

# WOOD ELVES

## Allies:

- Wood elf armies can have one Allied Command from any of the following races:
  - Amazons, Barbarians, Dwarves, Halfmen, Hight Elves, Men-at-Arms.
- See in the special rules, those scheduled for the Allied Commands.

## Mercenaries:

- Wood elf armies can have one Mercenary Command of warriors and creatures from any of the following races:
  - Barbarians, Dragons, Giants and those Mercenaries that can be recruited by the Wood Elves or their Allies.
- See in in the special rules, those scheduled for the Mercenary Commands.

## General rules:

- A Wood elf army can have any talismans, costing 100 points each.

## Special ability of the Wood Elves:

- Sees the special rules inserted in the *F.W. Companion* by Nick Lund (page 29).

## INFANTRY

### Wood elf infantry (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Vet.	Trib.	-	-	1	Lt/Sh	Hd	20cm	no	no	no	8	"+4EI"	5	20
Infantry	Vet.	Trib.	-	-	1	Lt	2-Hd	20cm	no	no	no	8	"+4EI"	5	20
Infantry	Vet.	Trib.	-	-	1	Lt/Sh	Sp	20cm	no	no	no	8	"+4EI"	5	20

## UNITS WITH MISSILE WEAPONS

### Wood elf archers (base size 2.5 x 2.5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archers	Vet.	Trib.	-	-	1	Lt	Lb/Hd	20cm	no	no	no	11	"+4EI"	5	20

#### Notes:

- They can have a shield to the cost of +1 point for each model but they can only use it in hand-to-hand fighting.
- The shield will have to be represented on the miniature: VIRTUAL SHIELDS ARE NOT ALLOWED: there are Wood elf archers with a little shield at the Mirliton's Wood elf archers miniatures.

## CAVALRY

### Wood elf cavalry (base size 2.5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Riders	Vet.	Trib.	-	-	1	Lt/Sh	Hd	37cm	7	no	no	24	"+8EI"	5	20
with horse	"	"	.+1	-1	2	"	H&H	"	"	"	"	"	"	"	"

### Wood elf mounted archers (base size 2.5 x 5 cm)

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Mtd archers	Vet.	Trib.	-	-	1	Lt	B/Hd	37cm	7	no	no	22	"+8EI"	5	20
with horse	"	"	.+1	-1	2	"	H&H	"	"	"	"	"	"	"	"

## FLYING CAVALRY

### Wood elf giant eagle riders *(base size 5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Rider	Vet.	Trib.	-	-	1	Lt/Sh	Hd	37cm	6	no	no	44	"+8EI"	2	10
with eagle	"	"	.+2	-2	3	"	T&C	"	"	"	"	"	"	"	"

**Notes:**

- This is a flying unit.

### Wood elf giant eagle archers *(base size 5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Mtd archer	Vet.	Trib.	-	-	1	Lt	B/Hd	37cm	6	no	no	40	"+8EI"	2	10
with eagle	"	"	.+2	-2	3	"	T&C	"	"	"	"	"	"	"	"

**Notes:**

- This is a flying unit.

## TERRIBLE CREATURES.

### Wood elf shapechangers *(base size 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
As an elf	Vet.	Trib.	-	-	1	Lt/Sh	Hd	20cm	no	no	no	30	-	5	10
in bear form	Elite	"	.+1	-1	2	Lt	T&C	25cm	6	yes	"	"	"	"	"

**Notes:**

- Max one unit for every 2000 army points and cannot scout.
- See the Special Rules: Wood elf shapechanger will enter in bloodlust they immediately chang in bears and they remain in such form for rest of the battle.

## INDIVIDUALS

### Wood elf warchief and battle leaders *(base size: on foot 2.5 x 2.5 cm - on horse 2.5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
On foot	Elite	Trib.	.+1	-	2	Lt/Sh	Hd	20cm	7	no	no	29+C	-	-	-
On horse	Elite	Trib.	.+2	-1	3	Lt/Sh	Hd	35cm	6	no	no	51+C	-	-	-

**Notes:**

- They can change the one hand weapon & shield with a two hands weapon without increase of cost.

### Wood elf individuals *(base size: on foot 2.5 x 2.5 cm - on horse 2.5 x 5 cm - on eagle 5 x 5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Heo	Elite	Trib.	.+1	-1	5	Lt/Sh	Hd	20cm	7	no	no	76	-	-	-
on horse	Elite	Trib.	.+2	-1	8	Lt/Sh	Hd	37cm	6	no	no	149	-	-	-
on eagle	Elite	Trib.	.+2	-2	8	Lt/Sh	Hd	37cm	6	no	no	222	-	-	-
Courier	Elite	Trib.	-	-	1	Lt	Hd	30cm	7	no	no	48	-	-	-
on horse	Elite	Trib.	.+1	-1	2	Lt	Hd	55cm	7	no	no	65	-	-	-
Scout	Elite	Trib.	-	-	1	Lt	Lb/Hd	20cm	7	no	no	73	-	-	-
Herald	Elite	Trib.	-	-	1	Lt/Sh	Hd	20cm	7	no	no	44	-	-	-
on horse	Elite	Trib.	.+1	-1	2	Lt/Sh	Hd	37cm	7	no	no	57	-	-	-
Banner	Elite	Trib.	-	-	1	Lt/Sh	Hd	20cm	7	no	no	54	-	-	-
on horse	Elite	Trib.	.+1	-1	2	Lt/Sh	Hd	37cm	7	no	no	67	-	-	-

