



The Asrai Way-farers

For hundreds of years, the wood elves have lived in their enclave in harmony with nature, avoiding the prying eyes of the world beyond. However, the High Lords in their wisdom understand that the eyes and ears of Athel Loren must reach far beyond the tree line. Especially when news from the great world is so significant that it crosses the border that so easily takes life.

Wood elves are a mysterious and rarely seen creatures outside the borders of Athel Loren, the forest that is their homeland. They live in isolation from the rest of the world except when someone violates the boundaries of their ancient home.

The Asrai, as they call themselves, are known as the best archers of the old world. People living near the forest keep their distance from the trees, claiming that the inhabitants of Athel Loren possess enchanted weapons and arrows that can strike from an unseen distance. Folk legends also tell of wild animals and even trees that walk in line with the elves when the forest is in need.

Choice of Warriors

An Asrai Wayfarer's warband must include a minimum of three models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 12.

Way-Warden: Each Wayfarer warband must have one Way-Warden: no more, no less!

Spellweaver: Your warband may include up to one Spellweaver.

Wild Hunter: Your warband may include up to one Wild Hunter.

This place disgusts me. During the trip we saw cities of men who heartlessly took away nature's space for their ugly barn, mills and houses .

But, what I saw in this place is hard to describe in words...

Pathfinders: Your warband may include up to two Pathfinders.

Wardancers: Your warband may include up to three Wardancers.

Glade Warriors: Your warband may include any number of Glade Warriors.

Wolfhounds: Your warband may include up to two Wolfhounds.

Hunting cats: Your warband may include up to two Hunting cats.

Wood Spirit: Your warband may include up to one Wood Spirit.

Starting experience

The Way-Warden starts with 20 experience.

The Spellwalker starts with 12 experience.

The Wild Hunter starts with 12 experience.

Pathfinders start with 8 experience.

Henchmen start with 0 experience.



Asrai Way-farers special rules

Forest Walk

Wood elves move through forest and woods terrain without penalty.

Excellent Sight

Wood elves have keen eyesight. They may spot Hidden enemies from two times as far away as other warriors (i.e. twice their initiative value in inches).

Subtle Nature

Wood elves specialize in being cunning and elusive. They dislike the loud and smelly elements of black powder weapons; therefore, they will never use them. Also, wood elves will never wear heavy armor of any type except Ithilmar.

Clandestine

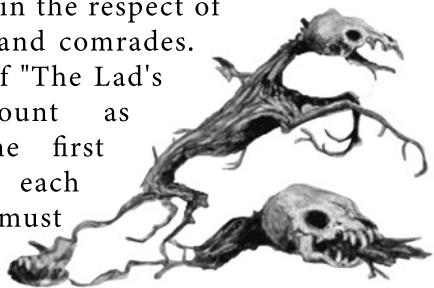
Wood elves are unusually secretive about their activities; therefore, they will never hire any Hired Swords, or Dramatis Personae that are not elven.

Long Lived

Elves, as a race, can live right through dozens of human generations, with a lifespan spanning centuries rather than decades. Due to this, they take longer to advance through the ranks, as they do not have the short human lifespan to push them to great deeds before they die.

As such, the first time any Wood Elf henchman rolls "The Lad's Got Talent", you must re-roll the dice. The second roll stands (even if you roll "The Lad's Got Talent" again). This represents the fact that elves must do much more than a member of the "lesser" races to gain the respect of their commander and comrades.

Any later results of "The Lad's Got Talent" count as normal; only the first result rolled for each henchmen group must be re-rolled.



Asrai Way-farers skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Way-Warden	✓	✓	✓		✓	✓
Spellweaver		✓	✓		✓	✓
Wild Hunter	✓			✓	✓	✓
Pathfinder	✓	✓			✓	✓

Asrai Way-farers special skills

A Wood Elf hero may identify himself with a particular animal, and thus gain some of their characteristics. This is known as gaining an Animal Aspect. There may never be more than two heroes with the same Aspect in a given warband.

Aspect of the Hawk

Only a model with Quickshot may choose this skill. This model may shoot twice per turn with a bow, long-bow, elven bow, or glade-wood bow and ignore the 'To-hit' penalty for moving (normal restrictions for moving more than its base move apply). This skill, however, may not be combined with the Quickshot skill to allow more than two shots per turn to be made by this model.

