

Wood Elves v.1.7

Warband Special Rules

Frail but Fey

Elves treat all campaign injuries as 'Full Recovery' except for rolls of 'Dead,' 'Robbed by Stragglers,' 'Robbed by Enemy Warband,' and 'Thrown to the Pits.'

- *(Positive results from the campaign injury chart are also transformed into Full Recovery by this rule.)*
- Henchmen with this rule derive no effect from it until they are promoted to heroes.

Eagle Eyes

Warriors with this rule ignore enemy 'Stealth' when shooting missile weapons.

Stubborn

Warrior may re-roll failed fear and panic tests.

Tree-Singing

Warriors with this rule know a single random spell from the Lore of Beasts or Life each battle *(and each Pit Fight. You may choose which lore before each battle or Pit Fight)*. This does *not* cause them to know the Signature Spell from that lore.

Hawkeye

Each turn, this warrior's *first* hit with Javelins, Bow or Long Bow ignores the enemy's armour save *(but not ward or regeneration saves)*. *(Note that this bonus only applies to the warrior's first hit each turn, even if that hit fails to wound.)*

Stealth

As long as this warrior is in cover, enemy shooting against him suffers an additional -1 to hit.

Fly (8") (Warhawks)

Warriors with this rule may *fly* 8" instead of moving. They *may* use flying moves to move into close combat with enemies, in which case they count as charging, but *cannot hide* at the end of a flying move.

Unruly (Warhawks)

When deploying the warband, there can only be one warrior with is rule in each Combat Group.

Warband Special Rules

Shadow Dances

At the *start* of each of *your own* Power phases, each warrior with this rule gains one of the following skills until the *beginning* of your next Power phase *(you may choose which)*:

- The 'Swashbuckler' combat skill.
- The 'Dodge: Close' combat skill.
- The 'Killing Blow' strength skill.
- The 'Dodge: Ranged' speed skill.

(Warrior may gain these skills even while fleeing. Each warrior with this rule may choose a different skill. The chosen skills have no effect if the warrior has them already.)

Forest Spirit (Dryads)

Cause Fear; Fight Unarmed; Never use weapons or armour *(not even with training skills, but may use Special Equipment as normal.)*

Branches and Twigs (Dryads)

Warriors with this rule may re-roll one failed roll 'to hit' in each close combat phase *(i.e. also opponent's)* when fighting unarmed. *(Re-rolled dice cannot cause critical hits.)*

Flammable (Dryads)

Warriors with this rule lose one 2 wounds instead of 1 when wounded by a *flaming* attack.

Buy Aspects (10gc) (Dryads)

Warriors with this rule may buy Aspects from the Aspect skill list at 10gc per Aspect. Any number of Aspects may be bought when the warband is first created, as well as between each battle.

Aspect Skills (Dryads)

When henchmen are promoted to heroes, only warriors whose race is Dryad may choose Aspect skills as one of their three skill lists.





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Warband Special Equipment

Spear-Staff 10gc

Close Combat Weapon: Spear: Is affected by anything that affects normal Spears but is a separate proficiency from normal Spears.

Strength Bonus: +1 S in all rounds of combat.

Armour Piercing (1)

Two-handed.

Spite Familiar 10gc

Special Equipment: Enemies must re-roll their successful Initiative tests for charging this warrior without line of sight (*e.g. when he is around a corner, behind a wall, etc.*). No effect vs. enemies that automatically pass such tests (*e.g. enemies with the 'Sixth Sense' skill*).

