

# Wood Elves



M<sup>2</sup> - Monsters and Magic

Point Build v6.0

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Army Build 6.0

Leader	Min	Max	Unit type	Quality	Detached?	Characteristics				VM	Hits	Save	VP	Pts		
General	0	4	General on foot		×	-	-	-	-	2	0	2+	2	40		
Wizard Level 1	0	3	General on foot		×	Wizard : Level 1	-	-	-	3	0	3+	2	90		
Wizard Level 2	0	3	General on foot		×	Wizard : Level 2	-	-	-	4	0	3+	2	140		
Wizard Level 3	0	1	General on foot		×	Wizard : Level 3	-	-	-	5	0	3+	2	190		
Detached General or Mounted General or Senior General														+10		
Major Hero	0	4										+1		0		
Brilliant	0	1												+1 +40		
Minor Heroes	2	4												+10		
Camp	1	1 - Per Command												+1 +10		
Monstrous Mount	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics				Re-size	VM	Hits	Save	VP	Pts
Pegasus	0	1		Monstrous Creature (I)	Regular		Fly	-	-	-	-	2	2	6+	1	130
Manticore	0	1		Monstrous Creature (II)	Regular		Fly	Terror	Poison	-	-	2	3	6+	1	190
Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics				Re-size	VM	Hits	Save	VP	Pts
Wood Elf Cavalry	✓	1	2	Cavalry, bow	Regular	-	Keen Eyed	Wood Runners	-	-	-	2	2	8+	2	105
Wood Elf Spearmen	✓	2	2	Spearmen	Regular	-	Wood Runners	-	-	-	-	2	2	7+	2	75
Wood Elf Guard	×	0	2	Longbowmen	Veteran	-	Keen Eyed	Wood Runners	-	-	-	2	2	7+	2	125
				Longbowmen	Veteran	-	Keen Eyed	Wood Runners	-	Small	1	1	7+	1	70	
Wood Elf Longbowmen	✓	2	5	Longbowmen	Regular	-	Keen Eyed	Wood Runners	-	-	-	2	1	8+	2	105
				Longbowmen	Regular	-	Keen Eyed	Wood Runners	-	Small	1	1	8+	1	60	
Dryads	✓	0	5	Billmen, Deep	Regular	-	Wood Runners	Forest Spirit	Fearless	Small	-	2	2	7+	2	65
Watchers of the Way	×	0	2	Light infantry, bow	Veteran	-	Keen Eyed	Forest Spirit	Fleet	-	-	1	1	7+	1	70
Wardancers	×	0	3	Auxiliaries	Veteran	-	Wood Runners	Fanatic	Fleet	Small	-	1	1	6+	1	60
Treemen	×	0	2	Monstrous Creature (II)	Regular	-	Forest Spirit	Stupid	-	-	-	2	3	5+	1	130
Warhawk Riders	×	0	3	Cavalry, bow	Veteran	-	Keen Eyed	Fly	Fleet	-	-	2	2	8+	2	155
Giant Eagles	×	0	3	Monstrous Creature (I)	Regular	-	Fly	Fleet	Fearless	-	-	2	2	6+	1	140

<i>Army Trait</i>		<b>Pts</b>
<b>Ancient Race</b>	The army must surrender 1 victory medal before the battle begins.	<b>-70</b>
<i>Army Characteristics</i>		
<b>Fanatic</b>	As per TtS! Rules	
<b>Forest Spirit</b>	While occupying a wood, a unit with this characteristics does not take break tests	
<b>Keen Eyed</b>	Units with this characteristic add 1 to their PIP for any shooting attack	
<b>Fleet</b>	Troops with this characteristic can change orientation, by one face, during any activation. Alternatively during a simple activation you may move additional 1 box straight ahead.	
<b>Fly</b>	Non-charging troops with the fly characteristic Fly, can move 1 extra box straight forward when activating. When charging, they follow the standard rules as their type. They can move over boxes containing terrain and/or non-flying troops (friendly or enemy). Flying troops evade on a 3+ unless being charged by another unit with Fly, in which case they evade on Troops with Fly have a -1 PIP modifier when making saving rolls.	
<b>Wood Runners</b>	Troops with this characteristic move into, and through, woods as an easy activation. In addition while in woods troops benefit from a -1 save bonus in melee combat.	
<b>Stupid</b>	Stupid troops count easy activations as difficult, and difficult activations as 'doubly' difficult	
<b>Fearless</b>	Troops with this characteristic ignore the effect of the Terror characteristic. Troops with the Fanatic characteristic are also classed as Fearless.	
<b>Terror</b>	When saving against troops with this characteristic draw an additional card, discarding the highest. In addition, troops taking rout tests when adjacent to Terror causing units can attempt to save only once. Troops with Terror are also Fearless	
<i>Spells</i>		
<b>Wrath of the Woods</b>	Target an enemy unit, within 3 boxes of the Wizard, in a box containing Woods. The target takes 3 hits as if charged. These hits can be saved in the normal manner (as if in melee)	<b>7</b>
<b>Wild Woods</b>	If cast successfully the wizard may move a box containing a wood (and any friendly or enemy units therein) into an adjacent empty box keeping the same orientation. The target box and the final destination must both be with 3 boxes of the casting Wizard.	<b>7</b>
<b>Life in the Trees</b>	The spell is cast on a friendly box containing Woods within 3 boxes of the Wizard. If successfully cast place an Life in the Trees token in the box. Life in the Trees token: Troops in a box containing an Life in the Trees token cannot be targeted by missile fire.	<b>8</b>
<b>Arcane Vigour</b>	Pick a visible box within 4 boxes of the casting Wizard. The spell affects all units within that box. Units in the box can be moved as if they had received a successful activation, even if they have already been activated previously.	<b>7</b>