Aspect of the Serpent

If this model doesn't move, it may score a critical hit with missile weapons at targets within short range on a roll of 5 or 6.

Aspect of the Panther

If hidden, a warrior with this skill may shoot missile weapons and remain hidden. If the target of the attack is not stunned or put out of action as a result of the attack, it can make an initiative test; if the test is successful, the target sees the attacker who is no longer considered hidden.

Aspect of the Fox

If a wood elf with this skill is always placed on the battlefield after the opposing warband and can be placed anywhere on the table as long as it is out of sight of the opposing warband and more than 12" away from any enemy model. If both players have models with this skill or Infiltrate, roll a D6 for each, and the lowest roll sets up first.

Aspect of the Stag (0-1)

A model with this skill may now choose skills from the strength list. Spellwalkers may not choose this skill.

Aspect of the Rabbit

A model with this skill can avoid melee or missile attacks on a roll of 6. If the model also has the Step Aside or Dodge skill, this will increase to a 4+ in the relevant area.

Asrai Way-farers equipment lists

The following lists are used by Asrai Way-farers to pick their equipment:

HEROES EQUIPMENT LISTS

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Axe	5 gc
Thornblade.....	3 gc
Sword	10 gc
Spear	10 gc
Asrai Blade-staff	20 gc*
Ithilmar Weapon	3x weapon cost gc

Missile Weapons

Bow	10 gc
Long Bow	15 gc
Elf Bow	35 gc
Glade-wood Bow	40 gc

Armor

Light Armor	20 gc
Deerhide Leather Armor ...	5 gc
Helmet	10 gc
Shield	5 gc
Ithilmar Armor	80 gc*

Miscellaneous

Elven Cloak	85 gc*
Healing Herbs	25 gc*
Birch Wine	35 gc*
Enchanted Acorns	50 gc*
Arrows of Blood Ivy	40 gc*

Falcon	20 gc
Forest Familiar	20 gc (Wild Hunter Only)

HENCHMEN EQUIPMENT LISTS

Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Thornblade.....	3 gc
Sword	10 gc
Spear	10 gc
Double-handed weapon ...	15 gc

Missile Weapons

Bow	10 gc
Long Bow	15 gc
Elf Bow	35 gc

Armor

Light Armor	20 gc
Deerhide Leather Armor ...	5 gc
Shield	5 gc

Miscellaneous

Hunting Arrows	35 gc
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* Prices reflect the cost of equipment purchased by starting warbands before leaving their homelands



Asrai Way-farers special equipment

Elven cloak

80+2D6 gold crowns

Availability: Rare 10

Made from the hair of Elven maidens and interwoven with living tree leaves, an Elven cloak is a wonder to behold. A warrior wearing such a cloak will blend into the shadows, making it very difficult to shoot at them with missile weapons. Elven cloaks rarely come up for sale, but are sometimes recovered from dead warriors or offered by Elves as rewards to men who have served them in some way.

A warrior aiming a missile weapon at a warrior wearing an Elven cloak suffers -1 on his to hit roll. Elven cloaks are easier to acquire for Wood Elves.

Asrai Blade-Staff

20+2D6 gold crowns

Availability: Rare 7, Asrai Way-farers only

A staff fashioned from hearty oak with a keen blade attached to each end. In the hands of a skilled fighter, the blade-staff allows powerful attacks on the charge and sustained offense and defense afterwards

Range	Strength	Save		Special rules
		modifier		
Close combat	As user (+1 when charging)	-	Parry, Two-handed, Additional attack	

SPECIAL RULES

Parry: A Wood Elf armed with the Asrai Blade-Staff may parry blows as any normal sword can. When his opponent rolls to hit, the model armed with a sword may roll a D6. If the score is greater than the highest to hit score of his opponent, the model has parried the blow, and that attack is discarded. A model may not parry attacks made with double or more its own Strength – they are simply too powerful to be stopped.

Two-Handed: A model armed with an Asrai Blade-Staff may not use a shield, buckler, or additional weapon in close combat. If the model is equipped with a shield he will still get a +1 bonus to his Armor save against shooting.

Additional Attack: The user gains an additional attack when using this weapon. When used in this fashion, the normal rules for fighting with two weapons apply.

