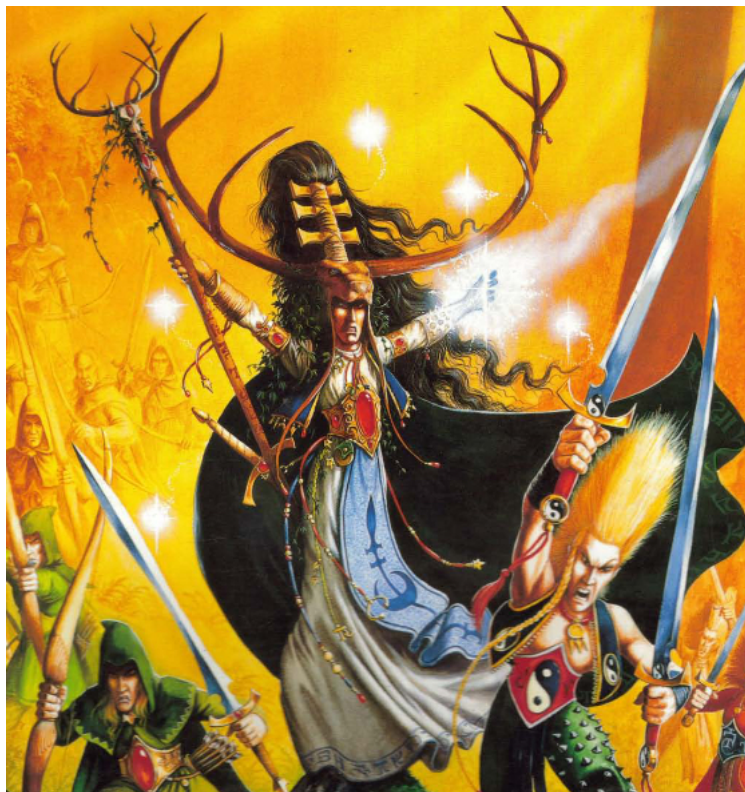




WOEHAMMER ARMIES

WOOD ELVES



Wood Elves Special Rules

Traps

Wood Elf Waywatchers are masters of defending their wooded realms. If a unit of waywatchers is charged whilst in a wood they activate their traps instead of an exchange of missiles, and the charging unit is also too busy dodging the lethal traps to exchange their missiles too.

To activate traps, roll a D6 and consult the traps table below;

1 - 2; Spikes - the waywatchers have dug small spiked pits and strung long thorns to the trees, these inflict D3 SV1 hits to the charging unit.

3; Snares - the enemy are taken surprise by snares, preventing some from reaching their target. Take an agility test for each charging model. Models that fail are caught in the snares and do not take part in this combat, they make no attacks and cannot take hits either. Models that pass fight as normal, essentially as a smaller unit. They take pins and resolve combat as normal.

Should the chargers win and wish to follow up combat the snared units are considered to have freed themselves and fight from then on, or will take part in any consolidation move should they not wish to follow on. Should the chargers have lost combat and the waywatchers wish to follow on all chargers are considered to have freed themselves and take part, and if the chargers lost and consolidate or were broken after the first round of combat the snared units are considered to have freed themselves and ran away with their comrades.

4; Nets - The rules for nets are the same for snares, but this time the test is made against Strength rather than Agility.

5; Pit - as the enemy advance they find themselves falling a pit full of sharpened sticks - the unit takes D6 SV2 hits on the charge, and lose their charge bonus for the ensuing combat

6; Impaler - a huge concealed spike suddenly springs out of the woods and kills a single model. Randomise a model in the unit and remove it from play. The sudden appearance of the dangerous weapon causes the charge to falter, allowing the waywatchers to counter charge. In the ensuing combat it is the waywatchers that get the charge bonus rather than the original attackers.

Infiltrate

Units with infiltrate may make a normal M move once all deployment is finished and before the first turn begins. This move may not end within 3" of any enemy models.

Wood Elf Magic Items

The Wood Elves have the heirlooms of Athel Loren to use upon the battlefield.

Hero units may take magical items as listed below, or magical items of the Light, Life, Beast, and Alteration lores. No one hero can take more than one magical item at a time.

