



WARHOSTS OF THE FIRSTBORN

The Elves have a long and noble history, and Middle-earth just wouldn't be the same without them. Mat Ward peers deep into his palantír to reveal their secrets.



Not many Evil creatures can go toe-to-toe with this High Elf Captain of Eregion.

The Elves are crucial to Middle-earth and the story of *The Lord of The Rings*, and they form a vital part of what makes J.R.R. Tolkien's stories so memorable. In his tales, the Elves were the first of all races created and are the most powerful, immortal, magical beings.

Though they are a shadow of their former glory, the Elves saw great prosperity during the Second Age. With the shadow of Morgoth removed, the Elves were once more able to enjoy the world in all its splendor and set upon many indulgent works. One such exercise would come to doom them, for they were deceived by

Sauron, the Dark Lord, into crafting the Rings of Power, magical tokens that had the power to dominate the entirety of Middle-earth. The Elves' discovery of Sauron's schemes led to a series of devastating wars that left the Elven cities shattered and their power a fraction of what it once was. At the time of The War of The Ring, the Elves are much diminished and growing apart from the mortal world. Yet they are still a force to be reckoned with. Among their number, the mightiest and oldest are those Elves whose memories stretch back into the Second Age and beyond. Though few in number, they are

HERALDRY OF THE FIRSTBORN

In times past, an Elf warhost would sport the heraldry of a dozen mighty houses. Now, there are few with the strength to battle Sauron's evil.

Eregion



Eregion was once the greatest of all the Elven realms in Middle-earth, and there are still some of the Firstborn clad in the blue and gold that was the High King's livery, their lives and strongholds concealed from the eyes of mortals.

The House of Finrod



The Firstborn of the House of Finrod no longer have armies, nor even a home. Most have taken up lives as wanderers and rangers, much as has Gildor Inglorion – one of the most famous of the House to still live.

Rivendell



The armies of Imladris are but a shadow of the Elven hosts whose marching shaped the fortunes of the world, yet they are still powerful enough to shield Rivendell from the attentions of Sauron's servants.

The Grey Havens



Standing upon the edge of the great sea, the Grey Havens serve as the link between the mortal world and Valinor. The armies of the Havens are maintained to protect the great ships that lie at anchor there.

the most stalwart opponents of Sauron.

With the release of *Legions of Middle-earth*, there's a golden future for the Elves, with several distinct army lists now available for them. These lists allow you to create all kinds of Elven armies. However, in this article, we're going to look at those Elves who have dwelt in Middle-earth the longest. These "Second Age Elves" have been part of the Citadel range for The Lord of The Rings Strategy Battle Game since the very beginning. Over time, their ranks have swelled further with new Heroes such as Erebor and Círdan.

Over the next few pages, you'll find collecting and tactical advice for the armies of the most ancient of the Elvish fastnesses – Rivendell, the Grey Havens, and Eregion, the lost Elven Kingdom of old. There's also a brand new scenario for you to play.

The Elven Realms

Above, you will find some suggested color schemes for the four great legions of Elves in the Second Age. Most familiar is Eregion, whose army is featured in the beginning of the film *The Fellowship of The Ring*, for it was troops from this region that followed Gil-galad at the Battle of the Last Alliance. The rarest of the Elves of Middle-earth are those of the House of Finrod, who now mostly live as wanderers or rangers, or simply live alongside their brethren in Rivendell, Mirkwood, or Lothlorien. Rivendell, or Imladris, is the most famous of the Elven realms, notable for its ruler, Lord Elrond Half-elven, who still maintains his domain as a safe haven against the dark powers. Finally, we have the Grey Havens, whence the great ships take the Elves from Middle-earth to the fabled land of Valinor.

Elven Heraldry

Though there is no concrete information within the story of *The Lord of The Rings* regarding the heraldry and uniforms of the Elven realms, we've asked the 'Eavy Metal painters to provide their own interpretations, which are loosely based on colors in the New Line movies.

The miniatures shown above have been painted in a way that seems fitting to their background, in color schemes that look great on the tabletop. All are valid army uniforms.

TACTICS OF THE FIRSTBORN

In any battle game, you need to play to your strengths. In the case of Elves, doing so is pretty easy, as they have lots of strengths to take advantage of!



Formation 1 can advance or retreat at will, peppering the foe with arrows as it moves. With the Defense 6 Elves in front, most incoming fire will need 6's to wound, as will any enemy cavalry that charges. Once the enemy are within charge range, reverse the formation so that the spears can support the archers.

