

Wood Elves of Athel Loren

Elves are never a static race, always ensuring their future by both passive and aggressive means. While many elders are content to sit and contemplate events for decades within the security of their wooden abodes, others seek a different path. Young and brash individuals often set out to strike at the heart of those who would do the woods of Athel Loren harm. While in no way suited for the strange and dangerous world of man, these shadows skirt about in the wilderness that surrounds Mordheim, lashing out at anyone that poses a threat to their beloved home.

Special Rules:

Distrust: The Wood Elves are used to being on their own, and are quite able to fend for themselves. As such, they are not permitted to ally with any non-elven warband (or Dark Elves), as they see all as a potential threat to their home. The Humans of Brettonia, however, have long-held a loose alliance with the Wood Elves. Should there be a Bretonnian Warband present, the Wood Elves may consider making an exception.

Delicate: Wood Elves are fey creatures and as such are one with nature. They would never debase themselves by using noisy and clumsy man-made weapons. Even if a skill is attained that would otherwise allow them to, Wood Elves cannot use or even sell blackpowder weapons. Should they happen across any, they will destroy them and bury their parts to prevent them from falling into abusive hands ever again. Likewise, they will never employ such clanky devices as crossbows (they may, however, sell them).

Child of Nature: The Wood Elves have long-called the forests their home. They may therefor move through wooded terrain as if it were open ground.

Excellent Sight: Elves have eyesight unmatched by mere humans. All the Elves in a Wood Elf warband can spot *Hidden* enemies from twice as far away as other warriors (ie: twice their Initiative value in inches).

Maximum Characteristics:

M	WS	BS	S	T	W	I	A	Ld
5	6	7	4	3	3	9	4	10

Choice of Warriors:

A Wood Elf warband must include a minimum of 3 models. You have 500 Gold Crowns which you can use to recruit your initial warband. Maximum number of warriors allowed in the warband is 12.

Heroes:

Questing Wardancer: Each Wood Elf warband must have one Questing Wardancer; no more, no less! 20xp start

Sorcerer: Your warband may include one Sorcerer. 12xp start

Waywatchers: Your warband may include up to two Waywatchers. 8xp start

Henchmen:

Wardancers: Your warband may include up to two Wardancers

Hunters: Your warband may include up to three Hunters.

Wolves: Your warband may include up to four wolves.

Scouts: Your warband may include up to four Scouts.

Wood Elf Equipment Lists:

Wardancer Equipment List

Dagger	1st free/2 gc
Sword	10gc
Spear	10gc
Double-Handed weapon	15gc

Wood Elf Skill Table

	Combat	Shooting	Academic	Strength	Speed
Questing Wardancer	✓			✓	✓
Sorcerer			✓		✓
Waywatcher		✓			✓

Wood Elf Equipment List

Hand to Hand Combat Weapons

Dagger	1st free/2 gc
Sword	10gc
Spear	10gc
Double-Handed weapon	15gc
Staff	3 gc

Missle Weapons

Bow	10gc
Longbow	15gc
Elf Bow	30gc
Javelins	10gc

Armor

Helmet	10gc
Light Armor	20gc
Shield	5 gc

Miscellaneous

Elven Cloak	60gc
War Paint*	50gc

*-Wardancers only

New Equipment:

War Paint (50gc+D6 gc/Rare 10)

Often Wardancers cover themselves in sacred markings prior to committing themselves to battle. These brightly-colored tattoos offer up praise to Loec, Patron to the Wardancers and god of tricksters. Such is their belief that Loec shall guide their blades that they push themselves to the absolute limits.

A Wardancer who wears War Paint into battle ignores *Fear*, and gains the *Strike First* ability.

Heroes:

1 Questing Wardancer

90 gold crowns to hire

Discontent with a peaceful existence, some Wardancers take the quest of spreading Loec's word to extremes. These Wardancers gather a quick and lethal band of like minded elves and strike out against the harsh and evil world outside Athel Loren.