Magic Weapons

Spirit Sword - *This sword was crafted from the same crystal as the Waystones stationer around the Wildwood,* - This sword ignores all armour bonuses of nonmagical armour - 10 points

The Bow of Loren - *This bow is said to be strung with a hair from the Queen herself* - This longbow can reroll one miss per turn - 10 points

Reaver Bow - *This master crafted bow is deadly in the hands of the righteous* - This longbow has the unstoppable rule - 10 points

Magic Standards

Any model carrying a standard can upgrade to one of the standards listed below

Banner of the Hunt - *This banner is infused with Orion's eagerness for battle* - Wood Elf units within 12" of this banner may reroll failed order tests for any shooting or charging orders - 15 points

Magic Items

Acorns of the Ages- *The Oak of Ages grows acorns all year round, but sheds them only when Ghyran, the Wind of Life, reaches its height. These magical seeds are diligently gathered by Ariel's handmaidens, and planted in those regions of the forest that have been ravaged by war or wildfire.*- Once per battle, the bearer can scatter the acorns and set up a single piece of wooded terrain within 1" of them, but further than 6" from any enemy units. It can be summoned around friendly units however. The wood counts as Dense Woodland - 5 points

Moonstone of the Hidden Ways - *In ages past, the world roots linked Athel Loren not only with every forest upon the face of the world, but those further afield also. Much has changed since those days of glory. Many pathways are now forever closed, and those that remain can be unsealed only through the use of the ancient Moonstone that Adanhu gifted to the Elves in the wake of the first great council.*- Once per battle, when the unit is wholly within a wood terrain feature and activated, the bearer may use the moonstone to transport to any other wood terrain feature on the battlefield. This counts as an Advance Order. If the bearer has the Follow rule he may also take another troops unit with him. Units riding monstrosities cannot use this artefact. - 5 points

Wood Elf Army List

Army Composition

When choosing a Wood Elf army the following restrictions apply, based on max percentage of overall points, accept in the case of troops which must make up at least 25% of overall points cost of the army.

Heroes 25%
Monstrosities / Chariots 25%
Artillery 25%
Elite Troops 25%
Troops 25% minimum

Not that these costs include any additional costs accrued via magic items, extra spells etc. For heroes riding monstrosities the values for the heroes and their steeds are considered separately for calculating percentages.

Some troop types have built in restrictions to the amount you can take in an army, which is listed before their description, for example '0-1 units of foot knights'. This is based on a points limit of 1,000 points; for games larger than this it can be considered to be the limit per 1,000 points, for example in a 2,000 point game 2 units of foot knights could be taken, a 3,000 point game 3 units, and so on. The point value must 'break into' the next 1,000 point barrier for this to work, for example a 1,500 point (or even 1,999 point) game would not qualify. The exception to this is the Warlord; the warband may only ever have one warlord. The restriction on spell casters is likewise based on the 1,000 point limit, an army may take a spell caster per 1,000 points.

Hero Units

Wood Elf Lord on Allied Forest Dragon, 550 points

Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Wood Elf Lord with sword, light armour	[6]	6	5	[5(6)]	8	9	[Tough], Command, Follow, (Wound), 3 x HTH
Allied Forest Dragon	5	4	6	15	-	-	Large, MoD 3, Fast 6, 7 x HtH SV 6, Beastly Breath, Dread, Terror, Flies

Lord: Upgrade to Tough 2 @ 10 points, to wound 2 @ 12 points. Give lance @ 1 point

Wood Elf Lord, 111 points

Warrior Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Wood Elf Lord with sword, light armour	6	6	5	5(6)	8	9	Tough, Command, Follow, Wound, 3 x HTH, Woodsman
2 x Wood Elf Bodyguards with swords, light armour	6	6	5	5(6)	8	8	Woodsman

Upgrade Lord to Tough 2 @ 10 points, to wound 2 @ 12 points. Give unit spears or long spears @ free, give long bows in addition to melee weapons @ 4 points per model. Add up to 2 Wood Elf Bodyguards @ 18 points each

Mounted Wood Elf Lord, 131 points

Mounted Warlord Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Wood Elf Lord with sword, light armour, riding horse	6	6	5	6(7)	8	9	Tough, Command, Follow, Wound, 3 x HTH, Fast 8, Woodsman
2 x Wood Elf Bodyguards with swords, light armour, riding horses	6	6	5	6(7)	8	8	Fast 8, Woodsman

Upgrade Lord to Tough 2 @ 10 points, to wound 2 @ 12 points. Give unit spears or long spears @ free. Give unit lances @ 1 point per model, long bows in addition to melee weapons @ 4 points per model. Add up to 2 Wood Elf Bodyguards @ 24 points each

Note. The warband must include one, and only one, a Warlord unit

0 - 1 Wood Elf Sorcerer, 63 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Sorcerer with sword	6	6	5	5	8	9	Tough, Wound, Magic Level 1, Woodsman
0 x Fey Spirits	5	5	5	5	3	3	Spirit, 1 x HtH SV1, Exchange of Missiles SV1

