

Wood Elves v.1.6.2

Warband Special Rules

Urban Ambush

Before each battle the Wood Elf player may place D3 pieces of withered tree terrain on the table.

- These pieces may be no more than 1x1" in base size and no taller than 3".
- Trees may be placed anywhere on ground level.
- Trees are placed *after* all other terrain pieces have been placed but *before* deployment zones have been determined.

Tree-Singing (3", +D3)

Warriors with this rule add +D3 to all their spellcasting rolls while within 3" of a piece of tree (or withered tree) terrain. This D3 *never* contributes towards miscasts.

Frail but Fey (Elves)

Elves treat all campaign injuries as 'Full Recovery' except for rolls of 'Dead' 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 (Elves)

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

Stubborn

Warrior may re-roll failed fear and panic tests.

Stealth

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

Forest Spirit (Dryads)

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

Aspect Skills (Dryads)

Only warriors with the 'Forest Spirit' rule may choose Aspect skills as one of their three skill lists when promoted to heroes.

Warband Special Rules

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.*)

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.)

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.

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 this rule in each Combat Group.

Aspect Special Skills

Ironbark (6+)

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

Blessing of Ancients

- If warrior is *not* a Wizard, he has a 4+ ward save vs. the effects of hostile spells.
- If warrior *is* a Wizard, he starts each battle (and all Pit Fights) with one free Power Dice.

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

Warriors with this rule *hate* all enemies in the first round of each close combat. (i.e. all of their close combat attacks have +1 to hit.)

Oaken Crown (+1 S)

Warrior has +1 Strength when charging.

Razor Saps

All of this warrior's close combat attacks are Armour Piercing (1). Stacks with other modifiers.

Willow Venom

One of the warrior's unarmed attacks, chosen by you, will be *poisonous* in each round of close combat. (Poisonous attacks may re-roll 1s 'to wound'.)

Entangling Vines

Warrior may re-roll 'Free Hack' attacks that failed to wound.

Wildlife Empathy (-1 S)

Animals attacking this warrior suffer -1 Strength to their attacks. No effect vs. Undead and Daemons.

Sylvan Protector

Warrior *hates* Orcs, Goblins, Gor, and Ungor in all rounds of combat.

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).



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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): Start 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 (3", +D3)

Wizard (High Magic): Start 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.1.6.2

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.