

WOOD ELVES

TO THE STRONGHOLD!

v5.1

Army Trait

Eldar Race

The Elven army must surrender 1 victory medal before the battle begins.

The Great Greenwood

A Wood Elf army can deploy an additional 2 woods after the terrain placement phase but before deployment. These two woods cannot be moved. In addition Wood Elf camps can be placed in woods



Army Characteristics

Elven Eye

Units with this characteristic add 1 to their PIP for any shooting attack

Glade Runners

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.

Forest Spirit

While in a Wood a unit doesn't take break tests

Spells

WRATH OF THE WOOD

Cast 7+

With spear and with arrow the Wood Elves drove the Beastmen from the sacred confluence and into the waiting claws of Dryads.

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)

THE HUNT RIDES OUT

Cast 6+

Orion leads the most hot-blooded of his folk across the Wild Heath and into the barbarous lands beyond, hunting their two-legged quarry as they would any other prey.

The spell can be cast on any friendly unit within 3 boxes visible to the Wizard. The unit can move just as if it had received a successful activation. Detached Generals and Wizards that are in the same box will not move with it, they remain where they are.

ACORNS OF THE AGES

Cast 7+

Such is the bountiful magic in these acorns that they can grow from seed to sapling, to towering oak in a matter of seconds. This magic too is the reason that the seeds must be gathered swiftly upon their fall.

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.

THE ETERNAL REALMS

Cast 8+

The Great Greenwood that had once sprawled across the world was now but a fraction of its former size. As the great forest's battle for survival had become more desperate, some of its spirits had woken in vengeful mood

The spell is cast on any friendly box containing Woods within 3 boxes of the Wizard. If successfully cast place an *Eternal Realms token* in the box. Any troops in a box containing an *Eternal Realms token* cannot be targeted by missile fire.

WOOD ELVES

Eldar RaceThe Great Greenwood

Points

-10

Leader	Min	Max	Unit type	Characteristics	VMs	Save	VP	Points
General	1	4	General on foot		2	2 +	2	50
Wizard Level 1	0	3	General on foot	Wizard : Level 1	3	3 +	2	100
Wizard Level 2	0	3	General on foot	Wizard : Level 2	4	3 +	2	150
Wizard Level 3	0	1	General on foot	Wizard : Level 3	5	3 +	2	200
Detached General or Mounted General or Senior General								+10
Major Hero						+ 1		+10
Brilliant	0	1					+1	+40
Minor Heroes	2	4						+10
Camp	1	1 - Per Command					+1	+10

Monstrous Mount	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points
Giant Eagle	Monstrous Creature (I)		Fearless	Fleet Fly	2	2	6 +	1		140
Forest Dragon	Monstrous Creature (III)			Fly Breath Weapon	3	4	6 +	1		245

Troops

Unit name	Core	Min	Max	Unit type	Quality	Upgrade	Characteristics	Re-size	VMs	Hits	Save	VP	Points	
Glade Riders	●	1	2	Cavalry, bow			Elven Eye		2	2	8 +	2	100	
Eternal Guard	●	0	2	Spearmen			Glade Runners		2	2	7 +	2	73	
Glade Guard	●	2	7	Longbowmen			Elven Eye Glade Runners		2	2	8 +	2	103	
				Longbowmen			Elven Eye Glade Runners	Small	1	1	8 +	1	58	
Lords Bowmen		0	2	Longbowmen	Veteran		Elven Eye Glade Runners		2	2	7 +	2	123	
				Longbowmen	Veteran		Elven Eye Glade Runners	Small	1	1	7 +	1	68	
Dryads	●	0	5	Billmen, Deep			Glade Runners Forest Spirit		3	3	7 +	3	113	
Way-watchers		0	2	Light infantry, bow	Veteran		Elven Eye Forest Spirit		1	1	7 +	1	70	
Wardancers		0	3	Auxiliaries	Veteran		Glade Runners Fanatic	Fleet	Small	1	1	6 +	1	58
Scouts		0	4	Light infantry, bow			Elven Eye			1	1	8 +	1	50
Treemen		0	2	Monstrous Creature (II)			Forest Spirit	Stupid		2	3	5 +	1	130
Warhawk Riders		0	3	Cavalry, bow			Elven Eye	Fleet	Fly	2	2	9 +	2	135
				Light cavalry, bow			Elven Eye	Fleet	Fly	1	1	9 +	1	95
Giant Eagles		0	2	Monstrous Creature (I)			Fearless	Fleet	Fly	2	2	6 +	1	140