Birch Wine

55+3D6 gold crowns

Availability: Rare 11, Asrai Way-farers only

Birch Wine is made from the sapling birches that grow deep roots along the river bank and can make the elves courageous and resilient to injury. A Wood Elf Warband that drinks Birch Wine before a battle will be immune to Fear and in addition immune to Stunned results for the whole of the battle. (One use only)

Thornblade

3 gold crowns

Availability: common, Asrai Way-farers only

This weapon is carved from the dangerous Mangle Thorn Tree that grows deep inside Athel Loren, it has a short blade, twice the length of a dagger, and is wickedly sharp with spiked barbs naturally along the edges. When this blade is thrust into an opponent, it causes intense pain.

Save		Range	Strength modifier	Special rules
Close	As user			
combat	(+1 when charging)		-	Concussion

SPECIAL RULES

Concussion: When using this weapon, a roll of 2-4 is treated as Stunned when rolling to see the extent of a model's injuries.

Glade-wood Bow

50+2D6 gold crowns

Availability: Rare 11

This bow is specially fashioned by elven bow masters from some of the strongest trees in Athel Loren, then treated with a magical resin to produce powerful shots.

Save		Range	Strength modifier	Special rules
30"	3			
		-		Power shot

SPECIAL RULES

Power shot: If the wielder doesn't move during their movement phase, then all shots at targets in short range (15") are counted as strength 4.



Enchanted Acorns

60+3D6 gold crowns

Availability: Rare 12

Magically grown acorns from the Oak of Ages. These wondrous seeds contain powerful magical healing capability and are only known among the wood elves.

After locating/purchasing, roll to determine how many acorns are acquired (D3+1 acorns.) When a hero has to roll on the Serious Injury Chart and the roll result is 11-35, the hero may “consume” one, and only one, acorn to re-roll the first die (i.e. If a result of 14 is rolled, and the hero has at least one enchanted acorn, then the player may re-roll the “1”). The second roll result must be accepted, and cannot be re-rolled again.

The player should then note that an acorn has been used and remove it from the hero’s equipment.

Arrows of Blood Ivy

40+2D6 gold crowns

Availability: Rare 10

The oils of the Blood Ivy is a powerful toxin. A small portion can cause serious muscle fatigue and stress.

If a model is wounded from an arrow of Blood Ivy, that model must immediately succeed at a toughness test or suffer -1 strength for the remainder of the battle. Multiple effects from these arrows are not cumulative. There are enough arrows to last one campaign.

Deerhide Leather Armor

5 gold crowns

Availability: Common, Asrai Way-farers only

Hides made from the deer that populate Athel Loren are unusually tough, and when hardened, they make excellent armor for the Wood Elves.

Deerhide Leather Armor works exactly like light armor, giving the wearer a 6+ Armor save, but cannot be combined with the effects of any other armor except a helmet or buckler. Deerhide Leather Armor cannot be sold back at the Trading Posts.

Hunting Arrows

35 gold crowns

Availability: Common, Asrai Way-farers only

The best hunting arrows are sharp, barbed arrowheads which cause excruciating pain when they hit their target.

A model using a short bow, bow, long bow, Elf bow or Glade-wood bow may use these arrows. They add +1 to all Injury rolls.

Healing Herbs

20+2D6 gold crowns

Availability: Rare 7

Certain plants that grow on the banks of the River Stir have curative properties. Herbalists collect their roots and leaves and use them to treat the sick and wounded.

A Hero with healing herbs can use them at the beginning of any of his recovery phases as long as he is not engaged in hand-to-hand combat. This restores all wounds he has previously lost during the game. Wood Elves are master herbalists and may buy or find Healing Herbs much easier than most races.

Forest Familiar

20 gold crowns

Availability: Rare 9, Wild Hunter Only

Sometimes a curious forest sprite will inhabit the body of a small creature to accompany the Wood Elves; this is usually a sign of a blessing by the forest. A forest familiar may be disguised as any small woodland creature such as: a fox, a squirrel or a ferret.

Due to their alert nature, the forest familiar will grant Wild Hunter an additional 2" to his spotting distance to detect hidden enemies. Also, once per game, the fortunate presence of the forest familiar may allow any model within 6" of the Wild

This re-roll cannot be re-rolled.

Falcon

20 gold crowns

Availability: Rare 9, Wild Hunter Only

When entering unknown areas, nothing can scout and watch for danger like a well trained falcon. Often times, a Wild Hunter will be called upon to find and train a falcon to serve the Way-farers.