**Notes:**

- The Hero can change the one hand weapon & shield with a two hands weapon without increase of cost.
- The Hero can have a **Long bow** to the cost of **+3 points**; when he shoots with his long bow, his **Worth is =1**.
- Marksman.** Use the profile of the relevant figure you wish to turn into a marksman; the Quality is always the highest (that is, uprated). Points costs are the cost of the figure outlined above, multiplied by 10.

### Wizards, Priests, Soothsayers *(base size 2.5 x 2.5 cm)*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wizard	Elite	Trib.	-	-	1	Lt	Hd	20cm	7	no	no	17+M	-	-	-
Priest	Elite	Trib.	-	-	1	Lt	Hd	20cm	7	no	no	92	-	-	-
Indovino	Elite	Trib.	-	-	1	Lt	Hd	20cm	7	no	no	61	-	-	-

### Druids *(base size: on foot 2.5 x 2.5 cm - on horse 2.5 x 5 cm).*

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Druid	Elite	Trib.	-	-	1	Lt	Hd	20cm	7	no	no	17+PD	-	-	-
on horse	Elite	Trib.	.+1	-1	2	Lt	Hd	37cm	7	no	no	30+PD	-	-	-

**Notes:**

- They use the powers of the Druids: *see the F.W. Companion by Nick Lund.*

## FOREST CREATURES

### Woody Fairies with flying unicorns (*base size: Fairy 2.5 x 2.5 cm - flying unicorn 5 x 5 cm*).

Name	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
Fairy	Elite	Trib.	-	-	1	Lt	2-Hd	25cm	7	no	no	23+D	-	-	-
Fl. Unicorn	Vet.	Fan.	.+2	-1	2	Lt	H&H	25cm	7	no	no	31	-	2	6

#### Notes:

- The Woody Fairies have the same powers of the Druids.
- The Flying unicorns can only be lined up by the Woody fairies.
- The Flying unicorns are not considered disorganized during the hand-to-hand fight.
- All are flying creatures.

### Wood elf druids with eagles or wolves.

(*base size: Druid 2.5 xs 2.5 cm - eagle 5 x 5 cm - 2 wolves on base size 4x4 cm*).

Name	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
Druid	Elite	Trib	-	-	1	Lt	Hd	20cm	7	no	no	17+DP	-	-	-
Eagle	Vet.	Trib	.+2	-2	2	Lt	T&C	25cm	7	no	no	32	-	2	6
Wolf	Med.	Trib.	.+1	-1	2	Lt	T&C	25cm	no	no	day	5	-	2	6

#### Notes:

- The Wood elf druids have the same powers of the Druids.
- Maximum one unit of eagles or wolves for every lined up Wood elf druid.
- A Wood elf druid can only have a unit of wolves or, in alternative, a unit of eagles.
- If they became target of missile weapons or destructive spells, the wolves can have total coverage from miniatures in base side of 2.5 x 2.5 cm or of 4 x 4 cm.
- The eagles are a flying unit and are not considered disorganized during the hand-to-hand fight.

### Wood elf shamen with wild unicorns (*base size: Druid 2.5 xs 2.5 cm - unicorn 2.5 x 5 cm*).

Name	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
Shaman	Elite	Trib.	-	-	1	Lt	2-Hd	20cm	7	no	no	17+M	-	-	-
Unicorn	Elite	Trib.	.+2	-.2	2	Lt	H&H	37cm	7	no	no	46	-	2	6

#### Notes:

- The Wood elf shamen have the same powers of the Wizards.
- Maximum one unit of unicorns for every lined up shaman.
- A unit within 20 cm. from friend unicorns will not do the "Undead dread" test :
  - see Necromancers, page 10.
- Unicorns are not considered disorganized during the hand-to-hand fight.

### General rules for the Forest creature units.

- At the beginning of the battle they must be lined up within 5 cm from the Fairy, Druid or the Shaman that they depends.
- They can be assigned to a scouting command.
- They can only have the Leader and the Champion. They can't threat neither they cannot be threatened.
- They must observe the order under which it is operating the command from which they depend.
- If their command receives a new order, such units will only adopt it if their Fairies, Druids or Shaman are within the ray of command of their general.
- They are able to cross woods and forests to the maximum speed, without become disorganized.
- If the Fairy, the Druid or the Shaman that control them is killed or dispersed, the unit must effect a threat test with a penalty of -2 and from this moment it cannot receive new orders.