the plants and animals. Life on the Middle Plain's suffered greatly, but somehow endured...

Noteus' stain of chaos had warped all living things and caused them for the first time to die from disease, despair, famine and deterioration, but chaos also allowed life to mutate and adapt over time to these new adversities.

So, even though Noteus had been cast back down to the lower plains, the war between Chaos and Order had never ended and continues to this day...

This struggle between our cherished Winsill and foul Noteus was an epic, but very slow war, which was waged over countless high moons, and went totally unnoticed by the Old Powers until it was too late...

I cannot stress how long these changes took to occur, but by the time the EI noticed that their world was changing around them, it was too late to act... The Dwarfs didn't even notice, and weren't even alarmed

when they were eventually convince that something was wrong with the Middle Plain...

Thanks to Winsill's blessed order he had encoded into existence, 'Order' eventually prevailed over chaos. In this new world, the weak would die and the strong would endure, and pass on their advantages to the next generation. That became the new Order of Things.

Of course, being supreme beings of perfection, the EI were immune from Noteus' chaotic blight upon existence, but sadly, their children were not...

In fact, to spite his brother, Noteus denied the EI's children the ability to mutate. So, they could only deteriorate over time....

When the first EI perished with 'extreme old age', it sent shock waves across the Old EI kingdoms, and others soon followed... This had a profound effect upon the ancient EI...

Now the EI's children were besieged by these ailments, all brought on by Noteus and this foul servants he had created to do his bidding.

To add to our woes, being the children of Winsill, Noteus had cursed us to only deteriorate. He denied us the ability to correct our corruption of our bloodline through mutating to adapt like all other life could. This means we are descending into scum, which could never be allowed to happen.

Thus, each new generation would be a little less perfect than the last. Our golden skin would glow a little bit less, and we would be weaker and slower than our parents and become more vulnerable to diseases.

With the greatest sadness imaginable, the EI realised they were now a dying race, and this sad truth had a deep and profound, and very permanent effect upon the entire race of the EI.

The uncorrupted and wise EI knew they must repopulate their race's dwindling numbers, to keep

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their bloodlines pure! However, even though the El are god like immortal beings, they are not indestructible! Thanks to the blight of Chaos, Deaths caused by war and other mishaps had been eating away at their numbers for quite some time, only leaving a small group of precious pure blooded El left to draw from.

The supreme El was quite rightly disgusted with their own children, us, as our blood had been savaged by chaos, which made us imperfect in their infallible eyes.

An El was nothing less than perfection! Therefore, it was decreed that only the surviving generations of El created or born before the coming of chaos were fit to be called El. Whereas, all born after the Dark Rising, where chaos forever blighted the world with chaos would be referred to as the Elves.

The last of the sacred El had to be protected at all costs! Therefore, the holy El decreed that the last of them, the pure and perfect Golden Master Race had to be entombed in great magical vaults hidden away from the rest of the world to preserve them. There they would sleep away the ages, until we, their unworthy dirty Elf children needed their divine, leadership and wisdom to lead us.

We the Elves would be always blessed with the divinely wise leadership and council of Two El, a Male and Female, our supreme Emperor and Empress. This divine pair would remain awake to guide us, and to ensure their blessed kind's magical tombs were remain undisturbed by the corrupted outside world. Furthermore, the divine pair will ensure that the holy pure blood of the El continues to flow throughout our empire.

To us, the Emperor and Empress are perfect and divine god like beings, who are right in all deeds, thoughts and words and can never be questioned by us, their extremely blessed subjects.

What most outside the Golden Empire don't understand is that perfection can express itself in different ways...

Some blessed Emperors or Empresses when awakened to lead the Golden Empire will sacrifice their precious time to further their enlightenment, dedicating their time to study and research. They will spend their entire rain locked away so they can concentrate on magic, logic and engineering, so that they may better our great and golden Empire. Other great El leaders have the fires of war burning in their hearts, and choose to take the fight directly to those foul and savage abominations lurking outside our grand empire. There are El who will spend most of their existence directing their Golden Empire's royal courts, and are unmatched masters of administration, politics and diplomacy.

So, depending on the El pairings of our holy Emperor and Empress, the Elf Empire will have times of expansion, enlightenment or great wealth.

If a great travesty should befall the 'entire' Middle Plain and very sadly a blessed El Emperor or Empress died... Then another El would be woken from their slumber to take their place, which can radically change the goals and politics of our Golden Empire.

Returning back to our race's 'First Death' caused by extreme old age, there were other radical measures taken to preserve the El's divine purity after that event.

Under Emperor Izzhar and Empress Freesia, blessed be their names for all time, were the first to rule over our Golden Empire, and oversaw its reconstruction into what it is today.

One of the Emperor and Empress' first commands was too traced back starting from creation all Elf family lines. An immediate cap was put on lines continuing too long, to stop their blood from turning bad and contaminating the Empire. Each of us have been marked permanently with a fiery brand upon our right palm, which marks our generation.

THE DIFFERENTLY MINDED
Not all the El chose to entomb themselves. Some of the El abandon their own kind, and went off into the wilds of the new world, never to be seen again...

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I myself am a 3rd generation Elf. To insure purity of our line, we have to marry within our own generation. Often we will take a brother or a sister as a life mate.

We did away with the folly of merit. All in the Golden Empire are awarded status and power according to their generation, not for their deeds or actions.

Under Emperor Izzerhar and Empress Freesia divine leadership, they restructured our society into one huge massive calculating autocratic Empire.

Today we the last of the children of Winsill see the world as infected by Noteus' foul taint of chaos, which has even infected our own divine blood lines...

This taint of Noteus needs to be stamped out, everywhere it lurks, even within our own kind, when the time comes...

We the Elves, led by our blessed Emperor and Empress have a sacred duty to protect the remaining El and restore the Middle Plain back to its glorious order and harmony it once was. We intend to drive our mighty Golden Empire to make war on the blight of chaos across Many, and we will stamp it out wherever we find it festering!

If this means fighting the entire world in the end, then so be it! Even if this means exterminating our own kind, we the El's own corrupted children then it must be done!

At my lord and master's request, I would gladly take my dagger and start with my own filthy children and then turn my Dagger on my beloved sister and wife, Sealer, and then myself!

THE RISE OF THE DIRT

After the glorious El and the Dwarfs vanquished Noteus' foul demonic demon hordes and cast them back down to the Lower Plains, harmony and tranquillity returned to the world. Or so it seemed at first...

So as the blessed El began rebuilding their beautiful kingdoms and the Dwarfs returned to their holes in the ground, they did not notice their world that they had fought so hard to preserve gradually begin to change around them...

Of course the blessed El were the first to raise the alarm of the changing world around them. At first, they wisely believed the changes were due to the will of glorious Winsill and the Creator. However, as we know today, this turned out to be Noteus' parting gift to the Middle Plain, before he was banished to the vile pit from whence he came.

Noteus and his foul Aides may have been cast back to the Lower Plains, but their mere presence upon the Middle Plain had forever stained and corrupted the world of Many with chaos!

As time passed the taint of chaos worked its way into all living things. Very slowly the original creatures and plants of the world began to alter beyond recognition. Some new forms who once dwelled in the mire begun to raise themselves out of the dirt and stand upright for the first time. Some of these new beings could astonishingly wield fire and tools just like the El and Dwarfs, and yet no god had lifted a finger in their creation...

Some of these perversions of glorious Winsill's and the Creator's original designs were the Orcs, Humans, Satyrs and Centaurs, and there were many other vile things that crawled out of the filth along with them!

It wasn't long before the filthy abominations were squabbling amongst themselves for resources, and generally being a nuisance in the world...

When the Old Powers as the Elves and the Dwarfs would later become known by all, noticed these early primitives, they did not consider them to be a threat with their puny stone axes and sharpened sticks.

At first the blessed and wise El suggested that the world would need to be purged of all these new vile forms rising out of the mire and quickly too, but the short sighted Dwarfs refused... They foolishly argued

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that these new things were no threat, which was true, and they could even be useful to trade with... There is truly no limit to how low the Dwarfs will go when it comes to their greed...

At first the gracious El tolerated these new creatures because of their faith in the Dwarfs and the new things rightfully recognised the El's standing in the world, and worshiped them like gods, which was only right after all.

So these new races worshipped the Old Powers and did their bidding and offer them gifts to gain their favour and supreme wisdom.

This sat very well with the El at first and even the proud Dwarfs were prepared to let this be... So the Old Powers allowed them to continue existing, for now...

The Dwarfs thought of these new primitives as children, who should be guided to maturity. However, the supremely wise El worried that they might one day turn on their mentors.

*And of course the El was right... One by one the ungrateful savages listened less and less to their betters. It wasn't long before they **'DARED'** to compete for resources with the Old Powers themselves!*

Because of the El's tolerance and charity to the savages, and good will towards their old allies the Dwarfs, they had allowed Noteus' spawn to get out of hand...

Thanks to the foolish Dwarfs giving away the secrets of steal, fire and magic, it wasn't long before the barbarians reinforced their grip on the Middle Plains. Now they armed themselves with their own steel weapons, armour and magic, and were even prepared to use them against anyone who threaten their own existence, including the Old Powers.

The Dwarfs did not see the great danger the new races now posed to us...

The Dwarfs even went as far as openly trading with some of the new races, which of course angered the El, and for the first time created a real rift between the Old Powers.

After the Kingdoms of the El were restructured into the Elf Golden Empire, our dislike for the new races turned into pure hatred, and we were no longer willing to tolerate the new races existence!

Yet our newly formed Elf Golden Empire could ill afford a war at this time, especially as it was not guarantee that the Dwarfs would march alongside with us anymore against their new trading partners.

Our ancient covenant between us and the Dwarfs was beginning to break apart...

It was our ideals that were driving us apart. The Dwarfs foolishly believed the new races had a right to exist! Whilst we rightly insisted that they were an abomination upon this world and should be exterminated! Furthermore, the Dwarfs stooping as low to trade with the new races, well this only enflamed the situation even more!

Despite the Golden Empire's great power, it was not wise to wage war against the entire world at that time, which could have been the case if the Dwarfs had turn against us to protect their lowly new friends... So, we had to bide our time for now.

Instead, we chose to prepare ourselves for the impending conflict, which was going to come eventually. We fortified our positions and greatly increased our military might. When this great war would come, it will be our Golden Empire's ideals which will prove itself supreme over all others, and then finally we would be free to cleanse the Middle Plain of all its filth once and for all!

THE ISLAND OF AVYROSS

Soon after Noteus and his foul servants had been defeated and cast back down to the Lower Plains, Avyross was born. He was one of the first of the El's children to be corrupted by the stain of chaos left

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behind by Noteus at this time. Remember that back then, no one knew about the permanent damage done to existence. Otherwise, Avyross might have been dealt with more appropriately.

As Avyross matured, he showed that he had a keen interest in the 'act' of procreation. So much so that he was eventually asked to move his experiments out of the Old El Kingdom of Zyle, which was his home, and take his many 'followers' with him.

Avyross and his followers resettled on a huge faraway island which was largely unexplored by the ancient El. There he stayed, unbothered for countless high moons, and he was all but forgotten...

When the first Elf died, this was the beginning of the end for all the El Kingdoms across the world, and in its place would rise up a new Elf Empire. The New Elf Empire was obsessed with keeping their race and world free of chaos' taint, which meant Elvin lines could only be allowed to go so far. However, after the records of family lines were re-examined, they told of one ancient Elf line that had gone missing.

Avyross' line had to be accounted for even if he and his kin had long since perished. Thus, our glorious first Emperor Izzerhar and Empress Freesia sent an expedition force to the isle where he was reported have settled so long ago.

When we arrived at the Island, the long standing question of what our blood line was descending in too if left unchecked was laid bare for all to see.....

Avyross himself had long since perished, but his countless foul children had not, which had all inherited his lust for mating.

So many generations had rampantly passed now, much more than in any other colony of Elves. Their golden smooth skins had decayed and turned to a slimy green. Their white shiny hair had drained of its divinity, leaving most of them bald with a few black strands of hair left. Their tall and elegant frames had twisted and stunted, making them much shorter than us. All the virtues and values that we held dear had also long gone. Instead, these creatures had become

dishonourable, greedy, devious, wicked and vile things, only interesting in mating.

Upon that island, my horrified ancestors called those twisted and corrupted things they encounter the 'Goblins', which in our lesser Elf tongue translates to 'Abominations'. This is where 'they' got their name from.

The foul existence of the Goblins could not be allowed to become known to the outside world. So we planned to exterminate all the inhabitants of the island in total secrecy, down to the very last Goblin child. No trace of these disgusting abominations could be left to tell tales of our true fate that lies in wait for all Elves.

A Goblin is physically and mentally no match for an Elf. However, when we attempted to cleanse the island of them, we underestimated the Goblins' **SHEER UNBELIEVABLE NUMBERS.**

The ancient accounts of that day, repeat over and over again, "They just kept on coming"! They swarmed in their tens of thousands upon the Elf legion sent to destroy them! They came up through the ground, out of the walls and out of the woods, they were everywhere!

Thus we were simply overwhelmed and massacred by the Goblins! This also left our invasion fleet behind and ready to cast off to an unsuspecting world!

Upon massacring my brave ancestors the foul God of Chaos Noteus was pleased with the Goblins and freed them from their curse. This allowed the Goblins to evolve like all other living things, which saved their race from degenerating into nothing more than slime...

The Goblins took full advantage of the empty Elf ships to escape the Island of Avyross forever. They would spread throughout the rest of the Middle Plain like an unstoppable green plague, warring against all who stood in their way!

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This is a point of great shame for our race... However, its serves as a stark warning to our people what will happen to us if we succumb to chaos' disorder and mayhem.

THE END OF THE OLD POWERS

It's hard to believe in these days' of total war, that there was once a power amongst the Lands that could easily silence any descent against it. Such was their power, they would swiftly crush any or all pretenders who dared to stand against them. Despite their swift retribution, during their rain the Middle Plain was largely at peace, apart from the odd insignificant squabble from the lower races.

The name of this all powerful dominating force in the world back then was known as the 'Old Powers'.

The Old Powers was the war-forged alliance of the two first peoples of Many, the 'glorious El' and the Dwarfs. So close was this bond, that they shared all things and would fight alongside each other at a mere moment's notice.

The El ruled the world above and the Dwarfs ruled all things underneath it. After Noteus and his foul aides were cast down by these ancient peoples, there was nothing to stop them becoming the masters of the old world, which they held in an iron grip for countless high moons.

This no doubt sounds very funny to the modern ear, as now us Elves despise the Dwarfs, and they hate us equally, but as you have just heard this was not always so.

How could such a strong bond between two peoples be broken, and even turned into a mutual loathing for each other? That is a good question, which I shall endeavour to answer as honestly as I can with the truth.

The answer is not a straight forward one, as it took thousands upon thousands of high moons for the seeds of mistrust and different ideologies to drive us

apart forever, even leading us to war against each other on many different occasions.

Yet, if one was to mark out a start of our troubles together, they would probably point to our realisation that our most holey parents the El were a dying race....

So in a bid to protect the El's divine blood from being extinguished, they turned their many kingdoms into one big huge Golden Empire, which would dominate the world above for countless high moons to come.

Our new Golden Empire's only goal was to protect their divine founding race the El from the infection of chaos. The holey and precious people of the El would be hidden away, whilst their children, us the Elves led by an El Empress and Emperor would protect them from the corrupted and evil outside world.

We the Elves took a very dim view of the newly emerging barbarian races appearing all around them, despite many of them rightly recognising our divinity. In fact, the barbarians called the Elf dominion the Golden Empire, as those who saw it in person were awestruck with its golden magnificent splendour.

The foolish Dwarfs became miss-guided about the chaos born barbarians place in the world. Perhaps chaos had seeped into their hard skulls, but they did not agree with our logical and fair views regarding the new races and what should be done about them! They actually believed those who had risen out of the mire, the mud, the dirt, and had no claim to this world had a right to exist in it, providing they did not get in the way...

Even with the Empress and Emperor supreme wisdom, they could not favem why their dissolution Dwarf brother's held this distasteful view of the verminus barbarians.

We Elves had to find some common ground on this issue, and help our brothers see sense.

However, the Dwarfs did agree that the problem of the new race of the Orcs had to be dealt with.

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The Orcs were one of the foulest creatures to rise up from the mire... A distasteful green bipedal creature, they were dull witted, but incredibly hard to extinguish if left to multiply unchecked...

The Orcs had plagued the Old Powers now for some time, they had even unabashedly dared to wage open war against us, and they were multiplying at an extraordinary rate! Furthermore, these mindless savage beasts could not be influenced to alter their actions like many of the other barbarians. So, something had to be done about them, and thus with some hesitation the Dwarfs accepted our bloody pact to cleanse the world of them, once and for all!

The Orcs were crushed by the combined might of the Old Powers, but because of the dallying of our brothers in arms the Dwarfs, they had been left to fester for far too long! The green skins true numbers were much greater than the Old Powers had anticipated, and the beasts were dirty savage fighters, who violated every etiquette of war to win! So the Great Green Purge as it became known, ending up being very costly to the Old Powers.

Because of the costly and prolonged war against the Orcs, the other barbarian races miss took this for weakness, and they started to take liberties! Some of the filthy races expanded into the few untainted realms left upon the world, which they were expressly forbidden not to settle. Some dared to steal resources and even openly defied giving us our correct tribute anymore.

Once more the Dwarfs soft heads failed to see what must be done immediately, before the rest of the foul barbarians got out of hand. Thanks to the foolish Dwarfs actually 'trading' with some of Noteus' spawn, they had already mastered fire, metal working, and some were even forging their own primitive, rough, crude, but still affective deadly weapons of war!

Men, Centaurs, Satyrs, Orcs and the rest of Noteus' spawn all had to be done away with now, before they amassed too much power of their own, but the Dwarfs failed to see this...

The short sighted Dwarfs refused outright to aid us, their Brothers to exterminate the new races, but they would not war against us either to stop our righteous quest. So the Dwarfs could do nothing to stop us from doing what had to be done!

It was said that we were so great and efficient at spilling the filth's blood, that the Dwarfs could see it seeping down into their great holds deep underground.

If that was true or not, sadly the vast stone halls of the Dwarfs came alive like never before with debate. Loud filth loving voices actually argued that brother should turn on brother to put a stop to the righteous cleansing of the world. To 'actually' break apart the ancient union of the Elves and Dwarfs, putting an end to the Old Powers forever to 'save' Noteus' vermin from annihilation... It was madness...

Some Dwarfs had found they liked dealing with vermin rather than us, their own brothers.

The Dwarfs were growing fat from the Humans working the lands above and trading there produce for the Dwarfs' precious metals down below.

So, because of the Dwarf's gluttony and short sightedness they turned on their only brothers, and ended the old alliance which united two great peoples and had vanquished chaos from the Middle Plain.

The Plain's of Hir-rak, the last bastion of the Centaurs was under attack by us. If only those grass plains had burnt, those foul things of Horse and Man would not be around today.

The Elves' holy and righteous campaign to cleanse the Middle Plain of Chaos' spawn was going superbly well. This was until an Elf scout spotted hundreds of thousands of Dwarves marching toward them, all with a sober look upon their faces.

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Us Elves rejoiced, as they thought our brothers had come to their senses and joined them to cleanse the world of all its filth.

The treacherous, gluttonous and short sighted Dwarfs instead of joining us on our righteous campaign, unbelievably demanded that they put an end to this 'genocide', as they called it, or war will ensue.

Us Elves knew what had to be done. So of course we refused, and that was that. The entire Middle Plain erupted into bloody war, which could have been so easily avoided if it had not been for the treacherous, gluttonous and short sightedness of the Dwarfs!

What followed was the 'Great Bloody Fracture War', where the delusional Dwarfs and we the righteous Elves fought each other to a standstill, leaving both sides devastated... What a waste... and how the Middle Plain could have been so different now had the Dwarfs made the right decision back then...

This immense war shuck the entire Middle Plain, and cost both sides dearly, which left we the Elves and the Dwarf Empires in tatters, and our iron grip on this world was gone forever. So much lost... and for what, to save lowly scummy vermin and to deny the world returning to a state of perfection and harmony once more...

The Elves and Dwarfs recovered slowly, but the young races, many of whom had been decimated by the Elves were now free from the Old Powers' guidance and culling, and multiplied out of control like never before!

Thanks to the Dwarf's grand foolishness, the young races now had a chance to forge their own kingdoms and empires free from the Old Powers guidance.

Ever since the end of the Great Fracture War, sadly the Dwarfs and we Elves have managed to move even further apart... In fact, now the only common ground to be had between us is our extreme hatred for one and other...

A CUT TOO FAR...

"After a trip through a Great Forest, true Woodmen always give thanks to the Woods themselves. They do not credit their skills, knowledge or even their Gods for surviving their journey. Because they know they only survived by the 'Wood's' good graces alone and nothing more..."

After the Great Fracture War, we Elves of the Golden Empire were keen to restore our nation to its former glory, and bring back righteous order to the world. However, the lands had begun to refill with other unholy things... They now festered and crawled with chaos' spawn, and the most numerous of these abominations were Men.

Men were everywhere now; they plagued the great grass lands, mountain sides, valleys, coast lines and even dirty filthy caves were stuffed full of them. Wherever there was a good spot of land, the foul humans could be found there.

Many of these Humans were little more than vermin wheeling sticks and stones as weapons. They could be easily cleared out of their wholes to make room for new Elf settlements, but these primitive Humans always lived on worthless land...

THE ONE
AND ONLY
LAW OF
THE
WOODS

Never take more than you need!

The areas rich in minerals and other natural resources had been taken by more sophisticated Humans, who had equipped themselves with Long Bows, Metal Swords and Armour, and they had created substantial fortifications to defend themselves.

Thanks to the foolish Dwarf dealings with mankind, they had traded away the secrets of forging 'Steel' and other advanced skills for mere Barley, so that they could brew their rancid ail with... And as a consequence of their incredibly short sighted actions,

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So we had to look for new lands to occupy and rebuild their mighty empire elsewhere. We chose the vast and old lands of the forests of Many to rebuild.

Our ancient forefathers the divine El had once allowed all the great and ancient woods upon the Middle Plain to exist as they pleased. However, that age had long since passed, and soon great swades of forests fell to our axes.

The Lords of the Woods at first begged and implored our mighty Golden Empire to respect their so called Forest Kingdoms, as if they had the right to claim it all for themselves...

We ignored the wild things' selfish demands, and cut ever deeper into their forests.

Suddenly torrents of angry teeth and hide flooded in to protect their beloved forests. From the humble Mouse, to the mighty Bear and all those in-between swarmed upon us.

Our Outposts, Wood Mills and Supply Routes were overrun by hordes of uncountable rampaging beasts.

those Humans would prove far too costly for the Golden Empire to weed out at this time.

So, it was far too soon to wage war against a large Human infestation this soon after the Great Fracture War, which we were still recovering from. Furthermore, it would be in violation of the peace treaty between the Golden Empire and the Dwarfs if we attacked the Humans, which would surely reignite the war again. So at the moment, things being as they were then, we Elves had no choice but to watch the Middle Plain become overrun with the hairless vermin, for now anyway...

We refused to have our plans halted by these lowly furry upstarts, and so we marched upon these vermin. We believed they would be easily slaughtered and eventually scared back to their holes in the dirt.

Though we the Elves slaughtered wave upon wave of beasts, they had no end, and they seemed to be far too organised for just mad rampaging hordes of wild animals.

It was not long before we realised that perhaps we had underestimated the Beasts of the Forest's

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numbers and resolve. Also, they had proven to be far more organised and deadlier than we first expected.

Once we Elves realised that we were at 'War' again, we marshalled our true might against the Beasts. The Golden Empire mobilised its eighth and second legions and marched upon the wild beast hordes that were attacking our outer settlements and exterminated them all!

After many high moons of bloody fighting, the Beasts were eventually pushed back to their woody filthy domains.

Many Elf Princes and their Lords asked permission to wage war upon the Beasts within their forests, but Emperor Zeery and Empress Sucooky at the time for bit it. They wisely knew to fight a war within the Beast Lords forest themselves would be too costly to the Empire at this time...

The only law of the Forests is 'NEVER TO TAKE MORE THAN ONE NEEDS'.

As the forest creatures had deterred us from sacking any more of their forests, there was no need to continue their war against us. So as suddenly as the war started, it had ended.

The Lords of the Woods had proven themselves too troublesome to bother anymore. So our Golden Empire looked elsewhere to expand into and bless with their divine presence.

THE GODS WHO WALK
AMONG US - THE DIVINE
AND PERFECT EMPEROR
& EMPRESS

*They were there at the beginning of time.
They were there at the birth of Chaos.
They were there during the Dark Rising.
They were there at the birth of the new races.
And the El is still guiding us to this day.*



Above is the divine emblem of our glorious Emperor and Empress.

Today, the supreme rulers of our Golden Empire are the glorious Emperor Stallius and Empress Elustrea, and they are what we their loyal subjects would call a well suited Match.

Emperor Stallius has the heart and soul of the ultimate warrior. His skills in battle are only matched by his Immortal kin, the El Warriors who serve the Golden Empire in times of great need.

Empress Elustrea is the most powerful sorceress upon the Middle Plain today! She is the ultimate master of the arts of Destruction Magic. Such is her power; she can drag pieces of sky down from the heavens and smash them upon enemies to incinerate them!

Both Emperor Stallius and Empress Elustrea temperaments match each other perfectly, and they both agree that the time has come to expand their Golden Empire. Furthermore, during their union the two have produced many new Princes and Princesses to lead their legions into battle.

Whilst Empress Elustrea was pared with Emperor Pregus the two only produced few offspring... and the Empire consolidated its strength under their reign, instead of expanding.

When Emperor Pregus was assassinated by an unknown chaos element, Emperor Stallius was awaken to replace him.

Emperor Stallius and Empress Elustrea immediately began a series of military campaigns against the young races to expand their Golden Empire. The betrayal of the Herlanceians was the only time our Empire slowed its expansion during the great leaders rain.

Otherwise, the glorious Emperor and Empress have enjoyed an extraordinary successful partnership thus far.

With their extreme wisdom they have set aside researching the blight of chaos upon the Middle Plains, and chosen instead to cut and burn it out of existence with bloody war and fiery magic!

Our most holy and glorious Emperor and Empress significance within the Empire cannot be understated! We their forever loyal subjects considered them to be nothing less than Gods that walk upon the Middle Plain, and are treated as such by all their devoted children who have sprung forth from their loins.

The Emperor and Empress rule their empire from the 'Golden Tower' in the centre of Phearenia, the imperial capital. This wondrous tower is so tall that it touches the roof of the sky and is said to be impervious from all magical and fiery stony attacks. The Golden Tower is also protected by the capital city surrounding it and countless Elf legions of Enforcers permanently garrisoned there. This and other secret defences makes the tower the perfect place the keep this divine pair away from all dangers, which might take their life's unduly.

It was Emperor Pregus who built the Golden Tower to research the workings of chaos in complete safety. He was obsessed with using magic to undo the tint of Chaos upon the world. His extremely longed lived life's work now is left untouched within the tower.

Before Emperor Pregus was killed, he claimed he was getting close to a cure to wipe out chaos from these lands forever! However, Stallius has chosen the way of the sword to cut out the foul infection of chaos in the Middle Plain. So Emperor Pregus' findings will have to wait until another Emperor like himself to be awoken to continue his work, which could be some time yet...

THE GREAT CHIMES OF TIME

In our grand Imperial Capital of Phearenia are the Great Halls of Time, which stores all the known and the little known true history of the Middle Plain's from the start of Creation.

These ancient and sacred records are stored within Magical Musical Chimes, which have an intelligence all of their own. When commanded, these magical chimes will make known their ancient records. One can even ask for specifics, asking for times or even broad events and the chime will begin from that point. They can even answer questions and elaborate on topics in great detail, if directly asked. They cannot lie, nor can they be destroyed...

The Chimes are highly guarded, and only those with permission from the Emperor and Empress are permitted to hear their true accounts of history.

The Magical Chimes of Phearenia see all, and hear all, and know all, eventually...

It is believed they work by decoding the great Web of Ether that holds all existence together, and this takes them thousands of high moons to process all this information.

It has been noted that the Magical Chimes are slowing down to read the Great Web of Ether, which ties 'everything' together... This either means creation is still expanding, or chaos's corruption upon the Web is still growing, making it more difficult for the Chimes to decode.

Perhaps only the El knows the real reason behind the Chimes slowing down, but whatever the reason is, it cannot be a good sign...

Some foolish Mortals have asked why bother to keep records at all, as you would have thought there must have been El around to witness Many's creation and the rest of its history first hand, with the El being true immortals.

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It is true that all divine El are extremely long lived and the Emperor and his beloved Wife have lived from the beginning of time, yet, even glorious Emperor Stallius and Empress Elustrea, as intelligent as they are their memories still fail after about four hundred high moons of life. So all extremely long lived Elves have to keep records of their life's and all have to eventually relearn skills and crafts they may have mastered many lifetimes ago.

Of course no lowly outsider has ever entered the great Halls of Time, but all know about the Magical Chimes existence and its wealth of information stored there.

Many of the younger races would love to gain access to the Halls of Time, as there are some powerful secrets locked away there, which have even been lost and forgotten by its keepers, with the hall's being so old, vast and the records being so extensive.

The Halls of Time are so coveted by the younger races, that if Phearenia were to fall, the great halls of the ancient records would be the first place to be looted without a doubt.

THE GOLDEN MASTER'S NEW EMPIRE

We Imperial Elves took their time to rebuild their empire after the 'Great Bloody Fracture War'. The other younger races were quit to judge this as a weakness and filled the void after the old powers fell. However, our supreme intelligence and physical superiority over all other lesser beings have allowed us to brush these upstarts out of our way as we rise to power once more.

Today, the Golden Empire stands as the most powerful nation on the Middle Plain, with only a few concerns about the other lowly races threatening our dominance over this plain.

Our Golden Empire's success is due to our ability to make the best out of a bad situation. At the present, it does not suit our glorious Emperor and Empress to

exterminate all chaos' spawn, which has filled every corner of the world, but there is no reason why the Golden Empire cannot make good use of them as slaves.

This stratagem has been a very lucrative one indeed for us. Humans in particular make very good slaves. Even since the Herlanceian Betrayal Human Slaves have become the main labour force of the Empire. They have been put to good use working the farms, Mills, Iron Works. In fact, Humans outnumber their Golden Masters many times over now.

After many high moons of intelligent selective breeding our Human slaves' have been enhanced! Their insidious rebellious natures have been stripped away from them, but the tint of chaos runs deep in these creatures and we Elves fear that we might never do away with it completely... However, our Humans are much calmer and more civilised than you will ever find outside our Divine Lords Golden Empire's borders. If any dare rebel against us, their Golden Masters, they will be burnt away, and as a precaution, their entire line will be destroyed, to remove that poison from our stocks.

Our slaves are educated from birth by whips and fire to respect and fear us, their Golden Gods who have bless them by allowing them to walk amongst us!

Our Golden Empire's ultimate goal is simply to once again rule over the Middle Plain, and cleanse it of all its verminous chaotic filth! Once we have achieved this, our slaves which are a necessary evil can be done away with.

Our Golden Empire's military is the most disciplined and well trained upon the middle Plains, and has the power to destroy or to enslave nearly all who dare oppose them in battle.

Under the glorious Emperor Stallius and Empress Elustrea, their Golden Empire's military have been mobilised for a war of total domination upon the Middle Plain! Together they have conquered vast new territories and enslaved and putdown countless filth. Thanks to their efforts, their glorious Empire's

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boarder's stretches over countless Leagues, and they show no sign of stopping their righteous campaign of the total conquest of Many.

Nevertheless, our Golden Empire's road to total power will not go totally unchallenged. There is the rise of Men across the Middle Plain, in particularly the new Herlanceian Empire. These Humans dared to rebelled against us and broke free from our Golden Empire nearly six hundred high moons ago. Also the return of the Orcs from the Black Lands who are persistently raiding our boarders evermore, putting a constant strain on the Empire's resources. The Goblins too, our embarrassing cousins, their numbers growing uncontrollably now and there war machines are becoming ever more deadly with each passing high moon. The Dwarfs through trade and good diplomacy are also gathering their strength too within their subterranean Empire at the Mountains of Karraff. And there is always the threat of another Dark Rising of Demons ever looming over the Middle Plain.

THE CORRUPTION OF KEL

At the end of the Dark Rising war, after all the demon hordes had been banished back down to their foul plains, Noteus the greatest of all the Lower Plain Gods rose up in a final bid to throw back the El and Dwarves impending victory.

Many El and Dwarves had already perished repelling the hordes of demons at Staytinea, where the last Demon Gate stood. So there was only a few remaining Immortal Warriors left to face down Noteus' last attack.

As foul Noteus came forward with all his might! The last of the El Warriors knew they had to strike at the vile god's heart to cast him back to his pit. All the remaining brave and glorious El leaped towards Noteus' heart, knowing full well many of them will not reach their target.

Notues' blasted pure beams of chaos energy at his attackers swarming towards him, and killed all but one, Kel!

By total good fortune alone, Kel penetrated the greatest of all the demon god's defences and struck at his heart! Such was Notues cry that it bellowed across all the Plains.

Wounded... Notues retreated back to his own Plain, known as the Realm of Pure Chaos.