Wood Elf Skill Table

	Combat	Shooting	Academic	Strength	Speed	Aspects
Highborn	V	V	V	V	V	
Eternal Guard	V			V	V	
Branchwraith	V		V	V	V	V
Spellsinger	(+10gc)		V		V	
Glade Scout	V	V	(+10gc)	(+10gc)	V	

Wood Elf Equipment Lists

Highborn and Eternal Guard

Close Combat
Hand Weapon
Great Weapon
Spear-Staff

Shooting
Bow
Long Bow
Javelins

Armour
Light Armour
Shield

Spellsinger

Close Combat
Hand Weapon
Great Weapon

Shooting
Sling

Armour
None

Glade Scouts and Warriors

Close Combat
Hand Weapon
Great Weapon
Spear

Shooting
Bow
Javelins

Armour
Light Armour
Shield

Wardancers

Close Combat
Hand Weapon
Great Weapon
Spear-Staff

Shooting
Throwing Knives / Stars

Armour
Light Armour

Waywatchers

Close Combat
Hand Weapon

Shooting
Bow
Long Bow
Javelins

Armour
Light Armour

HEROES

0-1 Wood Elf Highborn

40gc to hire

Starting Experience: 28

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	2	3	5	1	9

SPECIAL RULES

Leader (6"), Frail but Fey, Eagle Eyes, Hawkeye

0-2 Eternal Guard

35gc to hire

Starting Experience: 28

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	5	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Stubborn

0-1 Branchwraith

50gc to hire

Starting Experience: 18

Race: Dryad

M	WS	BS	S	T	W	I	A	Ld
5	3	-	3	3	3	4	1	7

SPECIAL RULES

Wizard (Beasts or Life): Starts with 1 spell.

Forest Spirit, Branches and Twigs, Flammable,

Buy Aspects (10gc)

0-1 Spellsinger

35gc to hire

Starting Experience: 24

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Tree Singing,

Wizard (High Magic): Starts with 1 spell.

0-3 Glade Scouts

25gc to hire

Starting Experience: 14

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	2	3	5	1	7

SPECIAL RULES

Frail but Fey, Eagle Eyes

HENCHMEN

Wood Elf Warriors

30gc to hire

Starting Experience: 24

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes

0-3 Waywatchers

35gc to hire

Starting Experience: 28

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	3	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Stealth, Hawkeyes

0-3 Wardancers

35gc to hire

Starting Experience: 28

Race: Elf

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	2	3	5	1	8

SPECIAL RULES

Frail but Fey, Eagle Eyes, Shadow Dances

0-3 Dryads

40gc to hire

Starting Experience: 12

Race: Dryad

M	WS	BS	S	T	W	I	A	Ld
5	3	-	3	3	3	4	1	7

SPECIAL RULES

Forest Spirits, Flammable, Branches and Twigs,

Buy Aspects (10gc)

0-2 Warhawks

35gc to hire

M	WS	BS	S	T	W	I	A	Ld
3	4	-	3	3	3	4	1	5

SPECIAL RULES

Fly (8"), Unruly

Animals (*Cannot Climb; Cannot Hide; Flee 3D6";*

Cannot Use the Leader's Ld; Cannot Capture

Objectives; Fight Unarmed; No Promotion.)

v.1.7

Urban Ambush rule (place trees on the board before battle) moved to add-on rules.
Re-vamped Tree Singing rule so Spellsinger gets an extra spell from lore of life/beasts.
Frail buy Fey does not protect vs. Robbed results on the post-game injury chart.
New Concept Art.

v.1.6.2

Warhawks lose Armour Piercing (1), gain +1 Ld

v.1.6.1

Corrected typo (thanks to red5711).

v.1.6

Wardancers cannot use Javelins.
Eternal Guard gain Stubborn.
Spear-Staff revamped.
Spite Familiar revamped.
Aspect skills revamped.
Buy Aspects down from 15gc to 10gc.
Fixed typos.
New art.

v.1.5

Clarified that Buy Aspects costs 15gc (thanks to red5711).

v.1.4

Malice of Ages skill changed from Ld test each turn to auto-hatred on first turn of each close combat.
Added Sprite familiar.
Added poison Aspect skill.

v.1.3

Spear-staff gives ward save.
Added aspect skills.
Eternal Guard lose Stubborn; immune to fear and panic instead.
Sprite Swarm animals replaced with Warhawks.