M WS BS S T W I A Ld

5 4 2 3 3 1 6 2 9

Weapons/Armor: The Questing Wardancer may be armed with weapons and armor chosen from the Wardancer equipment list.

Special Rules:

Leader: Any models in the warband within 6' of the Questing Wardancer may use his Leadership instead of their own.

Proud: Due to his quest, the Wardancer *must* seek out any Beastman or Dark Elf Leader on the battlefield and issue a challenge. He will cut a bloody-path and reach his target at all costs. The Wardancer must move in as direct path as possible to reach a Chieftain/Highborn if they are within 16' of him, and are visible to the Wardancer.

Blademaster: Shunning all ranged weapons, a Wardancer puts his faith in his skill-at-arms and his blades. A Wardancer will never use any sort of bow, sling or throwing-weapon.

Lithe: Such is the Wardancers skill at dodging enemy blows and evading incoming

arrows that he has a basic 6+ save against them. This adds to *Dodge* or *Step Aside* should those skills be chosen. However, such is the strain that the Wardancer must put his body through to accomplish these feats that he may never wear any armor, or carry any sort of equipment short of his weapons

0-1 Sorcerer

60 gold crowns to hire

Wood Elf Sorcerers employ *Nature Lore*, a beneign form of the art. While mostly sheltering in nature, there are few who know the awesome power of nature and how to unleash it against their foes.

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
5	3	4	3	3	1	6	1	8

Weapons/Armor: The Sorcerer may be armed with weapons and armor chosen from the Wood Elf equipment list.

Special Rules:

Wizard: The Wood Elf Sorcerer is a wizard and uses Nature Lore, detailed below.

Aloof: The Wood Elf Sorcerer believes that all magics are inferior to Nature Lore, and thus assumes a pretentious and aloof attitude towards other magic users. Should the warband decide to try and hire another magic user, they must first made a *Leadership* test using the Sorcerer's Ld score. Only one attempt may be made per post-battle sequence. Once another wizard is hired, no further tests are needed as the Sorcerer has deemed him worthy enough to be in the Sorcerer's presence.

0-2 Waywatcher

60 gold crowns to hire

The reclusive Waywatchers often tail a Questing Wardancers warband, offering their support from the shadows.

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
5	3	4	3	3	1	6	1	8

Weapons/Armor: Waywatchers may be armed with weapons and armor chosen from the Wood Elf equipment list.

Special Rules:

Traps: A Waywatcher may place up to three traps upon the battlefield immediately after he is placed. These traps may be bypassed by any fellow elf, as their eyesight is much more keen than that of any man. Should anyone come within 2' of a trap-marker, roll a D6. 1-2 they have avoided the trap. 3-4 they suffer a S3 hit. 5-6 they suffer a S4 hit. The traps cannot cause critical wounds, and all armor saves are taken as normal (ie: a S4 hit from a trap still has a -1AS modifier). Regardless of what the player rolls, the model in question must stop no further than 2' past the trap and remain there for the rest of it's turn, as it either struggles to pass the trap, or release itself from it's grip.

Henchmen:

0-2 Wardancers:

40 gold crowns to hire

Assured of glory, these Wardancers sign on to bring the word of Loec to the rough world of humanity.

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
5	4	2	3	3	1	6	1	8

Weapons/Armor: Wardancers may be armed with weapons and armor chosen from the Wardancer equipment list.

Deadly Dance: Due to their specialized training, a Wardancer gains +1A when charging.

Blademaster: Shunning all ranged weapons, a Wardancer puts his faith in his skill-at-arms and his blades. A Wardancer will never use any sort of bow, sling or throwing-weapon.

0-3 Hunters:

30 gold crowns to hire

Seeing the excursion into the world of man as a challenge, these Hunters gather up their belongings to follow the Wardancers on their quest.

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
5	3	3	3	3	1	6	1	8

Weapons/Armor: Hunters may be armed with weapons and armor chosen from the Wood Elf equipment list.

Uncanny Aim: Due to their specialized training, a Hunter gains +2_ to their range with Javelins.

