

# Wood Elves v.2.1

## 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.

### Tree-Singing

Warrior knows a single random spell from the Lore of Beasts or Life each battle in addition to his other spells. Choose which lore before each battle. This ability does *not* cause him to know the Signature Spell from that lore if he did not do so already.

### 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.

### Unruly

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

### Asrai and Aspect Skills

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

### Asrai Expertise

Warriors with this rule start with one free skill from the Combat, Speed or Asrai skill list, chosen by you. (*Choose separately for each warrior.*)

## 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 'Dodge: Close' Combat skill.
- The 'Dodge: Ranged' Speed skill.
- The 'Bladedancer' Asrai 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.

### Dryad

Cause Fear; Fight Unarmed; Never use Weapons or Armour (*not even if a skill or ability would otherwise allow it, but may use Special Equipment as normal*).

### Flammable

*Flaming* hits have an additional +1 Strength vs. warriors that are Flammable.

### Rending Talons

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.*)

### Sprout Aspects (10gc)

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

### Wardancer Tattoos (10gc)

Each warrior with this rule may acquire the 'Talismanic Tattoos' skill from the Asrai skill list for 10gc per warrior. Each warrior has the opportunity to attain this skill when first hired, as well as between each battle.

### Fly (10")

Warriors with this rule may *fly* 10" 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.



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## Warband Special Equipment

### Blade-Staff 10gc

Close Combat Weapon  
Armour Piercing (1)  
Two-handed.

### Elven Bow 15gc

**Missile Weapon: Long Bow:** Is affected by anything that affects normal Long Bows and can be used by anyone who can use normal Long Bows.

**Range:** 30" **Strength:** 3  
Armour Piercing (1)

### Hunting Falcon / Hawk 10gc

Missile Weapon

**Range:** 24" **Strength:** 3

**Bird of Prey:** Ignores enemy 'Stealth' and Cover.  
**Move or Fire.**

### Hagbane Arrows 10gc

**Special Equipment:** All of warrior's shots with Bows of any kind are *poisonous* (*poisonous attacks may re-roll 1s 'to wound.'*). If the warrior also has other special arrows (*such as Hunting Arrows*), he must choose which arrows to use at the *start* of each Shooting phase. Hagbane Arrows last entire campaign. May be given to Henchmen.

### 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*).

## Asrai Skills

### Farshot

Warrior adds +6" to the maximum range of Long Bows (*but not other bows*).

### Bladedancer

All of warrior's attacks with Blade-Staff replace 'Armour Piercing (1)' with 'Sunder (1).'

### Virtue of the Hunt

Warrior may re-roll his first failed roll 'to hit' with Javelins, Bolas or Hunting Hawk / Falcon each turn.

### Elven Precision

All of warrior's close combat attacks are Armour Piercing (1). (*Stacks with other Armour Piercing effects he may have.*)

### Thicket Shroud (-D3")

Enemies attempting to charge this warrior must deduct D3" from their maximum charge distance, down to a minimum of 6", as long as this warrior is within 2" of any terrain feature. No effect vs. enemies that ignore 'Stealth.'

### Wildwood Ranger

Warrior *hates* enemies that cause *fear* in all rounds of combat (*i.e. all of his close combat attacks have +1 to hit.*) and gains an additional +1 XP each time he takes an enemy Monster *out of action*.

### Talismanic Tattoos (4+)

Warrior has a 4+ ward save vs. the effects of hostile spells. (*Other warriors may still be affected.*)

### Sylvan Lore

Whenever this warrior is deployed during a battle (*not Pit Fight*) choose one of the following:

- Warrior is immune to poison this battle.
- Warrior has a batch of Healing Herbs that are lost after the battle if not used.

### Spellweaver

Must be a wizard to take this skill. Whenever warrior successfully casts a spell using more than one Power Dice, he gains +1 Power Dice if all dice came up identical (*i.e. doubles, triples, etc.*). (*D3 from Power Scrolls are not counted*).

