

The Wood Elves of Athel Loren

The Wood Elves, known as the Asrai in some tales, or as the Fay Folk of Athel Loren, are a reclusive, secretive and highly isolationist race of Elves that have long ago voluntarily split off from the rest of their kin, preferring instead to live out their lives in Nature's embrace beneath the enchanted forested canopy of Athel Loren. From here, they have learnt to dwell in concord with the seasons and the weave of life and death that binds all living things together. They are the defenders of the forest, guardians of all things natural and pure. For millennia, the Wood Elves have lived in this state of harmony, lying in wait and hidden from the prying eyes of the wider World.

Yet times have changed since that ancient age, and the Wood Elves realize that the fate of Athel Loren is now tied to that of other lands. Though they do not seek to act as the world's protectors as do the High Elves, nor enthrone themselves as its rulers as do the Dark Elves, there are those times when the will of Orion and Ariel, the King and Queen in the Woods, must shape the fortunes of those that live beyond the boundary of their homelands...

Special Rules

Hate Dark Elves: All warriors in a Wood Elves Warband (excluding any Hired Swords) have an unyielding *Hatred* for Dark Elves.

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 (i.e. twice their Initiative in inches).

Unforgiving: In addition to their hatred of their corrupt kin, the folk of Athel Loren will not fight alongside the forces of Chaos. In multiplayer games, a Wood Elf warband may never forge an alliance with any Warband of a chaotic nature (Possessed, Skaven, Beastmen, Dark Elves, etc.).

Tolerant: Due to their outsider status in the world, the Elves of Athel Loren have learned to stifle their distaste for 'lesser races', and have even been known to work alongside them from time to time. A Wood Elf Warband may hire any Hired Sword that is not of a Chaotic or evil bent (so no Skaven, Possessed, Beastmen, Dark Elves, Undead, etc.).

Maximum Characteristics

See page 121 of the Mordheim Rulebook.

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 in the warband is 12.

Heroes

Hunt Master: Each Wood Elf Warband must have one Hunt Master: no more, no less!

Waywatcher: Your Warband may include up to 2 Waywatchers.

Forest Mage: Your Warband may include one Forest Mage.

Henchmen

Deepwood Scouts: Any number of models may be Deepwood Scouts.

Glade Guard: Any number of models may be Glade Guard.

Starting Experience

Hunt Master starts with 20 experience.

Waywatchers start with 12 experience.

Forest Mages start with 12 experience.

Henchmen start with 0 experience.

Wood Elf skill tables

| | Combat | Shooting | Academic | Strength | Speed | Special |
|-------------|--------|----------|----------|----------|-------|---------|
| Hunt Master | ✓ | ✓ | ✓ | | ✓ | ✓ |
| Waywatcher | ✓ | ✓ | | | ✓ | ✓ |
| Forest Mage | | ✓ | ✓ | | ✓ | ✓ |

Wood Elf equipment lists

The following lists are used by Wood Elf warbands to pick their weapons

Wood Elf Hero Equipment list

Hand to Hand Combat Weapons

| | |
|----------------------|---------------|
| Dagger | 1st free/2 gc |
| Sword | 10gc |
| Double-handed weapon | 15gc |
| Spear | 10gc |
| Ithilmar weapon* | 2 x price |

Missile Weapons

| | |
|---------|------|
| Bow | 10gc |
| Longbow | 15gc |
| Elf Bow | 35gc |

Armour

| | |
|------------------|------|
| Shield | 5gc |
| Light Armour | 20gc |
| Ithilmar Armour* | 60gc |

Miscellaneous Equipment:

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

Wood Elf Scout equipment list

Hand-to-Hand Combat Weapons:

| | |
|-----------------|--------------|
| Dagger | 1st free/2gc |
| Club | 3gc |
| Axe | 5gc |
| Sword | 10gc |
| Ithilmar Weapon | Price x 2* |

Missile Weapons:

| | |
|----------|------|
| Bow | 10gc |
| Long Bow | 15gc |
| Elf bow | 35gc |

Armour:

| | |
|-----------------|-------|
| Light Armour | 20gc |
| Ithilmar Armour | 60gc* |

Miscellaneous Equipment:

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

* – *Heroes only*: These special prices represent the lower rarity of these items in Ulthuan; when attempting to purchase these items in Mordheim (or Lustria), Wood Elves pay the same prices as other Warbands, and must roll to find them as normal. No roll is necessary to find these items when first starting a Wood Elf Warband.

