



High Elves

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## HANDMAIDENS OF THE EVERQUEEN



*The Handmaidens of the Everqueen can be fielded as a Rare troop choice in a High Elf army.*

The Handmaidens of the Everqueen are not merely courtiers and attendants, but a warrior guard whose duty is to serve and protect their mistress. Only those with great natural gifts are chosen: the most talented singers and musicians, the most beautiful, the fleetest and most graceful, but above all the most loyal. It is an incomparable honour to serve the Everqueen, and those bound to her side will remain there for seven years, during which time they forswear all other companionship and even the company of their families.

The Handmaidens are warriors of rare power even amongst the High Elves, being skilled with all manner of weapons. Their weapons of choice are the bow and spear, and they wear corselets of the finest Ithilmar.

### RARE TROOP CHOICE: 0-1 Handmaidens of the Everqueen

	M	WS	BS	S	T	W	I	A	Ld
Handmaiden	5	5	5	3	3	1	6	1	8

**Points:** Ten Handmaidens, including the unit's Champion, Musician and Standard Bearer cost a total of 300 points. This is the minimum size of the unit, but extra Handmaidens can be added to the unit at a cost of +20 points per model.

**Weapons & armour:** The Handmaidens wear heavy armour and carry spears and longbows.

**Options:** The Handmaidens always carry the *Banner of Avelorn*, which is detailed below. The Musician of the regiment always carries the *Horn of Isha*, also detailed below.

### SPECIAL RULES

#### Immune to Psychology:

The Maiden Guard are sworn to give their life in defence of the Everqueen. They are Immune to Psychology.

#### Fight in Three Ranks:

The Maiden Guard can fight in three ranks with their spears.

### MAGIC ITEMS

#### The Banner of Avelorn

*Woven from living leaves and the hair of the Handmaidens of the Everqueen, this Banner is a stunningly beautiful creation of the Elves of Avelorn.*

The Banner is a Magic Standard. So beautiful is the Banner of Avelorn that any enemy wishing to charge the Handmaidens must first pass a Leadership test. If the test is failed the chargers stand in their place, transfixed by the magic. The Handmaidens must declare their charge reaction before the test is made. Note that the banner has no effect on troops that are immune to psychology.

#### The Horn of Isha

*The Horn of Isha is made out of single pearl-white conch shell, and its sound summons the favour of Isha.*

The Horn is an Enchanted Item. Once per battle, at the beginning of any High Elf Shooting phase or of any Close Combat phase (own or enemy's), the High Elf player may declare that the Musician will blow the Horn of Isha. This will allow the Handmaidens to either fight with 2 Attacks (in the Close Combat phase) or shoot twice (in the Shooting phase).

~~Dark Elves~~  
Dogs of War  
Dwarfs  
Empire  
High Elves  
Hordes of Chaos  
Kislev  
Lizardmen  
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