Formation 2 offers similar tactical options. The archers can either volley fire or shoot through the gaps in the line of spearmen when the enemy get close.

Against Strength 4 enemies, such as Wargs and Uruk-hai, formation 3 comes into its own. The enemy will still need 5's to wound your Elves, but the spears allow you to get twice as many attacks into the combat – always a bonus with Fight 5.



Top Tip

All Elves are Woodland Creatures, allowing them to move through forest terrain without penalty. A cunning Elf general will lure his foe into dense forests to use this movement ability to his advantage. This is especially useful against enemy cavalry, who tend to shy away from bonus-sapping difficult terrain.

The Winner's Guide to Elves

Deadly Archery. Elves set the standard for exceptional missile fire, with a high Shoot value and Strength 3 Elf bows to boot. Thus, you'll be hitting two-thirds of your targets with every volley and, more often than not, killing a third of the foes you hit – not bad odds at all.

Peerless Fighters. There is no race in the game that can match the Fight value of Elves – even the basic Warriors have Fight 5, which will beat all other man-sized warriors and most of their Captains too!

Unflagging Resolve. Courage 5 is a useful ability to have, particularly when facing Terror-causing creatures, such as Trolls or Ringwraiths. It also means your force is less likely to turn tail and run when things go against you.

Unyielding Armor. Heavy armor makes your Elves much harder than those from other realms, such as Lothlórien. Combined with a shield, armor can raise your Elves' Defense to 6, leaving them all but immune to the slings and arrows of outrageous fortune.

Alone Against the World

Of course, this level of specialization and skill comes at a price – literally. As each of your Elves weighs in at around 10 points, you can expect to be outnumbered at least 3:2 and sometimes even 2:1. To counter this problem, your Elves need to support one another and maximize the effectiveness of their weapon options. The examples above are tried and tested means of getting the best out of your warriors, but they certainly do not constitute an exhaustive list of viable Elven tactics.

GUARDIANS OF THE HAVENS

495
Points

This sample army has been chosen to a value of 500 points – a good starting size – and combines a balanced mix of troop types as well as plenty of Heroes to provide strong leadership. Although the force will almost always be outnumbered, Círdan's magical powers will help keep the Elves alive and in the battle.



1 Círdan of the Havens

The heart of the army, Círdan should be kept close to as many friendly models as possible to maximize the effects of his magical powers.

90 points

2 Galdor, Elf Captain

heavy armor, shield

80 points

3 Findel, Elf Captain

heavy armor, Elf bow

80 points

Elf Captains are capable fighters in their own right, but their real strength comes from the Heroic actions they can call.

4 Findel's Cohort

7 Elf Warriors, heavy armor, Elf bows

77 points

None can match the archery of the Elves. These Warriors can swiftly thin the enemy ranks or slay marauding Trolls.

5 Galdor's Cohort

8 Elf Warriors, heavy armor, Elven blades

8 Elf Warriors, heavy armor, shields, spears

168 points

This group is best suited to working as a unit where each Elf can support his friends. However, if this approach fails, each warrior can fight quite capably on his own.

HEROES OF THE ELVES

Elf army lists boast some of the best Heroes in the game, with a slew of mighty individuals ready to test their might of arms against that of Sauron's servants.

Gil-galad

The High King of the Elves causes Terror, has an increased Stand Fast! ability, and receives +1 to rolls on the wound chart. If these advantages aren't enough, he has an unparalleled Fight of 9, which allows him to go one-on-one with no less a foe than Sauron, The Lord of The Rings, and to slice Trolls to pieces with ease!

140 Points



Elrond

Another Terror-causer, Elrond is an ideal addition to many Elven armies. Though not quite as lethal in melee as Gil-galad, Elrond is no slouch at chopping up Orcs and even has a respectable battery of magical powers as well.

170 Points



FIND OUT MORE ONLINE!

To learn more about modeling, painting, and gaming with the Elves of Middle-earth, follow the link from the following page:

www.games-workshop.com/whitedwarf/wd324

Glorfindel, Lord of the West

140 Points

Last of the "big three" High Elf Heroes, Glorfindel has the martial prowess to threaten a Mordor Troll. He's also resistant to magic, so it's no surprise that even Nazgûl are frightened of him.