While not useful at combat, the falcon can more than earn his keep with his keen eyesight during the Exploration Phase. Due to their excellent eyesight, falcons allow you to modify one die roll by -1/+1 made during the Exploration Phase, only if the owning hero has not been taken Out of Action during the battle.
Only one Falcon per warband.



Heroes

1 Way-Warden

75 gold crowns to hire

Highly trained at surviving and fighting outside the forest of Athel Loren, no other Asrai is more suitable to lead a band of Wayfarers on their journey. His dedication and leadership is vital in the success of any mission and no other elf is trusted with this task by the Forest Nobility.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	5	4	3	3	1	6	1	9

Weapons/Armor: The Way-Warden may be equipped with weapons and armor from the Asrai Wayfarers Heroes equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Way-Warden may use his Leadership when taking a Leadership test.

0-1 Spellweaver

45 gold crowns to hire

Many strange and dark magics abound outside the protected forest of Athel Loren, therefore, no wayfaring warband is complete without the guide and wisdom of a Spellweaver to protect them. Their remarkable intimacy with the spirits of nature provides powerful magical support when far from their magical homelands.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	5	1	8

Weapons/Armor: The Spellweaver may be armed with weapons and armor chosen from the Asrai Wayfarers Heroes list. However, they may not cast spells if wearing armor.

SPECIAL RULES

Wizard: Spellwalkers are wizards and so are able to use the Fey Magic List.

0-1 Wild Hunter

45 gold crowns to hire

Few Asrai ever complete the trials that grant them the title of Wild Hunter. Only the survival of a long and challenging hunt allows an elf to recognize their inner connection with the beasts of the wild and their training as a true warrior of Kurnuos.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	5	1	8

Weapons/Armor: The Wild Hunter may be equipped with weapons and armor from the Asrai Wayfarers Heroes equipment list.

SPECIAL RULES

Beast Empathy: If your warband includes a wild hunter, you may purchase up to 0-3 of allowed beast companions in the henchmen/Equipment list. Any beast purchased from this list may use the wild hunter's leadership value for tests if within 6".

0-2 Pathfinder

40 gold crowns to hire

No one knows how to travel the deep and secretive paths of the forest like an elven Pathfinder. They are highly trained in the arts of traveling, tracking, and navigating treacherous environments. Without pathfinders scouting the way, very few expeditions outside of Athel Loren would be possible without constant danger.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	3	3	1	5	1	8

Weapons/Armor: Pathfinders may be equipped with weapons and armor from the Asrai Wayfarers Heroes equipment list. However, they must always carry a missile weapon type.

SPECIAL RULES

Natural Stealth: If a Pathfinder is Hiding, enemy models suffer -1 to their Initiative value for determining if they can detect him.

Henchmen

0+ Glade Warrior

30 gold crowns to hire

When an Elf comes of age, he or she will be formally inducted into their household's kinband of Glade Guard, and given responsibility of defending the forest. Young and moderately trained, glade warriors are ambitious adventurers. Eager to prove themselves among their elven brethren, glade warriors are the first to volunteer for duty in warbands

tasks. They serve under the command of the Way-Wardens with steadfast loyalty.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	5	1	7

Weapons/Armor: Glade Warriors may be equipped with weapons and armor from the Asrai Henchmen Equipment List.



0-3 Wardancers

40 gold crowns to hire

Trained in the mysterious shadow dances of Loec, Wardancers are exotic martial combatants. Covered in sacred tattoos to protect them against their enemies, they are some of the most dangerous elves in known world. Such is their sublime skill and grace that they dance rings around their enemies, darting in to strike fatal blows and pirouetting elegantly out of harm's way before a foe can react. When they enter combat, they weave a fantastic dance of death and deception.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	3	3	3	1	5	1	8

Weapons/Armor: A Wardancer may be equipped with weapons and armor from the Henchmen equipment list, with noted exceptions such as not being able to use missile weapons or armor.

SPECIAL RULES

Talismanic Tattoos: Wardancers have a 6+ armor save that can never be modified. They also ignore spells that target/affect them on a D6 roll of 6+.

Nimble Fighters: Wardancers may always attempt to parry regardless of the weapon type they use. If they are using a sword as a weapon, then they may re-roll failed parries as if armed with a buckler and sword. No further benefit when using two swords.