Kel may have somehow won the battle with Noteus, but he had struck at the heart of chaos, which exposed him to its true twisted and perverted nature. This contaminated Kel with the taint of chaos forever and nearly killed him.

Kel may have survived his encounter with the Chaos God, but as the ages passed, his thoughts became more clouded by muddled and confusing thoughts...

Kel's chaotic thoughts concerned various Emperors and Empresses over the ages, but even though he had been tainted by its foulness they could not put him to death. Kel alone had saved the entire Middle Plain from Noteus, and his fellow Immortal Warriors would not allow him to be executed for his wounds.

So Kel was allowed to sleep through battle after battle, and he would have slept through the rest of time itself if it was not for the coming of the Vile.

Some Dark and FOOLISH Dwarfs were toying around with Chaos. They were entertaining the Demon God known as Dorackus, who is evil incarnate and the master of Lies and Deception, and was once one of Noteus' greatest Aids of Destruction before he turned on his master.

Dorackus had taught these foolish Dwarfs how to summon up powerful demons to the Middle Plain, so that they could encase them in iron, steel and entrap them upon their plain using powerful runes.

These Dark Dwarfs had a mind that their creations would serve them as they pleased, and they did for a time...

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The Dark Dwarfs as they became known, forged a new and vast powerful empire using their demonic iron and steel slaves to enforce their will across their new domain. They called there demonic iron slave the Vile.

The foolish Dark Dwarf's thirst for power would be their down fall however, as they would summon up ever more powerful demons to do their bidding upon this Plain. Eventually, they rose up a demon called Aggerross, a great demon who once sat directly at Dorackus' side.

Aggerross was no ordinary mindless demon, as he possessed awesome powers and was immensely devious.

The Dark Dwarves encased Aggerross in steel and sealed him in it for all time with mighty insidious runes. However, entrapping this demon was one thing, but controlling Aggerross' will was quite another...

Aggerross presumed control over the Vile and over through his foolish Dwarf masters.

Now it is the Dark Dwarfs who are the slaves and Aggerross and his twisted iron and steel demons the Vile who are their masters.

Over the ages Aggerross and his hordes grew in evermore numbers and strength, and his armies crushed all who stood against them. Yet more worryingly, Aggerross was using powerful demonic magic to create another Demon Gate to his first master's Dorackus' Plain.

This could not be allowed to come to pass, so Emperor Jovex and Empress Erlee of the day had no choice but to act. However, after all the great wars our New Elf Golden Empire had already endured, their forces were limited. We just could not afford another costly war against the mighty demonic hordes of the Vile.



Instead the Emperor and Empress awoke Kel and sent him to destroy Aggerross' demon gate, which was now near completion. The Emperor and Empress knew were an army would fail, one might just succeed.

However, if Kel failed in his mission, the Golden Empire would have no choice but to unleash its legions upon the Vile to destroy them!

Out of all the Immortal Warriors the Emperor and Empress chose Kel because he had been tainted by Noteus, which made him more expendable than the rest of his brothers...

Many months would pass before Kel would reach Mount Putrid, the heart of the new Vile Empire. There

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Kel faced and defeated Aggerross after a titanic battle, and from what are reports indicate, he had a little help from some new companions he had acquired along the way.

With Aggerross defeated Kel destroyed the last Demon Gate forever, but his great journey through the outer world had deepened his corruption and leanings towards chaos... So much so that he never returned to the safety of the Golden Empire once his task was completed...

Reports have come in of a cloaked figure, with one bright white eye and one glowing green eye and fights with an El Warrior's skills in battle armed with a Moon Blade. This matches his description perfectly. When he appears, he always comes to the aid of the scum we seek to destroy upon this Plain. Therefore, we now consider him an enemy of the Golden Empire who needs to be put down whenever possible!

ASCENSION

Here is a story which gives us all lowly Elves some hope...

On the outer borders of the Golden Empire, at Newtesser Elf Watchmun bravely prepare to die.

Imagine this; on the horizon is a huge Orc Horde swarming toward the Elves' outpost, which the Watchmun know they stand no chance of holding back before reinforcements arrive. Their orders are to hold the outpost, which meant by the next sun rise, they'd all be dead!

Those Watchmun knew the Orcs will arrive in the morning and will attack undoubtedly as soon as they arrive.

All watchmun spend their time preying, but one stays all night at the shrine of Winsill, whilst all others go to enjoy the pleasures of this Plain one last time...

Many lesser Elves pray with empty words and hearts now to our blessed god Winsill these days. The Candles believe Winsill is a god for the El only, and he

hasn't even given them, his own children a divine sign for tens of thousands of high moons.

Some Candles even dared to believe that Winsill had forsaken the Elves and even his own children the El, leaving them to fend for themselves upon the Middle Plain.

However, Nuckou, a loyal Watchmun is different. He spends all night praying to Winsill and never once breaks his solemn prayer to his god.

At the break of dawn the Watchmun set up their shallow defensive lines before the massive host of Orcs.

As the savage and brutal green horde smashed into the Elves' thin lines, dread and fear ran through the Elf army. Those Watchmun and their leaders who were not slaughtered, soon broke and ran.

However, Nuckou was true in his faith and deeds, because he alone did not run. Instead, he held his ground against the green vermin.

The Green Horde encircled Nuckou, taunting him and playing with his live. Soon the huge war boss of the horde pushed his way to the front to see this Elf who was at least worthy of respect as he alone stood firm to fight against his mighty army!

"Leave this little Elf to me, I will finish him. You Elf are brave, you will make good eat" said the Orc War Boss.

As the mighty Orc Boss step forward, Nuckou readied himself for his final fight and said nothing. Suddenly a beam of bright light pierced the dark clouds overhead and a dreaded black scream was heard!

For an instant, all turned blinding white and Nuckou heard a voice speak to him. "I am your God, Winsill, and YOU have stirred me to action. You are now my champion upon the Middle Plain, go forth and smite chaos wherever you find it!"

IMPERIAL ELF ARMY LIST

The Golden Masters



Once the white light faded, Nuckou found he had been forever changed. His eyes burned a fierce bright white and his once yellow skin had turned golden and glowed as brightly as the Emperor and Empress'. His perception of the world had greatly heighten, he could hear the beast's heartbeats and even feel their fear growing of him. It was clear to Nuckou, he was no longer an Elf, but now an divine El.

At either side of Nuckou were two magical axes set there by Winsill himself, Wrath and Righteous, and Nuckou could feel these powerful magic weapons calling to him for battle.

In an instant, Nuckou grabbed his new weapons and began striking down the foul Orcs. He moved so fast, that he became a lethal blur of killing motion to the stunned green savages.

Wave after wave of Orcs came at Nuckou, but they would soon fall at his hands, leaving a pile of bloody body parts at his feet.

Finally the Orc War Boss charged at Nuckou, thinking he could do better than his fallen brothers. Like lightning, Nuckou reacted, he leapt into the air and brought Righteous and Wrath crashing down upon the Bull's head! Such was the power of the axes that the War Boss' head exploded instantly, and the axes continued to cut strait through the Orc's body, cutting it cleanly into two!

The Orcs were not the only ones to see the miracle of Nuckou ascension to El-hood, the fleeing Elves had too. They rallied and smashed back into the Orcs who fell into a chaotic panic.

The Elves won the battle, and no Orcs was spared, they were all slaughtered like the wild beast they are! Now being an El, Nuckou took command of the detachment of Elves. He order that the remains of the War Boss' body should be dumped within his Iron Maiden's Caravan boarders, as a warning that the Golden Empire's new Champion would be coming for her next!

The amazing news of the miracle of Nuckou's ascension to El-hood rang across the Golden Empire. Our faith in Winsill was revitalised, as he had not forsaking his Golden Children after all.

The miracle had restored the Empire's faith in Winsill as their God. Winsill also had demonstrated that he was a god not just for the El, but the Elves as well. Now the temples preached the hope of 'Devine Ascension', where any Elf could be enhanced to El-hood if Winsill deemed them worthy enough.

This new belief revitalised the lower classes of Elves' hopes. Now they were encouraged to serve the Empire and Winsill with their very best, in the hope that they too might be blessed by Winsill like Nuckou.

EPICCODEXION

There is an ancient pillar made of an unknown metal, which still shines and glimmers to this day even though it was made not long after the El were created.

This object is known as the Epiccodexion, and is riddled with ancient unfathomable diagrams, patens, letters, values and symbols and other markings covering the monolith.

Its true meaning is unclear, and over the ages great Elf minds and even the ancient El have lost themselves looking at its complex, but perfect, mathematical and complete markings. We believe it is pure logic given form, and if understood correctly, could give one the power to unravel creation itself. However, none have come even close to understanding its mysteries, which gives credence that perhaps we have miss understood its true purpose after all.

Whatever its true purpose, it is always covered up now. Too many High Elves' minds have become entranced looking at it and have lost their minds to its captivating logical appearance.

The Epiccodexion is the most sacred and holiest relic we Elves have, because it is believed to have been crafted by Winsill himself, who is our primary God and Creator of our race. Furthermore, the monolith is a drop of pure logic, and is one of the few objects left in creation to be untainted by chaos' foul touch.

Many have speculated to its purpose. Some say it was nothing more than a gift from the Creator to his Son, Winsill. Others believe it has a greater purpose. They say it is Winsill's personal Mark or even an Anker binding Logic to this world. But whatever it is, or is for, it has survived to this day, and actively repels chaos.

To this day we Elves of the Golden Empire hold this artefact as their most valued and holy treasure, and guard it with all of our might. It literally has become the corner stone of our worship to blessed Winsill.

Still, from time to time the odd foolish High Elf Cleric will uncover the Epiccodexion, believing that they might solve its mysterious purpose. Instead, they will end up being carried away and left to die, as their mind's have been totally lost to its wonders.

THE LURKING CORRUPTION OF CHAOS

The thinner the blood of an Elf, the more open we are to falling under the spell of chaos and becoming corrupted... So we should be forever vigilant against its seductive powers...

There have been notable high Elves who have secretly given themselves over to the vile dark gods of chaos to further their own agendas... In the Golden Empire, these subjects are heretics of the highest order, and when discovered are publicly burned alive for their crimes!

The most notable High Elf to fall under Chaos' spell of seduction was Nef-roue who was an Elf Prince who lived long ago... He brought great shame to the Golden Empire when he made a packed with the Lord of Lies, Drakeus.

Even though Nef-roue would undoubtedly live for tens of thousands of high moons, he was not immortal. So in exchange for true immortality, Nef-roue made a deal with the dark and foul god Drakeus.

Drakeus did indeed make Nef-roue immortal, but at a high and bloody price... Nef-roue skin turn a light pale blue, his brilliant white hair turned jet black and most disturbing of all, he needed blood to sustain him.

After a string of strange deaths, the reclusive Nef-roue was discovered and captured.

Nef-roue was given the name of 'Dracula', which means Monster of Drakeus, and he was burnt alive for his sins and crimes against the Golden Empire's People, but he did not die...

IMPERIAL ELF ARMY LIST
The Golden Masters



As Drakeus had promised Dracula, he could not be killed... and so he lived on...

Left for dead, burn to a husk and in great pain, Dracula escaped into the outer world, and the monster found he could sustain himself upon humans.

Dracula found those who survived his kiss of death would themselves turn into creatures like himself, which we know as Vampires today.

Dracula went on to forge his own empire of the undead and other foul things, which serve him loyally. He and his minions have made war against the Golden Empire many times, but he and his foul kin has always been cast back.

There have been other weak Elves that have been seduced by the promises of power chaos can grant them beyond their station. However, it is only a matter of time before they are discovered, and those heretics put to the stake and burnt alive.

Thanks to are ever vigilant Sorceresses and their Clerics, whenever they hear whispers of secret cults or individuals within the empire, who secretly worship the twisted and vile

Gods of Chaos, their divine justice will be swift and absolute!

In very recent times, few heretics have been discovered... This either means they have been successfully stamped out for now. Or more worryingly, they have become more adept at concealing themselves and slowly grow in power and influence unchecked...

IMPERIAL ELVES ARMY LAYOUT

POINTS

Three Plains, like most tabletop war games has a 'Points' (or **pts** for short) system, which acts like currency for buying gaming pieces to add into your army's ranks. Points reflect a piece's ability to fight, shoot and cast magic, etc. So, the more costly a piece is in points, the more powerful it will be in battle, whilst the cheaper pieces tend to be much weaker.

ARMY SIZES

To ensure a fair game, both sides must spend the same amount of points on their armies. A good starting game size, especially for beginners, is 500 points to 1000 points each side, which would give you a short game only lasting for about an hour or two. Otherwise there is **NO LIMIT** to how big your game size can be, but be warned the bigger the game is, the longer it will take to play. For instance, a game size of 10,000 points, 5,000 points each side will easily take a whole day to play through.

ARMY SPECIAL ALLOWANCES (■▼◆★)

Other than keeping your army size within your points limit, you need to keep within your army's shapes (■▼◆★) allowances too. Each one of these shapes have a different meaning and values in relation to just what pieces you are allowed to have within your army's ranks, which is explain below.

■ Blocks ■

The 'Block ■' represents core or basic backbone units all armies need to fill out their ranks. Normally these can be archers, infantry and even some weaker forms of cavalry.

All armies must include a certain amount of block worthy pieces within its ranks. The amount of blocks in an army has to use is determined by using the

'Army Special Allowances Chart', which can be found on the bottom right of this page. To use the chart relate your army size in points to the chart. For instance, a 1500pts army must contain at least 2 block worth of gaming pieces within it.

▼ Triangles ▼

A piece's 'Triangles ▼' represent greatness or the ability to lead an individual may have, so the number of triangles allowed within an army is limited because these pieces are much rarer than the block worthy pieces.

Using the Army Allowances Chart found underneath, find your army size in points on the chart and depending on its size it will indicate just how many triangles your army is entitled to use up too. For instance, a 2000pts army can use up to 4.5 triangles, but cannot go over that limit.

Army Special Allowances Chart

Army Size	■	▼	◆	★
1 to 500 points	+1	0-3	0-2	1 ★ per 1pt to 4,000pts
501 to 1,000 points	+1.5	0-4	0-3	2 ★ per 1pt to 8,000pts
1,001 to 1,500 points	+2	0-4.5	0-3.75	3 ★ per 1pt to 12,000pts
1,501 to 2,000 points	+2.5	0-5	0-4.5	4 ★ per 1pt to 16,000pts
2,001 to 2,500 points	+3	0-5.5	0-5.25	
2,501 to 3,000 points	+3.5	0-6	0-6	
3,001 to 3,500 points	+4	0-6.5	0-6.75	
3,501 to 4,000 points	+4.5	0-7	0-7.5	
+500 points	+0.5 ■	+0.5 ▼	+0.75 ◆	

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◆ Diamonds ◆

'Diamonds ◆' represent how rare or unique a piece is. So the more diamonds a piece has the rarer and more unlikely it is going to make an appearance on the battlefield.

Using the Army Allowances Chart found at the bottom of the last page, find your army size in points on the chart and depending on its size it will indicate just how many diamonds your army is entitled to use up too. For instance, a 3000pts army can use up to 6 diamonds, but cannot go over that limit.

★ Stars ★

A 'Star ★' is always attached to the most rarest and special of gaming pieces.

All armies start off with one star. However, each time an army grows past 4000pts; it may use an additional star.

An army may have more than one start worthy piece within its point limits, providing they are not the same kind of piece. For instance, if an army totalling in size of 6000pts, that army could contain two of one kind of start worthy piece within it and two of another kind.

Mixing Allowance Shapes

Some piece's profiles will allow you to mount a character on a beast and if both have a certain cost in allowance shapes, both the beast's and character's Allowance Shapes values must be added together. For instance, a General costs 1 triangle and is mounted on a beast that costs you a further 2 diamonds, the total cost of that piece (the general mounted on a beast) would cost you 1 triangle and 2 diamonds.

PUTTING AN ARMY TOGETHER

Before playing a game, a player must write-up an 'Army List'. An army list contains all the different types of gaming pieces they have, how many models are contained in a unit. Most importantly, an Army

List should include how much each unit, hero and beast piece will cost in points and shapes.

As long as these key points are in an army list, how it is written up and presented is up to the writer (or the controlling player of that side). For instance, a player could add additional information, like a rough battle plan or notes about each piece's weapons, armour and any magic item's special abilities they have.

The main reason why army lists are so important is because it makes it much easier to award Victory Points to an opposing player at the end of the game, which is explained in full on page 21 in the Three Plains Rulebook.

In any case, it is also good practice to have a well written army list, as they can give a player instant information on their own gaming pieces without them sifting through rulebooks. Furthermore, if one side accuses the other of over spending on certain pieces in an army, then the accused side can instantly prove they have kept within their points and shapes limits.

NUMBER OF PLAYERS & ALLIES

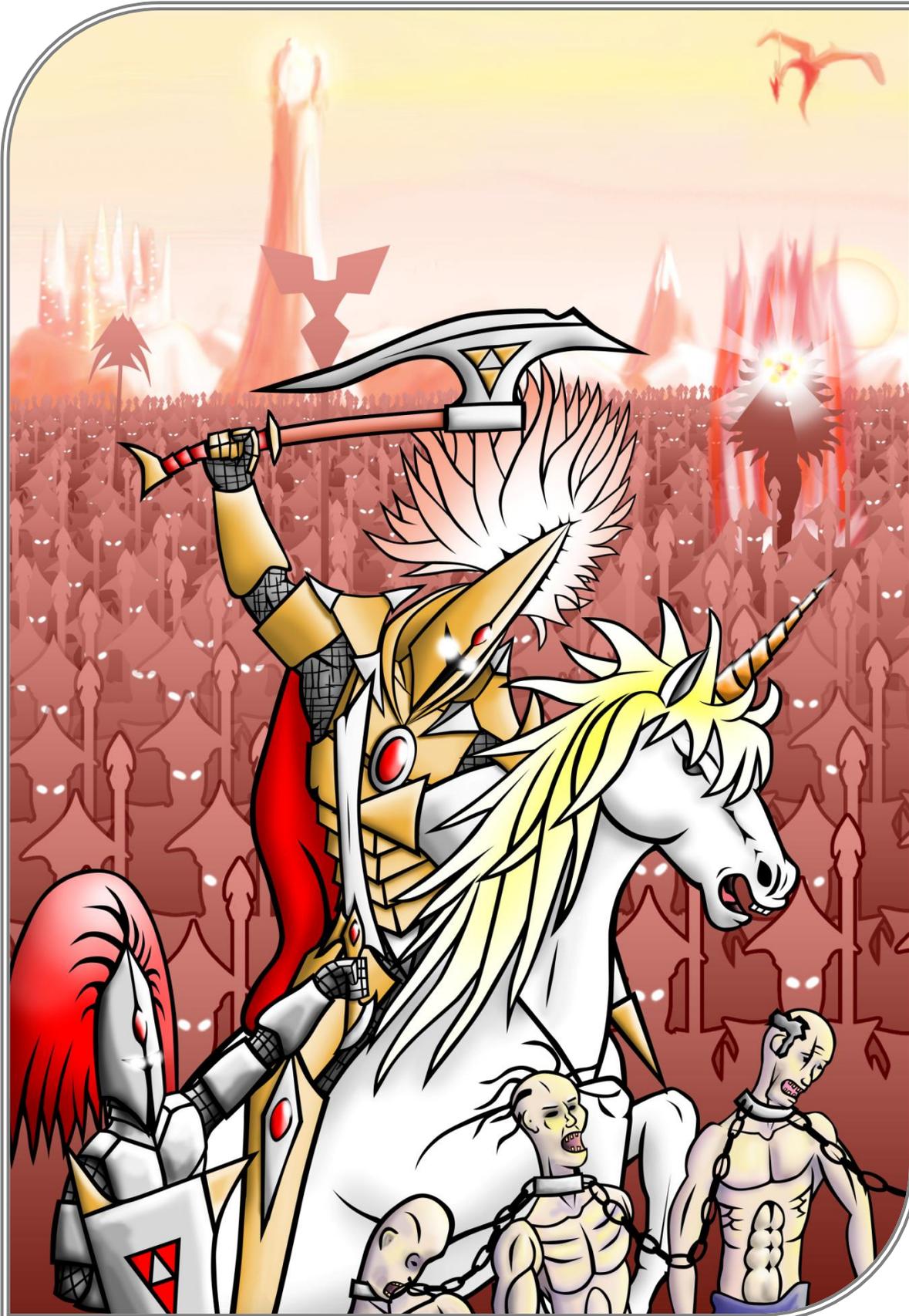
The typical number of players to take part in a game of Three Plains is just two (one side each), but any number of players may take part in a battle. Often if there are more than two players in a game, the extra player becomes an ally with one side, sharing points and shapes with them. However, a group of people can decide to play the game with as many sides and allies as they like, as long as all are agreed upon this special arrangement before the game starts.

HIRING MERCENARIES FROM THE MERCENARIES OF MANY ARMY LIST

An Elf Imperial Army may hire and fill out its ranks with gaming pieces from the Mercenaries of Many Army List. Any Mercenary of Many gaming piece or

IMPERIAL ELF ARMY LIST

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number of them may be included in an Elf Imperial Army as long as the army still keeps within the agreed game size in points and shapes allowances.

However, for each Mercenary of Many piece added to an Imperial Elf army's ranks, it takes up an additional half a diamond (0.25♦), on top of any stars the Mercenary of Many piece may cost in the first place. For instance, an Mercenary of Many Slave Giant costs two diamonds (2♦), in their own Mercenaries of Many army list, but when hired by an Imperial Elf army to fight alongside them, this will boost the Giant's cost in diamonds, to two and a half (2.25♦), instead of just two.

IMPERIAL ELVES ARMY SPECIAL RULES

In this book, from this point onwards, some rules will differ from the normal rules found in the Three Plains Rulebook and all other army lists in the game. All these unique Imperial Elves rules (where different) replace the rules from the main Three Plains Rulebook. Otherwise, the Imperial Elf gaming pieces follow all the rules laid out in the Three Plains Rulebook as normal, as long as they do not conflict with the ones found throughout this book.

HEIGHTEN SENSES

All Elves have heightened senses, which are much greater than most mortal beings have on the Middle Plain. Yet, not all Elves are equal in ability. The purer the blood of an Elf, the more agile and quick they will be.

Elves with thin blood, who are sometimes called Candles by their betters because of their flickering dim glowing eyes are quicker than Humans, but not unremarkably so. Whilst the purer bloods' senses are so refined that they can easily pluck hurtling arrows out of thin air with their bare hands.

To represent the Elves heighten senses, all Elf pieces have the following additional special rules.

All Elf pieces can 'see or sense' up to 4 inches through woody terrain, instead of the normal 2 inches.

All ballistic missile shots made in the Shooting Phase of the game that miss their target are rerolled once more to hit, even when '**Mass Volley Shooting**', as described in the Three Plains Rulebook on page 37. Even the Elf Bolt Thrower and Disk Thrower teams can reroll their shots to hit.

Swift Attacks

All pieces hit by an Elf piece with the special attribute of '**Swift Attacks**' in combat suffer an additional -1 to their agility save. This modifier can be combined with any other special save modifiers the Elf may have from magical or none magical weapons for instance.

Very Fast Attacks

All pieces hit by an Elf piece with the special attribute of '**Very Fast Attacks**' in combat suffer an additional -2 to their agility save. This modifier can be combined with any other special save modifiers the Elf may have from magical or none magical weapons for instance.

Lightning Fast Attacks

All pieces hit by an El piece with the special attribute of '**Lightning Fast Attacks**' in combat suffer an additional -3 to their agility save. This modifier can be combined with any other special save modifiers the El may have from magical or none magical weapons for instance.

Furthermore, an El piece with Lightning Fast Attacks also '**Strikes First**' in combat, as described in the Three Plains Rulebook on page 43.

FRILL ARMOUR

Normal iron or even the most finely forged Dwarf steal amour can be just too heavy and cumbersome for a purer blood Elf to use affectively in battle. So, for the purer bloods they only wear magical Frill Armour, which is as light as a feather, but as strong as steel.

Frill Armour is usually full plate amour forged out of steal, but has been enchanted with powerful magic that virtually makes it weightless. Some Frill Armour will have additional magically enchants cast upon them to make them even stronger than steel.

Thanks to the Frill Amour's freedom of movement it grants to its wearer, a High Elf and an El can still avoid a dull witted attacker's blows which might otherwise cause them great harm in combat.

Frill Armour can give its wearer +2 or +3 toughness depending on its cost in points and counts as '**Heavy Armour**', as described in the Three Plains Rule book on page 74. However, due to its magical affects it

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does not affect its wearer's movement or impede their agility like ordinary Iron or Steel Armour can, as explained in the Three Plains Rulebook

Frill Amour still counts as magical amour, so will take up **one magic item choice** of the Elf or El Character. Furthermore, if the Frill Amour's magical affects are negated during a game for any reason, it will become standard '**Heavy Armour**', as described in the Three Plains Rule book on page 74.

WEEPING BLADES

Dwarfs are not the only masters of metal working on the Middle Plain...

The other unsung heroes of forging great weapons are the High Smiths of the Golden Empire, and these Masters of metal working have had countless high moons to master the art.

The Elves have put their mastery of metal working to good use in their weapons, and their finest creations are their Weeping Blades.

Even though these weapons are forged out of steal, they are folded many times over to create a very tough and devastatingly sharp blade. They are so sharp that their edges can easily cut through the thickest of armour and the toughest of hides with little effort.

These blade's edges are so remarkably sharp, that many on the Middle Plain refuse to believe they are anything but magical because of their awesome cutting power.

Due to the time and expertise needed to forge these find weapons, the Golden Empire cannot afford to issue these blades to their standard warriors. So, it is only the purer blood Elves and of course the El are equipped with these fine weapons for battle.

'**Weeping Blade**' weapons do an additional -1 to an enemy's toughness save on top of their normal weapon's bonus in combat. For instance, a Weeping 'Great Blade' does -3 toughness to an enemy's save in

combat, instead of the standard -2 toughness for wielding an ordinary Great Blade in combat.

DIVINE BIRTH RIGHT

Regardless of skill, age, experience and all accomplishments over one's life time, all Elves must kneel down to an Elf with a more potent divine blood line than their own.

There is the two divine El, the gods who walk amongst their Elf children and are their unquestionable Emperor and Empress. Under the El are the High Elves, composing of Princes and Lords. As the blood thins more, there are the Elves, who act as the Empire's administrators and knights. At the end of the blood line is one more subclass of Elves, and they are the Candles, so call because of their



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flickering glowing eyes. The Candles are seen as little more than an expendable class of Elves, and are expected to direct the slaves working the land and fight as infantry or strider riders in the Golden Empire's legions.

Elves and the EI will never follow another Elf with thinner divine blood than their own. Therefore, the earliest generation Elf or EI character piece in the army must always be the army's general, regardless of who would actually be best suited for the role.

If two or more Elf character pieces are of the same generation, their controlling player may decide which one will be the army's general.

EL AND ELF MAGIC

The ancient race of the Elves have magic which flows through their veins and their all-fathers the EI are totally composed of magic. Thus, these beings of light have a deep affinity and understanding of spell casting, and have mastered its workings far better than any other race on the Middle Plain.

However, there is just one discipline they will not touch, which is the vile and foul magics of Chaos...

It was the mere presents of Chaos Magic with the invasion of Noteus' demonic forces long ago that corrupted the EI's bloodline and warped their children into the lesser forms we know as the Elves today...

It is one of the highest crimes within the Golden Empire to study or cast Chaos Magic. Though, many believe it is simply beyond the Elves' understanding to wheel such a supernatural force.

What allows the EI and their children, the Elves to grasp the other arcane arts that have been corrupted by chaos is there is always some order to be found somewhere bound within them. This allows the Elves to use all other of the disciplines of magic in battle, but this is not true of pure chaos magic, as it is pure disorder and confusion, which an Elf mind just cannot comprehend.

An EI or Elf wizard may use all but one of the Disciplines of Magic found in the Three Plains Rulebook between pages 105 and 113. Under **NO** circumstances can they ever use spells from the Chaos Discipline of Magic.

THE IMPERIAL ELVES' DEVIANCY RATING

Order and Logic was placed at the heart of the EI by their creator Winsill long ago. Even though the EI's descendants were corrupted by chaos, they and their children the Elves still live their life's by those core values today.

So the Elves serving in the Imperial Army find that discipline comes very natural to them, and this makes the Golden Empire's Legions the best and most disciplined fighting force upon the Middle Plain.

There are none who can match the Imperial Elves' efficiency and discipline in battle!

At the start of a battle, whilst the enemy's own forces are moaning and squabbling to get into position to face the Elves, they will watch them quickly, efficiently and 'very quietly' organise against them in amazement.

Even during the chaos of battle, the mind-blowing manoeuvres the Elves are capable of leave many enemy commanders stunned and envious of the Elf legion's abilities in the theatre of war.

When an Imperial Elf piece is called upon to take a '**Deviancy Check**', their deviancy rating to test against is only 2. To learn more about '**Deviancy Checks**', see page 12 in the Three Plains Rulebook.

2

DIVINE HEROES OF THE EMPIRE (EL & ELF CHARACTER PIECES)

EMPEROR 1ST GENERATION EL

As soon as a New El Emperor is awakened to sit upon the Golden Empire's throne within the Golden Tower, many of these divine beings will dedicate themselves to politics and ruling their empire with their new wife and Empress.

High up behind those golden walls, the most holy El Emperor is completely safe from the outside world's interference and attacks. However, when the need is great, they will not hide themselves away in the tower, but will personally take charge of their legions and even fight alongside them in battle.

On the battlefield, El Emperor Warriors have been known to fight on the front lines, and smite their foes with their ultimate skills in combat. Other El Warrior Emperors prefer to mount a Great Dragon to smash up their enemies' formations and burn down those who remain, destroying them utterly!

El Warrior Emperors might not be invincible, but they are close to it. They can move so fast that all you see is a blur of motion, followed by their enemies' blood gushing and them dropping dead, and all before they even had a chance to draw their weapons.

Whoever the El Warrior Emperor is when they take up arms to fight will undoubtedly be one of the greatest warriors the Middle Plains can muster to fight against the forces of chaos. They are only equalled by the Immortals, who are all El themselves.

Not since the death of El Emperor Frexies at the hands of an Orc Warlord of the name of Head Biter

have El Emperor's neglected to wear Frill Armour on the battlefield.

Head Biter was a particularly cunning Orc Warlord who had an enchanted War Net that nullified Emperor Frexies' natural agility and magical protections. Emperors Frexies believed himself to be so superior to all other warriors on the battlefield that he did not bother to wear protection. This mistake cost him his life, and since then all El Emperors have always taken Frill Armour as a precaution in battle.

An El Warrior Emperor on the battlefield will usually wear the finest full Golden Frill Armour, though their armour can differ from emperor to emperor. Some have been known to wear Dlood Red armour to signify their love of Battle! Another common colour Emperors have been known to wear is Imperial Blue, which marks their keen intellect and passion for knowledge.

An El's mind is deeply intelligent and they can process thoughts many times faster than ordinary Humans can. Their thoughts are so complex and brilliant, that they make even the oldest and greatest wizards look like dribbling idiots next to their mental abilities!

As one would expect, an El Emperor is truly a brilliant commander on the battlefield. On many occasions have easily stolen a victory away from a numerically superior enemy force just by using their vastly superior cunning and wit alone.

IMPERIAL ELF ARMY LIST
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	M	A	CR	D	Save	LP	S
El Warrior Emperor	10	4	10	1D -③ Strikes First	③ ③	2	7
Great Gold Dragon	6 Ground Move 14 Fly	15	5	D1-6x3 -⑥	④ ② ②	20	4
Great White Dragon	6 Ground Move 14 Fly	15	5	D1-6x3 -⑥	④ ② ③	20	4
Roc	6 Ground Move 20 Fly	6	4	1-3D -② -①	③ ②	10	2
Unicorn Prince	17	3	6	1D -③ On Charge 1-3D -③	②	+3	~
Pegasus Prince	13 Ground Move 18 Fly	3	5	1D -①	②	+3	~

200 points

2▼ & 1★

Weapons & Armour: Weeping Blade Hand Weapon.

Additional Options & Extras

- Can take a Long Bow at +10 points with Weeping Bladed tipped Arrows.
- Can take a Weeping Bladed Spear at +30 points, Weeping Bladed Lance at +40 points, Weeping Bladed Halberd at +30 points, Great Weeping Blade at +40 points, or Additional Weeping Blade Hand Weapon at +30 points.
- Can take +2 Frill Armour (+② Toughness) at 5 points and 1 Magic Item space or +3 Frill Armour (+③ Toughness) at +15 points and +1 Magic Item Space.
- Can take a Shield at +8 points.
- Can carry 0 – 4 Magic Items.

Mounts

- Can ride a Unicorn Prince at +100 points and +0.5▼.
- Can ride a Pegasus Prince at +100 points and +0.5▼.
- Can ride a Roc at +200 points and +1▼.
- Can ride a Great White Dragon at +700 points, +0.5▼ and +1◆.
- Can ride a Great Gold Dragon at +700 points, +0.5▼ and +1◆.

