

WOOD ELVES OF ARDEN



"No... No...", Thuarindir steps forward.

"Look how the arrow longs for the Target."

Training the upstarts is also his duty, Thuarindir thinks. He nods confirmingly as his student puts the arrow at the hart of the target at 150 paces.

Then he takes out 3 arrows; concentrates and they are away. One splitting the original arrow, the second splitting one of the arrow halves. And the last arrow, Thuarindir likes to impress his pupils, splits the target...

There can be only one Protector of the Hunt.

CHOICE OF WARRIORS

A Wood Elf warband must include a minimum of 3 models. You have 500 gold crowns available to spend. The maximum number of warriors in the warband may never exceed 12

Protector of the Hunt: Each warband must have one Protector of the Hunt, no more, no less!

Elder Scouts: Each warband may include up to two elder scouts

Forest Mage: Your warband may include up to one Forest Mage

Glade Guard: Your warband may include any number of Glade Guard

Scouts: Your warband may include no more than five Scouts

Ivy Ferret: Your warband may include no more than one Ivy Ferret

STARTING EXPERIENCE

The **Protector of the Hunt** starts with 20 experience

An **Elder Scout** starts with 12 experience

A **Forest Mage** starts with 12 experience

Henchmen start with 0 experience

WOOD ELF SKILL TABLE

	Combat	Shooting	Academic	Strength	Speed	Special
Protector of the Hunt	x	x	x		x	x
Elder Scout	x				x	x
Forest Mage		x	x		x	x

WOOD ELF SPECIAL SKILLS

Wood Elf Heroes with the Special skill available to them may choose to use the following Skill list instead of any of the standard Skill tables available to them.

Fey: The Wood Elf has a certain understanding of magic and therefore gets a saving throw of 4+ against hostile magic.

Elven Luck: The Elven Gods favour the Wood Elf. Once per game, he may reroll any failed roll.

Excellent Sight: By training his eyesight for years the Wood Elf can spot hidden enemy models up to 2 x 1 inch away.

Seeker: Being an expert Tracker, the Wood Elf is able to spot even hidden treasures. He may modify the result of one exploration die by +/- 1. Only one Elven Hero may possess this skill!

Infiltration: The Wood Elf is an expert in infiltrating behind enemy lines. Therefore he is always deployed last, anywhere out of sight of the enemy. If both players have infiltrate, roll 1d6. Lowest roll deploys first.

WOOD ELF EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (first free)
2 gc
Club
3 gc
Axe
5 gc

Armour:

Shield
5 gc
Light Armour
20 gc
Ithilmar Armour

Sword	60 gc*
10 gc	
Spear	
10 gc	
Ithilmar Weapon	
Price x 2*	

Missile Weapons:

Bow	10 gc
Long Bow	15 gc
Elfbow	35 gc

Miscellaneous Equipment:

Elven Cloak	75 gc
Elven Wine	50 gc

SCOUT EQUIPMENT LIST

Hand-to-Hand Combat Weapons:

Dagger (first free)	2 gc
Club	3 gc
Axe	5 gc
Sword	10 gc
Ithilmar Weapon	Price x 2*

Missile Weapons:

Bow	10 gc
Long Bow	15 gc
Elfbow	35 gc

Miscellaneous Equipment:

Armour:

Light Armour	20 gc
Ithilmar Armour	60 gc*

Elven Cloak	75 gc
Elven Wine	50 gc
Hunting Arrows	35 gc

HEROES

1 PROTECTOR OF THE HUNT.....70 gc

The protector has the respect of all others. No one has a better aim and no one has his authority. He will lead his band in and out into almost any situation.

They all know it is better not to cross him... sadly it is the strangers who do not know.

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

Weapons/Armour: Your Protector of the Hunt may be equipped from the Wood Elf equipment list.

SPECIAL RULES:

Leader: Any warrior within 6" of the Protector of the Hunt may use his Leadership value when taking Leadership tests.

o-2 ELDER SCOUTS.....40 gc

Elder scouts are expert warriors, selected from among the Elven Scouts because their experience in tracking and hunting prey... any prey. They are camouflage experts and specialists in guerrilla tactics. Under normal circumstances they operate in small groups, never leaving the woods of Athel Loren. But the menace which spreads from the city of Mousillon led to the decision to include Elder scouts in the Warbands which are sent to this place of danger.

Profile	M	WS	BS	S	T	W	I	A	Ld
Elder Scout	5	4	4	3	3	1	6	1	8

Weapons/Armour: Your Elder Scout may be equipped from the Scout equipment list.

SPECIAL RULES:

Sniper: Due to there years of training Elder Scouts can shoot while keeping almost invisible. This allows the character to shoot while hiding. After the shot roll a D6 on a 5+ no one noticed where the arrow came from.

