
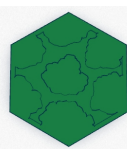




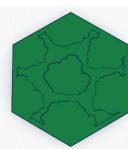




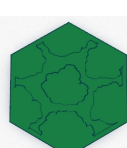




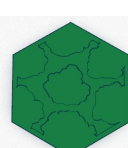




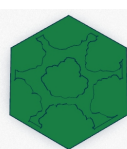






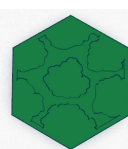



SILVERLEAF ARCHER				10
TYPE	ELF/SOLDIER			
	OFF	DEF	TERRAIN	UNIT
	0	1		
	2	1		
	1	1		
NIMBLE ARCHERY				
A Silverleaf Archer may make a free move action either before or after making a Ballistic assault				

STARFALL SENTINEL				13
TYPE	ELF/SOLDIER			
	OFF	DEF	TERRAIN	UNIT
	1	1		
	3	2		
	1	1		
OVERWATCH				
A Starfall Sentinel may make a free Ballistic Assault against any enemy unit that moves into a tile adjacent to them				

REALMGUARD				12
TYPE	ELF/SOLDIER			
	OFF	DEF	TERRAIN	UNIT
	2	3		
	0	2		
	1	1		
KINDRED OATH				
A Realmguard may be deployed into any open, unoccupied tile adjacent to an Elf				

HIGHCOURT MAGE				15
TYPE	ELF/MAGE			
	OFF	DEF	TERRAIN	UNIT
	0	1		
	0	2		
	3	3		
AWAKEN THE FOREST				
As long as the Highcourt Mage is on the map, enemy units must treat Forest tiles as having the Labyrinth tile hazard effect				

GLADE SCOUT				8
TYPE	ELF/SCOUT			
	OFF	DEF	TERRAIN	UNIT
	0	1		
	0	1		
	1	1		
FORWARD POSITION				
A Glade Scout may be deployed into any open, unoccupied tile that isn't adjacent to an enemy base tile				

WURM RIDER				15
TYPE	ELF/CAVALRY/DRAGON			
	OFF	DEF	TERRAIN	UNIT
	3	3		
	0	3		
	1	1		
FOREST STRIDER				
The Wurm Rider may move or close assault from and to any Forest tile on the map				

ELVES OF ALFHEIM

Glimnir stood at the spire's precipice, looking out over the shivering treetops that spread out like a great green sea far below his perch. He heard the signal of his fellow sentinel, faint to any ear but his own. The invaders were approaching.

After a dull crash in the brush, the engines of the privateer grav-cycle whirred into action, and the carelessly hidden vehicle arose violently from the leave, its rider struggling to stabilize the thrusters.

Glimnir was spotted almost instantly. The rider turned their grav-cycle to face the spire, front-mounted miniguns training on the waiting elf...

...but Glimnir was prepared. Whispering a spell, his arrow was alit with arcane energy. Letting fly, the arrow sought the invader, crashing through the privateer's faceplate and driving its enchanted arrowhead between their eyes. The privateer fell back from the grav-cycle, plunging lifeless into the forest below as the unmanned vehicle spun off into the empty sky.



Defending their forest-kingdoms from outsiders, the high elves of the world of Alfheim are a noble, if arrogant race. Rivaling the gods of Asgard in their knowledge and mastery of the arcane, the high elves (known as alfar in the old tongue) have little interest in leaving their own domain, and it is a rare sight to see an elf in the worlds beyond.

Masters of archery and spellcraft, the armies of the high elves had kept invaders from their realm for time immemorial. Since the invasion of the High Engineer, and the subsequent incursions of other forces from the worlds beyond the Nine, the elves that remain have become even more clandestine, and civil war among their own kingdoms looms as a constant threat.



INCLUDED WITHIN THIS SET, YOU WILL FIND...

- Silverleaf Archer x3
- Realmguard x2
- Glade Scout x2
- Starfall Sentinel x2
- Highcourt Mage x1
- Wurm Rider x1
- Elven Sanctuary base tile x1
- Forest tiles x10
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