Special Rules

Heighten Senses - Lightning Fast Attacks, Divine Birth Right, Frill Armour & Weeping Blades (See pages 29 to 30)

Children of the Gods

The first of the El were created by Winsill, perhaps the most powerful God above today, and the El who sprang from their loins were no less divine than their forefathers. That was until Chaos corrupted the world, which warped the El's children into a lesser form we call the Elves today.

An El's magical pure blood illuminates their skin, which makes their bodies radiate light as brightly as the twin suns above. However, very few warriors will see enough of an El male to witness this for themselves, as they always wear full plate armour, covering their entire bodies. What they will see however, is their intense brilliant white rage filled glowing eyes burning through the fog of war coming towards them to cut them down!

So unsurprisingly, when mortals face an El Warrior in battle, because of the legends which surrounds them and godlike presence on the battlefield, most will drop their arms and break ranks to flee.

An El Warrior Emperor causes '+1 Fear', as described in the Three Plains Rulebook on page 66.

Rule of Two

With the recent exception of Nuckou's Ascension by Winsill, the Law of the 'Rule of Two' states there can only be two El awaken from their eternal slumber at any one time. They are the Emperor and Empress of the Golden Empire, and their authority is absolute over their vast territories and lesser Elvin kin.

With Nuckou's ascension to El-hood and with him being the Champion of Winsill himself, he has the right to take the honour of Emperor once the current one falls, but has refused. Nuckou believes that the best way to fulfil his divine mission to Smite Chaos is

fighting it where it runs rampant and festers the most, down on the battlefield.

A player can only have one 'El Warrior Emperor' and one 'Imperial High Sorceress Empress' per game. A player can only have one 'El Warrior Emperor' and one 'Imperial High Sorceress Empress' per game. Furthermore, an El character can only be included in a 2000 point Elf army or bigger. Miner skirmishes just don't warrant their attention.

e. Furthermore, an El character can only be included in a 2000 point Elf army or bigger. Miner skirmishes are just beneath their attention.

An Epic Loss to the Empire

To the Elves of the Golden Empire, their El Emperors and High Sorceress Empress are nothing less than gods who walk amongst them.

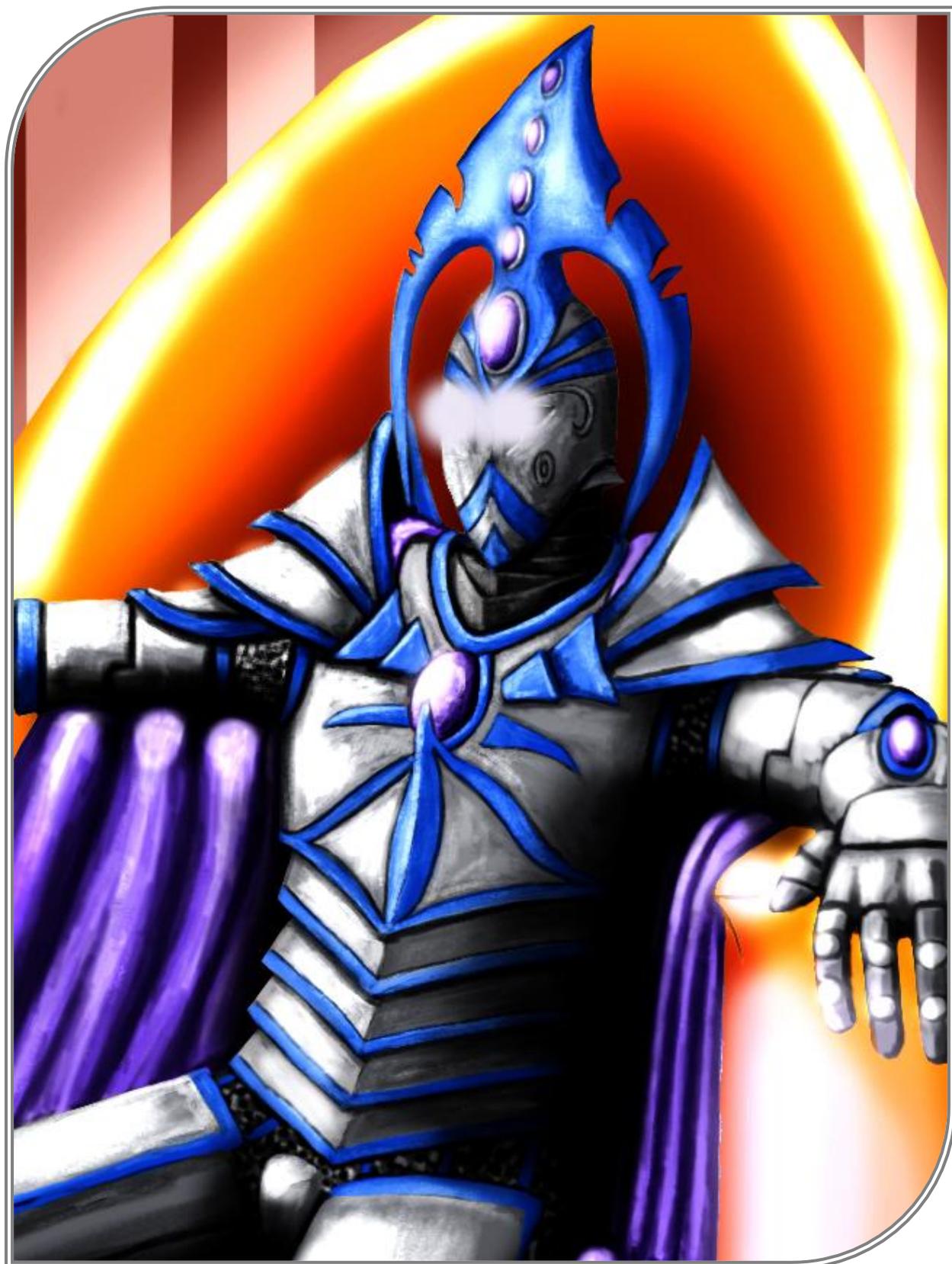
Over the ages their numbers have dwindled, with the only exception to the El's decline is Nuckou's Ascension to El-hood.

So if the Imperial Elves were to lose an Emperor or Empress, this would be cause for great mourning across the Empire.

Despite the risks and dire concerns by their subjects that they might be lost in battle, some El rulers will personally lead their legions into battle and even fight on their front lines. Even though El rarely encounter other beings that can match their skills in combat, there have been times were they have been bested and slain! This turn of events is catastrophic for a fighting Elf army! Even if they continue to fight on and carry the day, it has been known for an entire legion to take their own life with grief after the battle...

If an 'El Warrior Emperor' and/or 'Imperial High Sorceress Empress' dies in battle, the enemy is awarded double the amount of 'Victory Points' he or she is worth for his death.

IMPERIAL ELF ARMY LIST
The Golden Masters



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IMPERIAL PRINCE 2ND GENERATION ELF

Under divine El law, an El can only be awakened when an Emperor or Empress dies so they can replace them. So there is only to El awaken at any one time, unless Winsill is moved enough again to perform another blessing of ascension upon an Elf as he saw fit to do with Nuckou Jeeze Alexia.

There are numerous realms, vassal states, the Elf people, countless slaves and legions to lead into battle, and as mighty and as perfect as the El Emperor and Empress are they cannot oversee every aspect of their vast Golden Empire. So, this duty falls to their Sons and Daughters, the Princesses and Princes of the Empire.

The Children of the Emperor and Empress, and even their children's children are revered nearly as much as their great divine Father and Mother by their people.

This high divine class of Elves are born into a life of luxury and plenty; were most will never know 'want' or even feel real 'pain', unless they march to war on their parents request!

All things come easy to these the highest class of divine Elves and the arts of war are no different. Only mortals touched by the gods themselves stand any chance against these great beings in open combat, as all other tinted vermin are just cut down, leaving nothing but a pool of blood to tell the tale of a divine Warrior Prince's hands at work.

Also, these near perfect beings possess an intensely sharp intellect! They are still able to mentally run rings round the longest lived wizards or out think the most experienced battle harden generals they come across on the battlefield.

Each Prince and Princess are paired together for life and given a province of the Golden Empire to rule



over. In their grand and spectacular fortress cities they will continue in turn to have their own children who will lead their armies and see that their absolute will is carried out to the letter.

These divine godly beings will rarely leave their imperial palaces. However, when their province is threatened or their Emperor or Empress commands it, they will answer the call to war without hesitation.

So it's little wonder when these supreme beings lead their vast golden legions into battle, their enemies' will soon find themselves outwitted and totally crushed by these immensely cunning and highly skilled beings.

IMPERIAL ELF ARMY LIST
The Golden Masters

	M	A	CR	D	Save	LP	S
Imperial Elf Prince	9	3	9	1D -②	① ② ③	2	6
Great Gold Dragon	6 Ground Move 14 Fly	15	5	D1-6x3 -⑥	④ ② ②	20	4
Great White Dragon	6 Ground Move 14 Fly	15	5	D1-6x3 -⑥	④ ② ③	20	4
Roc	6 Ground Move 20 Fly	6	4	1-3D -② -①	③ ①	10	2
Unicorn Prince	17	3	6	1D -③ On Charge	~	+3	~
Pegasus Prince	13 Ground Move 18 Fly	3	5	1-3D -③ 1D -①	~	+3	~

150 points

1.5▼ & 0.5★

Weapons & Amour: Weeping Blade Hand Weapon.

Additional Options & Extras

- Can take Long Bow at +10 points with Weeping Bladed tipped Arrows.
- Can take a Weeping Bladed Spear at +30 points, Weeping Bladed Lance at +40 points, Weeping Bladed Halberd at +30 points, Great Weeping Blade at +40 points or Additional Weeping Blade Hand Weapon at +30 points.
- Can take +2 Frill Armour (+② Toughness) at +5 points and 1 Magic Item space or +3 Frill Armour (+③ Toughness) at +10 points and +1 Magic Item Space.
- Can take a Shield at +8 points.
- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a Unicorn Prince at +100 points and +0.5▼.
- Can ride a Pegasus Prince at +100 points and +0.5▼.
- Can ride a Roc at +200 points and +1▼.
- Can ride a Great White Dragon at +700 points, +0.5▼, +1◆ and 0.5★.
- Can ride a Great Gold Dragon at +700 points, +0.5▼, +1◆ and 0.5★.

Special Rules

Heighten Senses - Very Fast Attacks, Divine Birth Right, Frill Armour & Weeping Blades (see pages 29 to 30)

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ELF IMPERIAL LORD 3RD GENERATION ELF

The earliest generations make the really important decisions within the Golden Empire, but it's the Elf Lords who serve under their parents the Princesses and Princesses who handle all the day to day running of the Empire.

Most of these Elves are allocated duties such as ministerial, managerial or higher accounting work or they can be found running large farms, quarries, but on the battlefield they usually work as an aid to a

higher generation of Elf. Though Imperial Lords do and quite often lead small to medium forces in to battle themselves.

In whatever capacity they serve the Golden Empire, their veins still run thick with divine blood, which makes them formidable opponents on the battlefield! They are extremely agile and highly intelligent beings, able to outfight and outfox many of their enemy counterparts they face in battle.

	M	A	CR	D	Save	LP	S
Elf Imperial Lord	8	3	8	1D -②	① ② ②	2	6
Roc	3 Ground Move 20 Fly	6	4	1-3D -③ -①	③ ①	10	2
Unicorn Prince	17	3	7	1D -③ On Charge 1-3D -③	~	+3	~
Pegasus Prince	13 Ground Move 18 Fly	3	6	1D -①	~	+3	~

100 points

1▼

Weapons & Armour: Weeping Blade Hand Weapon.

Mounts

- Can ride a Unicorn Prince at +100 points and +0.5▼.
- Can ride a Pegasus Prince at +100 points and +0.5▼.
- Can ride a Roc at +200 points and +1▼.

Additional Options & Extras

- Can take a Long Bow at +10 points with Weeping Bladed tipped Arrows.
- Can take a Weeping Bladed Spear at +25 points, Weeping Bladed Lance at +35 points, Weeping Bladed Halberd at +25 points, Great Weeping Blade at +35 points, or Additional Weeping Blade Hand Weapon at +25 points.
- Can take +2 Frill Armour (+② Toughness) at +15 points and +1 Magic Item Space or +3 Frill Armour (+③ Toughness) at +35 points and +1 Magic Item space.
- Can take a Shield at +6 points.
- Can carry 0 – 3 Magic Items.

Special Rules

Heighten Senses - Very Fast Attacks, Divine Birth Right, Frill Armour & Weeping Blades (see pages 29 to 30)

[Download Models HERE](#)



IMPERIAL KNIGHTS 4TH GENERATION ELF

The divine blood of the Emperor and Empress still runs very strongly in the 4th generation Elves. So they are entrusted with mid to low manager positions. Often they will work as a personal aid to a 3rd generation Elf overseeing the running of large farms, quarries, slave work houses etc.

On the battlefield all 4th generation Elves are charged with the role of Imperial Knight. They are often tasked with leading the units of Watchmun and Helmsmun into battle. Though, these knights of the Empire are very capable commanders in their own right and sometimes lead small expedition forces into battle.

	M	A	CR	D	Save	LP	S
Imperial Knight	8	2	7	1D -①	① ②	1	5
Unicorn	18	2	5	1D -③ On Charge	①	+2	~
Pegasus	12 Ground Move 17 Fly	2	4	1-3D -③ 1D -①	~	+2	~
White Terror Bird	13	1	3	1-2D -②	+①	+1	~
Mountain War Goat	12	1	3	1D On Charge -①	+① ①	+2	~
Imperial Steed	14	1	3	1	-①	+1	~

65 points

1 ▼

Weapons & Armour: Weeping Blade Hand Weapon.

Mounts

- Can ride an Imperial Steed at +30 points.
- Can ride a Mountain War Goat at +35 points.
- Can ride a White Terror Bird at +50 points.
- Can ride a Unicorn at +60 points.
- Can ride a Pegasus at +60 points.

Additional Options & Extras

- Can take a Long Bow at +10 points with Weeping Bladed tipped Arrows.
- Can take a Weeping Bladed Spear at +20 points, Weeping Bladed Lance at +30 points, Weeping Bladed Halberd at +20 points, Great Blade at 30 points, or Additional Weeping Blade Hand Weapon at 25 points.
- Can take +2 Frill Armour (+② Toughness) at 15 points and +1 Magic Item Space or +3 Frill Armour (+③ Toughness) at +35 points and +1 Magic Item space.
- Can take a Shield at 6 points.
- Can carry 0 – 2 Magic Items.
- Can take a Battle Standard at 50 points.

Special Rules

Heighten Senses - Swift Attacks, Divine Birth Right, Frill Armour & Weeping Blades (see pages 29 to 31)

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EL EMPRESS HIGH PRIESTESS AND HIGH SORCERESS

Both males and female El are composed solely of magic. So both sexes have a great protencial for casting spells. However, due to ancient El custums and religion set down at the time of their creation, only the females are permitted to studdy and wield magic.

El Sessoreesses are perhaps the most skilled and powerful spell casters on the Middle Plain. When a El Sessoreess wield their vast magical powers upon the battlefield, most enemy wizards will shake with fear and panic. For those foolish mages who stand firm against their might will soon crumble under their far superior magical strentgh!

An El Sessoreess' body is simply mana given a solid form, and with their knowledge and abilities with magic, the either's web around them warps...

ELVES AND MAGIC

Both male and female Elves from the earthier generations share the same potential for becoming great and powerful magic casters, but males show little interest in the arts of magic. So traditionally it is the females who become the magic casters in the Empire.

To the naked eye, this distortion of magic around a Sessoreess manifests itself as a magical shroud, which completely envelops the Female El.

Sessoreesses use their magical shrouds to their advantage. They focus its power beneath their feet, which blasts them off the ground and allows them to levitate. At high speeds they can float gracefully across the earth to where they wish without ever having the need to physically walk anywhere. More importantly, theirs shrouds also form a near impenetrable barrier around them. The shroud is so resistant that Giant's War Clubs and even Stone Bullets from Catapults that have come crashing down upon them simply smash on contact, leaving the Sessoreess totally unharmed.

The Empress is not only the most powerful Sessoreess in the known world, but the High Priestess of all the Golden Empire, which sets her at the head of the Faith of Winsill and his Lesser Aids. In all matters of faith, she is totally unquestionable, and her word absolute! She, and she alone speaks for Winsill upon the Middle Plain. In some respects this divine authority makes her even more powerful than her husband the Emperor, as he is sworn to serve the all mighty Winsill who she speaks for.

	M	A	CR	D	Save	LP	S
Imperial High Sorceress The Empress	14	⌘ D6 automatic hits	6	⌘ D1 -2 -2 -2	③ ⑤	1	5

IMPERIAL ELF ARMY LIST
The Golden Masters

200 points

2▼ & 1★

Weapons & Armour: Magic Blast ✧.

Additional Options & Extras

- Can carry 0 – 5 Magic Items. However, the El Sorceress cannot carry any kind of Magical Weapons.

Special Rules

El and Elf Magic, Heighten Senses - Lightning Fast Attacks & Divine Birth Right (see pages 29 to 31)

nothing compared to an Elf Sorceresses' magical might.

Children of the Gods (+1 Fear)

The first of the El were created by Winsill, perhaps the most powerful God above today, and the El who sprang from their loins were no less divine then their forefathers. That was until Chaos corrupted the world, which warped the El's children into a lesser form we call the Elves today.

On the battlefield, many mortal wizards will mount their steeds and flee the field for home as soon as they can sense the awesome power of an El Sorceress, as they know it is futile to resist their power!

An El's magical pure blood illuminates their skin, which makes their bodies radiate light as brightly as the twin suns above. However, very few warriors will see enough of an El female to witness this for themselves, as they are surrounded by burning and intense magical shrouds, covering their entire bodies. What they will see however, is their intense brilliant white rage filled glowing eyes burning through the fog of war coming towards them to strike them down with their deadly magic!

A 1st Generation El Empress High Sorceress are so powerful and skilled in the arcane arts that they are classed as '**Supreme Masters of Magic**'. This means they are two levels up from '**Master Wizards**', as described in the Three Plains Rulebook on page 50. Therefore, they can generate 5 magic dice to cast their spells with, and gain 5 randomly selected spells from their chosen discipline of magic at the start of the game.

So unsurprisingly, when mortals face an El Sorceress in battle, because of the legends which surrounds them and godlike presence on the battlefield, most will drop their arms and break ranks to flee.

Magical Shroud

It is said that Elf Sorceresses are amongst the most beautiful beings a male eye will ever gaze upon in their life time. However, few mortals have seen these wondrous stunning creatures of true beauty at all. The reason why, is because of a magic shroud that nearly encompasses them completely, only leaving a faint outline of their perfect figure and there glowing white eye's glairing back down at you.

A High Empress Sorceress causes '**+1 Fear**', as described in the Three Plains Rulebook on page 66.

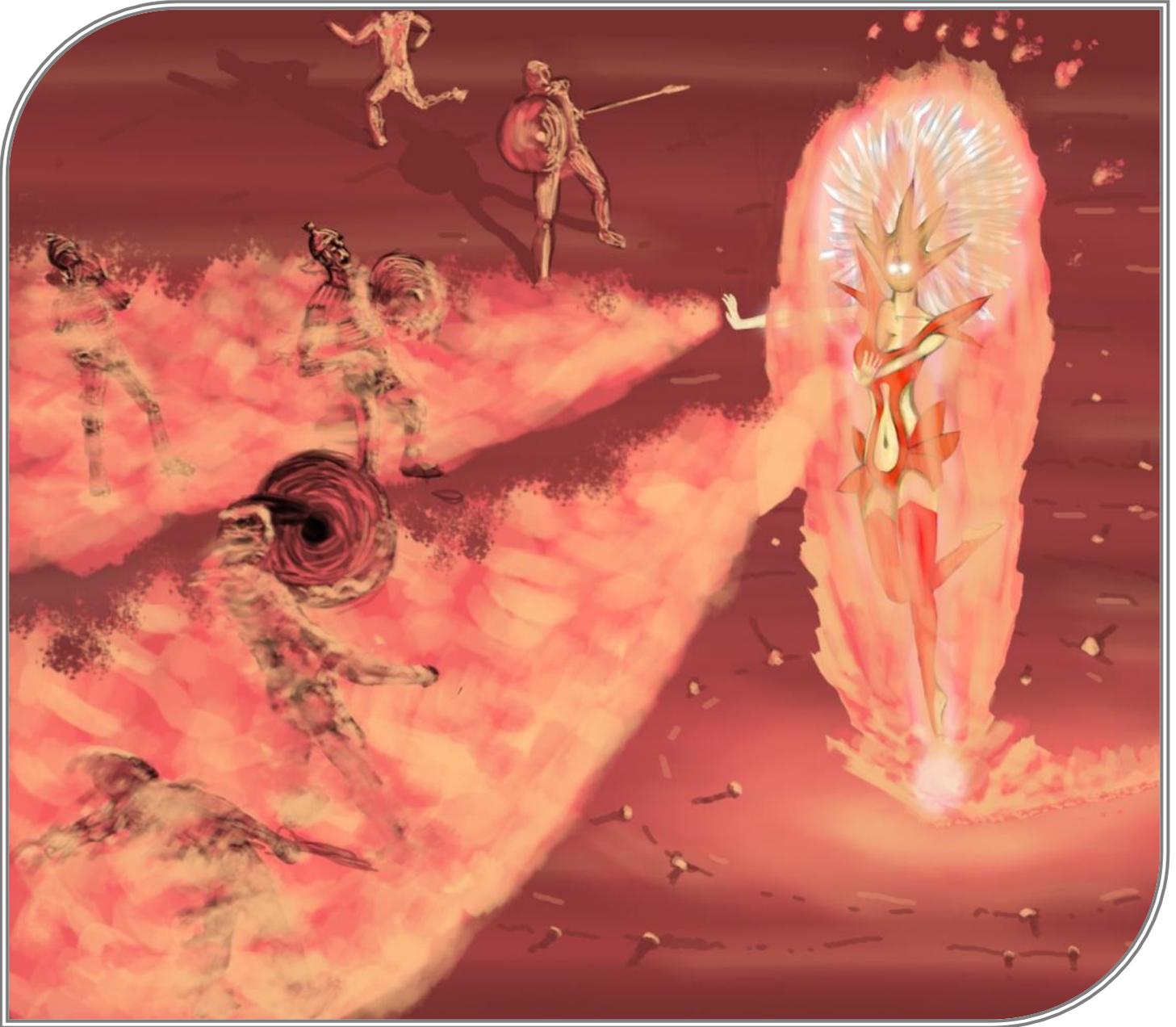
Supreme Masters of Magic

It is said that all El are merely constructs of magic given physical form by Winsill himself.

A Sorceresses' magic shroud can lift them high off their feet and carry them effortlessly across the battlefield at great speeds, and it also protects them from most of the dangers which can be found on the battlefield, as arrows and other harmful missiles simply bounce off it.

The Master Wizards of this world know their magical powers may go unrivalled by most users of magic, but they know their skills to manipulate the either is

IMPERIAL ELF ARMY LIST
The Golden Masters



Due to an El Sorceress' ability to levitate, they can see over friendly infantry and character models on foot, set at their own level. This allows them to shoot or cast magic over those models. This special ability does not allow an El Sorceress to see over enemy infantry or characters on foot set at their level. So they cannot shoot or cast magic over those models as normal.

Furthermore, for a rabble of lowly enemy warriors to pass through the Sorceress' magical shroud would surely mean their doom! The scolding heat alone resonating from her shroud would be enough to keep most at bay, but for those who would foolishly try and enter would be burn to a cinder in an instant! Therefore, regardless of how many magical attacks the Sorceress can make in that turn, she cannot be '**Marched Over**'. 'March Overs' are described in the Three Plains' Rulebook on page 31.

IMPERIAL ELF ARMY LIST

The Golden Masters

Magic Blast ✘

An El Sorceress does not care for the very unpleasant business of hand to hand melee combat, that's for the males. Instead they choose to blast their opponents with a deadly burst of pure magical energy, directed from their magical protective shrouds that encompasses them on the battlefield.

For those who dare lay an uninvited filthy hand upon an Imperial El Empress will be greeted by an intense blast of energy, which is so powerful it will tear flesh from bones and burn what remains!

An El Sorceress cannot carry or use magical or none magical weapons in combat. Instead, they can make a special magical attack that hits automatically D6 times. This attack deducts -2 magic, toughness and agility off a piece's save, and has a damage rating of 1.

Rule of Two

With the recent exception of Nuckou's Ascension by Winsill, the Law of the 'Rule of Two' states there can only be two El awaken form their eternal slumber at any one time. They are the Emperor and Empress of the Golden Empire, and their rule is absolute over their vast territories and lesser Elvin kin.

With Nuckou's ascension to El-hood and with him being the Champion of Winsill himself, he has the right to take the honour of Emperor once the current one falls, but has refused. Nuckou believes that the best way to fulfil his divine mission smiting chaos is fighting it where it runs rampant and festers the most, down on the battlefield.

A player can only have one 'El Warrior Emperor' and one 'Imperial High Sorceress Empress' per game. Furthermore, an El character can only be included in a 2000 point Elf army or bigger. Miner skirmishes just don't warrant their attention.

THE DEATH OF EMPRESS SHEESAY

After the battle of Syhow, were Empress Sheesay fell, even though her forces were victorious, no Elf warrior could live with the shame of failing their beloved empress.

The campaign Sheesay was fighting and 'winning' ended on that day, as every Elf under her command was found dead by her bewildered and thankful enemies.

Rather eerily her entire army was found seated at their tables in their camp and in full armour. Each Elf and Slave had filled their flasks with poison and drunk every drop, and then waited for death to take them.

An Epic Loss to the Empire

To the Elves of the Golden Empire, their El Emperors and High Sorceress Empress are nothing less than gods who walk amongst them.

Over the ages their numbers have dwindled, with the only exception to the El's decline is Nuckou's Ascension to El-hood.

So if the Imperial Elves were to lose an Emperor or Empress, this would be cause for great mourning across the Empire.

Despite the risks and dire concerns by their subjects that they might be lost in battle, some El rulers will personally lead their legions into battle and even fight on their front lines. Even though El rarely encounter other beings that can match their skills in combat, there have been times were they have been bested and slain! This turn of events is catastrophic for a fighting Elf army! Even if they continue to fight on and carry the day, it has been known for an entire legion to take their own life with grief after the battle...

If an 'El Warrior Emperor' and/or 'Imperial High Sorceress Empress' dies in battle, the enemy is awarded double the amount of 'Victory Points' he or she is worth for his death.

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IMPERIAL ELF ARMY LIST
The Golden Masters

2ND GENERATION ELF PRINCESS
IMPERIAL SORCERESS

The powerful Imperial Princesses are all schooled in magic personally by their El Mother, who is most likely the greatest magic caster on the Middle Plain at that time! This makes Second Generation females very potent spell casters indeed, second only to their El Mother, the Empress and High Sorceress of the Golden Empire.

The Princesses skills with manna are so highly accomplished that often they cannot be matched by any other outside the Golden Empire, and so they often dominate the field of battle with their prowess in the arts of magic.

The Princesses mastery of magic is so complete that they too like their El Mother have magical energies seeping from their very bodies, which surrounds them in a shroud of magical energy.

The Princesses' shroud is a remarkable sight, but nowhere as powerful as their El Mother's. However, it is still potent enough to lift them off their feet and carry them through the air, without having to sully their feet on the common ground. Their magical shroud also protects them against most common attacks from stone, iron or steel weapons in battle.

After the High Priestess of the Golden Empire, the Empress, Imperial Princesses take on the role of Priestess, and they are second only to their mother in authority!

At the head of each province and major Elf city sits an Elf Priestess, with nearly absolute power, only answerable to their mother and father the Empress and Emperor. There they rule together with their prince and provide their people with holy council and powerful magic if needed.

	M	A	CR	D	Save	LP	S
Imperial Sorceress Princess	10	⚡ D6 automatic hits	6	⚡ D1 -1 -1 -1	1 2 4	1	5

150 points

1.5▼ & 0.5★

Weapons & Armour: Magic Flash ⚡.

Additional Options & Extras

- Can carry 0 – 4 Magic Items. However, the Sorceress cannot carry any kind of Magical Weapons.

Special Rules

El and Elf Magic, Heighten Senses - Very Fast Attacks & Divine Birth Right
(see page 29 to 31)

Grand Masters of Magic

The very gifted and powerful Imperial Princesses are all schooled in magic personally by their El Mother, who is perhaps the greatest magic caster on the Middle Plain! Together, under their Mother's mentorship and their daughters' impressive inherited natural abilities with magic, makes Second Generation Elf Females incredibly powerful spell casters indeed. They are so powerful; they are second only to their El Mother, the Empress and High Sorceress of the Golden Empire in their abilities to cast magic.

A 2nd Generation Elf Princesses Sorceresses so powerful and skilled in the arcane arts that they are classed as '**Grand Masters of Magic**'. This means they are one level up from '**Master Wizards**', as described in the Three Plains Rulebook on page 50. Therefore, they can generate 4 magic dice to cast their spells with, and gain 4 randomly selected spells from their chosen discipline of magic at the start of the game.

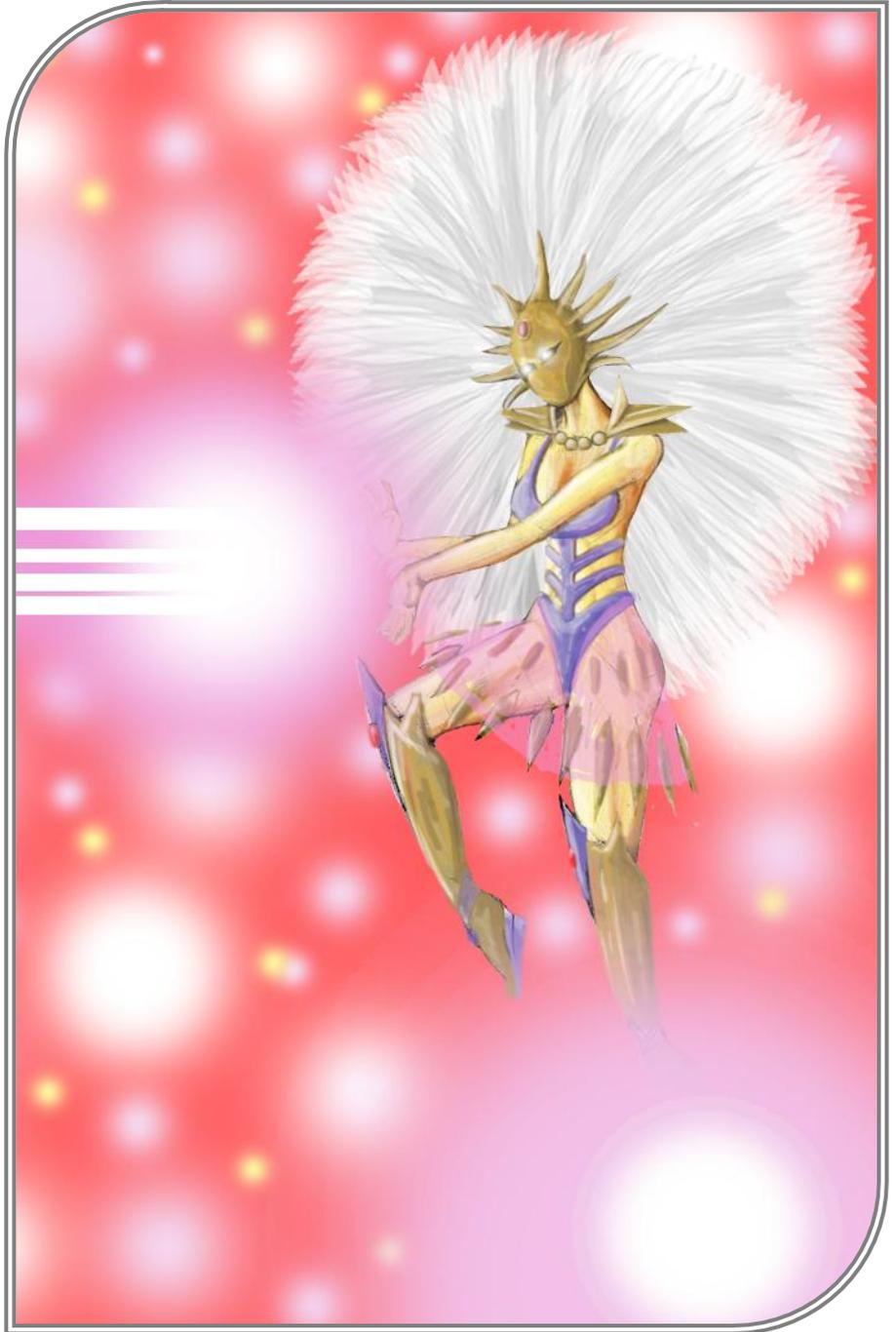
Magical Shroud

It is said that an Elf Princess will be one of the most stunning beings a male eye will ever see in his life time...

Sadly, few mortals see these wondrously stunning creatures of true beauty at all. The reason why, is because of a magic shroud that nearly encompasses them completely, which only leaves a faint outline of

their perfect figure. Their bright white glowing eyes also pierce through their magical shroud, which glair at those who dare look at them in a distasteful way!

A Sorceresses' magical shroud pulses from off the ground and totally cocoon's them in fierce magical energies, which protects them from nearly all assaults



IMPERIAL ELF ARMY LIST

The Golden Masters



upon their person. Their shroud is so powerful that it lifts them high off their feet into the air and can propel them across the battlefield at great speeds to wherever they wish.