Camouflage: Elder scouts are experts of camouflage. They wear cloaks of green, brown or grey which are made from leaves sewn together or with incorporate foliage. By painting their faces and bodies with green and brown paint they are almost invisible when hiding. When an Elder Scout is hidden, each enemy model has to make an additional I test to spot him.

o-1 FOREST MAGE.....55 gc

Wood Elven Mages are specialist wizards in the ways of Nature. All their spells are fed from the earth's energy. They sing their incantations softly and them the forces of nature react. Even in remote or desolate places they find their energy...

Profile	M	WS	BS	S	T	W	I	A	Ld
Forest Mage	5	4	4	3	3	1	6	1	8

Weapons/Armour: Your Forest Mage may be equipped from the Wood Elf equipment list.

SPECIAL RULES:

Wizard: A Forest Mage can cast spells. Randomly choose one spell from the Wood Elven spell list.

HENCHMEN

GLADE GUARD.....30 gc each

It is the guards that show potential, that are chosen to follow the Protector of the Hunt. They are starting out, but be carefull. The protector thinks highly of them.

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

Weapons/Armour: Glade Guard may be equipped from the Wood Elf equipment list.

o- 5 SCOUTS.....35 gc each

Trappers are loners who become attuned to the ways of the forest. They live by trapping or snaring animals and birds. Sometimes they turn their skills to larger prey.

Profile	M	WS	BS	S	T	W	I	A	Ld
Scout	5	3	4	3	3	1	6	1	8

Weapons/Armour: Scouts may be equipped from the Scout equipment list.

SPECIAL RULES:

Crossfire: If more than one scout henchman shoots at the same target, they get +1 on the injury roll.

o- 1 IVY FERRET.....30 gc each

An Ivy ferret is a corporeal form of a woodland spirit. It manifests itself in a ferret which always in close proximity of its keeper (any WE Hero). It is mentally linked to the keeper. Thus it is almost impossible to hit the spirit. It always helps its keeper and attacks his enemies.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ivy Ferret	-	3	0	2	2	1	4	1	8

Weapons/Armour: Being a woodland Spirit, Ivy Ferrets may not use equipment, Weapons or Armour.

SPECIAL RULES:

Running about: Due to his small size and very quick movement the Ivy ferret is almost impossible to hit. It constantly is all about the place. Therefore nobody can directly attack the ferret. Roll a D6 for any hit on the Keeper, on a 6 the Ivy ferret is hit. Once hit and survived the ferret hides for the rest of that combat and cannot be hit, or attack anymore.

Immunity to Poison: Ivy Ferrets are immune to all forms of poison.

Spirit: The Ivy Ferret is a woodland spirit and therefore gains no experience.

Poison Teeth: Because of their spiritual nature a bit from an Ivy ferret almost poisonlike in its effect. Treat like black lotus poison is used. An Ivy ferret is allowed to attack each round its keeper is also allowed.

WOODLAND INCANTATIONS

1. Song of Thorns (diff 8):

Branches strike out to the foe under influence of the singer cadence. If no plants are present wooden chips fly at the victim, as if they want to be thorns...

Victim suffers 2D6 S1 hits, range 8".

2. Murmuring of the Wind (diff 7):

Very softly the wind increases around the caster and takes him wherever he wants.

Caster may move anywhere within 12", if he gets into HtH it counts as a charge.

3. The Rain Song (diff 9):

The air around the caster becomes moist and it starts to rain, until it looks like a major downpour...

Everything, except Woodelves, within 6" of the caster suffers -1 to hit and suffers -1 Initiative. Last until the beginning of the caster next magic phase.

4. Lyrics of Feral Infatuation (diff 8):

This soothing song seems to calm even the most ferocious monsters and sends them into a sort of lethargic state.

Any animal or monster has to pass a Ld-test, on his own Ld, in order to attack an opponent. If it fails it will do nothing else that turn, not even fighting back if attacked.

5. Song of the Sun (diff 6):

While the caster sings his victim think he is in a scorching desert. His movement slow and he might suffer from heat stroke.

The target within 18" is -1M until the caster's next magic phase, he also must make a T-test, if he fails, he suffers a S4 hit.

6. Eagle's Cry (diff 8):

The caster utters a melodious cry, which sounds like a great eagle. This inspires the elves so much they gain the legendary sight of Thuarindir.

All Woodelves within 6" gain +1 on to hit and +1 on the critical hittable. Last until the beginning of the caster next magic phase.

The forest looks serene. Nothing seems to be out of the ordinary. Then a stag enters a small clearing; the juicy grass is just what he is looking for.

The stag quickly raises his head, ears moving about. Two arrows appear in his chest, he roars. Even before he can react more, another couple of arrows make him go down...

The voices sound happy. They have made a great catch and they gather that their leader will be pleased. After quickly finishing work on the stag, they go back to their camp.

Eyes from the green follow them. An animal chirps and another pair of eyes appear. As the men leave the forest a couple of green shadows leave the undergrowth to follow them.

The protector vows that the men will hunt here no more...