Top Tip

Like regular Warriors and Captains, many of the Heroes named here have access to various options. Most often, one of these options will be a horse, which is a useful upgrade for these already powerful models. Some can also take Elven cloaks, which make the tactic of ambushing through woodland terrain even more deadly!

Elladan and Elrohir

Not one, but two deadly Elf Heroes, Elladan and Elrohir are a powerful team, able to cut their way through almost anything with their twin Elven blades. Each of the brothers can fight normally with 3 Attacks, fight two-handed with 2 Attacks, or use four dice with the Shielding rule.

Elladan and Elrohir



140
Points

**OUT NEXT
MONTH**

Erestor

Inexpensive and deadly, Erestor makes for an excellent disruption agent, able to hunt down enemy Captains and banner bearers and take them out of the fight early on. He can easily inflict several wounds with his deadly throwing daggers each turn or use them to open a pathway to his main target.

Erestor



75
Points

Arwen Evenstar

Elrond's daughter does not share the rest of her family's combat prowess but makes up for it with the incredibly effective Nature's Wrath spell, with which she can knock dozens of foes to the ground.

Arwen Evenstar



60
Points

Círdan

Not much of a fighter, Círdan is nonetheless able to stiffen your battle lines. His magical abilities can thwart enemy shooting, buttress the resolve of your troops, or weaken that of your foe.

Círdan



90
Points

Don't Forget

Though the below Heroes aren't part of the army lists featured here, they still make for excellent, themed allies.

Gildor Inglorion

A master of all trades, Gildor is an accomplished fighter and a moderate spellcaster. A quick, well-timed Immobilize spell is always very handy for dealing with Trolls.



80
Points

Legolas

The sharpshooter from the Fellowship, Legolas is a welcome addition to any Elf force. Simply the best archer in the game, the prince of Mirkwood can reach out and kill his own points value in enemies in very short order.



90
Points

Galadriel, Lady of the Galadhrim

Deadly in combat and terrifying to behold, this warlike aspect of Galadriel is equally capable of killing her foes and making them run for the hills with her Terror special rule!



125
Points

THE FORGING OF ALLIANCES

Legions of Middle-earth makes it easy to choose themed allies for your army. Here some of the most appropriate allies for Elf armies.

The Grey Havens and Eregion

When selecting allies, make sure that they either compensate for the weaknesses of your main army or make its strengths even more formidable. This rule of thumb is as true for Elves as any other force, and potential allies should be chosen with care. Of course, you may be selecting allies purely on the basis of a narrative theme, but such is the design of The Lord of The Rings game that you'll find most such "historical" alliances are as powerful as ones chosen purely for tactical considerations.



Thranduil's Halls

An alliance formed with the realm of Mirkwood allows you to bulk out your army with the cheaper Wood Elf Warriors without compromising your high Fight, Shoot, and Courage values. If this reason were not enough, you'll also get access to Elven cloaks and one of the most effective "disruption troops" available to the Good side: Wood Elf Sentinels.



Thranduil

The Wizards

In larger games, a Wizard or two can be a worthy addition to a High Elf force. Gandalf, Radagast, and Saruman all have their unique advantageous traits, but all can neutralize or otherwise severely hamper an enemy Hero with a timely Immobilize, Sorcerous Blast, or Panic Steed.



Radagast

The Army of the High King

Eregion and the Grey Havens can ally with the Army of the High King, a match up that not only mimics the narrative of the Last Alliance but also helps the Elves compensate for their lack of numbers. Having mighty Heroes of your own, you're not likely to want to field Isildur or Elendil, but the option is there. Also, even the basic Warriors of Númenor are more than a match for Orcs, Goblins, and corrupted Men.



A miniature figure of a Tree Ent, a large, gnarled tree-like creature with a humanoid face and arms, standing on a brown base.

Tree Ent

A miniature figure of Gwaihir, a large eagle with spread wings, standing on a brown base.

Gwaihir

Eagles!

At the present time, the forces of the Elves lack cavalry, which can put them at a slight disadvantage when at war with Sauron's insidious servants. To counter this problem, consider enlisting the aid of the avians of the Misty Mountains, who are swift-moving and incredibly deadly.

Fangorn

For ultimate hitting power, consider an Ent or two to back up your Elves. Ents have great stats all the way across the profile and make for incredibly intimidating foes. In fact, they are your best defense against an Elf's worst enemy – Trolls. The only downside is that this prowess costs a lot of points, all but guaranteeing that you'll be outnumbered by your opponent.

Models at 80%