Due to an Elf Princess Sorceress' ability to levitate, they can see over friendly infantry and character

models on foot, set at their own level. This allows them to shoot or cast magic over those models. This special ability does not allow an Elf Princess Sorceress' to see over enemy infantry or characters on foot set at their level. So they cannot shoot or cast magic over those models as normal.

Furthermore, for a rabble of lowly enemy warriors to pass through the Sorceress' magical shroud would surely mean their doom! The scolding heat alone resonating from her shroud would be enough to keep most at bay, but for those who would foolishly try and enter would be burn to a cinder in an instant! Therefore, regardless of how many magical attacks the Sorceress can make in that turn, she cannot be **'Marched Over'**. 'March Overs' are described in the Three Plains' Rulebook on page 31.

Magic Flash ⚡

Just like their El Mother, an Elf Princess does not Sully their hands with messy melee combat, that's their brothers' sport. Instead, they will summon all of their natural raw magical energy and blast it at their foes to repel them.

So, any foolish mortal who intends to do harm to an imperial Princess will be met by a flash of brilliant deadly magic!

This magical attack is not as powerful as their El Mother's, but the Princess' burst of energy is more than enough to burn and boil away flesh from an enemy's bones. Some will even combust instantly into flames with the intense magical heat of their attack! So, an Imperial Sorceress is not to be taken lightly in combat!

An Elf Sorceress cannot carry or use magical or none magical weapons in combat. Instead, they can make a special magical attack that hits automatically D6 times. This attack deducts -1 magic, toughness and agility off a piece's save, and has a damage rating of 1.

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IMPERIAL HIGH MAGE 3RD GENERATION ELF

3rd generation female Elves will either become Hand Maidens' to their Princess Priestess Mothers or study under them to become a High Mage. However, all are expected to become mothers to the next generation of Elves.

High Elf Mages are thought of as the working wizards in the Empire. These powerful Mages are constantly at work, only resting to do their bit as a female for the Empire.

If they are not at court they will be casting magic for industrial or agricultural assignments. At other times they can be found high up within their towers, studding spells, mixing powerful potions or writing magical scrolls for their Sorceress Mothers.

High Elf Mages also lend their arcane abilities to the Golden Empire's military, where they can be found on the battlefield casting fairly complex and powerful spells at the enemy, and defending against their magic.

Even though a High Elf Mage is over shadowed by their Sorceress Mothers magical abilities, they still have considerable skills in the arcane arts, which most wizards outside the Empire would be envious of.

Unlike their mother's, High Elf Mages do not generate enough raw magical energy to create a shroud of magical protection around them. Instead, their will focus all of their considerable power into casting powerful spells at the enemy, and ride a steed or beast into battle and heavily rely upon them for their defence.

Despite their mediocre status within imperial society, High Mages are not to be underestimated in battle. They are equal to all the other great mortal wizards outside the Empire, and have even been known to lead small attachments of soldiers to victory in skirmishes.

	M	A	CR	D	Save	LP	S
Imperial Mage	8	1	5	1D -①	① ② ③	1	4
Roc	3 Ground Movement 20 Fly	6	4	1-3D -③ -①	③ ②	10	2
Unicorn Prince	17	3	6	1D -③ On Charge	~	+3	~
Pegasus Prince	13 Ground Move 18 Fly	3	5	1-3D -③ 1D -①	~	+3	~

IMPERIAL ELF ARMY LIST

The Golden Masters

120 points

1.5▼

Weapons & Armour: Staff and Weeping Blade Sidearm.

Additional Options & Extras

- Can carry 0 – 3 Magic Items.

Mounts

- Can ride a Unicorn Prince at +100 points and +0.5▼.
- Can ride a Pegasus Prince at +100 points and +0.5▼.
- Can ride a Roc at +200 points and +1▼.

Special Rules

El and Elf Magic, Heighten Senses - Very Fast Attacks & Divine Birth Right (see page 29 to 31)

Master Wizard

Magically speaking, High Elf Mages are overshadowed by their Sorceress Mothers skills in the arcane arts. That said, Elf Mages still have considerable power to bend the ether to their will, which most wizards outside the Empire would be envious of.

On the battlefield, an Elf Mage is a proficient merciless spell caster who is more than a match for any other Master of Magic outside the Empire they face off against. Be it casting magic or combating enemy spells, most mortal wizards will crumble under their might.



A 3rd Generation High Elf Mage is a '**Master Wizard**', as explained in the Three Plains Rulebook on page 50.

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IMPERIAL MAGIC HANDMAIDEN 4TH GENERATION ELF

Under the Imperial High Mages, serve their Magic Hand Maidens, who are usually their own daughters.

They are competent magic casters, but lack the power of their mothers. That said, some have impressed their betters so much that they have served under Princesses or even the Empress herself.

Imperial Magic Hand Maidens are the last in the line of magic casters the Empire will allow to serve as wizards. The tint of corruption in their blood becomes

too great within later generations of Elves for them to become affective spell casters of any use to the Golden Empire.

On the battlefield, Magic Handmaidens usually accompany small attachments of warriors, bravely serving as the group's main wizard. In bigger battles they will directly aid and support mages by casting low levels spells to keep their enemies off balance or help their masters to combat their spells.

	M	A	CR	D	Save	LP	S
Imperial Magic Handmaiden	8	1	4	1D -①	① ③	1	3
Unicorn	16	1	5	1D -③ On Charge	①	+2	~
Pegasus	12 Ground Move 17 Fly	2	4	1D -①	~	+2	~
White Terror Bird	13	1	3	1-2D -②	+①	+1	~
Mountain War Goat	12	1	3	1 (on Charge) -①	+① ①	+2	~
Imperial Steed	14	1	3	1	-①	+1	~

55 points

1▼

Weapons & Armour: Weeping Blade Hand Weapon.

Additional Options & Extras

- Can carry 0 – 2 Magic Items.

Mounts

- Can ride an Imperial Steed at +30 points.
- Can ride a Mountain War Goat at +35 points.
- Can ride a White Terror Bird at +50 points.
- Can ride a Unicorn at +60 points.
- Can ride a Pegasus at +60 points.

Special Rules

El and Elf Magic, Heighten Senses - Swift Attacks & Divine Birth Right (see page 29 to 31)

Wizard

Under the Imperial High Mages, serve their Magic Hand Maidens, who are usually their own daughters.

Imperial Magic Hand Maidens are the last in the line of wizards within the Golden Empire. After their generation, the tint of chaos in their daughters' blood destroys their ability to cast magic affectively.

On the battlefield, Magic Handmaidens can accompany small attachments of warriors, bravely serving as the group's main wizard. In bigger battles they will directly aid and support mages by casting low levels spells to keep their enemies off balance or help their mistresses to combat their spells.

A 4th Generation Elf Handmaiden is a **'Wizard'**, as explained in the Three Plains Rulebook on page 50.



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UNIT PIECES

THE IMPERIAL OUTER WATCH

In Imperial Elf society, all Elves are not equal. As the blood thins over the generations, Elves are separated into many different castes of ability, determined solely by their generation they were born into.

The lowest and last caste in the Empire are called the Candles by all those above them. Their name comes from their eyes not glowing with the same consistency the earlier generations do. Instead, their eye's dimly flicker like a candle in a light breeze.

Within the Golden Empire's social hierarchy, the Candles are little better than the Humans under them, as they are expected to work and fight for the empire, but they are forbidden to breed. They may take a mate, but females are magically sterilised at birth, so they cannot conceive. Breeding across generations is strictly prohibited and is enforced with the death penalty for all concerned in the deed!

The Male Candles who do not work in construction or agriculture will serve in the Imperial Outer Watch,

and these warriors make up the core fighting force of the Empire.

A Watchmun may be the lowest generation of Elf, but their very thin divine blood still allows them to outperform many of their foes in all basic elements of warfare. For instance, compared to Humans, they are easier to train, have better combat skills and are more disciplined, and still live considerably longer.

In times of peace, these fine warriors can be found across the Empire protecting key targets and forever fending off the vermin and other raiders from the Golden Empire's vast borders.

For the Elves, the Outer Watch are numerous and expendable, as they are not permitted to breed any further beyond their generation. Also, with the Watch's greater numbers and their senses still being much higher than the averaged mortal's, they still make for very impressive foot soldiers.

	M	A	CR	D	Save	LP	S
Imperial Outer Watch	8	1	5	1D -①	② ① ①	1	4

7.5 points

1 ■

Unit sizes: 10 - 50 models

Weapons & Armour: Short Swords, Shield & Light Armour (① Toughness).

Additional Options & Extras

- Any unit can swap their **Shields** for **Halberds** for free.
- Any unit can be equipped with **Spears** at +1 point per model.
- Upgrade one model in the unit to become a **Command Piece** at the cost of +15 points.
- One Outer Watch Unit can take a **Magical Command Item**.

Special Rules

Heighten Senses - Swift Attacks (see page 29)

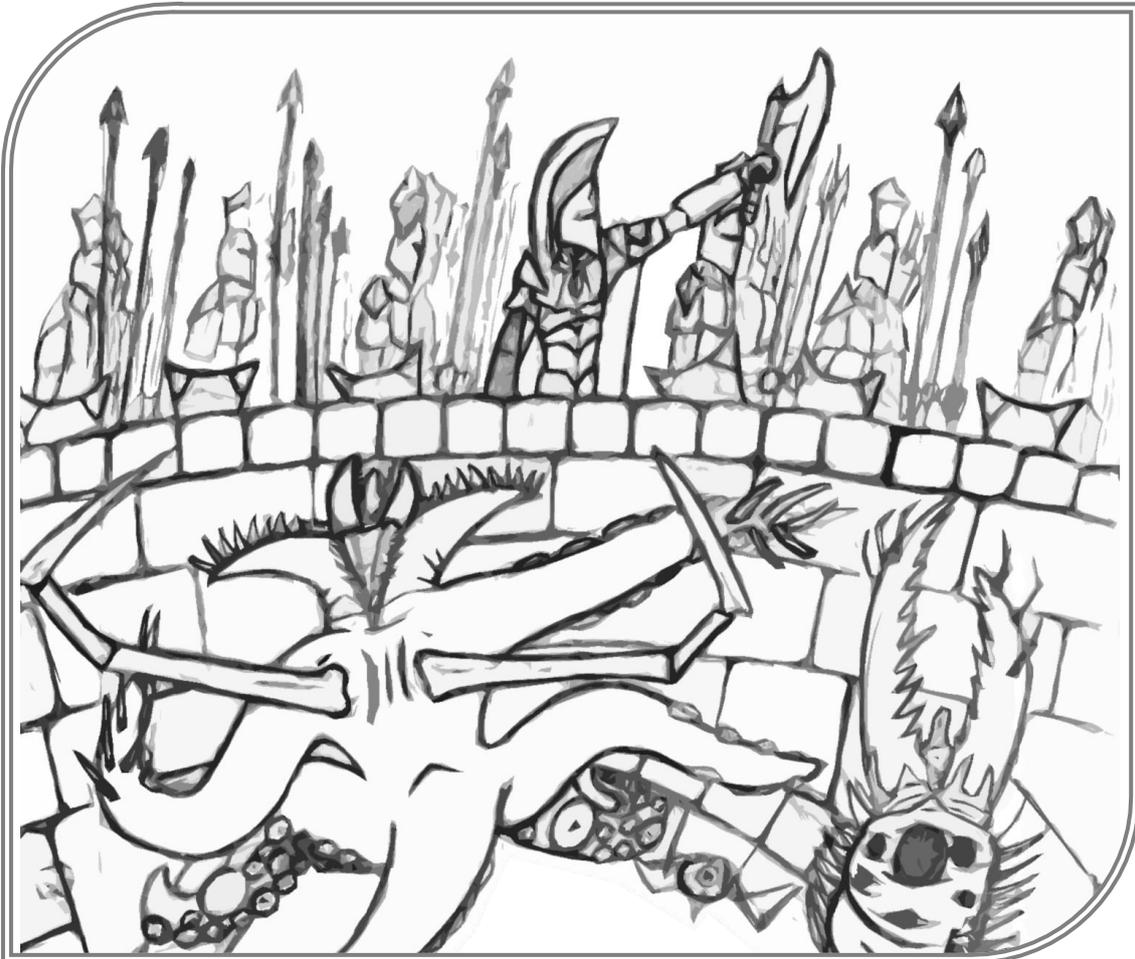
Infantry Wedge

Elf Imperial infantry is amongst the most highly trained and disciplined forces on the Middle Plain. At the mere word of a unit of Watch's Commander, they can quickly and quietly change their formation into what is required of them, even in the thick of battle.

Imperial Commanders can maximise their limited units of Watch's fighting power by organising them into wedge formations. These special units of infantry would have one or several points at their front. Each

of the unit's wedges will pierce the enemy's groups of fighters and filter them down into special killing zones at the bottom of each wedge. There the enemy will be stabbed at all sides and torn to shreds, and after they fall another would be filtered in and then another, and another...

When a Unit of Watch is only armed with Swords and Shields, they can form an '**Infantry Wedge**' formation, and fight as such on the battlefield, as described in the Three Plains rulebook on page 55.



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DEVOTES

Men are plentiful on the Middle Plain, and most have a strong will to be masters of their own destinies.

Some Humans have even defied the Golden Empire like the Herlanceians, who broke free from the Empire's grip many high moons ago.

Yet after generations of selective breeding the Human slaves of the Golden Empire have grown dull and submissive under their master's stewardship. Combine this with the fear of divine retribution of defying the children of the Gods, makes these humans the Empire's devoted slaves.

This enslaved people are expected to do all the lowly day to day tasks Elves believe to be underneath them, which has made them a valuable commodity. So much so that Humans now outnumber the Elves many times over within their Empire, working the lands, workshops, mines, farms and mills.

A slave's duties also include military services, where the Elves have found Humans are quite adequate in battle, but as expected fall short of the Outer Watch's capabilities. However, these Humans are still trained to a high standard and can hold their own against any heretic human brothers they may face in battle.



When one thinks of the importance of the Humans to the Empire, it is ironic really. The Elves view Man as a vile vermin to be exterminated, but the truth is without them the Golden Empire would cease to function!

	M	A	CR	D	Save	LP	S
Human Devotes	7	1	4	1	3	1	3

7 points

0.5■ & 0.25◆

Unit sizes: 10 - 60 models

Weapons & Armour: Short Swords, Spears, Light Armour (1 Toughness) & Shields.

Additional Options & Extras

- Upgrade one model in the unit to become a **Command Piece** at the cost of +14 points.

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IMPERIAL ENFORCERS

The Imperial Enforcers are made up of 5th generation Elves and their purer blood lines clearly shows over their lesser Outer Guard children. Enforcers are much quicker, faster and more cunning in combat than their sons could ever hope to be.

Other than providing the Empire's armies with a key elite infantry unit on the field of battle, Enforcers are also charged with protecting all the inner sanctums of the Empire. So if the Outer Watch fails to hold back the



enemy, leaving the raiders free to cut deep within the Empire. These filthy vermin will no doubt eventually clash with the mighty Imperial Enforcers of the Empire and that is where their raid will be put to a very bloody end indeed.

But alas, the Imperial Enforcers numbers are very few indeed. If there was only more of these fine warriors to bring to the fight, then maybe the world would tremble under the Imperial Empire's might once more.

	M	A	CR	D	Save	LP	S
Imperial Enforcers	8	2	6	1D -① Weeping Great Blades - ③ & 1-2D	③ ① ①	1	5

18 points

1◆ & 1★

Unit sizes: 10 - 30 models

Weapons & Armour: Swords, Weeping Great Blades & Heavy Frill Armour (② Toughness).

Additional Options & Extras

- Upgrade one model in the unit to a **Command Piece** at +19 points, which can be a **Magical Command Piece**.

Special Rules

Heighten Senses - Swift Attacks, Frill Armour & Weeping Blades (see pages 29 to 30)

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IMPERIAL ARCHERS

Throughout Many, the Imperial Elf Archer strikes fear into any force who marches against the Golden Empire, as they are simply the best bowmun on the Middle Plain.

Such is these bowmun's skills, after just one volley from the Imperial Archers can bring down an entire enemy's front line. Those warriors who survive the Elves' first swarm of deadly arrows will most likely flee rather than risk being cut down by another round of shots from these highly accurate deadly marksmun.

The lucky few warriors that survive charging through the deadly volleys of Imperial Arrows, will find the Elf Archers are also good warriors in combat too. If the enemy are just a rabble of common sell swords tossed into battle by their commander, the Imperial Archer's skills with their blades will surely throw them back. To add insult to injury, as the cowards run, calmly and with great discipline, the Imperial Archers will reform quickly and launch hails of arrows into their backs as they flee. Perhaps out of a hundred men, there will be a handful left who survive, but just enough to continue the tales of the Imperial Archer's brutal but efficient killing power.

	M	A	CR	D	Save	LP	S
Imperia Archers	7	1	4	1D -①	② ① ①	1	4

10 points

0.25 ■ & 0.75 ◆

Unit sizes: 5 - 25 models

Weapons & Armour: Short Swords, Long Bows & Light Armour (① Toughness).

Additional Options & Extras

- Upgrade one model in the unit to become a **Command Piece** at the cost of +17 points.

Special Rules

Heighten Senses - Swift Attacks (see page 29)

graciously shared this wisdom with the wild Humans, who now dare to use it against them!

Mass Volley Shooting

The Elves were the first to master the skills and techniques needed to Mass Volley Shoot, then they

Imperial Elf Archers have the '**Mass Volley Shooting**' special attribute, as described in the Three Plains Rulebook on page 37.

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IMPERIAL SHADOW STALKERS

Concealed from all, some foul creatures will think nothing of hiding in the dirty thick woods or the filthy undergrowth of the battlefield, lying side by side with its lowly inhabitants. There they will wait for their chance to strike and undeservedly kill those they do not dare to face in open combat. And they will call this warfare...

Hence the Imperial Shadow Stalkers' duty is to root out these cowardly vermin in their dirty holes where they hide and exterminate them totally, before they can do any serious damage.

The Imperial Shadow Stalkers are well equipped for their bloody work in the dark shadowy undergrowth of the battlefield. They wield a Long Sword for open and honourable combat. For their dirty work in the woods and all other dark, small, enclosed places they deal their death, they carry two smaller Swords, which often makes short work of the lowly scum they find lurking in there.

Be assured, when these warriors' stalk their prey the filth hiding in the overgrown forests will be routed out and destroyed!

	M	A	CR	D	Save	LP	S
Imperial Shadow Stalkers	9	2 +1 Two Weeping Blades	6	1D -① -① Two Weeping Blades Or -③ Great Weeping Blade & 1-2D	② ② ①	1	5

18 points

1◆ & 1★

Skirmished Unit sizes: 3 - 10 models

Weapons & Amour: Two Weeping Blades, Weeping Great Blades, Light Armour (① Toughness) & Bows.

Special Rules

Heighten Senses - Swift Attacks & Weeping Blades
(see pages 29 to 30)

Skirmishers

The Imperial Shadow Stalkers are lightly armoured, agile, swift and highly trained skirmishers.

A gaming piece of the Imperial Shadow Stalkers is classed as a '**Skirmished Unit**' and follows all the rules laid out in the Three Plains Rulebook on page 58 for skirmishers.

Mixed Weapons

Imperial Shadow Stalkers are versatile killers and will often switch weapons. Even in the middle of a fight Shadow Stalkers have no problem changing their weapons to deliver the most deadliest and efficient killing blow to their enemies to suit that situation they are in.

Imperial Shadow Stalkers have mastered two styles of sword melee combat. They can wield 'Two Weeping Blades' at the same time or one 'Great Weeping Blade' in a fight.

IMPERIAL ELF ARMY LIST

The Golden Masters

In combat the Imperial Shadow Stalkers' controlling player may choose any one of these weapon styles for their Stalkers to use in combat. Furthermore, each Imperial Shadow Stalker's model can use a different weapon style from each other in combat. For instance, 2 out of 5 Stalker models in a unit may choose to use their two Short Weeping Blades in combat, whilst the remaining 3 choose to use their Great Weeping Blades instead.

Scouting

Sometimes it's better to lie in wait for the mortal vermin, rather than routing them out during a battle. So Shadow Stalkers will conceal themselves in the places the enemy skirmishers may hide themselves. When the Shadow Stalkers spring their trap, those dark places on the battlefield are soon turned to a bloody red!

Shadow Stalkers must close their eyes when they hunt and rely on their highly affective senses to detect their enemies approaching them as they lie in wait in the darkness. Because, when the enemy creeps into a Shadow Stalkers' ambush, they will see their glowing eyes open, dart towards them and feel their cold weeping blades slice them apart, and then it's all over.



Imperial Shadow Stalkers have the special attribute of '**Scouting**', which is explained in the Three Plains Rulebook on page 68.

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SOULLESS

The Elves believe they are the Children of the Great God Winsill, and so should be treated as divine beings by the lower races themselves.

So if a slave attempts to escape or disobeys their golden masters, how can they possibly be respecting their Gods? So troublesome slaves are not only guilty of disobedience, but they are also guilty of heresy, and this will not be tolerated!

These heretic slaves are dragged off to be processed for war, where each one is held down and bound to a table so they cannot move. A whole is drilled into both their temples and burning hot acid is poured directly into their brains. Other than making their

victim endure immense pain, the procedure seems to burn out their mortal souls, turning them into living zombies. They are alive, but the spark of humanity in their eyes has been forever snuffed out.

These soulless creatures are herded on to the battlefield to form a flesh and blood meat shield.

As a battle rages they will be blasted by enemy magic and arrows attempting to reach their real target's, the Elf warriors behind them. During a battle the Soulless never last long... but at least as each one is shot, cut down by steel or burned away with magic, they can finally find peace.

	M	A	CR	D	Save	LP	S
Soulless	4 +D3	0	1	0	1	4	1

3 points

0.5◆

Loose Moving Group sizes: 5 – 10 models

Weapons & Armour: None

Additional Options & Extras

- Each Soulless model can be coated in level 2 poison at a cost of 3 points per model.

Special Rules

Mindless

These husks of flesh once housed the bright light of a human spirit, but that light has been snuffed out for all time and now they neither care if they live or die, eat or sleep or love or hate. They just exist, that is all.

Because of the Soulless state of mind or lack of it, they are '**Unbreakable**', as described in the Three Plains Rulebook on page 67.

Furthermore, a Soulless piece will always automatically fail any '**Deviancy Check**' presented to them during a game. 'Deviancy Checks' are explained in the Three Plain Rulebook on page 12.

Soulless Movement

There are just enough of the Soulless' minds left to understand the most basic of orders, but once the Soulless begin to move forward, the shamble of mindless bodies cannot be ordered to stop!

IMPERIAL ELF ARMY LIST

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Soulless pieces move using '**Loose Movement**', as described in the Three Plains Rulebook on page 26. However, these mindless lost souls also have some additional special rules to moving them across the battlefield, which are explained underneath.

The Soulless will stay totally still until ordered to move, and they cannot change their unit shape during a game for any reason.

Once the Soulless are on the move, they can only be moved straight forward 4+D3 inches in the direction they are facing. They can never be ordered to '**Dash**' move, as explained in the Three Plains Rulebook on page 27.

The Soulless cannot stop moving once they start. Instead, they must remain moving as just described above for the rest of the game, until they run off the board, become entangled or are totally wiped out in either the combat or shooting phases of the game.

The Soulless can never charge into combat, instead they are simply moved in to fight with the enemy, depending if they can reach them in the movement phase.

If the Soulless move over more difficult terrain (providing it wouldn't entangle them) they will suffer movement penalties like a normal unit piece would.

The Soulless cannot move through the following terrain features; any type of woody terrain, deep water, walls, buildings or any other type of terrain, which would clearly stop a chained up mass of people from passing through it. Even a small obstacle 30x30mm or smaller will stop a group of Soulless in



their tracks, because their chains will become entangled upon it.

When a Soulless piece hits one of those terrain features, the entire unit of Soulless will become stuck and unable to move any further as they will become entangled up on the terrain feature for the rest of the game.

Once entangled, the soulless will also suffer the loss of D6 life points from that point onwards at the start of each of their movement phases. Strangulation with chains wrapping round their necks will kill some and some will die of suffocation with them piling on top of each other. As for the rest, exhaustion and panic will finish the rest off eventually.

If the Soulless piece hits deep water of any kind the unit is instantly destroyed and removed from play, as the Soulless would drown very quickly in there.

Lastly, because the Soulless are all chained together, friendly pieces can never move through them. This includes; individual models with 30x30mm bases or smaller and skirmishers.

IMPERIAL ELF ARMY LIST
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No trouble to Cut Down

As the enemy moves upon the Soulless, they are easily cut down in droves, but the soulless never raise a hand to defend themselves. Thus the enemy easily slaughters them, with little effort on their part.

The Soulless do not have an attack value, as they do not put up any Resilience in combat and so are all too easily slain by the enemy.

Also with the Soulless being so easy to despatch, any piece engaged with them in combat will not suffer the loss of endurance points. Even if they are using a Great Blade or Hammer to attack them with or they are in '**Frenzy**', as described in the Three Plains Rulebook on page 65.

They Count for Nothing

Elves care little for all life outside divine creation, so they certainly do not care for disobedient slaves like the Soulless, no matter how many are exterminated on the battlefield. If anything, they are getting their just desserts for defying their divine masters.

In combat, no matter how much battle stress a Soulless piece may suffer (or even create), it is always discounted.

Also, any Imperial Elf piece may charge and fight a Soulless piece, as if they were charging and fighting another ordinary enemy on the board.

Lastly, when the Soulless are locked into combat with the enemy, no soldiering check is required for '**Shooting at Friendly Pieces locked in Combat with the Enemy** ☹', as explained in the Three Plains Rulebook on page 38.

Painted in Poison

As if these Humans have not suffered enough already, some Elf Generals prefer to coat their Soulless in deadly poison, which rots their skin and turns them all green.

Instead of using them as just meat shields, these husks of humanity are turned into living lumbering hordes of death, which are sent towards the enemy to share in their misery.

As Hordes of green Soulless swarm upon the enemy warriors, their will cut them down and end up smearing the Soullesses' blood all over themselves. The mindless creatures' poison will mix with their gushing blood as it pours out of them with each slash of the enemies' attacks and splatters all over them. Soon the enemies' blood will boil and their knees will buckle, as the Soulless' poison seeps through their skin and enters into their veins.

The enemy may soon cut their way through the walking poisonous bags of meat with little effort, but at a great cost to their own health and wellbeing, as they will soon find out.

Each Soulless model can be coated in '**Level 2 Poison**' at 3 points per model. The affects of poison is explained in the Three Plains Rulebook on page 68.

In combat, every model that hits the Soulless will take one automatic hit themselves. If the hit overcomes their save it will not wound them, but will poison them with level 2 poison instead.

The Soulless are not immune to their coating of poison, and will lose D6 life points at the beginning of each of their turns, until they all die.

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IMPERIAL STRIDER RIDERS - HORSE DIVISION

The last generation of Elves, the Candles will be assigned for life many lowly duties, such as; overseeing groups of slaves on farms or mills. Or they could be sent away to become a watchman or archer in the Imperial Army. The really lucky ones however, just by chance will serve the Empire as an Imperial Strider.

The Striders are the fast footed and lightly armoured skirmished cavalry of the Empire. These skilful mounted riders are able to launch ranged attacks upon the enemy whilst still on the move and are also quite capable in combat.

Strider Riders spend most of their time patrolling the vast Golden Empire. In times of war, they can be used to scout ahead of their army in search of enemy activity and other dangers that lay ahead. Out there on their own with only their abilities and their wits to keep them alive, makes for a far more exciting life than a typical Watchmen's.

There are two main divisions of Striders, which are the Horseback Riders and the Mountain War Goat Riders.

The Horse Divisions of Strider Riders are the faster force of the two. They are often charged with patrolling the grass plains of the Golden Empire and beyond.

In battle, the Strider Horseman will avoid fighting in melee combat with the enemy as much as possible. Their Horses negate the Elves' ability to avoid and dodge enemy attacks and their light armour only provides minable protection.

On the battlefield, the Strider Horseman are far better spent encircling the enemy and harassing them with their highly accurate shots of arrows. Or a cunning Elf General might charge these fast horseman towards the enemy, only to have them fallback. If the enemy breaks from their lines to pursue the Striders, the Elf General will order a counter charge with one of their good fighting unit to catch and destroy them.

	M	A	CR	D	Save	LP	S
Imperial Strider Rider	~	1	5	1D -① On charge -①	② ①	2	4
Steed	14	1	3	1	~	~	~

13 points

0.25◆

Skirmished Unit sizes: 5 - 10 models

Weapons & Armour: Hoofs, Sword, Spears, Bows, Armour (① Toughness) & Shields.

Special Rules

Heighten Senses - Swift Attacks (see page 29)

Skirmishers

The Striders are a fast, light footed and highly manoeuvrable cavalry fighting force, which makes

IMPERIAL ELF ARMY LIST
The Golden Masters

them some of the best skirmished cavalry on the Middle Plain.

Both divisions of Horse and Mountain War Goat Imperial Strider Riders are classed as '**Skirmished Units**' and follow all the rules laid out for these pieces in the Three Plains Rulebook on page 58.

Scouting

Being a very fast unit of cavalry the Imperial Striders are able to dart ahead of the main Imperial force and take cover even before the enemy sees them. This makes the Striders able to strike at the heart of the enemy's force at lightning speed.

All Imperial Strider Riders have the special attribute of '**Scouting**', which is explained in the Three Plains Rulebook on page 68.

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IMPERIAL STRIDER RIDERS - WAR MOUNTAIN GOAT DIVISION

The last generation of Elves, the Candles will be assigned for life many lowly duties, such as; overseeing groups of slaves on farms or mills. Or they could be sent away to become a watchman or archer in the Imperial Army. The really lucky ones however, just by chance will serve the Empire as an Imperial Strider Rider.

The Striders are the fast footed and lightly armoured skirmished cavalry of the Empire. These skilful mounted riders are able to launch ranged attacks upon the enemy whilst still on the move and are also quite capable in combat.

Strider Riders spend most of their time patrolling the vast Golden Empire, and in times of war they are tasked with scouting ahead of their army to search for enemy activity and other dangers that might lay ahead. Their role within the Empire can be a dangerous one, but out there on their own with only their abilities and their wits to keep them alive, makes for a far more exciting life than a typical Watchmen's.

There are two main divisions of Striders, which are the Horse and Mountain War Goat Riders.

The Horse Division of Strider Riders are the faster force of the two, but are poor at navigating mountainous terrain, which the Golden Empire is littered in, and they are weak in combat. Whereas their counterparts the Mountain Goat Division can

travel over highly rocky terrain as easily as if it was open ground, and fair much better in melee combat.

The Mountain War Goat ability to go over mountainous terrain is truly extraordinary! At a mere click of an Elf General's fingers there can be up and over a seemingly an impossible to climb cliff in an instant!

The War Goat is a savage fighter in combat, often charging in and head butting its enemies knocking them down to the ground. This head butt can be so brutal; it can even kill a Man outright on contact! Also, the War Goat is an incredibly tough beast. They have thin white wiry coats, covering their meaty muscular bodies, which are held together by their extremely strong bones. These beasts can fall off a mountain and still get up as if they just took a little tumble!

Despite the Mountain War Goat's girth, in melee combat these beasts are extremely agile, dodge and weaving blows as well as most 5th and even 4th generation Elves can.

The Mountain War Goat may only be a skirmished division of the Golden Empire's legions, but they should not be underestimated in combat. These plucky Riders have even been known to survive and hold their own against charging Herlanceian Grand Riders, which is no small feat for a skirmished unit of cavalry!

	M	A	CR	D	Save	LP	S
Imperial Strider Rider	~	1	5	1D -1 On charge -1	2 1 2 1	3	4
Mountain War Goat	12	1	3	1D On Charge -1 & -2	~	~	~

IMPERIAL ELF ARMY LIST
The Golden Masters

23 points

0.25◆

Skirmished Unit sizes: 5 - 10 models

Weapons & Armour: Hoofs, Horns, Sword, Spears, Bows, Light Armour (1 Toughness) & Shields

Special Rules

Heighten Senses - Swift Attacks (see page 29)

Sure Footed

The War Goats Striders are sure footed, agile, and a highly manoeuvrable beast, even on the most roughest terrain.

In the wild, Mountain Goats freely dart up and down hazardous mountain sides as easily as other lowland dwelling creatures move around on their native grasslands.

War Mountain Goats have been bred to be bigger and more aggressive than their smaller and wild cousins, but they have lost none of their ability to move over mountainous terrain. This special ability makes the division of Mountain War Goats Strider Riders a brilliant option when fighting an enemy over a rocky or mountainous battlefield.

War Mountain Goat Riders are classed as '**Skirmishers**' and follow all the rules laid out in the Three Plains Rulebook for those pieces on page 75. Furthermore, these beasts can carry their rider up and down '**Impassable Cliffs**' without penalty, which ordinary skirmishers cannot do.

Scouting

Being an agile unit of cavalry the Imperial War Mountain Goat Strider Riders are able to sneak ahead of the main Imperial force and take cover even before the enemy sees them. This makes the Striders able to strike at the heart of the enemy's force at lightning speed without them being noticed before it is too late to stop them!