0-4 Wolves:

20 gold crowns to hire

Following those they see as pack-mates, these wolves follow along, defending the pack against all that would do it harm.

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
9	3	0	3	3	1	3	1	6

Weapons/Armor: A wolf relies upon tooth and claw, and suffers no penalties for doing so

Animals: Wolves are animals and all animal rules apply to them, they never gain experience.

0-4 Scouts:

35 gold crowns to hire

Young elves are more apt to succumb to wanderlust and anxiety. Thus, it is not uncommon to find several sulking in the shadows of a Wardancers warband.

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
5	3	4	3	3	1	6	1	8

Weapons/Armor: Scouts may be armed with weapons and armor chosen from the Wood Elf equipment list.

Wood Elf Special Skills:

All Wood Elf Heroes may choose from this list rather than from their marked skills.

Infiltration: The Wood Elf can *Infiltrate*. This skill is exactly the same as the Skaven Skill.

Hunters Instinct: Long has the Wood Elf been hunting the darkened corners of Athel Loren. He may freely choose his target, and not only the closest enemy when declaring ranged attacks.

Call of the Wild: Using complex animal sounds the Question Wardancer is able to extend his presence far over the field of battle. This skill extends the *Leader* ability by 6_.

Woodland Avenger: The Elf feels cold contempt towards those who would do harm to his woodland home. The Wood Elf *Hates* all Orc n Goblin, Beastman or Dark Elf warbands and all models in them. This includes any hired sword that is willing to lower themselves to the extent of being seen with these cretins.

Nature Lore

Wood Elves have long lived in the wooden haven known as Athel Loren. During their time there, they have become as one with the forest expanse. Several elves have a heightened sense to their surroundings, and are able to call upon the very spirit of the land to aid them in times of peril. These nature sorcerers often set out with small warbands, hoping that their arcane skills will ensure that all of their brethren return home.

D6 Result

1 Wasps of Athel Loren

Difficulty 8

The Sorcerer sends forth bolts of fire that eerily strike their target.

This spell cannot be cast whilst in hand-to-hand combat. The spell summons D6+3 darts which the Sorcerer can use to shoot against any number of targets. All darts must have targets prior to rolling for damage. Use the Sorcerer's own Ballistic Skill to determine whether he hits or not, but ignore movement, range and cover penalties. The darts have a range of 18' and each cause a S2 hit.

2 Skin of Bark

Difficulty 9

The Sorcerer borrows strength from the very trees about him.

The Sorcerers skin hardens and takes on a rough texture. He gains a 3+ Armor Save which replaces his normal Armor Save until the beginning of his next turn

3 Call of Orion

Difficulty 9

Using his Lords name, the Sorcerer compels the service of a Dryad.

This spell can only be cast once a game, regardless of its success. Upon a successful casting, the Sorcerer calls forth a Dryad to defend him in battle. The Dryad must remain within 6' of the Sorcerer at all times, and will intercept any harm that comes his way. Thus, all missile-fire must be aimed first at the Dryad if it is not otherwise engaged, and likewise all charges must be made against the Dryad if it is not already involved in hand-to-hand combat. The Dryad will disappear back into the forest once the battle is complete, or if the Sorcerer is taken OOA

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
Dryad	6	4	0	4	4	2	3	2	7

4 Screaming Winds

Difficulty 7

The Sorcerers breath becomes a gale-like wind, protecting those around him.

The wind extends 12' from the Sorcerer. All attempts to shoot missile weapons by the enemy will be at -1 to hit. The winds die down at the beginning of the next Wood Elves turn.

5 Quicksilver

Difficulty 8

Chanting quickly, the Sorcerer imbues his comrades with great speed.

All friendly units within 8' of the Sorcerer gain a Dodge skill of 3+ for this turn.

6 Entangle

Difficulty 8

Calling upon the forest for aid, the Sorcerer freezes his opponents in their tracks.

Any one model within 12' of the Sorcerer is entangled and cannot move. They may fight as normal. Should they pass a successful Strength test, they may move again their next turn.