0-2 Wolfhounds

20 gold crowns to hire

The Asrai have long used a special breed of wolf, known as Wolfhound (half-wolf) to guard the glades of Athel Loren. They have proven to be loyal companions and strong allies when danger threatens. Many times, a promising pup will be given to a Way-warden as a gift of honor and privilege.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	5

Weapons/Armor: Powerful jaws and sharp teeth!

SPECIAL RULES

Animal: Wolfhounds are animals and thus gains no experience.

Beast Companion: May only be included if your warband has a Wild Hunter.

Pack Sense: If one or more wolves are in base contact with the same opponent as the Wild Hunter, then the Wolfhound gets a +1 to his "To hit" rolls against that opponent. This bonus is not cumulative if more than one wolf is in base contact.

0-2 Hunting Cats

25 gold crowns to hire

Strong predators and exceptional hunters, these cats are occasionally acquired when young and reared among the elves of Athel Loren for use during Wild Hunt. Only a Wild Hunter or Noble could ever hope to possess and train one of these powerful and graceful creatures.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	2	5

Weapons/Armor: Powerful jaws and sharp teeth!

SPECIAL RULES

Animal: Hunting Cats are animals and thus gains no experience.

Beast Companion: May only be included if your warband has a Wild Hunter.

Pounce: If a hunting cat charges an opponent and hits with both attacks, regardless if any wounds were inflicted, the target must pass a strength test or be "Knocked Down". This ability has no effect on large targets.

0-1 Wood Spirit

190 gold crowns to hire

With the proper knowledge some Asrai can use a rare incantation to trap a powerful nature spirit within a branch of Wych Elm. In times of need the spirit can be summoned, by placing the branch in the earth and magically calling it forth. The branch will begin to take shape and form as the spirit is released to serve the Asrai and protect them from harm during dangerous encounters or travels.

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	0	4	4	3	4	2	7

Weapons/Armor: : A nasty temper and powerful limbs.

SPECIAL RULES

Fear: A Wood Spirit causes Fear.

Barkskin: A Wood Spirit has a 4+ armor save.

Spirit: Immune to Poisons.

Vulnerable to Fire: A Wood Spirit receives double wounds from fire attacks.

Immune to Psychology: A Wood Spirit never needs to take All Alone Tests nor is it affected by Fear.

Elemental: The Wood Spirit is an elemental force summoned to serve and protect the Asrai. It has a primal mentality and purpose, therefore it gains experience at half rate and is incapable of ever becoming a hero.

Fey Magic List

The Wood Elves' protection comes from an entirely different source, that of the forest of Athel Loren: the forest's natural web of consciousness forms both conduit and shield to the Elven mages who would draw upon this potent force.

D6 Result

1 Angering Spites

Difficulty 7

The wizard summons an anger spirit that appears as a glowing red orb.

This spell has a range of 18" and causes one strength 4 hit. It strikes the first model in its path. Armor saves are allowed as normal.

2 Oakskin

Difficulty 7

The wizard's skin takes on the appearance of rigid oak.

This spell gives the wizard a 2+ armor save which replaces any other armor save.

3 Terrifying Spites

Difficulty 8

The wizard summons up several wailing and horrifying spirits.

Choose a friendly model with 8" (including the wizard himself). That model causes Fear for the rest of the battle. This spell may only be successfully cast once per battle.

4 Fury of the Wild

Difficulty 8

The wizard calls the primal fury of the forest into his body

The wizard gets +1 movement, +1 attack, +2 strength, and +1 weapon skill. The wizard must take a leadership test at the beginning of each of the wizard's own turns to maintain; if the test fails, the spell ends.

5 Ever-Living Resplendence

Difficulty 6

The wizard summons a powerful force of healing spirits.

Any one model within 4" of the wizard (including himself) may be healed. The warrior is restored to his full quota of wounds. This spell may also be used if any friendly model within 4" is stunned or knocked down, they immediately come to their senses, stand up, and continue fighting as normal.

6 Call of the Hunt

Difficulty 9

The Spellwalker calls forth a ghostly requiem of sounds and voices of a magnificent hunt that fills his allies with dangerous fervor.

One friendly model within 8" of the caster gains +1 to hit and +1 to injury rolls in its next turn of shooting or close combat.