Imperial War Mountain Goat Strider Riders have the special attribute of '**Scouting**', which is explained in the Three Plains Rulebook on page 68.

War Mountain Goat Attacks

The War Goat is a savage fighter in combat, often charging in and head butting its enemies knocking them down to the ground. This blow can be so brutal that it can shatter bones and even kill a Man outright on contact!

Providing the War Mountain Goat can charge over 7 inches into combat their targets will suffer -1 to their toughness and -2 to their Resilience saves for each successful hit made against them by the Goat. After the first round of combat has passed, the War Goat will lose this bonus and fight normally until they charge again.

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IMPERIAL HELMS

The Imperial Helms serve as one of the Golden Empire's main cavalry divisions, which specialise in wearing heavy armour. The amour may slow them down, but protects them from unavoidable hits that might otherwise knock out a White Terror Rider, their lightly armed and more agile counter parts.

They are always ready at a moment's notice to march to war whenever the Emperor and Empress will's it. The Imperial Helms are often sent out to deal with raiding Orcs and Humans and other mortal scum that dares wonder a little too close to the Empire's borders. When they meet the impertinent filth, they will usually crush them under foot after just one devastating charge and return home for new orders.

The Helms are well known by all as great cavalry men, but other than being accomplished horsemun, they are also known for their skills as warriors too. The Helms are able to despatch most well armed foes

they encounter in combat and against what other races would consider elite soldiers, the Helms often see them off or hold their own against them.

Along with wearing their standard heavy armour; the Imperial Helms often wear barding into battle, which turns them into a galloping wall of heavy steel. So unsurprisingly the Helms are known as the Empire's 'Steel Fist', because once they charge at the enemy, virtually nothing can stop them smashing through, as most arrows and magic just bounces off their thick armour.

When this Steel Fist of the Empire lands, little is left standing of their prey, as men and arms are smashed down to the ground and some are even thrown up into the air. Those who recover from this devastating blow are swiftly finished off in melee combat, leaving the Empire's Steel Fist free to strike and knock out a new target.

	M	A	CR	D	Save	LP	S
Imperial Helm Riders	~	1	5	1D -① On charge -③	④ ①	2	4
Imperial Steeds	14 -1 Movement for Full Plate Heavy Armour	1	3	1	~	~	~

17 points

1■ & 0.25◆

Unit sizes: 5 - 30 models

Weapons & Amour: Hoofs, Swords, Lances, +② Heavy Armour, +① Barding & Shields.

Additional Options & Extras

- Upgrade one model in the unit can become a **Command Piece** at +16 points, which can be a **Magical Command Piece**.

Special Rules

Heighten Senses & Swift Attacks (see page 29)

Cavalry Wedge

Thanks to the Empire's superior training and heighten abilities all Elves have, the Imperial Helms are extremely accomplished horsemen, putting other cavalrymen's skills across Many to shame.

One of the ways that Imperial Helms will show case their skills on the battlefield will be to form a perfect Cavalry Wedge. Their armour will shine and glimmer, as they stand there in formation waiting for the order to charge.

Depending on their generation of their commander, they will either here or feel their command to charge. The heavy armoured steel Helms will funder at speed towards the enemy's lines in their spear like formation and plunge strait into their ranks, like a knife cutting into exposed flesh! Those in the way will instantly be cut down, and those who somehow survive will be driven apart by the Helm special wedge formation, which will obliterate their unit!

A unit of Imperial Helms can form a '**Cavalry Wedge**', as described in the Three Plains Rulebook on page 57.

Heavy Armoured

Elves do not naturally take to wearing Heavy Amour, like Humans, Orcs or Dwarfs do. By far Elves prefer to wearer light armour, which allows comfort and far more mobility on the battlefield. Being weighed down by Heavy Amour on the other hand makes them slow and sluggish in battle, which makes them far easier to hit.

Age after age, the Golden Empire believed their White Terror Riders' swiftness and agility was more than enough to save them from suffering unacceptable losses in battle. However, all that

changed after scores of White Terror Riders were wiped out at the Battle of Fireheld thanks to Dwarf mortar shots bombarding them. Even though the shots were relatively weak, the White Terrors could not avoid their blast, which was enough to kill them in scores.

A White Terror Rider largely relies on their agility to dodge hits in combat for their defence, but as they found out the hard way, you cannot dodge all encompassing explosions...

Emperor Epecil and Empress Fazher decreed that a Heavy Armoured division of Cavalry had to be established as an alternative to the White Terror Riders. This unit had to be able to stand up to hard hitting blows an Elf could not avoid in battle, such as explosions caused by magic and the ever more increasingly present war machines on the battlefield.

The Golden Empire's answer to this problem was the creation of the Imperial Helms, who are covered in the finest steal full plate armour the Middle Plain has to offer. From the Horses' hooves to the rider's heads, no part is left unprotected. This abundance of armour may slow the Helms down and hamper their ability to avoid enemy attacks in combat. However as intended, their armour can withstand most of the light to medium damage cause by explosions on the battlefield today.

The Imperial Helms wear **3** worth of armour, +**2** for wearing Full Plate Armour and +**1** for their Horse's Barding, which makes them a '**Heavily Armoured**' gaming piece, as described in the Three Plains Rulebook on page 74. This is why this Elf Horseman unit has no agility saves, and moves 13 inches instead of 14 inches.

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IMPERIAL WHITE TERROR RIDERS

Instead of deploying units of heavy armoured Imperial Helms in battle, Elf commanders usually prefer to deploy Imperial White Terror Riders instead.

There are many good reasons for this. Firstly, unlike the Imperial Helms, White Terror Riders are lightly armoured, only carrying a Shield and Light Armour into battle, as they rely on their nimbleness to avoid their enemy's strikes in combat, rather than taking the blows directly. This makes them unconventional fighters for most enemy's to combat, which usually gives them a fighting edged over their opponents.

Another good reason is the White Terror Birds can match most horses' speed on an open field, even keeping up with Imperial Steeds with their superior blood lines. Because they are not over encumbered with heavy armour, they can take full advantage of their great speed on the battlefield, leaving most enemy cavalry standing.

Perhaps the White Terror Riders biggest advantage over the Imperial Helms is in combat. White Terror Birds stand at 7 foot tall and their light bodies are

packed full of mussel. The giant bird has huge razor sharp talons, which can disembowel a man in an instant. Their massive beaks can slice through flesh, bone and even armour with a mere snap of their beaks, which can easily take off an enemy combatant's arm.

For all the advantages of the White Terror Riders on the battle field, they do have some crucial weaknesses. The giant bird's frames cannot bear heavy armour, which makes them very vulnerable to attacks they cannot evade.

In more recent times, the lesser races have learn to master both magic and machines, which has given them the ability to rain down fire and stone upon the battlefield, which causes huge explosions that the White Terror Riders cannot avoid. These new threats on the battlefield have decimated entire units of White Terror Riders, which led to the creation of the Imperial Helms. This new division of cavalry are slower and far more sluggish in combat, but they can withstand hits that would otherwise kill a White Terror Rider in battle.

	M	A	CR	D	Save	LP	S
White Terror Riders	~	1	5	1D -① On charge -③	②② ①	2	4
White Terror Birds	13	1	3	1-2D -① & -②	~	~	~

25 points

1■ & 0.25◆

Unit sizes: 5 - 30 models

Weapons & Armour: Claws, Beaks, Swords, Lances, +① Light Armour & Shields.

Additional Options & Extras

- Upgrade one model to become a **Command Piece** at +20 points, which can be a **Magical Command Piece**

Special Rules



Heighten Senses - Swift Attacks (see page 29)

Cavalry Wedge

Thanks to the Empire's superior training and heighten abilities all Elves have, the White Terror Riders are extremely accomplished cavalrymun, putting many of their opponent's skills across Many to shame.

One of the ways that White Terror Riders will show off their skills on the battlefield will be to form a perfect Cavalry Wedge.

Depending on their generation of their commander, they will either here or feel their command to charge. The swift White Terror Riders will funder at speed towards the enemy's lines in their spear like formation and plunge strait into their ranks, like a knife cutting into exposed flesh! Those in the way will instantly be cut down, and those who somehow survive will be driven apart by the White Terrors special wedge formation, which will obliterate their unit!

A unit of Imperial White Terror Riders can form a '**Cavalry Wedge**', as described in the Three Plains Rulebook on page 57.

White Terror Birds' Attacks

White Terror Birds stand at 7 foot tall and their light bodies are packed full of mussel. The giant bird has huge razor sharp talons, which can disembowel a man in an instant. However, it is their massive beaks most enemy warriors fear in combat. Their huge beaks can slice through flesh, bone and even armour with a mere snap of their beaks, which can easily take off an enemy combatant's arm!

Each White Terror Bird's attack does -**2** toughness and -**1** agility to an enemy's save, and has a damage range of 1 to 2.

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DIVINE SKY MASTERS

As their name sake suggests, the Divine Sky Masters truly are elite sky warriors who masterfully use both lance and sword in the air and on the ground to best most of their foes they meet in battle!

In the air, their speed, grace and elegance as they dance high up within the clouds are legendary across the length and breadth of Many!

Like Unicorns, Pegasus will not just let anyone ride them. However, unlike Unicorns who only favour ones' divinity, Pegasus admire a strong heart and keen wits. This means despite their status, an Imperial Knight must earn their Pegasus' trust before they can partner, whereas most Unicorns would automatically accept the Imperial Knight because of their potent divine blood.

So an Imperial Knight must win over a Pegasus before they can ride them. The Knight must travel to what the Elves call Mount Ultamar, which is one of the largest mountains in the Empire, where the Pegasus are plentiful and fly wild and free. There on the side of the grey mountain, the Knights will set up camp and start their battle of wills with their chosen Pegasus.

Many High Moons can pass before an Imperial Knight makes any progress with a Pegasus. These beasts will



test the Elves' resolve to their limits to see if they are worthy partners. This can be a very trying and dangerous time for the Knight, and there is many a

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dead knight's remains scatter all over the giant grey mountain of Ultamar to testify to this. It has even been recorded that entire campsites of Knights have been attack and wiped out by the Pegasus when they have lost patience with these Elves.

However, as any Sky Master Knight will tell you, all the time and danger the Knight goes through to win

over their Pegasus is worth it, because when the two bond they do so for life. They will never leave each other's side from that day onwards. Even when a Sky Master is slain in battle, their Pegasus will always ferociously fight on to defend their partner's lifeless body.

	M	A	CR	D	Save	LP	S
Sky Masters	~	2	6	1D -① -② On charge -④	③ ① ②	3	6
Pegasus	12 Ground Move 17 Fly	2	4	1D -①	~	~	~

105 points

1◆ & 1★

Flying Loose Moving Group sizes: 3 – 10 models

Weapons & Armour: Hoofs, Weeping Blades, Weeping Bladed Lances, Shields & Heavy Frill Armour (②).

Additional Options & Extras

- Upgrade one model in a unit to become a **Command Piece** at +30 points, which can be a **Magical Command Piece**.

Special Rules

Heighten Senses - Swift Attacks, Frill Armour & Weeping Blades (see pages to 29 to 30)

Flyers

The Divine Sky Masters are the elite sky warriors of the Golden Imperial Empire, and they are masters of airborne combat. In the air, their speed, grace and

elegance as they dance high up within the clouds are legendary across the length and breadth of Many!

The Divine Sky Masters are a group of **'Loose Moving'** cavalry that can **'Fly'**, as described in the Three Plains Rulebook on page 26.

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DIVINE BLOOD KNIGHTS

It is said:

"If a Unicorn takes to you, even letting you ride them, if you know it or not you have been touched by the divine, as a Unicorn wouldn't entertain you otherwise".

All Unicorns have the ability to sense greatness in individuals, even if that individual knows it or not. So if you ever find yourself on the back of one of these magical beasts, you must have been blessed by the gods.

Unicorns may have been given this nose for divinity by the Creator himself, as these beautiful and elegant creatures were one of the first beasts to be set down upon this world. So as one would expect, Unicorns too have plenty of divine blood flowing through their vanes.

So only the earlier generations of Elves are able to mount these fine beasts, as their blood still holds much of the divine mark of creation within them.

The Golden Empire can field some of the most highly trained and disciplined forces in the Middle Plain, but it is their Divine Blood Knights who are at the heights of the Empire's disciplined!

The Golden Empire has pared their elite warriors with the Unicorns, which make awesome cavalry indeed, as both are great warriors in their own right. Together they funder across the battlefield in a flash, striking and totally devastating their enemy with both the Knight's Weeping Lances and the Unicorn's magical Golden Horns.

Who dares fight this holy partnership in battle, as most would not survive the encounter? Even those who would usually stand firm against such a powerful adversary believe it is bad luck to kill Unicorns, which can leave warriors uneasy about fighting these beasts in battle...

The Divine Blood Knights of the Imperial Golden Empire are the envy of the world, as no other can match their discipline, speed and skills upon the battlefield.

	M	A	CR	D	Save	LP	S
Divine Blood Knights	~	2	6	1D - ① - ② On charge - ④	③ ① ②	3	6
Unicorns	16	2	5	1D - ③ On Charge 1-3D - ③	~	~	~

90 points

1◆ & 1★

Unit sizes: 3 – 8 models

Weapons & Armour: Hoofs, Golden Horns, Weeping Blades, Weeping Bladed Lances, Shields & (②) Frill Heavy Armour.

Additional Options & Extras

- Upgrade one model in the unit to become a **Command Piece** at +30 points, which can be a **Magical Command Piece**.

Special Rules

Heighten Senses - Fast Attacks, Frill Armour & Weeping Blades (see pages 29 to 30)

Cavalry Wedge

It was the El so long ago who perfected the Spear Head Formation for their Cavalry, as they called it. So it should come as no surprise to anyone that their children the Elves are masters at forming into this formation, even in the heat of battle, and using it upon their foes with deadly efficiency!

Divine Blood Knights will often funder across the battlefield in their Spear Head Formation. In a flash they will strike and totally devastate their enemy, impaling, crushing underfoot or sending them flying, as both the Knight's Weeping Lances and the Unicorn's magical Golden Horns hit their mark. 'If' any survive a Divine Blood Knights' charge they will surely be left shaken or mortally wounded. Those survivors will be put out of their misery with the Knight's Weeping Cavalry Blades, and their Unicorns' Hoofs and Golden Horns bashing and slicing into them.

A unit of Divine Blood Knights can form a **'Cavalry Wedge'**, as described in the Three Plains Rulebook on page 57.

If the Divine Blood Knights are charged by the enemy whilst stationary in the wedge formation, they will still suffer from 'Flimsy Ranks', as explained in the Three Plains Rulebook on page 44. Their **'Unwavering Lines'** special rule will not save them from suffering from 'Flimsy Ranks' in this instance.

Unwavering Lines

The pairing of an early generation Elf and a Unicorn is truly an unstoppable force that won't simply relent under the weight of the enemy, no matter how numerous or savage their attacks are.

Therefore, the Divine Blood Knights will never suffer from **'Buckling'**, unless they are in a **'Cavalry Wedge Formation'**, as explained above. Furthermore, the Divine Bloods will never become an **'it'** on the battlefield, as described in the Three Plains Rulebook on page 54. Instead, they will always fight to the last.

The rules for units **'Buckling'** are explained in the Three Plains Rulebook on page 44, and **'Cavalry Wedge Formations'** are also explained in the same book on page 57.

Unicorn Attacks

Unicorns are the father to the common horses that fill the Middle Plain today. Though the beasts are similar, the Unicorn is superior to the Horse in every way.

Unicorns are bigger and much stronger than their lowly descendants, and for all that they are still much faster than even the swiftest Horse upon the Middle Plain.

However, it is the Unicorn's long Golden Horn which clearly set them apart from their descendants.

To these divine beasts, their Golden Horns are almost holy parts of their body. They spend a great amount of their time cleaning and sharpening their fine looking horns to attract a mate, and if needs be to fight off other rivals to win over their intended mate's affection.

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A Unicorn's long Golden Horn is extremely tough, sharp and has corrosive magical properties, which makes it a very deadly weapon indeed. On a charge their Golden Horns can easily pierce thick hide and even well forged steel, and because of the horn's magical properties its spike can even penetrate into other unseen realms of protection. Even ethereal beings such as Demons and Spirits that have magical protections that most mortal creatures do not possess, can do little to stop the Unicorn's Horn banishing them from this world.

A Unicorn in combat does -3 magic off an enemy's save.

Furthermore, if the unicorns charge in to combat and move over 7 inches, they also do -3 toughness off an enemy's save and have a damage range of 1 to 3. After the first round of combat has passed, the Unicorn's attacks return to just doing -3 magic off an enemy's save, until they can charge again.

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IMMORTALS



The deeds of the legendary Immortals often are used to enthral simple children's minds at bedtime, but alas they are very real indeed...

These exciting and unbelievable tales of the Immortals tend to have a common theme, which is a handful of these ultimate warriors defeating entire armies by themselves.

It is said hordes of warriors are just cut down as if there were nothing against the Immortals. In fact so many would fall against them, that by the end of the day a brave or foolish warrior would have to climb a mountain of corpses just to get at these merciless dealers of death. And for their efforts, they too would be soon struck down like the dead underneath them.

"When the Immortals make an appearance in the field, the battle is as good as won, fighting it is just a formality".

Remarks Emperor Stallious after the great battle of Kishmar has been won by the Immortals.

On the extreme rare occasions when mortal warriors see that the legends of the Immortals are in fact true, they know it is wise to turn round and head for home

as quickly as their feet will carry them. Because those who foolishly stay and fight will not live for much longer...

For those rare lucky few who survive an encounter with the Immortals, liken them to Warrior Gods who no one can match on the battlefield. Some will weep and sputter about how at the start of the battle, they all wear gleaming white armor, which covers them from head to toe, but by the end of the day it turns blood red, as they butcher their way through legions of flesh and bone. Others will be haunted for the rest of their lives by nightmares about their burning bright white eyes coming to awards them to cut them down. Others will talk about how they can shoot across the battlefield to be at a good strong unit's head to slice through them as if they were mere poultry, and all in a blink of an eye. Survivors report these ultimate warriors all carry long staffs with crescent blades at each end, which they spin round so fast that a blurred halo of death encircles them. They twirl their weapons ever faster, it charges their blades with deadly magic, which allows them to easily slice through the best armor man can build, like a hot knife through butter. Many survivors could say more,

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but most just want to forget the living nightmare they were lucky to survive...

This is where the mortal's knowledge ends, though most lowly Elves inside the Golden Empire would not be able to add much more to the legends that the outsiders tell of the Immortals.

Only the Emperor and Empress and some High Elves know a little more about these epic warriors, which is that the Immortals spend most of their existence in a deep sleep. They are locked away in their magical tombs, deep under Phearenia the capital of the Golden Empire. There, they will only awaken in times of war or at the Emperor's and Empress' specific request.

	M	A	CR	D	Save	LP	S
Immortal 1st El Warriors	10	4 +1 Crescent Moon Staffs	11	-(3), -1 & 1-2D -1 & +1D for each round of continuous combat thought	2 3 3	2	8

250 points

Loosing Moving Group size: 1 - 3 models

Standard Elf Army: 2♦ & 1★

Weapons & Armour: Crescent Moon Staffs & +2
Armour (Eclipse Armour).

Immortal El Army: 1■

Special Rules

Heighten Senses - Lighting Attacks (see page 29)

'Victory Points' are explained in the Three Plains Rulebook on page 21.

Army of the Gods

Often when the Immortals march to war, they march alone, because they believe their lowly Elf descendants will just slow them down.

If there are excess points left over when writing an Immortal army list, those points are lost and cannot be made up in any other way.

The Immortals may be deployed as an independent army with no other accompanying Imperial Elf pieces joining them in battle.

The First Warrior Oath

"I swear by all that I am to defend the Middle Plain against the scourge of Chaos wherever it lurks, until my last dying breath I take, and beyond if Winsill wills it.

One Immortal piece must be chosen to be the Immortals army's general. This piece may be any Immortal model deployed on the gaming board, as long as the enemy knows what model is their general.

I will answer to Winsill first, second my Rightly Appointed Leader, and if they fall quiet, I will obey the divine Laws of Order within Creation, as laid out by my Lord, Winsill.

The Immortal's general has no extra special abilities for taking on this role. Therefore, this piece is only there for 'Victory Points' purposes and to cover other rules that require a general model to function.

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I will keep pure in all things, body, mind and heart, only living to better myself in the Arts of War. So that I may defend all Winsill's divine creations and uphold his divine will upon the Middle Plain.

By Winsill I swear this, who is the Master of all the Divine Realms, and is my Saviour and Master in all things. May my Lord Winsill cast me into Oblivion if I break my vow to my beloved God."

A long time ago the first of the El became the first Warriors to walk the Middle Plain. They did so to fight the Demon Hordes during the times of the Dark Risings.

These Warriors the most solemn of Oaths to dedicate their immortal lives to protect the Middle Plain against Chaos, and to master the arts of combat and to forgo all other pursuits in life, which might tempt them into corruption.

These Immortal Warriors were, and still are the greatest fighters upon the Middle Plain, but even they have known defeat in battle. However, even against the greatest odds, no one has ever known them to flee, as they will always fight to the bitter end. This is because the Immortal's Oath makes it clear that victory or death is the only acceptable conditions to leave a combat, which these warriors still live and die by today.

Because of their oath, the Immortals must fight to defend the Golden Empire, but they will not lead them to war, nor will they allow themselves to be commanded by their lessers. They are merely there to honour their oath to their divine Lord Winsill they made so long ago.

These beings may be 1st generation El, and so out rank their thinner blood descendants the Elves, but they have no interest in leading them into battle. Therefore, unless fielding an all El army, an Immortal cannot lead an Elf army into battle as their general. Therefore, another must be chosen from an Elf

Army's ranks, even if their divinity is beneath that of any El Immortal Warriors accompanying them. Furthermore, a gaming piece of Immortals are '**Unbreakable**' and so never have to take a break test for any reason. This emotional state is fully discussed on page 67 in the Three Plains Rulebook.

Crescent Moon Staffs

There are weapons and there are great weapons, but few are as powerful as an Immortal's Crescent Moon Staff.

Yet in the hands of a novice this weapon is practically harmless. Only a supremely gifted warrior who has had a life time to spare and the ability to think far ahead of their victims in combat can ever hope to use this weapon to its full deadly potential!

So this weapon is well suited to the Immortals, who have an eternity, the skills and aptitude needed to master this weapon's graces.

In the hands of a master this weapon turns its user in to a living cutting disk by twirling it around them at extremely high speeds. The crescent blades' unknown magical metal reacts with motion and heats up to extraordinary temperatures. So the faster this mighty weapon is spun around its bearer, the deadlier it becomes to all those within its reach.

When the attacking Immortal hits a body of enemy warriors they will slice and cut deep into their ranks, mowing their victims down as they wade through the masses.

The Immortal's Crescent Moon Staff is also more versatile than one may think. On the very rare occasion an Immortal finds a worthy adversary on the battlefield or if they find themselves fighting in a confined space, the Moon Staff can be split into two smaller Single Hand Axes.

Crescent Moon Staff's are Two Handed Magical Weapons with the following special rules.

In combat, the Crescent Moon Staff's bearer gains +1 attack, which brings up the Immortal's total number

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The Golden Masters

of attacks up to 5. The bearer of the staff also does - **①** toughness and +1 damage range in combat, giving the Immortal a damage range of 1 to 2 in combat. Furthermore, for each round of continuous combat they fight in, the power of their Crescent Moon Staff will increase and do - **①** toughness and +1 damage range, up to a maximum of 6 damage. For instance, if an Immortal fights in 3 rounds of combat, the warrior's Crescent Moon Staff would do - **③** toughness to their enemies' saves and have a damage range of 1 to 3.

If an Immortal breaks of their attack for any reason, all of their Crescent Moon Staff's bonuses will be reset to - **①** toughness to an enemy's save and a damage range of 1 to 2.

Note: Because of an Immortals special attribute of '**Lightening Fast Attacks**' all pieces hit by an Immortal in combat suffer an additional - **③** to their agility save. This bonus combines with the Immortal's Moon Staff weapon, making a hit from an Immortal cancel out - **③** agility, - **①** toughness to an enemy's save and has a damage range of 1 to 2 in total.

The Legends of the Immortals (+1 Fear)

Many warriors as children go to bed hearing stories of the Immortals. These stories all tell of a hand full of god-like warriors marching on the battlefield and butchering entire armies. Except these are no tall tales, because the Immortals are very real. So when these children grow up into warriors and fine themselves facing their childhood monsters, they can't help their blood running cold with dread.

Immortals cause '**+1 Fear**'. To learn how fear causing pieces affect other gaming pieces in the game, see the Three Plains Rulebook on page 66.

Loose Moving Warriors

Because of the Immortals' Crescent Moon Staffs, they cannot cram together like a regular infantry unit. So instead they fan out, which both suits their fighting

style and gives them the mobility they need to kill as many warriors as they can find on the battlefield.

An Immortal group of fighters is a '**Loose Moving**' gaming piece, as described in the Three Plains Rulebook on page 26.

Eclipse Armour

It is said that the Immortals are the Warrior Children of the God Winsill himself, and he will not have his beloved Children cowardly struck down with the underhanded use of enemy magic in battle. So Winsill it is said gave each Immortal a suit of magical Eclipse Armour, which prevents this from happening.

Eclipse Armour is as pale as the moon Tyro, stronger than any Dwarves steal, but as light as a feather. And as their Great God Winsill promised his El Children, this gleaming white full body armour shields his warriors against all magic which might otherwise do them harm in battle.

The wearer of Eclipse Armour is granted + **②** armour to their save. However, this magical armour will not affect their movement or agility save for wearing heavy armour, and will not suffer any damage for entering deep water features.

Additionally, all magical attacks that cause loss of life points and do not need a roll to hit the wearer of this armour are discounted. For instance, spells like 'Crack in Reality', which after rolling to cast automatically hit a group of Immortals wearing Eclipse Armour would have no effect upon that group. Or magical weapons that automatically hit in combat would have no effect upon the wearer of this armour.

This Magical Amour's effects can be negated by certain spells and other magic items that cancel out magical affects on items.

If the Eclipse Amour's magical affects are cancelled out, it will count as standard + **②** Heavy Amour as described in the Three Plains Rulebook on page 74.

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BEAST PIECES

THE EMPIRE'S LESSER BEASTS OF LABOUR IMPERIAL HORSES, WHITE TERROR BIRDS & WAR MOUNTAIN GOATS

There are many beasts of labour within the Empire, and Elves include Humans in that list. However, Humans it must be said are treated a little better than all other beasts, but only because they are more useful to the Elves and take so long to rear.

The most common beasts of labour in the Empire are the Horses. They are used for all manner of mundane tasks, such as working the lands, pulling goods too and throw across the empire and ferrying their masters around at speed.

These beasts may be considered lowly creatures in the eye's of Elves, but the empire relies on them to keep its lines of communication alive across its vast territories. If an invader dares cross over the empire's borders, then its presence will most likely be detected by a patrolling group of Strider Riders first. These swift horsemen will immediately report back to their commanders, and an Imperial Elf legion will be despatch to crush the threat.

Not as common as the Horse, the Mountain War Goat is another of the Elves' beasts of labour, and it is often said about this creature, "Where the Horse cannot go, the Goat can".

War Mountain Goats are not slow creatures by any means, but they are no match for a Horse's speed on an open grass plain.

What the War Mountain Goats lack in speed, they make up for in resilience and their agility instead, especially over very mountainous terrain.

The War Mountain Goats ancestors still can be found on the treacherous mountain sides all over the Empire. They were first taken by the Elves once they discovered they could breed creatures to enhance their desirable traits long ago. The Elves breed the

Goats to be bigger, stronger and more aggressive than their wild brothers, but were still as tough and as agile as ever.

Elves ride these beasts all over the most hazardous terrains the Golden Empire has to offer much faster than a common Horse could carry them.

Some Elf Generals also prefer the War Goat Strider Riders over their horseman counterparts in battle, because of how tough and resistant they are and their ability to fight in combat. The Goats can ram their enemy's with their horns as they charge in, and their thick and wiry white coats can fend off most of an enemy's glancing blows, which would easily penetrate a horse's thin hide.

On the battlefield the White Terror Birds are the Golden Empire's other core beast of labour. However, these huge Birds are bred solely for war.

The White Terror Bird's build is too light for working the land and their snappy tempers makes them too unreliable for any other kind of labour. Yet, their short comings are turned to their advantage on the battlefields, as they are ferocious killers by nature.

These giant white flightless birds have light frames, which makes them fast and agile upon the battlefield, matching a Horse in speed. They have sharp claws and massive beaks that can bite through steel and take an arm clean off in combat, and they have a ferocious temper to match!

On the field of battle, the enemy call the Elves who ride these huge killer birds onto the field to fight, the White Terrors. After a day's bloody work though, what might be a better name for them would be the Red Terror Riders instead, as they will be drenched in their enemy's blood!

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	M	A	CR	D	Save	LP	S
White Terror Bird	13	1	3	1-2D -① & -②	① ②	1	1
Mountain War Goat	12	1	3	1 On Charge -①	① ① ②	1	2
Imperial Steed	14	1	3	1	①	1	2

Points: Imperial Steed at 30 points, Alpine War Goat at 35 points, White Terror Bird at 50 points + Elf Mount's points.

Weapons & Armour: Hoofs, Claws, Horns & Beaks.

Special Rules

Steeds

All the Empire's Beasts of Labour are mountable creatures, and so cannot be fielded as independent pieces without a rider to control them on the battlefield.

War Mountain Goats' Attacks

The War Goat is a savage fighter in combat, often charging in and head butting its enemies knocking them down to the ground. This blow can be so brutal that it can shatter bones and even kill a Man outright on impact!

Providing the War Mountain Goat can charge over 7 inches into combat their targets will suffer -1 to their toughness for each successful hit made against them by the Goat. After the first round of combat has passed, the War Goat will lose this bonus and fight normally.

War Mountain Goat - Sure Footed

The War Mountain Goats are sure footed, agile, and a highly manoeuvrable beast, even on the most roughest terrain.

In the wild, Mountain Goats freely dart up and down hazardous mountain sides as easily as other lowland dwelling creatures move around on their native flat grasslands.

War Mountain Goats have been bred to be bigger and more aggressive than their smaller and wild cousins, but they have lost none of their ability to move over mountainous terrain. This special ability makes the division of Mountain War Goats Strider Riders a brilliant option when fighting an enemy over a rocky or mountainous battlefield.

War Mountain Goat Riders are classed as 'Skirmishers' and follow all the rules laid out in the Three Plains Rulebook for those pieces on page 58. Furthermore, these beasts can carry their rider up and down 'Impassable Cliffs' without penalty, which ordinary skirmishers cannot do. The rules for 'Impassable Terrain' are described in the Three Plains Rulebook on page 75.

White Terror Birds' Attacks

White Terror Birds stand at 7 foot tall and their light bodies are packed full of mussel. The giant bird has huge razor sharp talons, which can disembowel a man in an instant. However, it is their massive beaks most enemy warriors fear in combat. Their huge beaks can slice through flesh, bone and even armour with a mere snap of their beaks.

Each White Terror Bird's attack does -② toughness and -① agility to an enemy's save, and has a damage range of 1 to 2.

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The Golden Masters



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PEGASUS & PEGASUS PRINCESS

As they freely dance and play in the Skies above Many, no other flying creature is as elegant or beautiful in the clouds, as the Pegasus.

Few other flying creatures can match a Pegasus' grace and agility in the heavens. They have been known to travel great distances at very high speeds, leaving many of the other flyers behind.

Pegasus are strong and highly intelligent beasts, with a great spirit for adventure. They are incredibly proud and stubborn beasts, rarely backing down from a challenge or a fight, even if the odds are clearly stacked against them.

For those who try and ride them, must be worthy of their saddle or prove themselves to the Pegasus. Otherwise, an unworthy rider risks getting bucked off in midflight and falling to their death!

Many would call this beast a flying Horse, but it would be more accurate to say that a Horse is a flightless Pegasus or even a hornless Unicorn.

The Pegasus and Unicorn were one of the first creatures to be brought to life by the Creator, and were much loved by Winsill his first son.

How Horses came to be, is a story that bring shame to both Pegasus and Unicorns, and both races would rather it be forgotten about! Pegasus and Unicorns

do not intermingle! To do so would bring great shame upon the pare and all of their offspring! However, this unnatural event did happen once...

As a test of her great power, Lusserra corrupted Prince Bolt and Princess Sky Dancer. Prince Bolt was a strong and fierce Unicorn and Sky Dancer was a beautiful white Pegasus.

The two bonded, and their union led to many children, who were all inferior to their parents, having no horn or wings to fly, and they became the common Horse we know today. As their children filled the lands, their love was eventually discovered!

The lovers were hunted down by their own kind, who soon put an end to their union. Prince Bolt was lance to death. Princess Sky Dancer was carried up to the clouds, had her wings broken and dropped to her death. However, before their end came, Sky Dancer gave birth to the first and only Allicorn, the horned flyer.

This miracle creature had both wins and a golden horn and would be the only one of its kind. Noteus the god of Chaos, was so impress with this beast spawned from an improper union he granted the Allicorn immortality, and this wondrous creature is still sighted high up in the heavens to this day...

	M	A	CR	D	Save	LP	S
Pegasus Prince	13 Ground Movement 18 Fly	3	5	1D -①	① ② ②	3	4
Pegasus	12 Ground Movement 17 Fly	2	4	1D -①	① ① ②	2	3

Points: Pegasus at 60 points or Pegasus Prince at 100 and 0.5▼ + Elf Mount's points.

Weapons & Amour: Hoofs.

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The Golden Masters



Special Rules

Steeds

A Pegasus is a mountable beast, and so cannot be fielded as an independent piece without an Elf or El rider.

Flyers

Pegasus are nearly as fast as any common ground dwelling Horse, but they are swifter still in the skies above.

Few other flying creatures can match a Pegasus' speed, skill and grace in the air. They truly are a marvel to behold in the heavens when one looks up and sees one dancing in the skies above.

A Pegasus is a '**Flying**' mountable beast. The rules for using 'Flying' pieces are described in the Three Plains Rulebook on page 26.

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UNICORNS & UNICORNS PRINCESS

Unicorns are one of the few remaining divinely crafted creatures left in this world. They were brought to life at the beginning of time by the Creator, and were much loved by Winsill, the Creator's first Son.

Today, Unicorns and Pegasus are treated like royalty by all equestrian kind. Such is their standing in the world that all common Horses and other lowly animals will bow their heads to these beautiful creatures and even follow them into battle.

There has been many a Unicorn at the head of a beast horde in the past, as they are strong, brave and brilliant leaders.

Unicorns look much like their lowly descendants the Horses, but all have a pure white coat and a golden horn and mane that springs forth from their elegant

heads. Also, Unicorns are faster, stronger and are much more intelligent.

Another special trait that sets Unicorns apart from Horses, is that Unicorns will not just let anyone ride upon their backs. Only those who have been blessed by the divine may ride a Unicorn. These great beasts have the power to sense this about an individual, even if they don't realise it.

Some Unicorns will even travel the lands alone, drawn to one great individual. Once the two have bonded, this usually marks the start of a great adventure for the pair of them.

So if you just happen to come by a Unicorn and it takes to you, you have the eyes of the gods upon you, do not disappoint them.

	M	A	CR	D	Save	LP	S
Unicorn Prince	17	3	6	1D & - ³ On charge 1-3D & - ³	¹ ² ²	3	5
Unicorn	16	2	5	1D & - ³ On charge 1-3D & - ³	¹ ¹ ²	2	4

Points: Unicorn at 60 points or Unicorn Prince at 100 points and 0.5▼ + Elf Mount's points.

Weapons & Armour: Hoofs & Golden Horns.

Special Rules

Steeds

A Unicorn is a mountable beast, and so cannot be fielded as an independent piece without an Elf or El rider.

Unicorn Attacks

Unicorns are the father to the common horses that fill the Middle Plain today. Though the beasts are

similar, the Unicorn is superior to the common Horse in every way.

Unicorns are bigger and much stronger than their lowly descendants, and for all that they are still much faster than even the swiftest Horse in the Middle Plain. However, it is the Unicorn's long Golden Horn

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which clearly sets them apart from their lowly descendants the Horses.

To these divine beasts, their Golden Horns are almost holy parts of their body. They spend a great amount of their time cleaning and sharpening them to attract a mate and if needs be to fight off other rivals to win over their affection.

A Unicorn's long Golden Horn is extremely tough, sharp and has corrosive magical properties, which makes it a very deadly weapon indeed. On a charge, their Golden Horns can easily pierce thick hide and even well-forged steel, and because of the horn's magical properties, its spike can even penetrate into

other unseen realms of protection. Even ethereal beings such as Demons and Spirits that have magical protections that most mortal creatures do not possess, can do little to stop the Unicorn's Horn banishing them from this world.

A Unicorn in combat does - **3** magic off an enemy's save.

Furthermore, if the unicorns charge into combat and move over 7 inches, they also do - **3** toughness off an enemy's save and have a damage range of 1 to 3. After the first round of combat has passed, the Unicorn's attack returns to just doing - **3** magic off an enemy's save until they can charge again.

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ROCS

Rocks are by far the largest Eagles to fly in the skies of Many. They are so large that they can easily over shadow a simple dwelling as they fly overhead.

Sometimes called the Slave Eaters, these giant birds are always searching out their next victim to devour, which can on occasion include an isolated Human Slave working the lands.

When wild Rocks home in on their prey, they will swoop down at great speeds towards their target. When they hit their mark, their sharp talons will tear into their victim's flesh and pin them down. Then there is no escape from being ripped to shreds and devoured alive by their razor-sharp hooked beaks!

A Rock is also a very powerful flyer; they have been sighted to catcher and carry off fully sized Bulls to feed to their greedy ferocious checks back in their nests.

For a long time, the Golden Empire has used these massive birds to ride into battle or to carry semi-important passengers across their vast lands at speed.

In battle, Rocks are merciless killers! Their talents will quickly disembowel the enemy, and any who resist will be torn to shreds by their powerful hooked beaks.

	M	A	CR	D	Save	LP	S
Roc	6 Ground Move 20 Fly	6	4	1-3D -2 -1	3 1	10	2

Points: 200 points and 1 ▼ + Elf Mount's points.

Weapons & Amour: Talons & Hooked Beak.

Flying Loosing Moving Model: Roc + 1 Character Mount.

Special Rules

Mountable Beasts

A Rock is a mountable beast, and so cannot be fielded as an independent piece without an Elf or El rider.

+1 Fear

It's little wonder why only the brave or foolish dare to take on these flying terrors in battle.

The Roc is by far the biggest Eagle in the skies of Many. These beasts are so large that they can cast a shadow that can plunge simple dwelling beneath them into darkness.

In combat, these beasts are not to be taken lightly. Such is their strength, that with just one swipe of their giant talons, they could easily rip a Man's head clean off, or at the very least slice through their good iron armour to disembowel them. Yet, it is their giant hooked beaks that will put even the most battle hardened warriors on edge. They are razor sharp and can cut a fully armoured up man in two with just one snap of their giant beaks!

Rocs are giant flying beasts that cause '+1 Fear', as described in the Three Plains Rulebook on page 66.

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Flyers

Rocs are by far the largest Eagles to take to the skies of Many. Even for such a large bird of prey, they are fast and pretty agile flyers.

A Roc is a '**Flying**' mountable Beast. 'Flying' is described in the Three Plains Rulebook on page 26.

Roc's Attacks

In battle, Rocs are merciless killers! Their talents will quickly disembowel the enemy, and any who resist will be torn to shreds by their powerful hooked beaks. In combat, Rocs do -② toughness and -① Agility save to an enemy's save, and their attacks have a damage range of 1 to 3.

Loyalty Rating of +1

Rocs may be ferocious fighters, but they are far from mindless killers. In fact, these huge birds are quite intelligent beings, which is a quality not lost on the Golden Empire's High Elvin Lords who often take these beasts as their mounts.

Over many high moons together of hunting and fighting on the battlefield, a High Elf and their Roc will form a very strong bond. Even after a Roc's master has been slain in battle, they have been known to remain by their corpse's side to protect it, and some will even seek out revenge on those who killed their former master.

Rocs have a '**Loyalty Rating**' of +1, as explained in the Three Plains Rulebook on page 62.

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GREAT WHITE DRAGONS OF MANY

Upon this world, there are many kinds of Dragons which roam the Middle Plain. All are terrifying huge scaly beasts able to breathe flesh burning fire, and fly vast distances. However, none are as big or as powerful as the Great Dragons of Many.

The Great Dragons are the mightiest of all their kind. They tower above even the largest of temples and palaces on the Middle Plain. These titanic monsters are built like flying fortresses, protected by thousands of thick scales no mere common arrow, no matter how well shot could hope to penetrate.

When the Golden Empire marches to war, the enemy will often see one of these great beasts flying ahead of their main force to scout them out.

Great Dragons can easily destroy small armies on their own, and there are few other monstrous creatures upon this world that can stand against their colossal might in battle. So, when an enemy of the Golden Empire see a Great Dragon heading their way, most sensible souls will flee because they know their doom is on its way!

As with all Dragons upon the Middle Plain, there are different kinds of Great Dragons, which are all similar in size and stature, but there their similarities will end.

Ever since the Time of Fallex, the forbearer to all Dragons and all other scaly creatures, White Dragons have always had a close relationship with the El, which continues to this day with their descendants the Elves.

Great White Dragons were the first of their kind to come to the aid of the El against Noteus' hordes of Demons during the time of the Dark Rising. This was long before Noteus warped his brother Fallex's batch of eggs, which created all other scaly things we see today. Noteus did this crooked thing in the hope that he could create some new monsters to join his forces of chaos in this great war. His plan worked and many new monsters were spawned and joined his dark legions, but at a great cost! All the Dragons on the Middle were so incensed with Noteus betrayal to their great All Father Fallex that they joined the forces of order to battle against chaos.

Whiter than driven snow, White Dragons are the most magical beasts of their kind, which gives them a natural immunity to spells.

Furthermore, being far more magical creatures than the rest of their kind, White Dragons can out live any other Dragon within the Middle Plain. So long in fact, that one or two who still live today, are believed to be hatched from 'Fallex's' own brood of eggs when Fallex had a physical form, which was countless moons ago.

Being so long lived, White Dragons are seen as the wisest beasts upon the Middle Plain, and those who are lucky enough to be counselled by them, ignore their advice at their peril.

When White Dragons breathe fire, not only can it easily burn away flesh from bone, but it is infused with powerful and harmful magics, which can banish even the most stubborn ethereal beings from existence.

	M	A	CR	D	Save	LP	S
Great White Dragon	6 Ground Move 14 Fly	15	5	D1-6x3 -6	4 2 3	20	4

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Points: 700 points for either a Great White Dragon + Elf or El Mount's points.

0.5▼, 1◆ & 1★ + Mount's

Flying Loosing Moving Model: Great White Dragon + 1 Elf Character Mount.

Weapons & Amour: Claws, Fangs, Fire Breath & Scaly Skin.

Special Rules

Mountable Beasts

A Great White Dragon is a mountable beast, and so cannot be fielded as an independent piece without an Elf or El rider.

Flyers

As a Great Dragon extends their massive wings preparing for flight, they are so gigantic, the skies will darken and all those beneath will be blown away as these giant beasts take to the skies.

When the Golden Empire marches to war, their enemies will often see a Great Dragon flying ahead of the main force to scout them out. Upon seeing one of these colossal monsters, the enemy know their doom is on its way, because they can easily destroy small armies on their own!

Great White Dragons can '**Fly**', as described in the Three Plains Rulebook on page 26, and these beasts can fly move up to 14 inches.

White Dragon's Attacks

All Great Dragons on the field of battle are quite simply massive monsters very few armies can put up a defence against. They merely need to stomp upon a group of warriors to destroy them. Or swing their massive tails into a unit of heavy cavalry to scatter them. Some of these beast's razor sharp teeth are as long as a man, and in just one bite can swallow up a giant bear whole.

As White Dragons have a heighten affinity to magic, not only are Great White Dragons as powerful as any other, their attack can even shatter magical protections, which might otherwise give one hope of surviving their assault.

Even ethereal beings, in the vein of Ghost, Sprits and those what linger on the precipice of life and death, such as vampires fear White Dragons in combat. Even the mere touch of a White Dragon can banish those horrors from this Plain back to wherever they go after life.

Each successful hit from a Great White Dragon deducts -⑥ from an enemy's toughness save and -⑥ to their magic save. The White Dragon's attack has a damage range of 1 to 6 and for each life point inflicted is multiplied by 2.

Great White Dragon's Fire Breath Attack

All Dragons have the ability to reduce entire units of warriors to cinders and ash by breathing fire on them, which for a Dragon is as easy as exhaling any other breath. However, when White Dragons breathe fire, not only can it easily burn away flesh from their enemies' bones, but it is also infused with powerful and harmful magics, which can banish even the most stubborn ethereal beings from existence.

To work out how many models are hit by a Great White Dragon's Fire Breath Attack use the '**Fiery Breath Template**' provided in the General Gaming Equipment Folder. Refer to the Three Plains Rulebook on page 39 to see how to use the template and work out its damage upon its target.

The Great White Dragon's Fire Breath Attack is a '**Fire Based Attack**', as described in the Three Plains Rulebook on page 69. Furthermore, all models hit by this attack suffer -② toughness, -② agility and -③ magic to their saves, and this attack has a damage range of 1 to 3.

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Great White Dragons can use their Fire Breathing attack in combat. However, they must forgo all of their normal attacks in that round of combat if they do.

Unmissable

You really don't get much bigger, louder and smellier than a Great Dragon on the battlefield. So when one lands upon the field, you can bet your life on it that every other fighter knows about it, especially the enemy.

All Great Dragons, including a White Dragon are '**Unmissable**' Targets, as explained in the Three Plains Rulebook on page 16.

Fire Resistant

All Dragons have fire within their massive bellies, as it's the source of their Fiery Breath and some believe it even helps them to fly. Even when Dragons fight or play they will spout out fire upon each other. So it should come to no surprise to anyone that fire rarely ever harms these beasts.

All Dragons are '**Fire Resistant**', as described in the Three Plains Rulebook on page 69.

+2 Fear

You would not want to ever meet a Great Dragon, as they are hugely terrifying beasts indeed. They are bigger than Barns, stand taller than the highest tower you have ever seen, they have claws longer than the length of a man and their scaly skin is like armour.

Yet there is another really big reason for any warrior to fear this awesome creature, which is simply they might be the Dragon's next snack... In just one snap of their jaws clamping down on you, and your gone!

Great White Dragons cause '**+2 Fear**', as described in the Three Plains Rulebook on page 66.

Magical Resilience

It is true that all Dragons have magic strongly woven into them, as all were descended from Fallax, the Mother of all Dragons and other scaly monsters. However, the White Dragons have the highest

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concentrations of magic within them, which can even disrupt and foil enemy spells being cast at them.

All enemy or friendly spells targeted within 6 inches of the White Dragon, the spell's ether Resilience will go up by 1 die. Furthermore, all wizards within 6 inches of a White Dragon will add +1 ether Resilience to all their spells they cast.

The White Dragon's Resilience to magic cannot be used on spells that affect the entire board, regardless if it harms them or not.

Out of Reach

The Great Dragons are the biggest of their kind. They easily tower over town halls, barns and even some temples, which makes their mounts incredibly hard to reach in combat.

The mounted rider of a Great Dragon is '**Out of Reach**' in combat, as described in the Three Plains Rulebook on page 69.

Forest Dread

For all the killing power of the Great Dragons, even they fear landing within the Great Forests of Many, and with good reason too... There has been many a giant monster that has waded through a forest, never to be seen again...

All Great Dragons suffer from '**Forest Dread**', as explained in the Three Plains Rulebook on page 62.

Loyalty Rating of +4

Most Dragons build up very strong bonds with their mounts and Great White Dragons are no exception.

However, because Elves are also exceptionally long lived creatures like Great White Dragons are, many will be partnered together for hundreds upon thousands of high moons. This builds up an unbreakable bond between them, and if one should die before the other, the survivor will be doomed to a life of sadness without their friend...

All Great White Dragons have a very high '**Loyalty Rating of +4**', which is explained in the Three Plains Rulebook on page 62.

Sluggish

For all the Great Dragons' terrific strength, they are the slowest of their kind upon the Middle Plain, which leaves their smaller, but faster opponents to fly rings around them in combat with ease.

All Great Dragons suffer from being '**Sluggish**', as explained in the Three Plains Rulebook on page 69.

Land Striders

Great Dragons are perhaps the biggest of the beasts on the Middle Plain. They can easily walk over small ponds, streams and what other smaller things would consider being rough ground that would slow those little creatures down.

All Great Dragons are '**Land Striders**', which allows them to travel over, '**Small Ponds**', '**Streams**' and '**Rough Ground**' without any penalty to their movement whilst on foot. To learn more about a gaming board's terrain refer to the Three Plains Rulebook on page 75.

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GREAT GOLDEN DRAGONS OF MANY

Upon the Middle Plain, there are many types of Dragons which roam the lands. No matter their type, all are huge scaly beasts able to breathe fire and fly vast distances, and all are terrific killers. Thankfully, these beasts are an ancient and wise race, uninterested in domination or brutality, or we would all feel their raff!

Out of all of their kind, none are as big or as ferocious as the mighty Great Dragons of Many!

Yet even within Great Dragons, there are different kinds, which is usually distinguished by their colour and diverse abilities.

Golden Dragons are said to be the most beautiful of all the Great Dragons that claim the skies of Many. Their coats may be as heavy and as strong as steel armour just like any other dragon, but it shines and glistens like no other. Metallic golds and whites shine off these Dragon's coats, dazzling and confusing all those who would look upon them to strike at them in combat.

Yet do not be fooled by this Dragons' glorious golden appearance, because it is still very much a killer, every bit as much as its duller cousins.

These spectacular huge beasts prefer to spend much of their time preening themselves and polishing their golden scales within their lairs.

When a Great Golden Dragon is stir from its slumber within its lair and takes to the air, once the sun light hits their scales, it becomes so bright that it looks like another sun has just been born!

These titanic monsters are so dazzlingly bright, that despite their sheer size and sluggish nature, their enemies find it difficult to see through their brilliants to strike at them in combat.

Just like the rest of their kin Great Golden Dragons love hording gold, but they are particularly greedy Dragons. This makes Golden Dragons mistrusting of most of the fire making races, as they too share their lust for precious metals.

On the other hand, the Golden Dragon's services can be bought by just about anyone, if they have enough gold. The promises of loot and treasures are just too tempting for Gold Dragons to pass up, even if this means partnering with undesirables. This is why well financed mercenary armies have been seen with a Golden Dragon at their head.

	M	A	CR	D	Save	LP	S
Great Golden Dragon	6 Ground Move 14 Fly	15	5	D1-6x3 -6	4 2 2	20	4

Points: 700 points + Elf Mount's points.

0.5▼, 1◆ & 1★ + Mount's

Flying Loosing Moving Model: Great Golden Dragon + 1 Elf Character Mount.

Weapons & Amour: Claws, Fangs, Fire Breath & Scaly Skin.

Special Rules

Mountable Beasts

A Great Golden Dragon is a mountable beast, and so cannot be fielded as an independent piece without an Elf or El rider.

Flyers

As a Great Dragon extends their massive wings preparing for flight, they are so gigantic, the skies will darken and all those beneath will be blown away as these giant beasts take to the skies.

When the Golden Empire marches to war, their enemies will often see a Great Dragon flying ahead of the main force to scout them out. Upon seeing one of these colossal monsters, the enemy know their doom is on its way, because they know a Great Dragon can easily destroy small armies on their own!

Great Golden Dragons can 'Fly', as described in the Three Plains Rulebook on page 26, and these beasts can fly move up to 14 inches.

Golden Dragon's Attacks

There are few other monsters who can match a Great Dragon's killing power in the Middle Plain. Even as these titanic beasts land, they will create a shock wave which will knock dozens to their asses. Those brave or foolish warriors, who remain on their feet, are then ripped and shredded to bits and even squash underfoot, as the beast stomps around in combat! The lucky ones who survive this first onslaught from a dragon will usually run to save their own skins if they have any common sense, as they won't survive a second bout with this awesome beast.

Great Golden Dragon's Fire Breath Attack

One of the most terrifying and deadly aspects about any dragon, setting aside their sheer size, terrific strength, claws some the size of a man and their razor sharp teeth which can cut through steel, is their fiery breath.

All Dragons have the ability to reduce entire units of warriors to cinders and ash by breathing fire on them, which for a Dragon is as easy as exhaling any other breath.

To work out how many models are hit by a Great Golden Dragon's Fire Breath Attack use the '**Fiery Breath Template**' provided in the General Gaming Equipment Folder. Refer to the Three Plains Rulebook on page 39 to see how to use the template and work out its damage upon its target.

The Great Golden Dragon's Fire Breath Attack is a '**Fire Based Attack**', as described in the Three Plains Rulebook on page 69. Furthermore, all models hit by this attack suffer -③ toughness and -② agility to their saves, and this attack has a damage range of 1 to 3.

Great Golden Dragons can use their Fire Breathing attack in combat. However, they must forgo all of their normal attacks in that round of combat if they do.

Unmissable

You really don't get much bigger, louder and smellier than a Great Dragon on the battlefield, especially one which shines brighter than the suns!

Great Golden Dragons are '**Unmissable**' Targets, as explained in the Three Plains Rulebook on page 16.

Fire Resistant

All Dragons have fire within their massive bellies, as it's the source of their Fiery Breath and some believe it even helps them to fly. Even when Dragons fight or play they will spout out fire upon each other. So it should come to no surprise to anyone that fire rarely ever harms these beasts.

All Dragons are '**Fire Resistant**', as described in the Three Plains Rulebook on page 69.

+2 Fear

You would not want to ever meet a Great Dragon, as they are hugely terrifying beasts indeed. They are bigger than Barns, stand taller than the highest tower you have ever seen, they have claws longer than the length of a man and their scaly skin is like armour.

Yet there is another really big reason for any warrior to fear this awesome creature, which is simply they

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might be the Dragon's next snack... In just one snap of their jaws clamping down on you, and your gone!

Great Golden Dragons cause '**+2 Fear**', as described in the Three Plains Rulebook on page 66.

Golden Scaly Coat

The Golden Dragon's coat is as heavily armoured as any other, but it shines and glistens like well polished brass or gold reflecting the suns' light.

Golden Dragon's coats are so spectacular that it makes all other Dragons look drab and dull in comparison.

With the Golden Dragon's scaly skin sparkling and gleaming, it dazzles all who look upon them too closely. As a result, many enemies of this Dragon find it extremely difficult to strike them in combat, often being partially blinded by the Dragon's brilliance.

All enemy pieces wishing to strike a Great Golden Dragon in combat suffer -1 to hit it. This special bonus does not apply to the rider of the Golden Dragon, nor does this bonus affect targeting the beast with magic or shooting at it with missiles.

Out of Reach

The Great Dragons are the biggest of their kind. They easily tower over town halls, barns and even some temples, which makes their mounts incredibly hard to reach in combat.

The mounted rider of a Great Dragon is '**Out of Reach**' in combat, as described in the Three Plains Rulebook on page 69.

Forest Dread

For all the killing power of the Great Dragons, even they fear landing within the Great Forests of Many, and with good reason too... There has been many a giant monster that has waded through a forest, never to be seen again.

All Great Dragons suffer from '**Forest Dread**', as explained in the Three Plains Rulebook on page 62.

Loyalty Rating of 0

The services of a Golden Dragon can always be bought for the right price, but be warned, they can be turned against their patrons for an even greater amount of gold.

A Golden Dragon's greed make these beasts very mistrusting creatures, as they believe everyone is out to steal their hordes of precious metals and gems from them. Perhaps, because they are judging you by their own standards...

Because of a Golden Dragon's greedy and suspicious nature, unlike most other Dragons who usually have a very strong bond with their mounts, these Dragons do not. So a Golden Dragon's loyalty is yours for as long as you can afford them!

All Great Golden Dragons have a '**Loyalty Rating**' of 0, which is explained in the Three Plains Rulebook on page 62.

Sluggish

For all the Great Dragons' terrific strength, they are the slowest of their kind upon the Middle Plain, which leaves their smaller, but faster opponents to fly rings around them in combat with ease.

All Great Dragons suffer from being '**Sluggish**', as explained in the Three Plains Rulebook on page 69.

Land Striders

Great Dragons are perhaps the biggest of the beasts on the Middle Plain. They can easily walk over small ponds, streams and what other smaller things would consider being rough ground that would slow those little creatures down.

All Great Dragons are '**Land Striders**', which allows them to travel over, '**Small Ponds**', '**Streams**' and '**Rough Ground**' without any penalty to their movement whilst on foot. To learn more about a gaming board's terrain refer to the Three Plains Rulebook on page 75.

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WAR MACHINE PIECES

IMPERIAL BOLT THROWER

Elf Bolt Throwers are splendid fiery red and golden war machines that hurl bolts at their enemies that can be as long as a man. With just one shot, their missiles fly with such force that they can impale a Giant or even pierce a Dragon's thick hide, and bring them tumbling down!

With a small crew of three, a master and two slaves, they can quickly load and shoot this relatively simple, but affective war machine many times during a battle.

If need be, the Elf Bolt Thrower's light frame can be disassembled and swiftly moved around the battlefield, allowing it to be rapidly redeployed wherever its required.

It's also worth noting that Bolt Throwers are considered to be the sealing of a machine's sophistication before the dreaded Gremlins appear to wreck it. This makes these mechanical weapons of war very reliable during a battle.

The Bolt Thrower first made its appearance during the Time of the Dark Rising. As scores of Demons would rush forwards towards the first of the El, the Demonic hordes' lines would be shattered by the new

machine's bolts hurtling towards them and smashing into them.

Despite the Bolt Thrower's destructive damage upon Demon war bands, the machine proved more useful against the greater demons that would rise up from the pits of the Lower Plains. One well placed shot was enough to send even the biggest of the foul demonic beasts screaming back down to their own plain for good.

The Dwarves were quick to see the potential in this new device, so they soon developed their own, but they were not the only ones to copy the El's genius. The younger races also emulated the machine. Today, there are many versions of the Bolt Thrower across the Middle Plain.

Even though many other races use the Bolt Thrower today, the Elves are the ones who have truly mastered using these machines. Imperial Bolt Thrower crews' commonly boast that they can put a bolt throw a Dragon's eye across the battlefield in just one shot. The enemies of the Golden Empire who have seen their army being decimated by batteries of these machines, know this to be all too true!

	M	A	CR	D	Save	LP	S
Imperial Bolt Thrower & Crew	~	1	4	<u>Combat</u> -① & 1D <u>Shoot</u> -⑤ & 1-6Dx3	② ① ①	4	4

65 points (for both the Bolt Thrower and its Crew)

100 siege points (for both the Bolt Thrower and its Crew)

0.5◆

War Machine Battery: 1 - 3 Imperial Bolt Throwers and its crew contained on 1 base each.

Basic Weapons & Armour: Swords & Light Armour.

Additional Options & Extras

- Any Imperial Bolt Thrower can be upgrade to have a 'Turning Mechanism' for +10 points.

Special Attributes

Heighten Senses - Swift Attacks (see page 29)

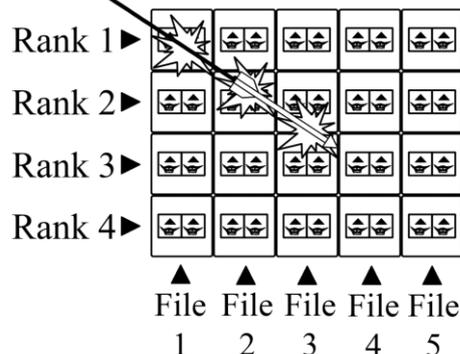
Shooting the Imperial Bolt Thrower

To shoot the Imperial Bolt Thrower, just like with all other shooting, first declare a target. The Imperial Bolt Thrower has a minimum range of 3 inches to a maximum range of 40 inches with a shooting arc of 90°, which is worked out from the front of the model. Shooting the Bolt Thrower uses the same process as shooting a hand held missile weapon, like a bow for instance, hitting a target on a 5 or 6 and then adding on any shooting modifiers. Furthermore, when rolling to hit with the Imperial Bolt Thrower it also benefits from the Elves' '**Heighten Senses**'. So, the war machine can reroll any missed shots once more.

A successful hit cancels out -5 toughness to the enemy's save, and has a damage range of 1 to 6 and each point of damage caused is tripled.

On a successful hit on a group of models mark out a line over the board. Start from the shooting Bolt Thrower and place the line over its target. Roll a D3+1 which determines how many models have been hit under the bolt's path. For instance, a hit that scores 3 hits will hit the first, second and third model underneath its path in the group. Once all the damage has been worked out from the bolt, it has no further affect in that turn.

When a bolt hits a group of models, it will always penetrate either its ranks or files. This depends on where the bolt hits the group of models from. For instance, if a bolt hits an infantry unit head on, it will always penetrate its ranks and not its files. Alternatively, if the bolt hits the unit in its left flank, it will penetrate its files instead of its ranks. Always choose the one that makes the most sense, and will do the most damage to the target. In any case, a bolt



can only hit a single model at a time out of each rank or file it passes through.

The example above demonstrates a Bolt Thrower shooting one of its bolts at a Goblin unit and cutting into 3 of its files. Even though the bolt has hit more than 3 models, it can only hit one model at a time in the unit's files. Therefore, the war machine has hit 3 models.

Turning Mechanism

A '**Turning Mechanism**' can be added to any Imperial Bolt Thrower at the additional cost of 10 points per model. This special modification allows the machine to enlarge its primary sense to 360°, which means it may shoot in any direction on the board, instead of the normal 90° directly in front of it.

War Machine Batteries

Imperial Bolt Thrower Models can be grouped together to form a '**War Machine Battery**', which is discussed in the Three Plains Rulebook on page (coming soon in V.3.9).

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IMPERIAL ELF CATAPULT

The bane of any Elf Army is the Catapult. This war machine can hurl a stone or iron bullet at the enemy, which is so powerful that a direct hit could strike down even a Giant. As devastating as this attack is, it is the Catapult's Explosive Shots the Elves fear the most!

Elves for all their divine worth, are not as tough as Dwarfs, Orcs or even Humans. So instead an Elf will dodge or parry a blow rather than taking the brunt of the hit head on like a dim-witted Orc would, but there is no avoiding a Catapult's explosive Shots!

So, these fairly simple war machines will wipe out scores of Elves on the battlefield, if left unchallenged. This is why an Imperial Elf Army will always point their batteries of Bolt Throwers at these war machines, to knock them out as quickly as possible to limit the damage they will inflict upon the Golden Legion's infantry.

Even though the Elves loathe facing these machines, they are not above using them themselves in battle!

Imperial Elf Catapults are every bit as deadly as any other of the lower races' counterparts, but the Elves standard of high craftsmanship clearly sets their machines apart from all others.

Imperial Elf Catapults have a red body and a shiny golden finish, which makes their machines quite splendid devices to look upon.

The Imperial Elf Catapult has two standard shots it can launch at the enemy. The first is an Iron Bullet super heated to harden it. In the hands of a skilled crew, these devastating missiles can streak across the battlefield at a great speed and strike down any monstrous beast it hits!

The Imperial Elf Catapult's second choice of missile is its explosive shot. This missile is far weaker than the war machine's Iron Bullets it can hurl, but few can escape its blast when it hits its mark!

	M	A	CR	D	Save	LP	S
Imperial Elf Catapult & Crew	5	1	4	<u>Combat</u> -① & 1D <u>Stone</u> -⑦ & 1-6Dx3 <u>Explosive Shot</u> Medium Template -① & -②	② ① ①	4	3

80 points (for both the Imperial Catapult and its Crew)

200 siege points (for both the Imperial Catapult and its Crew)

Shapes: 0.75◆

Unit sizes: 1 Imperial Catapult and its crew contained on 1 base.

Basic Weapons & Armour: Swords & Light Armour.

Special Rules

Heighten Senses - Swift Attacks (see page 29)

Shooting the Elf Imperial Catapult

The Elf Imperial Catapult has a minimum guess range of 4 inches to a maximum guess range of 24 inches, and a shooting arc of 90°, which is always worked out from the front of the model.

Before shooting the Catapult, roll a D6. On the score of a 1 to 5 the Catapult will go on to shoot as normal. However, on the score of a 6 the machine will misfire! In this case, the Catapult will not shoot. Instead, refer to the '**Imperial Elf Catapult Gremlin Table**' on the next page and follow the rules there.

To shoot the Elf Imperial Catapult, its controlling player must first choose its payload to hurl at the enemy. The Catapult's missile can either be a Pot of Flammable Oil or a large Iron or Stone Bullet. The rules for both missiles are explained on the right of this page.

Once the catapult's missile type has been chosen, declare its target and guess in inches the range from the catapult to its target. Measure out the guess in inches towards its target and place a counter down there. From the counter's position, if the guess range is within 8 inches of the Catapult roll a direction die and D3. However, if the guess range was between 9 to 18 inches, roll a D6 instead of a D3. If the guess range was 19 inches or more, roll a D8 instead of a D6 or D3. Wherever the dice's coordinates indicate (working out the D3, D6 and D8 in inches), place a counter down on that location on the board and that is where the catapult's missile will land.

Imperial Elf Catapult Missile Scatter Chart

Range 4 - 8 inches	Range 9 - 19 inches	Range 20 - 24 inches
Scatter D3	Scatter D6	Scatter D8

However, if the top score is rolled when working out the catapult's scatter dice, the catapult's missile will always land where its controlling player originally guessed on the board.

Note: The top score on the roll of a D3 would be a 3, a roll of a D6 would be a 6 and a roll of a D8 would be a 8.

An Iron Bullet

Wherever this missile lands will automatically hit anything underneath it with a blow that cancels out - **7** toughness to its victim's save. The hit has a damage range of 1 to 6 and does triple damage.

A Pot of Flammable Oil

On impact, a Pot of Flammable Oil uses the '**Medium Explosion Template**', which is placed over where ever it lands. All models under the explosion template are affected by its fiery blast and will be hit as many times as the template indicates. Each successful hit cancels out - **1** to the enemy's toughness and - **2** agility saves, and this attack has a damage rating of 1. This is a '**Fire Based Attack**', as described in the Three Plains rulebook on page 69.