Upgrade to Magic Level 2 @ 25 points, Magic Level 3 @ 50 points, Tough 2 @ 10 points. Give Sorcerer horse adding Fast 8 and increasing res to 6 @ 8 points. Add up to 4 Fey Spirits @ 18 points

0 - 1 Wood Elf Hero, 78 Points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Wood Elf Hero with sword, light armour	6	6	5	5(6)	9	9	Tough 2, Hero, Wound, 3 x HtH, Woodsman

Upgrade to Wound 2 @ 12 points, Wound 3 @ 24 points, Tough 3 @ 10 points, Give spear or long spear @ Free. Give Long Bow in addition to melee weapons @ 4 points. Model may take a battle standard adding the Heavily Laden rule

0 - 1 Mounted Wood Elf Hero, 88 Points**Mounted Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Wood Elf Hero with sword, light armour, riding horse	6	6	5	6(7)	9	9	Tough 2, Hero, Wound, 3 x HtH, Fast 8, Woodsman

Upgrade to Wound 2 @ 14 points, Wound 3 @ 28 points, Tough 3 @ 10 points, Give spear @ Free or Lance @ 1 point, give Longbow in addition to melee weapons @ 4 points. Hero may carry a battle standard adding the heavily laden rule

Elite Units

0 - 1 Units of Wood Elf Waywatchers, 145 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Waywatcher Leader with bow, sword, light armour	7	7	6	5(6)	8	9	Tough, Stealthy, Woodsman, Infiltrate
4 x Waywatchers with bows, swords, light armour	7	7	6	5(6)	8	8	Stealthy, Woodsman, Infiltrate

Add up to 5 Waywatchers @ 27 points each

0 - 1 Units of Treemen, 53 points

Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Treeman	5	5	6	8	2	8	Large, 2 x HtH SV 3, Blundering, Slow 4, Woodsman, Stubborn, Tough

Add up to 2 Treemen @ 53 points each

0 - 1 Units of Warhawk Riders, 168 points

Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
3 x Wood Elves with swords, bows, riding Warhawks	10	6	5	6	7	8	Flies, Fast 10, Eagle 2 x HtH SV 1

Troop Units

Glade Riders, 88 Points

Mounted Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Glade Rider Leader with longbow, sword, light armour, riding horse	6	6	5	6(7)	8	8	Tough, Fast 8, Woodsman
2 x Glade Riders with longbows, swords, light armour, riding horses	6	6	5	6(9)	8	9	Fast 8, Woodsman

Give unit lances instead of longbows @ 1 point per model. Add up to 2 Glade Riders @ 26 points per model.

Wood Elf Archers, 120 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Wood Elf Leader with longbow, sword, light armour	6	6	5	5(6)	8	8	Tough, Woodsman
4 x Wood Elves with longbows, swords, light armour	6	6	5	5(6)	8	8	Woodsman

Add up to 5 archers @ 22 points each

Wood Elf Warriors, 100 points

Warrior Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Wood Elf Leader with spear, light armour	6	6	5	5(6)	8	8	Tough, Woodsman
4 x Wood Elves with spears, light armour	6	6	5	5(6)	8	8	Woodsman

Add up to 5 Wood Elves @ 18 points each.

0 - 1 Units of Wardancers, 125 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
Wardancer Leader with sword, light armour	6	6	5	5(6)	8	8	Tough, Crazyed Psychotic
4 x Wardancers with swords, light armour	6	6	5	5(6)	8	8	Crazyed Psychotic

Add up to 5 Wardancers @ 22 points each.

Dryads, 85 points**Warrior Unit**

Unit	Ag	Acc	Str	Res	Init	Com	Special
5 x Dryads	5	5	6	7	5	8	Woodsman, 1 x HtH SV 2,

Add up to 5 Dryads @ 17 points each.

Monstrosity / Chariot Units

Wood Elf Chariot, 116 points

Chariot Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Elven Chariot with Elven crew pulled by horses	6	-	-	10	-	-	Large, Irresistible Charge, Fast 8
2 x Elven crew with swords, long bows, light armour	-	6	5	-	8	9	Haughty Disdain

Give crews spears @ free. Add up to 2 Elven crew @ 9 points each. Chariot may be equipped with a standard

0 - 1 Treeman Ancient, 204 points

Monstrosity Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
Treeman Ancient	5	5	6	12	2	8	Large, MoD 2, 5 x HtH SV4, Blundering, Slow 4, Woodsman, Stubborn, Tough, Dread

Give Rock to Hurl @ 15 Points

0 - 1 Giant Eagle, 143 points

Monster Unit

Unit	Ag	Acc	Str	Res	Init	Com	Special
1 x Giant Eagle	10	6	6	8	8	8	Large, 3 x HtH SV 3, Flies, Fast 10, Wound, 3 x Drop SV3