## Dryad Aspects

### Ironbark (6+)

Warrior gains 'Scaly Skin (6+).' If the warrior is a Wizard, this will *not* prevent him from casting spells.

### Shapeshifter

If this warrior has 'Stealth,' all enemies suffer an additional -1 to hit for shooting at this warrior while he is in cover. No effect if warrior does not have 'Stealth,' or vs. enemies that ignore 'Stealth.'

### Malice of Ages

Warrior *hates* all enemies in the first round of each close combat. (*i.e. all of his close combat attacks have +1 to hit.*)

### Oaken Crown (+1 S)

Warrior has +1 Strength when charging.

### Razor Saps

All of warrior's close combat attacks are Armour Piercing (1). (*Stacks with other Armour Piercing effects he may have.*)

### Willow Venom

One of warrior's unarmed attacks is *poisonous* in each round of close combat. You may choose which. This skill may be taken multiple times.

### Entangling Vines

Warrior's 'Free Hack' attacks have +1 Strength and warrior may re-roll free hacks that failed to wound.

### Wildlife Empathy

Animals attacking this warrior must re-roll their first successful roll 'to hit' in each close combat phase (*including opponent's*). No effect vs. Undead and Daemons.

### Spite Revenant

Enemies that take *fear* tests within 1" of this warrior roll 3D6 for *fear* tests and discard the lowest result.

### Blessing of Ancients

Must be a wizard to take this skill. Warrior starts each battle (*and all Pit Fights*) with 1 free Power Dice.

# Wood Elf Skill Table

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

## Wood Elf Equipment Lists

### Highborn and Glade Knights

**Close Combat**  
Hand Weapon  
Great Weapon  
Blade-Staff

**Shooting**  
Bow  
Long Bow  
Javelins  
Hunting Falcon / Hawk

**Armour**  
Light Armour  
Shield

### Spellsinger

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Sling

**Armour**  
None

### Glade Scouts and Glade Guards

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear

**Shooting**  
Bow  
Bolas  
Javelins

**Armour**  
Light Armour  
Shield

### Wardancers

**Close Combat**  
Hand Weapon  
Great Weapon  
Blade-Staff

**Shooting**  
Throwing Knives / Stars  
Bolas  
Javelins

**Armour**  
Light Armour

### Waywatchers

**Close Combat**  
Hand Weapon

**Shooting**  
Bow  
Bolas  
Long Bow  
Javelins

**Armour**  
Light Armour



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# 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, Asrai Expertise

## 0-2 Glade Knights

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, Asrai Expertise

## 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

Dryad, Rending Talons, Flammable, Sprout Aspects (10gc), Wizard (Beasts or Life): Starts with 1 spell.

## 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 (Beasts, Life, Light, Heavens, Shadow or 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

## Glade Guards

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, Wardancer Tattoos (10gc)

## 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

Dryads, Rending Talons, Flammable, Sprout Aspects (10gc)

## 0-3 Warhawks

35gc to hire

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

### SPECIAL RULES

Fly (10"), Unruly  
Animals (*Cannot Climb; Cannot Hide; Flee 3D6"; Cannot Use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.*)

#### **v.1.8.1**

Spite Swarms replaced with Warhawks.

Shadow Dances simplified.

Asrai Expertise grants 1 free Combat, Speed or Asrai skill; not simply an Asrai skill.

Wardancers gain new rule: Wardancer Tattoos.

Added Hagbane Arrows.

#### **v.1.8.1**

Removed Spear and Modifier triggers from Blade-Staff.

#### **v.1.8**

Added Hunting Hawk, Elven Bow.

Spellsinger can use more lores.

Warhawks 0-3.

Renamed some special rules to be more evocative.

Wardancers gain Tattoos, +5gc.

Wardancers main gain more skills from Shadow Dances.

Added Asrai skills.

Highborn and Glade Knights replace Stubborn and Hawkeye with 1 free Asrai skill.

Warhawks replaced with Spite Swarms.

#### **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.