New Equipment

Elven Wine (50+3D6 gc / Rare 10):

Elven wines are well known to be the best in the world, and some are even rumoured to have magical qualities. A fine Elven Wine can cast out doubt and fear and leave a general feeling of well-being in a warrior. A Wood Elf Warband that drinks Elven Wine before a battle will be immune to Fear for the whole of the battle. (Wood Elves Only, one use only)

Elven Runestones (50+2D6 gc / Rare 11):

Forest mages are well known as the masters of earth energy. To aid them, they inscribe mystic runes of power, which can help strengthen a Forest Mage's magical defenses. A mage with Elven Runestones may use them to attempt to dispel a spell that has been successfully cast against himself or another member of his warband. To dispel such a spell, the mage must roll against the spell's Difficulty (Sorcery does not help here). If they succeed, the spell fails to work. If the roll fails, the spell works normally. (Forest Mage Only.)

Elven Cloak (75 + D6x10 gc / Rare 12):

Being from Ulthuan, Wood Elves have access to items that are rarely seen by other races.

Familiar (20+1D6 gc / Rare 8):

Wizards are often solitary, usually shunned by those who can barely conceive of, much less understand, the power these individuals wield. As such, they often share their lives with animal companions, rather than more 'sentient' beings. Sometimes a magical link will develop between one of these animals and the wizard, to the extent that the wizard begins to see through the animal's eyes, and hear its thoughts. Wizards in different lands favour different types of familiars, depending on their environment: Shadow Weavers tend to favour darkly-coloured animals that can blend into the shadows with them easily-- ravens or darkly-coloured cats are most common. Regardless of their form, familiars are actually not normal members of their kind at all, but rather creatures that have somehow become attuned to the Winds of Magic. Familiars cannot actually be purchased as normal equipment. The cost to 'purchase' a familiar actually represents the cost of materials to cast the

ritual to summon a familiar and form a magical bond with it; the Rarity level represents the chances of the ritual actually working. As such, the cost of the familiar must always be paid if the rarity roll is attempted, regardless of the success of the roll. Also, only spell-casters can attempt to 'find' a familiar. If a familiar is found, it should be modelled on the spellcaster as with any other piece of equipment. A familiar may be placed on a separate base but if this is done the familiar must always remain in base-to-base contact with the wizard, and it is ignored for game purposes (so it may not attack enemy models or be attacked itself, may not intercept attackers, does not increase the wizard's base size, etc.), other than the effect below. A wizard with a familiar is allowed to re-roll one failed roll to cast a spell each turn. The result of this re-roll must be accepted, even if it fails, and remember that you may never reroll a re-roll. Spell-users only (does not include users of Prayers). Note that unlike many of the items above, this item is equipment that any warband with a spell-user may use, if he can summon it successfully.

Heroes

1 Hunt Master

60 Gold Crowns to hire

A Hunt Master's marksmanship shames even that of other Wood Elves. They can pick out a single enemy from a seething mass of troops and place the one perfect shot that brings the target, lifeless, to the ground. Yet the Hunt Master finds no reason to exult in the application of his skills — after all, what prey could hope to escape one who has dedicated his entire life to the hunter's art

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

Weapons/Armour: The Hunt Master 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.



0-2 Waywatchers

40 Gold Crowns to hire

Waywatchers are silent sentinels, the guardians of the paths leading into Athel Loren. They are masters of concealment, and can lie unmoving and unnoticed for days on end before springing an ambush on a startled and unfortunate prey.

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

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

SPECIAL RULES:

Sniper: Due to their years of training Waywatchers 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: Waywatchers are experts at camouflage. They wear cloaks of green, brown or grey which are made from leaves sewn together. By painting their faces and bodies with green and brown paint they are almost invisible when hiding. When a Waywatcher is hidden, each enemy model has to make an additional I test to spot them.

0'1 Forest mage

55 Gold crowns to hire

Wood Elven Mages are specialist wizards in the ways of Nature. All their spells are fed from the earth's energy.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| | 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: The Forest Mage is a Wizard and may use the Woodland Incantations spell list.

Henchmen

Bought in groups of 1'5

Deepwood Scouts

35 Gold Crowns to hire

Deepwood Scouts hold the responsibility of patrolling those areas of the forest deemed too dangerous for Glade Guard to enter. To tread such paths, an Elf must be invisible not only to a predator's sight, but to his other senses also - no easy matter when contending with otherworldly creatures to whom an Elf's soul manifests as a brightly burning light.

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

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

SPECIAL RULES:

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

Glade Guard

30 Gold Crowns to hire

The Glade Guards forms the very core of Athel Loren's armies. In time of need, every Wood Elf can answer the call to defend their forest home, for all are trained in the arts of the longbow as soon as they can hold one.

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

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

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.

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. This lasts until the beginning of the caster's 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 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 believes he is in a scorching desert. His movement slows and throat becomes parched. The target must be within 18" and is -1M until the caster's next magic phase, he also must make a 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 Wood elves within 6" gain +1 to hit and +1 on the critical hit table. This lasts until the beginning of the caster's next magic phase.