

# Wood Elf Warband

By [Mark Phelan Website](#)

## Wood Elf

### Limitations

1-1 Wood Elf Captain  
0-2 Wood Elf Wardancers  
0-3 Wood Elf Waywatchers  
0-2 Wood Elf Youngblood  
Any number of Wood Elf Warriors

Profile	M	WS	BS	S	T	W	I	A	LD	Skills	Gold
Wood Elf Base Profile	5	4	4	3	3	1	6	1	8		40
Wood Elf Captain	5	5	5	3	3	1	6	1	9	LD 6" (+25)	75
Wood Elf War dancer	5	5	4	3	3	1	6	1	8	Choose 1 dance (+10)*	53
* May choose one Dance at time of creation only											
Wood Elf Waywatcher	5	4	4	3	3	1	6	1	8	Special Deployment (+10)	50
Wood Elf Warrior	5	4	4	3	3	1	6	1	8	-	40
Wood Elf Youngblood	5	3	3	3	3	1	6	1	7	-	35

## Wood Elf Equipment List

### Hand-to-hand combat weapons

Dagger (1st free) 2 gc  
Sword 5 gc  
Double-handed weapon 15 gc  
Spear 10 gc

### Armour

Light armour 20 gc  
Shield 5 gc  
Helmet 10 gc  
Buckler 5gc

### Missile Weapons

Bow 10 gc  
Scouts Bow 15 gc

## **Warriors Equipment List**

### **Hand-to-hand combat weapons**

Dagger (1st free) 2 gc  
Hand Axe 5 gc  
Spear 10gc

### **Armour**

Light armour 20 gc  
Helmet 10 gc  
Buckler 5 gc

### **Missile Weapons**

Bow 10 gc  
Long Bow 15 gc

## **Waywatchers Equipment List**

### **Hand-to-hand combat weapons**

Dagger (1st free) 2 gc  
Sword 5 gc

### **Armour**

Light armour 20 gc

### **Missile Weapons**

Scouts Bow 15 gc

## **Wardancers Equipment List**

### **Hand-to-hand combat weapons**

Sword 5 gc (must buy pair at 10 gc)

### **Wardancer Dances**

Whirling Death 20 gc  
Woven Mist 10 gc  
Flight of Eagles 10 gc

## **Wood Elf Skills**

### **Scout Skills Special Deployment 10 Gold Crowns Added to cost**

The scout has been using his skills of concealment to move ahead of the main force to keep an eye out for trouble, Make an initiative test for each scout in the force and if successful the scout has spotted the enemy before the attack, each scout that succeeds in his I test is able to deploy out of site after all other models have been deployed.

### **Wardancer Dances**

The Wardancer may select one dance at time of army creation but may wear no armour

Whirling Death	20 gold crowns added to base cost
Woven Mist	10 gold crowns added to base cost
Storm of blades	10 gold crowns added to base cost

### **Whirling Death**

The Wardancer enters a controlled frenzy, raining blow upon blow onto his assailant, Wardancer gains +1 Attack for this turn only

### **Woven Mist**

the Wardancer enters a trancel ike dance consisting or mesmerising rhythmic motions, A single opponent must take a Ld test or require a 6+ to hit for this turn only

### **Flight of Eagles**

As the Wardancer is charged at the last minute the Wardancer launches himself in the air to land directly behind his assailant, ready for the attack, when charged place the Wardancer model immediately behind his charger but with both models facing each other, all bonuses for charging are lost and combat continues in Initiative order.