**Wood Elves**

**Army Wide Rules:**

**Asrai Archery:** the warriors of Athel Loren are some of the finest archers in the Old World, having trained with the longbow for many decades or even centuries.

Wood Elf units with this rule do not suffer a penalty for moving and shooting or for taking a Stand and Shoot! reaction.

**Asrai Longbows:** many Wood Elf longbows are exceptionally well-crafted and maintained, often being heirlooms made from the heartwoods of ancient trees.

An attack made with an Asrai Longbow has the Armour Piercing special rule, and is resolved at S4 at close range.

**Elite Warriors:** the forces of the Asrai boast some of the finest warriors in the Old World, and the finest of these are more than a match for mortal men.

Champions in a unit with this special rule may select 25pts worth of magic items.

**Forest Walkers:** Wood Elf units have the Forest Strider ruler. Additionally the Asrai player can amend the result on any Mysterious Forest roll to a 6. Forest spirits are unaffected by Mysterious Forests.

**Special Rules:**

**Aerial Agility:** the War Hawks, Great Eagles, and even the mighty Forest Dragons have spent their entire lives in the canopies of Athel Loren, and are not hindered by vine or branch.

Flying units in the Wood Elf army can fly through forests without penalty.

**Asrai Warfare:** Wood Elves are experts at guerilla tactics and ambushes, falling amongst their foes only to retreat back through the trees once more, slowly but surely whittling down the enemy’s numbers while avoiding danger themselves.

At the end of each combat phase involving one or more Wood Elf units, work out the combat as normal. If the unit with this rule loses combat, it does not take a break test as normal. Instead, the unit automatically falls back; this does not cause panic in friendly units, and the enemy may not pursue them. The unit will automatically rally on the Wood Elf player’s next turn, as if they had passed their Leadership test. If a unit with this rule wins combat, it may elect to fall back. Regardless, the enemy still takes a break test as normal

Wood Elf units do not drop their standards when they willingly flee from combat; instead, opponents earn extra victory points when the standard bearer is killed in combat.

**Bodyguard:** the Eternal Guard are sworn to protect their Highborn leaders, standing resolute in the face of overwhelming odds.

When a Highborn joins a unit of Eternal Guard, the unit becomes immune to Fear and Terror.

**Forest Spirit:** amongst the allies of the Wood Elves are otherworldly fey beings, awe-inspiring and terrible to behold. Even the Asrai themselves are ill at ease when the children of the Forest are near.

Units with this rule have a 5+ ward save, cause Fear, are Immune to Psychology, and any close combat attacks made by these units count as magical. Forest Spirit characters may not join units that are not Forest Spirits. Wood Elf characters that are not Forest Spirits may not join units that are Forest Spirits.

**Forest Stalkers:** Waywatchers wear cleverly woven raiments that make them nearly impossible to see, allowing them to come within arm’s reach of their foes without ever giving away their position.

Ranged attacks against a unit with this rule incur a -1 penalty. Additionally this unit has the Scout ability except that there is no minimum distance required between them and the enemy. Waywatchers may not declare a charge in the first turn as they come out from hiding.

**Horns of the Wild Hunt:** when the ancient, enchanted hunting horns of the Wild Riders are wound, a great and primal joy leaps up in the hearts of the Asrai, and a great confusion clouds the minds of those they would hunt. When the Wild Hunt is full upon them, Wild Riders will not cease in their pursuit until they or their quarry lay dead.

A unit of Wild Riders always counts as having a musician. Any friendly unit within 10” of a Wild Rider Unit counts as having a musician. Any enemy unit with a musician within 10” of a Wild Rider unit is treated as though they do not have a musician.

**Horse Masters:** Wood Elves bond with their mounts to a profound degree, until horse and rider become one.

Glade Guard may choose to re-roll flee, pursue, and charge distances.

**Lethal Shot:** