ELF HIGH MAGE

Wounds:	1D6+5
Move:	4
Weapon Skill:	2
Ballistic Skill:	6+
Strength:	2
Toughness:	3
Initiative:	5
Attacks:	1

Equipment: Healing Potion.
Weapon: Sword, causing 1D6+2 Wounds.
Armour: None.
Pinning: Breaks from pinning on a roll of 4+.
Special Rules
See the *Spellcasting* section of the Rule Book.

POWER STORE

CURRENT POWER

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

• THE ELF HIGH MAGE •

The High Elves have been practitioners of magic since before the dawn of the Empire. Few of them venture from their home in Uthuan to visit the Old World, though the greatest of their wizards are responsible for teaching Mankind the basics of the arcane arts.

Their magic is not divided into colleges, and hence is in many ways similar to the diverse sort of magic practiced by human adventuring wizards. An Elf High Mage who undertakes adventuring, therefore, casts spells in much the same way.

High Elves who devote themselves to the study of the arcane arts are not quite as hardy as their human counterparts, and therefore may be slightly less able in hand-to-hand combat. However, they make up for this by having a more extensive knowledge of magic.

An Elf High Mage starts with an additional spell selected from the deck, and rolls an additional die when determining which spells he learns at successive Battle-Levels.

ELF HIGH MAGE ADVANCED PROFILES

Battle Level 2

Wounds:	2D6+5	**Wpn./Bal. Skill:**	2/6+
Strength/Dice:	2/1	**Toughness:**	3
Initiative:	6	**Attacks:**	1

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	3	4	4	4	5	5	6	6	6

POWER: 2D6 **CURRENT POWER: (1D6+2)**

Luck:	0
Willpower:	4
Pinning:	4+

Battle Level 3

Wounds:	2D6+5	**Wpn./Bal. Skill:**	3/6+
Strength/Dice:	2/1	**Toughness:**	3
Initiative:	6	**Attacks:**	2

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	4	4	4	4	5	5	5	6

POWER: 3D6 **CURRENT POWER: (1D6+3)**

Luck:	1
Willpower:	4
Pinning:	4+

Battle Level 4

Wounds:	2D6+5	**Wpn./Bal. Skill:**	3/5+
Strength/Dice:	2/1	**Toughness:**	3
Initiative:	6	**Attacks:**	2

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	4	4	4	4	5	5	5	6

POWER: 4D6 **CURRENT POWER: (1D6+4)**

Luck:	1
Willpower:	4
Pinning:	4+

Battle Level 5

Wounds:	3D6+5	**Wpn.Bal. Skill:**	3/5+
Strength/Dice:	2/2	**Toughness:**	4
Initiative:	6	**Attacks:**	2

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	4	4	4	4	5	5	5	6

POWER: 5D6 **CURRENT POWER: (1D6+5)**

Luck:	2
Willpower:	4
Pinning:	3+

ELF HIGH MAGE ADVANCED PROFILES

Battle Level 6

Wounds:	3D6+5	**Wpn./Bal. Skill:**	4/5+
Strength/Dice:	3/2	**Toughness:**	4
Initiative:	6	**Attacks:**	2

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

POWER: 6D6 **CURRENT POWER: (1D6+6)**

Luck:	2
Willpower:	5
Pinning:	3+

Battle Level 7

Wounds:	3D6+5	**Wpn./Bal. Skill:**	4/5+
Strength/Dice:	3/2	**Toughness:**	4
Initiative:	6	**Attacks:**	3

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

POWER: 7D6 **CURRENT POWER: (1D6+7)**

Luck:	2
Willpower:	5
Pinning:	3+

Battle Level 8

Wounds:	4D6+5	**Wpn./Bal. Skill:**	4/5+
Strength/Dice:	3/2	**Toughness:**	4
Initiative:	7	**Attacks:**	3

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

POWER: 8D6 **CURRENT POWER: (1D6+8)**

Luck:	3
Willpower:	5
Pinning:	3+

Battle Level 9

Wounds:	4D6+5	**Wpn./Bal. Skill:**	4/4+
Strength/Dice:	3/3	**Toughness:**	4
Initiative:	7	**Attacks:**	3

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

POWER: 9D6 **CURRENT POWER: (1D6+9)**

Luck:	3
Willpower:	5
Pinning:	3+

Battle Level 10

Wounds:	5D6+5	**Wpn./Bal. Skill:**	4/4+
Strength/Dice:	3/3	**Toughness:**	4
Initiative:	8	**Attacks:**	3

ENEMY'S WS 1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

POWER: 10D6 **CURRENT POWER:(1D6+10)**

Luck:	3
Willpower:	5
Pinning:	3+