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Imperial Elf Catapult Gremlin Table

Results D6	Consequences
<p>1 to 3 Get Him!</p>	<p><i>Magically a Gremlin appears, but the crew spot him in time before the little blighter can do any damage and grab him. Caught, the Gremlin realises that he is not going to get away with attacking the machine now, so vanishes into fin air. However, even though the Gremlin could not do any damage this time, with all the crew chasing after him has wasted a lot of time.</i></p> <p>Roll a D6 and on the score of a 4 to 6 the Gremlin is caught quickly, which means the catapult will go on to shoot as normal in that turn. However, on the score of a 1 to 3, the crew fails to catch the Gremlin quickly. Therefore, the Catapult does not shoot at all and must wait until its next turn instead.</p>
<p>4 to 5 A Gremlin with a Stone</p>	<p><i>Unnoticed by the crew, from out of nowhere a Gremlin materializes. He sees the crew cranking down the machine's great arm and runs over laughing to cut the line pulling the arm back. Suddenly the catapult shoots prematurely! As the machine is nowhere near its full power, its missile only manages to go as far as a dozen paces forward. Hopefully there is no comrades nearby, or they could be in a lot of trouble!</i></p> <p>The catapult's missile shoots out and only travels D6 inches straight forward. Wherever it lands, its damage is worked out from there. To decide what the catapult shoots, roll a D6. On a 1 to 3 it shoots a 'Large Stone or Iron Bullet' and on a 4 to 6 it shoots a 'Pot of Flammable Oil'.</p> <p>As the damage to the catapult was minor, it can shoot again in its following turn as normal.</p>
<p>6 A Suicidal Gremlin!</p>	<p><i>A little portal opens up to the amazement of the war machine's crew and a cheeky blue Gremlin jumps out. Laughing and giggling the bugger farts out a fireball straight towards the bales of pots of oil all stacked up. Instantly they catch on fire and their very oily and flammable centers ignite and Boom! With his work here done and the biggest grin you have ever seen, the portal opens back up and the little blue menace disappears, leaving behind him an inferno.</i></p> <p>The catapult does not shoot. Instead, it is totally destroyed and its model is removed from play for the rest of the game.</p>

IMPERIAL ELF HAIL STEEL STORMER

One of the most dreaded weapons the Imperial Elves can bring to bear upon their enemies is the Steel Hail Stormer.

These relatively small war machines can hurl hundreds of long steel sharpened poles at the enemy at once! The steel poles will travel across the battlefield at great velocities and plummet back down to earth. These machines can release so many shots they will darken the skies with their numbers, blocking out the sun's light. When they land, it will be like a silver steel rain of death, and those caught in this deadly shower will be impaled where they stand!

A huge drawback to using these machines in battle is their reload time, as it can take a good while to reload all the thirty or so steel missiles into these deadly

devices of war. So, a good Elf General must choose their moment to shoot their batteries of Steel Hail Stormers carefully. Otherwise, they risk wasting their machines' precious missiles if they release them too early or late in the battle.

If the general can pick the right time to shoot all of their Steel Hail Stormers' missiles, these machines can deliver a blow so devastating that they have been known to destroy entire units of fighters!

Prince Drell at the Battle of Teetaz, extinguished hundreds of foul charging Orcs with just a hand full of these Hail Steel Stormers. The Green Horde were so bloodied after that attack, they scattered before they had a chance to draw a single drop of golden blood!

	M	A	CR	D	Save	LP	S
Imperial Elf Hail Steel Stormer & Crew	~	1	4	<u>Combat</u> -① & 1D <u>Steel Shards</u> 6+D6 Shots, 1D & -②	② ① ①	3	4

60 points (for both the Imperial Hail Steel Stormer and its Crew)

150 siege points (for both the Imperial Hail Steel Stormer and its Crew)

Shapes: 1 ◆

War Machine Battery: 1 - 3 Imperial Hail Steel Stormer and its crew contained on 1 base.

Basic Weapons & Armour: Swords & Light Armour.

Special Rules

Heighten Senses - Swift Attacks (see page 29)

Shooting the Imperial Hail Steel Stormer

The Imperial Hail Steel Stormer has no minimum range and a maximum range of 14 inches, and a shooting arc of 90°, which is always worked out from the front of the model.

Before shooting the Imperial Hail Steel Stormer, roll a D6. On the score of a 1 to 5 the machine will go on to shoot as normal. However, on the score of a 6 the machine will misfire!

When the Hail Steel Stormer misfires, a Gremlin has appeared and climbs into the machine. The tinker makes short work of the machine's sensitive mechanisms and destroys them, which affectively

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makes the machine useless for the rest of the battle. After this has happened, the Hail Steel Stormer cannot shoot for the rest of the game, and remove its model from play.

If all is well and a Gremlin does not appear, the Imperial Hail Steel Stormer can shoot. To do this, select a target and roll D6+6. The score equals the amount of shots the Steel Stormer shoots at the enemy, which are rolled out as normal, remember to re-roll any misses because of the Elves' '**Heighten Senses**'. Each hit will deduct -2 toughness from an enemy save and has a damage rating of 1.

Once the Imperial Hail Steel Stormer has shot all of its missiles, it must spend its next turn reloading before it can shoot again.

War Machine Batteries

Imperial **Hail Steel Stormer Models** can be grouped together to form a '**War Machine Battery**', which is discussed in the Three Plains Rulebook on page (coming soon in V.3.9)

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IMPERIAL ELF WHIRLWIND CATAPULT

The Imperial Whirlwind Catapult is a small, but highly accurate catapult, which is operated and powered by a crew of six, one Elf master and five slave pullers.

The Whirlwind is not as powerful as the standard Imperial Elf Catapult. However, this machine is far more accurate at hitting small strategic targets such as other war machines. This deadly device has even been known to target and kill enemy heroes from a distance from across the battlefield.

Despite the Whirlwind's remarkable accuracy, most Elf generals prefer to use them to knockout other enemy war machines, which they are highly efficient at.

The Imperial Whirlwind Catapult may be a simple machine, but in the right hands and under the command of a good general they can be decisive in crippling the enemy.

At the Battle of Brovok, a mighty huge war Orc Bull came to the head of his massive war host and cursed and taunted the Brave Elves standing before him.

Unknown to the Bull, he had just become a target! Taking the initiative, a small battery of three Whirlwind Catapults immediately shot at the Orc War Boss, and two hit their mark. One took his left arm clean off and the other smashed off his head!

The Orc Grunts upon seeing their Boss getting pulverised, fled the battlefield in disarray.

The Orcs had become an unorganised rabble, which were later picked off by units of Strider Riders.

That battle was clearly won, without a drop of golden blood being shed, thanks to the highly skilled Crews' of the Imperial Whirlwind Catapults on that glorious day!

	M	A	CR	D	Save	LP	S
Imperial Elf Whirlwind Catapult & Crew	~	1	4	<u>Combat</u> 1D (Swords) <u>Iron Large Bullet</u> - 5 & 1-4Dx2	2 1 1	3	4

60 points (for both the Imperial Whirlwind Catapult and its Crew)

100 siege points (for both the Imperial Whirlwind Catapult and its Crew)

Shapes: 0.5◆

War Machine Unit: 1 Imperial Whirlwind Catapult and its Crew contained on 1 base.

Basic Weapons & Armour: Swords & Light Armour.

Special Rules

Heighten Senses - Swift Attacks (see page 29)

Shooting the Imperial Whirlwind Catapult

The Imperial Whirlwind Catapult has a minimum guess range of 4 inches to a maximum guess range of 24 inches, and a shooting arc of 360°, which means this war machine can shoot its missiles in any direction.

When shooting the Whirlwind, declare its target and guess in inches the range from the catapult to its target. Measure out the guess in inches towards its target and place a counter down there. From the counter's position, if the guess range is within 4 to 15 inches of the Catapult roll a direction die and D2. However, if the guess range was between 16 to 20 inches, roll a D3 instead of a D2. If the guess range was 21 inches or more, roll a D6 instead of a D3. Wherever the dice's coordinates indicate (working out the D2, D3 and D6 in inches), place a counter down on that location on the board and that is where the catapult's missile will land.

Imperial Elf Whirlwind Catapult Missile Scatter Chart

Range	Range	Range
4 - 15 inches	16 - 20 inches	21 - 24 inches
Scatter D2	Scatter D3	Scatter D6

However, if the top score is rolled when working out the catapult's scatter dice, the catapult's missile will always land where its controlling player originally guessed on the board.

Note: The top score on the roll of a D2 would be a 2, a roll of a D3 would be a 3 and a roll of a D6 would be a 6.

Wherever this Imperial Whirlwind Catapult's Ion Bullet lands will automatically hit anything underneath it with a blow that cancels out -5 toughness to its victim's save. A hit that overcome's its target's save has a damage range of 1 to 4 and each life point inflicted upon its target is multiplied by 2.

Spotter

An Elf Master of a Whirlwind Catapult's Crew are always given orders to attack small, but high value enemy targets, which might otherwise escape attention because of the chaos of war. They have a well trained eye for this task, and know if they can knock these special targets out early in the battle they could award their master's a quick and golden bloodless victory.

Before shooting a Whirlwind Catapult its controlling player has the option to try and target an 'Insignificant Piece' in a group of models or within 3 inches of a piece on its side. 'Insignificant Pieces' are explained in the Three Plains Rulebook on page 37.

First the machine's controlling player rolls a D6. If they score a 6 they can target an insignificant piece in a unit or within 3 inches of a friendly group of models. The catapult's target still must be within its range and within its line of sight to shoot at its target.

On the score of a 1 to 5 the catapult can only shoot at enemy pieces they could normally target using the standard rules for shooting.

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IMPERIAL ELF DISK THROWER

The Dwarfs take the crown for the deadliest and sheer number of war machines within their ranks, even though it was the El who was the first to wheel them on to the battlefield long ago. That said, all still respect and admire the Imperial Elves feats in engineering, and the Imperial Disk Thrower is one of their greatest killing machines!

The Imperial Disk Thrower is a splendid golden and red mechanical wonder, and this glories looking device can launch deadly spinning disks across the battlefield. Their deadly disks are targeted at the masses of vile mortals that dare oppose the supreme might of the Golden Empire.

The disk flies across the battlefield, hovering only a few feet high off the ground, and strikes the enemy like lightning! When it hits the vermin, it cuts through them like a knife through butter, even cutting down heavier armoured warriors as it bounces from warrior to warrior.

As the disk cleaves through the enemy group and bounces out, the survivors see their comrades' upper torsos or head sliced off. For a moment, their lifeless bodies still stand there and spray out blood everywhere covering everyone who still remains, before they drop dead.

Only a fraction of the disk's energy is use to decimate a unit, before it flies and hits another body of warriors and slices them up too!

Ancient designs of this war machine still survive to this day and show that this complex device was first used by the ancient El long ago to help fight off the hordes of Demons during the Dark Rising. So this war machine has earned a special place in the hearts and minds of the citizens of the Golden Empire, which makes it so much more than just another lethal killing machine in their ranks.

	M	A	CR	D	Save	LP	S
Imperial Disk Thrower & Crew	~	1	4	<u>Combat</u> -① & 1D <u>Disk</u> -② & 1-2D	② ① ①	4	4

80 points (for both the Disk Thrower and its Crew)

150 siege points (for both the Disk Thrower and its Crew)

1◆

War Machine: Imperial Disk Thrower and its crew contained on 1 base.

Basic Weapons & Armour: Swords & Light Armour.

Special Rules

Heighten Senses - Fast Attacks (see page 29)

Shooting the Imperial Disk Thrower

The Imperial Disk Thrower has no minimum range and a maximum range of 20 inches, and a shooting arc of 90°, which is always worked out from the front of the model.

The Imperial Disk Thrower Gremlin Table

Before shooting the Imperial Disk Thrower, roll a D6. On the score of a 1 to 5 the Disk Thrower will go on to shoot as normal. However, on the score of a 6 the machine will misfire! In this case, the Disk Thrower will not shoot. Instead, refer to the '**Imperial Disk Thrower Gremlin Table**' on the right and follow the rules from there to see what to do next.

Shooting the Imperial Disk Thrower uses the same process as shooting a hand held missile weapon, like a bow for instance, hitting a target on a 5 or 6 and then adding on any shooting modifiers. Furthermore, when rolling to hit with the Elf Imperial Disk Thrower it also benefits from '**Heighten Senses**'. So, this war machine rerolls any missed shots once more.

On a successful hit, the disk will hit 3D3 models in the piece. However, a disk can only hit as many models contained in its target. For instance, if a disk hits a single model it will only hit it once no matter how many hits it scores upon that piece.

If the disk hits a skirmished piece, it must have its hits halved and rounded up by 1.

Each hit does -2 to an enemy's toughness save and has a damage range of 1 to 2.

Results D6	Consequences
1 to 2 A Gremlin with a Stone	<p><i>A Gremlin appears out of thin air and sticks its entire arm straight into the war machine's delicate machinery, which mangles its arm and the machine comes to a stop. Then with a smirk it disappears as quickly as it came. The damage can be fixed soon, but damn them Gremlins.</i></p> <p>The Disk Thrower must finish its turn without shooting immediately and wait until its next shooting phase before it can shoot again.</p>
3 to 4 Weee...!	<p><i>Just before a disk is launched, a Gremlin magically appears and jumps onto the disk for a wild joy ride!</i></p> <p>Number up 3 of the closest pieces to the Disk Thrower and 3 of the enemy pieces that are nearest to its original target. You should be able to draw a straight and uninterrupted line from the disk's original point of origin to these targets. Roll a D6, and whatever the score is the disk will hit that numbered piece, and the results are worked out as normal from there.</p>
6 !!!A Suicidal Gremlin!!!	<p><i>From out of nowhere, a Gremlin appears with a cheeky smile upon its face. Then without warning it throws itself into the machinery of the Disk Thrower, which mangles the Gremlin in an instant. However, this act of suicide instantly destroys the mechanics of the machine and is un-repairable on the battlefield. But before the Disk Thrower comes to a stop, a spring snaps, which in turn sends the Disk Thrower spinning round uncontrollably. When it stops, it launches its disk out, which really could hit anyone including friendly forces!</i></p> <p>The Disk Thrower will launch a disk in a random direction. To determine the direction of the disk roll one direction die and point the Disk Thrower model in the direction for the die. Follow the path of the disk until it hits an enemy or friendly piece, and from there work out the damage as normal.</p> <p>If the disk hits a hill or wall or just goes off the board it will have no further effect on the game.</p> <p>After playing through the disk's move and any damage it might have caused, remove the Disk Thrower from the table, as it has now been destroyed!</p>

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After hitting and working out all of the damage done to the first piece, roll a direction dice. Wherever the die points the disk will bounce out of that piece and fly off to next. Always work out the direction of the disk's bounce from the middle of the piece it has just come out of. The disk will travel up to 8 inches before it runs out of spin and lands in the mud, and becomes harmless. If the disk hits another piece friend or foe, it will hit and damage that piece in the same way as it did with its first target. However, each time the disk bounces into a new piece it will do -1D3 hits. When the disk can no longer cause any damage because it

has ran out of spin (or D3 hits), it will land in the mud and cause no more damage for the rest of the game. If the direction die scores a direct hit, the disk will continue to ricochet in that piece it is in at the time, and will hit and damage it again, -1D3 hits. However, the disk must always bounce if it hits an individual model. Therefore, in this instance reroll the direction die again until you score a direction the disk can travel in.

If the disk crashes into a hill, building or woods it will be destroyed and have no further affect on the game.

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IMPERIAL ELF SIEGE TOWER

An Imperial Siege Tower is a huge moveable structure, and its only purpose is to aid an army to capture a castle, stronghold, or town or city with high walls.

As elegant as a great Imperial Elf Siege Tower is, this war machine could be more simply described as a high wooden tower with wheels. The Siege Tower is pushed by a group of Devotes or other lowly human slaves up to an enemy castle's outer wall. Once there, it would lower its drawbridge, were batteries of Elf fighters would come flooding out and attempt to overpower the wall's defenders.

The Elf Imperial legions are quite accomplished at quickly building Siege Towers (or Belfries as they are sometimes known) when they have been tasked to take a castle or settlement with high walls.

An Elf Imperial legion will build their Siege Towers during a siege, and they will use all the local materials they can find to erect one. Wood and Animal Hides are the most commonly used materials in their construction. A good general who can plan ahead will even bring a smith and some iron to help in the production of a tower if they know they are going to have to take a fortress in their campaign.

Once built these mammoth towers can stand nearly as tall as the enemy's highest walls. They have massive wheels to move them across the battlefield, and are pushed by the Elves' slaves towards the enemy battlements.

An Elf Imperial Siege Tower has four levels. At its ground level, this is where the tower's pushers would be working. The tower's first floor can be crammed with hundreds of warriors, ready to storm the enemy's walls. The third level is where the tower's drawbridge is. The top floor is a turret full of archers who will hail down arrows upon the defenders on their battlements as they approached them.

For the defenders of any fortress, An Elf Imperial Siege Tower would be a terrifying sight to see slowly rolling up towards their walls. Although, these war machines can also be a giant death trap for all those who are inside one. If the enemy can hit one with one of their war machine's bolts or stones they can soon come tumbling down, killing everyone inside instantly. Or worse, if the defenders can shoot enough flaming arrows at a siege tower, they can soon catch on fire and trap those inside in an inferno of flames, which at any time could collapse upon them!

	M	A	CR	D	Save	LP	S
Imperial Elf Siege Tower	6 Push by Human Slaves	~	~	~	8	18	2 Human Slaves

350 siege points for an Elf Imperial Siege Tower, and 1-10 Archers at +20 siege points per model

Siege War Machine Unit: Elf Imperial Siege Tower and any Archers it has onboard it.

Basic Weapons & Armour: Thick Leather Hide, Metal Plates, Light Armour & Long Bows.

Passage Cost: 3 Inches.

Special Rules

Deploying the Siege Tower and its Movement

Once an Imperial Elf Siege Tower has been built by the Elves' Human Slaves, they are then tasked to push their huge towers across the battlefield to the enemy's battlements.

An Imperial Elf Siege Tower is pushed into battle by its Human Slaves that have built it, and they will remain in the tower for the entire game. Therefore, an Elf Siege Tower does not need to be accompanied by a pushing unit to move it into battle, as the tower itself provides its own motion.

So that the Imperial Elf Siege Tower can move as quickly as it can, it can only be boarded once it stops at the wall. The tower can accommodate 60 models inside it, 10 archers and 50 besieging warriors. Any extra warriors must line up behind the tower and wait their turn to move through it.

An Imperial Siege Tower uses the same rules for moving a unit piece, with the following exceptions underneath.

The Imperial Siege Tower can manoeuvre left or right 45°, and must be moved forwards at least 2 inches before it can turn again.

Imperial Siege Towers cannot go up hill.

Imperial Siege Towers forced to go downhill will topple over and be destroyed, which will kill everyone on board it. Furthermore, lay down the tower in the direction it would have fallen over at the bottom of the hill. The wreckage of the tower will make that area into **'Rough Ground'**, as described in the Three Plains Rulebook on page 75. After this area has been marked out, remove the tower from play, and any other models aboard the tower will also be lost.

If a runaway Imperial Siege Tower runs over or falls over and lands on a friendly or enemy piece, each affected model in that piece will receive 1 automatic

hit, which does -6 to their toughness save and has a damage range of 1-6.

An Imperial Siege Tower 'itself' cannot **'Flee'**, **'Pursue'** or **'March Over'** an enemy. If an enemy does get in this machine's way, unless it is falling down a hill, just shift the enemy out of the way of the moving tower. The rules for **'Fleeing'** are on page 33, **'Pursuing'** are on page 34 or **'March Overs'** are on page 31, and all in the Three Plains Rulebook.

However, the pushing slaves of the siege tower can abandon their tower at the start of their movement phase to move away, charge, flee, march over or pursue. A deserted tower is treated as another neutral structure on the board, like a house or barn for instance.

Elf Human Slaves are no good to anyone on the battlefield. Therefore, the Slaves cannot leave their tower for any other reason, other than to flee. When the slaves flee their tower, they count as being destroyed and cannot be re-rallied to return to their tower.

An abandoned tower can be re-manned by any kind of infantry unit made up of at least 10 models. Cavalry, skirmishers, beasts or any other kind of model cannot re-man a tower.

To re-man a tower simply move a suitable unit of infantry up to the tower and place ten of its models inside it and form up the remaining unit's models behind the tower itself. This move has no **'Passage Cost'**, as explained on page 95 in the Three Plains Rulebook.

A re-manned tower will move at the speed of the unit now pushing it, -1 inch.

Models moving through a Siege Tower

The siege tower uses the rules for models on foot **'Movement In' or 'Out', or 'On' a Siege Structure'**, explained in the Three Plains Rulebook on page 95.

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Only infantry and skirmishers on foot can travel through an Imperial Siege Tower. No cavalry, beast or war machine models can move through a siege tower.

Along with the Siege Tower's archers, it can house up to 60 infantry models, which can be made up of a number of different units or characters it may have. After this, the siege tower has reached its capacity and can house no more models.

A Siege Tower in Ground Combat

Out on the battlefield, a siege tower is treated like a movable structure, such as a house or a church for instance. Therefore, the tower itself cannot enter into combat, but its archers and pushers can as normal. However, the siege tower can be attacked in combat, and all hits against it automatically hit, as the tower has no combat rating. So, the tower cannot take any battle stress checks. However, the pieces inside the tower such as the slaves and archers can get into combat and will have to take battle stress checks as normal.

The enemy can climb aboard the tower and fight the pushing unit and archers inside it. This move must be declared as a charge at the start of the movement phase as normal. However, the enemy must charge the tower in its rear, where they will climb aboard the war machine to attack its occupants inside. The rules for fighting in buildings or other structures is explained in the Three Plains Rulebook on page 97.

In combat, the tower's pushing unit will '**Pursue**', or '**Flee**' away from an enemy as normal, but will always abandon the tower to do so. The archers onboard the tower can also abandon the tower in the same way. The rules for 'Fleeing ' are on page 33 and 'Pursuing' are on page 34.

The combating units inside the tower will break, flee and pursue as normal. However, if the tower's accompanying models have nowhere to flee, because their enemy have come in through the tower's entrance and its drawbridge is still up, they will be automatically killed outright. This is because they cannot escape, and will jump out of the tower to

their deaths, or surrender to the enemy. Either way, the battle will be over for them.

The Siege Tower Breaching an Enemy's Wall

Once a Siege Tower's bridge lowers, the fortress' defenders know they will be in for the fight of their lives soon, because hundreds of besieging enemy warriors will come flooding out of it to attack them!

To breach an enemy's fortress wall, move the Siege Tower up to their wall and lower its drawbridge onto the enemy's battlements.

Put as many of the Imperial Elf Siege Tower's pushing models onto its bridge that will fit, leaving the rest inside the tower. Put those models to one side off the board for now, and return them as they leave the tower to fight or move away from it. Set out the models right up to the enemy on the wall. If there are no defenders to fight them, use the unit's movement allowance to move them onto the fortress' walls as far as you want them to go. From here, follow the rules for moving and fighting on fortress walls in the Three Plains Rulebook on page 97.

Shooting off a Imperial Elf Siege Tower

At the top of an Imperial Elf Siege Tower is a turret for a group of archers, who will shoot down at the enemy upon their battlements as they approach their fortress.

All Imperial Elf Towers can have 1 to 10 archers perched in its turret at the cost of 6 siege points per model.

This group of missile models are the standard Imperial Elf Archers found on page 58. However, they cannot have a command piece included in this unit.

Whilst in their tower's turret, every model in the group of archers can shoot, regardless if other models block their line of sight. Furthermore, whilst the archers are shooting off the tower, their line of sight is increased to 360°, which means they can shoot in any direction.

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The tower's archer unit can also leave that structure just like the models pushing their tower. They can even cross over their tower's drawbridge and attack the fortress' defenders if they wish.

The archers up in the Imperial Elf Siege Tower's turret also benefit from '**Improved Awareness from High Ground**' and '**Shooting off High Ground**'. Both these rules are explained in the Three Plains Rulebook, the first on page 16 and the second on page 37.

Shooting at an Imperial Elf Siege Tower, and its accompanying Archers

When the Imperial Elf Siege Tower is shot by magical and no magical missiles, all the hits scored against it need to be divided up on the entire piece.

1 to 5 will hit the tower and 6s will hit any accompanying archers the tower is carrying.

If the tower has an accompanying unit pushing it, with some of its models outside the tower itself, then all rolls to hit are divided up like this instead. 1 to 2 hit the pushing unit, 3 to 5 hit the tower and 6s hit the archers in the tower's turrets.

If the Siege Tower has no archers, all hits will automatically hit the tower, and so no missile dispersal roll is taken.

Vulnerable to Fire

Being constructed out of wood, an Imperial Elf Siege Tower is '**Vulnerable to Fire**', as explained in the Three Plains Rulebook on page 69.

Furthermore, for every fire based attack that hits the tower, roll an additional D6, which is done after all

other damage dice have been worked out as normal. On the score of a 1 to 5 nothing happens. On the score of a 6 the tower gains one '**Fire Point**'. At the start of each player's turn roll a D6 for each fire point you have on your piece. On the score of a 1-2 discount that fire point. On the score of a 3-5 add another fire point on to the piece. On the score of a 6 deduct -2 life points from the tower on fire.

Note: The -2 life points represents it being fire based damage, and so should do double damage.

Note: As an Imperial Elf Siege Tower has a toughness **8**, the D3 automatic hits will have to '**Horde Hit**' the tower to overcome its save, which is explained in the Three Plains Rulebook on page 36.

The Destruction of the Imperial Elf Siege Tower

A Siege Tower may protect its passengers from most small enemy missiles, but it can always be a death trap waiting to happen! If you are inside one of these massive collapsing war machines, there is no way out other than jumping for it, which will most likely kill you anyway...

If an Imperial Elf Siege Tower is destroyed it will immediately collapse and kill every individual model on board it. This will include any characters the war machine may have onboard it at the time of its destruction.

Furthermore, the area where the tower collapsed will become '**Rough Ground**' for the rest of the game. 'Rough Ground' is described in the Three Plains Rulebook on page 75.

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IMPERIAL ELF BATTERING RAM

An Elf Imperial Battering Ram is a weapon used during a siege. This war machine batters, pounds, punches and shakes down gates, doors and walls to rubble.

The very heavy ram part is suspended with chains and housed in its own structure, which has wheels so it can be pushed up to the enemy's gates. The Imperial Elves prefer to use one large tree trunk to construct their battering ram, which they often fit with a metal head. They will use Oak, Ash, Fir or any other strong local wood they can get their hands on during a siege to build these simple but affective war machines.

To shield the warriors pushing the ram against the enemy's arrows and other ballistics they might throw at them, Imperial Elf Battering Rams all have roofs.

Once at the enemy's gates, the warriors' manning the war machine will climber up inside it and start Rociing its ram against the enemy's giant doors. The Ram will keep on smashing into the enemy's gates, until it bursts open and allows the rest of the Imperial Elf forces to storm the enemy's fortress, and onwards to victory!

	M	A	CR	D	Save	LP	S
Imperial Elf Battering Ram	Pushing Infantry Unit's speed -1 inches	~	~	Ram Head -8 & 1-6D	8	10	~

350 siege points

Basic Weapons & Armour: Thick Leather Hide & Metal Plates.

Siege War Machine Unit Imperial Elf Battering Ram.

Special Rules

Manning the Imperial Elf Batting Ram

Imperial Elf Battering Rams are driven and worked in a siege battle by a brave group of pushing warriors. They must push their rams up to their enemy's gates who will be hurling arrows, fire, burning oil and stones at them. Without these brave souls to push these war machines who are often the Elves' Fighting Slaves the Devotes, a battering ram is just a large hulk of wood and metal, and useless.

Only a good solid group of warriors on foot can push an Imperial Elf Battering Ram all the way up to the enemy's gates. Therefore, cavalry, beasts or skirmishers, or any other loose moving models cannot push these war machines across the

battlefield. Only the Imperial Watch, Devotes and Enforces are capable enough to push these war machines into battle.

So that the ram can be moved up to the enemy's gates to batter them down, it needs at least 6 models to operate it in a siege game. Otherwise, it becomes useless and unable to move, and an obstacle for pieces to navigate around on the board.

A Battering Ram as much as it is possible must be put in the middle of a unit. On the next page are three examples demonstrating 3 units of Imperial Elf infantry correctly pushing a siege tower in to battle.

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Whilst a unit is pushing a siege tower, it will suffer from 'Flimsy Ranks', as explained in the Three Plains Rulebook on page 44.

The ram can be ditched by its pushing unit at the start of their movement phase, to either move away normally from the ram or charge an enemy.

Once the unit leaves their ram, they will no longer suffer from flimsy ranks.

The ram can be remand again at anytime, simply by moving a suitable unit up to it and planting the war machine in the middle of that piece.

An abandoned ram is treated just like a building or some other small structure for pieces to navigate around on the board.

Moving a Imperial Elf Battering Ram

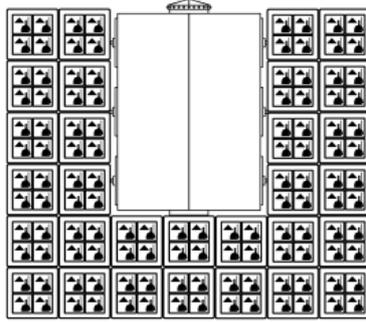
A unit pushing a Imperial Elf Battering Ram will use its normal movement, as described in the Three Plains Rulebook on page 24, with the following exceptions underneath.

The Battering Ram and its pushing unit will move up to their normal speed, but will suffer -1 inch to their movement.

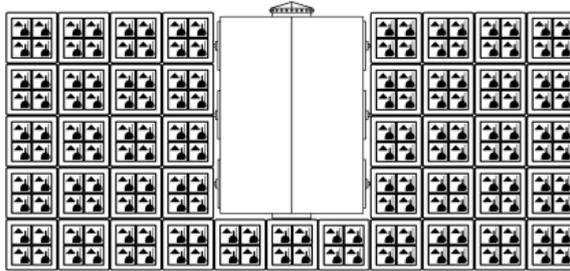
The Imperial Ram can manoeuvre left or right 45°, and must be moved forwards or backwards at least 2 inches before it can turn again.

Imperial Elf Battering Rams are not built to go up or down hills. Therefore, if one is forced to go downhill,

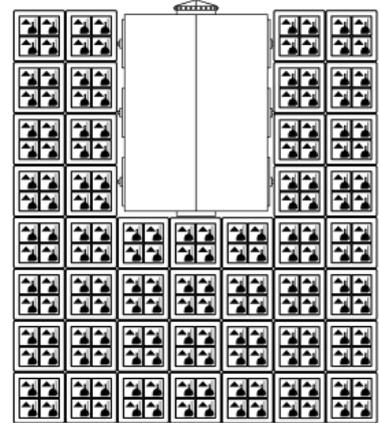
Example 1



Example 3



Example 2



the ram and its pushing unit will doubled its movement whilst moving and the unit will suffer D3 hits for every 2 inches it travels downwards. This is to represent the ram getting out of control and injuring its pushers, which will drag them downhill with it, and could run them over and kill them!

If a ram travels uphill, its pushing unit will half its movement. Remember to also deduct -1 inch off for pushing the ram.

An Imperial Elf Battering Ram cannot 'Flee', or 'Pursue'. However, the machine's pushers can and will always abandon their ram to flee or pursue. The rules for 'Fleeing' are on page 33 and 'Pursuing' an enemy are on page 34.

An abandoned Ram can be remand by any friendly unit or mob piece with 6 or more models in it, just by moving them up to the war machine. Once the ram has been remand, it will operate as normal.

Shooting at a Imperial Elf Battering Ram and its Pushers

All Imperial Elf Battering Rams have a roof to protect its pushers from missiles raining down on them, as they approach the enemy's gates. However, this roof

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is only intended to shield a small number of pushers from enemy arrows, and not an entire unit accompanying the ram.

On the right is the '**Imperial Elf Battering Ram's Missile Dispersal Chart**', which indicates where missile hits should land on this piece depending on how many warriors accompany it into battle.

Imperial Elf Siege Towers in Combat

Out on the battlefield, an Imperial Elf Battering Ram is treated as a movable structure. Therefore, the Ram itself cannot fight in combat. However, the battering ram can be attacked in combat, and all hits against it automatically hit, as the tower has no combat rating.

The Ram cannot take any battle stress checks, only the models pushing it will have too as normal.

In combat, the battering ram's pushing unit will '**Pursue**', or '**Flee**' away from an enemy as normal, but will always abandon the ram to do so. The rules for 'Fleeing ' are on page 33 and 'Pursuing' are on page 34.

The Imperial Elf Battering Ram's Attack

The Imperial Elves use their battering rams in a siege to batter, pound, punch and shake down gates, doors and walls. Their targets are hit with such a force, that even the strongest of fortress gates cannot stand up against their mighty blows for very long!

Whatever the Battering Ram's head is bashed against in the combat phase will received a hit that does -**8** to an enemy's toughness save, and has a damage range of 1 to 6.

The Imperial Elf Ram can also make '**Quick Assaults**' at a cost of 3 inches per attack. The rules for making 'Quick Assaults' are explained in the Three Plains Rulebook on page 95.

Imperial Elf Battering Ram's Missile Dispersal Chart

Results D6	Results
Unmanned Ram	Hits the Tower.
1 to 6 Visible Pushers	1 to 5 hits the Ram and 6 hits the Pushers.
7 to 10 Visible Pushers	1 to 4 hits the Ram and 5 and 6 hit the Pushers.
11 to 20 Visible Pushers	1 to 3 hits the Ram and 4 to 6 hit the Pushers.
21 to 30 Visible Pushers	1 and 2 hits the Ram and 3 to 6 hit the Pushers.
31+ Visible Pushers	1 hits the Ram and 3 to 6 hit the Pushers.

Vulnerable to Fire

Being constructed out of wood, an Imperial Elf Battering Ram is '**Vulnerable to Fire**', as explained in the Three Plains Rulebook on page 69.

Furthermore, for every fire based attack that hits the Ram, roll an additional D6, which is done after all other damage dice have been worked out as normal. On the score of a 1 to 5 nothing happens. On the score of a 6 the Ram gains one '**Fire Point**'. At the start of each player's turn roll a D6 for each fire point you have on your piece. On the score of a 1-2 discount that fire point. On the score of a 3-5 add another fire point on to the piece. On the score of a 6 deduct -2 life points from the tower on fire.

Note: The -2 life points represents it being fire based damage, and so should do double damage.

Note: As an Imperial Elf Battering Ram has a toughness **8**, the D3 automatic hits will have to '**Horde Hit**' the Ram to overcome its save, which is explained in the Three Plains Rulebook on page 36.

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IMPERIAL ELF TREBUCHET

One of the most devastating war machines the Imperial Elf Golden Legions can deploy in battle is their Trebuchets. This is a giant ballistic weapon that can stand as high as a Temple, and strike out at the enemy with a Gods' mighty raff!

The Trebuchet is an invaluable huge ballistic war machine in a siege battle. It is similar to a catapult, as its function is to hurl heavy stones to smash up units of enemy warriors, castles or city walls.

Imperial Elf engineers and their slaves will construct these massive war machines from Oak or Fir trees around them on the battlefield. They can quickly build their Trebuchet at the siege site in just a few days, which is a feat in its self considering the size and complexity of these contraptions.

Once the Imperial Elf Trebuchet is constructed, it will stand just over sixty feet high with a huge throwing arm. This machine is capable of hurling two hundred pound stones over three hundred yards, and will obliterate any enemy wall when it hits its mark!

Unlike the much smaller Catapult with just a simple throwing arm, the Trebuchet's elaborate arm is made up of a lever and a sling powered by a very heavy counter wait at its other side.

The Imperial Elf Trebuchet can be armed with two different missiles to shoot at the enemy. The first is a single large iron or stone bullet, weighing in at two hundred pounds. When this missile hits its mark, it smashes into it with such an immense force that it can bring down a thick fortress wall or even a fully-grown Giant after just one blow. The Trebuchet's other payload is a pot of flammable oil, which will explode on impact and burn all those nearby its blast!

In the right hands, the Trebuchet is a highly accurate and devastating weapon of war. These epic war machines can level castles and entire cities, and any monster hit by one of their missiles would be killed outright, as its giant iron or stone bullets would rip through them, totally obliterating them.

When an Imperial Elf Trebuchet appears outside an enemy Castle, it's not a matter of 'If' it will fall, but a matter of 'When' it will fall.

	M	A	CR	D	Save	LP	S
Imperial Elf Trebuchet & Crew	~	1	3	<u>Combat</u>			
				-① & 1D			
				<u>Stone</u>			
				-⑱ & 1-6Dx4	④	7	4
				<u>Herlanceian Fire</u>			
				Large Template -②, -② & D1			

200 siege points (for both the Imperial Elf Trebuchet and its Crew)

Siege War Machine Unit Imperial Elf Trebuchet and its crew contained on 1 base.

Basic Weapons & Armour: Swords.

Special Rules

Heighten Senses - Swift Attacks (See page 29)

Shooting the Imperial Elf Trebuchet

The Imperial Elf Trebuchet has a minimum range of 10 inches to a maximum range of 60 inches, and a shooting arc of 90°, which is always worked out from the front of the model.

Before shooting the Imperial Elf Trebuchet, roll 1D6. On the score of a 1 to 5 the Trebuchet will shoot as normal, without any problems. However, on the score of a 6 a mischievous Gremlin will appear and interrupt the machine's shooting process in some way. Roll 1D6 immediately on the '**Imperial Elf Trebuchet Gremlin Table**', to see what the little beggar will do next. Whatever the result is on the table, those instructions must be followed and played out instead of the Trebuchet going on to shoot as normal.

If the Imperial Elf Trebuchet passes its Gremlin Check, before shooting the Trebuchet its controlling player must first choose its payload to hurl at the enemy. The Trebuchet can either shoot a **Pot of Flammable Oil** or a **Huge Iron or Stone Bullet**'. Each of these missile's rules is explained further along in this section.

When shooting the Elf Imperial Trebuchet, declare its target and guess in inches the range from the catapult to its target. Measure out the guess in inches towards its target and place a counter down there. From the counter's position, if the guess range is within 18 inches of the Catapult roll a direction die and D6. However, if the guess range was between 19 to 30 inches, roll a D8 using a D6. If the guess range was 31 inches or more, roll a D12. Wherever the dice's coordinates indicate (working out the D6, D8 and D12 in inches), place a counter down on that location on the board and that is where the Trebuchet's missile will land.

Imperial Elf Trebuchet Missile Scatter Chart

Range 10 - 18 inches	Range 19 - 30 inches	Range 31 - 60 inches
Scatter D6	Scatter D8	Scatter D12

A Huge Stone or Iron Bullet

Whatever this massive stone or iron bullet lands on will automatically hit anything underneath it with a blow that cancels out -**18** toughness to its victim's save and will cause 1-6x4 in damage.

A Pot of Flammable Oil

The Pot of Flammable Oil missile uses the '**Large Explosion Template**', which is placed over where ever it lands. All models under the explosion template are affected by its fiery blast and will be hit as many times as the template indicates. Each successful hit cancels out -**1** to the enemy's toughness and -**2** agility saves, and this attack has a damage rating of 1. Furthermore, this attack is classed as a '**Fire Based Attack**', as described in the Three Plains Rulebook on page 69.

Vulnerable to Fire

Being constructed out of wood, an Imperial Elf Trebuchet is '**Vulnerable to Fire**', as explained in the Three Plains Rulebook on page 69.

Furthermore, for every fire based attack that hits the Trebuchet, roll an additional D6, which is done after all other damage dice have been worked out as normal. On the score of a 1 to 5 nothing happens. On the score of a 6 the Trebuchet gains one '**Fire Point**'. At the start of each player's turn roll a D6 for each fire point you have on your piece. On the score of a 1-2 discount that fire point. On the score of a 3-5 add another fire point on to the piece. On the score of a 6 deduct -2 life points from the Trebuchet on fire.

Note: The -2 life points represents it being fire based damage, and so should do double damage.

Imperial Elf Trebuchet Gremlin Table

Results D6	Consequences
<p>1 "Thank Winsill We Got Him!"</p>	<p><i>A Gremlin appears, but the crew spot him in time before the little blighter can do any damage and grab him. Caught, the Gremlin realises that he is not going to get away with attacking the machine now, so vanishes into fin air. However, even though the Gremlin could not do any damage this time, all the crew chasing after him has wasted a lot of valuable time, which could have been spent loading and shooting the giant machine again....</i></p> <p>Roll a D6 and on the score of a 5 to 6 the Gremlin is caught quickly, which means the trebuchet will go on to shoot as normal in that turn. However, on the score of a 1 to 4, the crew fails to catch the Gremlin quickly. Therefore, the Trebuchet does not shoot at all, and must wait until its next turn to try and launch its missile.</p>
<p>2 to 4 A Sneaky Gremlin</p>	<p><i>Unnoticed by the crew, from out of nowhere a Gremlin materializes. He sees the slaves cranking down the machine's huge arm and sneaks over to it. When there's no one looking, the little sod ties a knot in the trebuchet's sling and with a smile disappears. The trebuchet shoots, but does not release its payload, which instead swings back and hits the machine with an almighty bang!</i></p> <p>The Trebuchet fails to shoot its missile, which instead swings back and hits itself, causing D6 life points in damage upon the machine!</p> <p>If the trebuchet survives hitting itself, the damage it causes was miner. Therefore, it can shoot again in its following turn as normal.</p>
<p>5-6 A Gremlin with too much Wind!</p>	<p><i>To the amazement of the war machine's crew a little gap in reality from the Toil opens up and a little blue Gremlin jumps out! Laughing and giggling the bugger farts out a fireball strait towards the Pots of Flammable Oil. Instantly they catch on fire and Boom! After a job well done, the grinning Gremlin disappears back into the crack in reality and closes it, leaving behind him an inferno!</i></p> <p>The Trebuchet does not shoot. Instead, it is totally destroyed and its model is removed from play for the rest of the game.</p>

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IMPERIAL ELVES ARMY QUICK STATS LIST

Imperial Elves Gaming Pieces	M	A	CR	D	Save	LP	S	Special Attributes
El Warrior Emperor (1st Generation)	10	4	10	-③ 1D Strikes First	③ ③	2	7	Children of the Gods, Rule of Two, An Epic Loss to the Empire, Heighten Senses - Lightening Fast Attacks, Divine Birth Right, Frill Amour & Weeping Blades
Imperial Elf Prince (2nd Generation)	9	3	9	-② 1D	① ② ②	2	6	Heighten Senses - Very Fast Attacks, Divine Birth Right, Frill Amour & Weeping Blades
Elf Imperial Lord (3rd Generation)	8	3	8	-② 1D	① ② ②	2	6	Heighten Senses - Very Fast Attacks, Divine Birth Right, Frill Amour & Weeping Blades
Imperial Knight (4th Generation)	8	2	7	-① 1D	① ① ②	1	5	Heighten Senses - Swift Attacks, Divine Birth Right, Frill Amour & Weeping Blades
Imperial Mage (3rd Generation)	8	1	5	-① 1D	① ② ③	1	4	Master Wizard, El and Elf Magic, Heighten Senses - Very Fast Attacks & Divine Birth Right
Imperial Magic Handmaiden (4th Generation)	8	1	4	-① 1D	① ① ③	1	3	Wizard, El and Elf Magic, Heighten Senses - Swift Attacks & Divine Birth Right
Great White Dragon	6 GM 14 Fly	15	5	-⑥ D1-6x3	④ ② ②	20	4	Mountable Beasts, Flyers, Golden Dragon's Attacks, Great Golden Dragon's Firer Breath Attack, Unmissable, Fire Resistant, +2 Fear, Golden Scaly Coat, Hard to Reach, Loyalty Rating of 0, Sluggish & Land Striders
Great White Dragon	6 GM 14 Fly	15	5	-⑥ D1-6x3	④ ② ③	20	4	Mountable Beasts, Flyers, White Dragon's Attacks, Great White Dragon's Fire Breath Attack, Unmissable, Fire Resistant, +2 Fear, Magical Resilience, Hard to Reach, Forest Dread, Loyalty Rating of +4, Sluggish & Land Striders
Roc	6 GM 20 Fly	6	4	-② ① 1-3D -③ 1D	③ ①	10	2	Mountable Beasts, +1 Fear, Flyers, Roc's Attacks & Loyalty Rating of +1
Unicorn Prince	17	3	6	Golden Horn On Charge 1-3D -③ -③ 1D	②	+3	5	Steeds & Unicorn Attacks
Unicorn	16	2	5	Golden Horn On Charge 1-3D -③ -③ 1D	①	+2	4	Steeds & Unicorn Attacks
Pegasus Prince	13 GM 18 Fly	3	5	-① 1D	②	+3	4	Steeds & Flyers
Pegasus	12 GM 17 Fly	2	4	-① 1D	①	+2	3	Steeds & Flyers
White Terror Bird	13	1	3	1-2D -② 1D	②	+1	1	Steeds & White Terror Birds' Attacks
War Mountain Goat	12	1	3	Head Butt -①	① ②	+2	2	Steeds & War Mountain Goats' Attacks
Imperial Steed	14	1	3	1	~	1	2	Steeds

Note: Mounts & Agility (Three Plains Rulebook on page 69)

To ride upon a beast that is fast and agile, makes you fast and agile too. Beware however, as the reverse is also true. Riding a slow and lumbering beast can make you a sitting duck up there!

If a character is 'mounted' (or sat) upon a steed, beast or war machine, they must use their mount's agility value if it is greater than their own. For instance, a rider with no agility is mounted on a Griffin with an agility of 2, they will share their beast's agility. So the rider would gain +2 agility to their own save. However, if the rider has a greater agility than their mount, they will suffer -1 agility to their own save. Furthermore, if the beast the rider is mounted on is '**Sluggish**', they will suffer -2 agility to their save instead of -1.

IMPERIAL ELF ARMY LIST

The Golden Masters

Imperial Elves Gaming Pieces	M	A	CR	D	Save	LP	S	Special Attributes
Imperial High Sorceress The Empress (1st Generation)	14	D6 Auto Hits	6	-2 2 2 & D1	3 5	1	5	Children of the Gods (+1 Fear), Supreme Masters of magic, Magical Shroud, Magic Blast ½, Rule of Two, An Epic Loss to the Empire, El and Elf Magic, Heighten Senses - Lightening Fast Attacks & Divine Birth Right
Imperial Sorceress Princess (2nd Generation)	10	D6 Auto Hits	6	-1 1 1 & D1	1 2 4	1	5	Grand Masters of Magic, Magical Shroud, Magic Flash ½, El and Elf Magic, Heighten Senses - Very Fast Attacks & Divine Birth Right
Imperial Outer Watch	8	1	5	-1 & D1	2 1 1	1	4	Heighten Senses - Swift Attacks & Infantry Wedge
Human Devotes	7	1	4	1 -1 & D1	3	1	3	~
Imperial Enforcers	8	2	6	Weeping Great Blades -1 -3 & 1-2D	3 1 1	1	5	Heighten Senses - Swift Attacks, Frill Armour & Weeping Blades
Imperia Archers	7	1	4	-1 & 1D	2 1 1	1	4	Heighten Senses - Swift Attacks & Mass Volley Shooting
Imperial Shadow Stalkers	9	2 +1 Two Weeping Blades	6	Two Weeping Blades -1 1 & 1D Weeping Blade Great -1 -3 & 1-2D	2 2 1	1	5	Skirmishers, Mixed Weapons, Scouting, Heighten Senses - Swift Attacks & Weeping Blades
Soulless	4 +D3 Mob Move	0	1	0	1	4	1	Mindless, Soulless Movement, No trouble to Cut Down, They Count for Nothing & Painted in Poison
Imperial Strider Rider Steed	~ 14	1 1	5 3	-1 & 1D Spears On Charge -2 & +1D 1	2 1 ~	2 ~	4 ~	Heighten Senses - Swift Attacks & Skirmishers
Imperial Strider Rider	~	1	5	-1 & 1D Spears On Charge -2 & +1D 1D	2 1 2 1	3	4	Heighten Senses - Swift Attacks, Sure Footed Scouting & War Mountain Goat Attacks
Mountain War Goat	12	1	3	On Charge -1 -2 & 1D -1 & 1D	~	~	~	
Imperial Helm Riders	~	1	5	Lances On Charge -3 & 1-3D 1	4 1	2	4	Heighten Senses - Swift Attacks, Cavalry Wedge & Heavy Armoured
Imperial Steeds	13	1	3	-1 & 1D	~	~	~	
White Terror Rider	~	1	5	-1 & 1D Lances On Charge -3 & 1-3D 1-2D	2 2 1	2	4	Heighten Senses - Swift Attacks, Cavalry Wedge & White Terror Birds' Attacks
White Terror Bird	13	1	3	-1 & -2 -1 & 1D	~	~	~	
Sky Masters	~	2	6	Weeping Lances On Charge -4 & 1-3D	3 1 2	3	6	Heighten Senses - Swift Attacks, Frill Armour & Weeping Blades Flyers
Pegasus	12 GM 17 Fly	2	4	1D & -1	~	~	~	
Divine Blood Knights	~	2	6	-1 & 1D Weeping Lances On Charge -4 & 1-3D 1D & -3	3 1 2	3	6	Heighten Senses - Swift Attacks, Frill Armour, Cavalry Wedge, Unwavering Lines & Unicorn Attacks
Unicorns	16	2	5	Golden Horne On Charge -3 & 1-3D -3 -1 & 1-2D	~	~	~	
Immortal 1st El Warriors	10	5	11	-1 & +1D for each round of continuous combat thought	2 3 3	2	8	Heighten Senses - Lighting Attacks, Army of the Gods, The First Warrior Oath, Crescent Moon Staffs, The Legends of the Immortals (+1 Fear), Loose Moving Warriors & Eclipse Armour

IMPERIAL ELF ARMY LIST

The Golden Masters

Imperial Elves Gaming Pieces	M	A	CR	D	Save	LP	S	Special Attributes
Imperial Bolt Thrower & Crew	~	1	4	<u>Combat</u> -① & 1D <u>Shoot</u> -⑤ & 1-6Dx3	② ① ①	4	4	Heighten Senses - Swift Attacks, Shooting the Imperial Bolt Thrower, Turning Mechanism War & Machine Batteries
Imperial Elf Catapult & Crew	5	1	4	<u>Combat</u> -① & 1D <u>Stone</u> -⑦ & 1-6Dx3 <u>Explosive Shot</u> Medium Template -① & -②	② ① ①	4	3	Heighten Senses - Swift Attacks, Shooting the Elf Imperial Catapult & A Pot of Flammable Oil
Imperial Elf Hail Steel Stormer & Crew	~	1	4	<u>Combat</u> -① & 1D <u>Steel Shards</u> 4D6 Shots, 1D & -②	② ① ①	3	4	Heighten Senses - Swift Attacks, Shooting the Imperial Hail Steel Stormer & War Machine Batteries
Imperial Elf Whirlwind Catapult & Crew	~	1	4	<u>Combat</u> -① & 1D <u>Iron Large Bullet</u> -⑤ & 1-4Dx2	② ① ①	3	4	Heighten Senses - Swift Attacks, Shooting the Imperial Whirlwind Catapult & Spotter
Imperial Disk Thrower & Crew	~	1	4	<u>Combat</u> -① & 1D <u>Disk</u> -② & 1-2D	② ① ①	4	4	Heighten Senses - Swift Attacks & Shooting the Imperial Disk Thrower
Imperial Elf Siege Tower	6 Push by Human Slaves	~	~	~	⑧	18	2 Human Slaves	Deploying the Siege Tower and its Movement, Models moving through a Siege Tower, A Siege Tower in Ground Combat, The Siege Tower Breaching an Enemy's Wall, Shooting off a Imperial Elf Siege Tower, Shooting at an Imperial Elf Siege Tower, and its accompanying Archers, Vulnerable to Fire & The Destruction of the Imperial Elf Siege Tower
Imperial Elf Battering Ram	Pushing Infantry Unit's speed -1 inches	~	~	Ram Head -⑧ & 1-6D	⑧	10	~	Manning the Imperial Elf Battering Ram, Moving a Imperial Elf Battering Ram, Shooting at a Imperial Elf Battering Ram and its Pushers, Imperial Elf Siege Towers in Combat, The Imperial Elf Battering Ram's & Attack Vulnerable to Fire
Imperial Elf Trebuchet & Crew	~	1	3	<u>Combat</u> -① & 1D <u>Stone</u> -⑮ & 1-6Dx4 <u>Herlanceian Fire</u> Large Template - ② ② & 1D	④	7	4	Heighten Senses - Swift Attacks, Shooting the Imperial Elf Trebuchet, A Huge Stone or Iron Bullet, A Pot of Flammable Oil & Vulnerable to Fire

Weapons & Amour Notes

Types	Rules	Weeping Tipped or Bladed Weapons
Axes & Swords	Hand Weapons	-① toughness in combat
Great Blades	-② toughness and +1 Exhaustion per round of combat	-③ toughness and +1 exhaustion per round of combat.
Two Hand Weapons	+1 attack.	+1 attack and -① toughness in combat
Long Bows	1 ballistic missile shot with a range of 20 inches.	1 ballistic missile shot with a range of 17 inches.
Weeping tipped Long Bows	1 ballistic missile shot with a range of 20 inches and -① toughness against target's save.	1 ballistic missile shot with a range of 17 inches and -① toughness against target's save.
Spears	On foot, 'Strikes First' if charged and fights in two ranks and vs mounted models does -② toughness and all damage caused by this weapon is doubled. If mounted, after charging, in the first round of combat this weapon does -① toughness, +1 damage range and strikes first.	On foot, 'Strikes First' if charged and fights in two ranks and vs mounted models does -③ toughness and all damage caused by this weapon is doubled. If mounted, after charging, in the first round of combat this weapon does -② toughness, +1 damage range and strikes first.
Lances	-③ toughness, +2 damage in first round of combat after a mounted charge and level 1 poison attacks	-④ toughness, +2 damage in first round of combat after a mounted charge and level 1 poison attacks

IMPERIAL ELF ARMY LIST
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IMPERIAL ELVES QUICK POINT LIST

Pieces	Magic Items	Upgrades & Note's	Unit Size	   	Pts	
El Warrior Emperor	0 - 4	<p>Weapons & Armour: Weeping Blade Hand Weapon.</p> <p>Additional Options & Extras</p> <ul style="list-style-type: none"> Can take a Long Bow at +10 points with Weeping Bladed tipped Arrows. Can take a Weeping Bladed Spear at +30 points, Weeping Bladed Lance at +40 points, Weeping Bladed Halberd at +30 points, Great Weeping Blade at +40 points, or Additional Weeping Blade Hand Weapon at +30 points. Can take +2 Frill Armour (+2 Toughness) at 5 points and 1 Magic Item space or +3 Frill Armour (+3 Toughness) at +10 points and +1 Magic Item Space. Can take a Shield at +8 points. 	1	<p>Mounts</p> <ul style="list-style-type: none"> Can ride a Unicorn Prince at +100 points and +0.5▼. Can ride a Pegasus Prince at +100 points and +0.5▼. Can ride a Roc at +200 points and +1▼. Can ride a Great White Dragon at +700 points, +0.5▼ and +1◆. Can ride a Great Gold Dragon at +700 points, +0.5▼ and +1◆. 	2▼ 1★	200
Imperial Elf Prince	0 - 3	<p>Weapons & Armour: Weeping Blade Hand Weapon.</p> <p>Additional Options & Extras</p> <ul style="list-style-type: none"> Can take Long Bow at +10 points with Weeping Bladed tipped Arrows. Can take a Weeping Bladed Spear at +30 points, Weeping Bladed Lance at +40 points, Weeping Bladed Halberd at +30 points, Great Weeping Blade at +40 points or Additional Weeping Blade Hand Weapon at +30 points. Can take +2 Frill Armour (+2 Toughness) at +5 points and 1 Magic Item space or +3 Frill Armour (+3 Toughness) at +10 points and +1 Magic Item Space. Can take a Shield at +8 points. 	1	<p>Mounts</p> <ul style="list-style-type: none"> Can ride a Unicorn Prince at +100 points and +0.5▼. Can ride a Pegasus Prince at +100 points and +0.5▼. Can ride a Roc at +200 points and +1▼. Can ride a Great White Dragon at +700 points, +0.5▼, +1◆ and +0.5★. Can ride a Great Gold Dragon at +700 points, +0.5▼, +1◆ and +0.5★. 	1.5▼ 0.5★	150
Elf Imperial Lord	0 - 3	<p>Weapons & Armour: Weeping Blade Hand Weapon.</p> <p>Additional Options & Extras</p> <ul style="list-style-type: none"> Can take a Long Bow at +10 points with Weeping Bladed tipped Arrows. Can take a Weeping Bladed Spear at +25 points, Weeping Bladed Lance at +35 points, Weeping Bladed Halberd at +25 points, Great Weeping Blade at +35 points, or Additional Weeping Blade Hand Weapon at +25 points. Can take +2 Frill Armour (+2 Toughness) at +15 points and +1 Magic Item Space or +3 Frill Armour (+3 Toughness) at +35 points and +1 Magic Item space. Can take a Shield at +6 points. 	1	<p>Mounts</p> <ul style="list-style-type: none"> Can ride a Unicorn Prince at +100 points and +0.5▼. Can ride a Pegasus Prince at +100 points and +0.5▼. Can ride a Roc at +200 points and +1▼. 	1▼	100
Imperial Knight	0 - 2	<p>Weapons & Armour: Weeping Blade Hand Weapon.</p> <p>Additional Options & Extras</p> <ul style="list-style-type: none"> Can take a Long Bow at +10 points with Weeping Bladed tipped Arrows. Can take a Weeping Bladed Spear at +20 points, Weeping Bladed Lance at +30 points, Weeping Bladed Halberd at +20 points, Great Blade at 30 points, or Additional Weeping Blade Hand Weapon at 25 points. Can take +2 Frill Armour (+2 Toughness) at 15 points and +1 Magic Item Space or +3 Frill Armour (+3 Toughness) at +35 points and +1 Magic Item space. Can take a Shield at 6 points. Can take a Battle Standard at 50points. 	1	<p>Mounts</p> <ul style="list-style-type: none"> Can ride an Imperial Steed at +30 points. Can ride a Mountain War Goat at +35 points. Can ride a White Terror Bird at +50 points. Can ride a Unicorn at +60 points. Can ride a Pegasus at +60 points. 	1▼	65

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Pieces	Magic Items	Upgrades & Note's	Unit Size	<div style="display: flex; align-items: center; justify-content: center;"> ■▼ ◆★ </div>	Pts
Imperial High Sorceress The Empress	0 - 5	Weapons & Armour: Magic Flash ⚡.	1	<div style="display: flex; align-items: center; justify-content: center;"> 2▼ 1★ </div>	200
Imperial Sorceress Princess	0 - 4	Weapons & Armour: Magic Blast ⚡.	1	<div style="display: flex; align-items: center; justify-content: center;"> 1.5▼ 0.5★ </div>	150
Imperial Mage	0 - 3	Weapons & Armour: Weeping Blade Hand Weapon. <u>Mounts</u> <ul style="list-style-type: none"> • Can ride a Unicorn Prince at +100 points and +0.5▼. • Can ride a Pegasus Prince at +100 points and +0.5▼. • Can ride Roc at +200 points. 	1	<div style="display: flex; align-items: center; justify-content: center;"> 1.5▼ </div>	120
Imperial Magic Handmaiden	0 - 2	Weapons & Armour: Weeping Blade Hand Weapon. <u>Mounts</u> <ul style="list-style-type: none"> • Can ride an Imperial Steed at +30 points. • Can ride an Mountain War Goat at +35 points. • Can ride a White Terror Bird at +50 points. • Can ride a Unicorn at +60 points. • Can ride a Pegasus at +60 points. 	1	<div style="display: flex; align-items: center; justify-content: center;"> 1▼ </div>	55
Imperial Outer Watch	1 One Unit can take a Magical Command Piece	Weapons & Armour: Short Swords, Shield & Light Armour (1 Toughness). <u>Additional Options & Extras</u> <ul style="list-style-type: none"> • Any unit can swap their Shields for Halberds for free. • Any unit can be equipped with Spears at +1 point per model. • Upgrade one model in the unit to become a Command Piece at the cost of +15 points. • One Outer Watch Unit can take a Magical Command Item. 	10 - 50	<div style="display: flex; align-items: center; justify-content: center;"> 1■ </div>	7.5
Human Devotes	0	Weapons & Armour: Short Swords, Spears, Light Armour (1 Toughness) & Shields. <u>Additional Options & Extras</u> <ul style="list-style-type: none"> • Upgrade one model in the unit to become a Command Piece at the cost of +14 points. 	10 - 60	<div style="display: flex; align-items: center; justify-content: center;"> 0.5■ 0.25◆ </div>	7
Imperial Enforcers	0 - 1	Weapons & Armour: Swords, Weeping Great Blades & Heavy Frill Armour (2 Toughness) <u>Additional Options & Extras</u> <ul style="list-style-type: none"> • Upgrade one model in the unit to a Command Piece at +17 points, which can be a Magical Command Piece. 	10 - 30	<div style="display: flex; align-items: center; justify-content: center;"> 1◆ 1★ </div>	18
Imperia Archers	0	Weapons & Armour: Short Swords, Long Bows & Light Armour (1 Toughness). <u>Additional Options & Extras</u> <ul style="list-style-type: none"> • Upgrade one model in the unit to become a Command Piece at the cost of +16 points. 	10 - 25	<div style="display: flex; align-items: center; justify-content: center;"> 0.25■ 0.75◆ </div>	10
Imperial Shadow Stalkers	0	Weapons & Armour: Two Weeping Blades, Weeping Great Blades, Light Armour (1 Toughness) & Bows.	3 - 10	<div style="display: flex; align-items: center; justify-content: center;"> 1◆ 1★ </div>	18
Soulless	0	Weapons & Armour: None. <u>Additional Options & Extras</u> <ul style="list-style-type: none"> • Each Soulless model can be coated in level 2 poison at a cost of 3 points per model. 	5 - 10	<div style="display: flex; align-items: center; justify-content: center;"> 0.5◆ </div>	3
Imperial Strider Rider (Horses)	0	Weapons & Armour: Hoofs, Sword, Spears, Bows, Light Armour (1 Toughness) & Shields.	5 - 10	<div style="display: flex; align-items: center; justify-content: center;"> 0.25◆ </div>	13
Imperial Strider Rider (War Mountain Goat)	0	Weapons & Armour: Hoofs, Horns, Sword, Spears, Bows, Light Armour (1 Toughness) & Shields.	5 - 10	<div style="display: flex; align-items: center; justify-content: center;"> 0.25◆ </div>	23

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Pieces	Magic Items	Upgrades & Note's	Unit Size	<div style="display: flex; align-items: center; justify-content: center;"> ■▼ ◆★ </div>	Points
Imperial Helm Riders	1 One Unit can take a Magical Command Piece	Weapons & Armour: Hoofs, Swords, Lances, + 1 Heavy Armour, + 1 Barding & Shields. Additional Options & Extras <ul style="list-style-type: none"> Upgrade one model in the unit can become a Command Piece at +16 points, which can be a Magical Command Piece. 	5 - 30	<div style="display: flex; align-items: center; justify-content: center;"> 1■ 0.25◆ </div>	17
White Terror Riders	1 One Unit can take a Magical Command Piece	Weapons & Armour: Claws, Beaks, Swords, Lances, + 1 Light Armour & Shields. Additional Options & Extras <ul style="list-style-type: none"> Upgrade one model to become a Command Piece at +20 points, which can be a Magical Command Piece. 	5 - 30	<div style="display: flex; align-items: center; justify-content: center;"> 1■ 0.25◆ </div>	25
Sky Masters	1	Weapons & Armour: Hoofs, Weeping Blades, Weeping Bladed Lances, Shields & Heavy Frill Armour (2). Additional Options & Extras <ul style="list-style-type: none"> Upgrade one model in a unit to become a Command Piece at +30 points, which can be a Magical Command Piece. 	3 - 8	<div style="display: flex; align-items: center; justify-content: center;"> 1◆ 1★ </div>	105
Divine Blood Knights	1	Weapons & Armour: Hoofs, Golden Horns, Weeping Blades, Weeping Bladed Lances, Shields & (2) Frill Heavy Armour. Additional Options & Extras <ul style="list-style-type: none"> Upgrade one model in the unit to become a Command Piece at +30 points, which can be a Magical Command Piece. 	3 - 8	<div style="display: flex; align-items: center; justify-content: center;"> 1◆ 1★ </div>	90
Immortal 1st El Warriors	0	Weapons & Armour: Crescent Moon Staffs & +2 Armour (Eclipse Armour).	1 - 3	<div style="display: flex; align-items: center; justify-content: center;"> 2◆ 1★ </div>	250
Imperial Bolt Thrower & Crew	0	Basic Weapons & Armour: Swords & Light Armour. Additional Options & Extras <ul style="list-style-type: none"> Any Imperial Bolt Thrower can be upgrade to have a 'Turning Mechanism' for +10 points. 	1 - 3	0.5◆	Pts 65 SPs 100
Imperial Elf Catapult & Crew	0	Basic Weapons & Armour: Swords & Light Armour.	1	0.75◆	Pts 80 SPs 150
Imperial Elf Hail Steel Stormer & Crew	0	Basic Weapons & Armour: Swords & Light Armour.	1	1◆	Pts 60 SPs 150
Imperial Elf Whirlwind Catapult & Crew	0	Basic Weapons & Armour: Swords & Light Armour.	1	0.5◆	Pts 60 SPs 100
Imperial Disk Thrower & Crew	0	Basic Weapons & Armour: Swords & Light Armour.	1	1◆	Pts 80 SPs 150
Imperial Elf Siege Tower	0	Basic Weapons & Armour: Thick Leather Hide, Metal Plates, Light Armour & Long Bows.	1	-	SPs 350
Imperial Elf Battering Ram	0	Basic Weapons & Armour: Thick Leather Hide & Metal Plates.	1	-	SPs 350
Imperial Elf Trebuchet & Crew	0	Siege War Machine Unit Imperial Elf Trebuchet and its crew contained on 1 base.	1	-	SPs 200

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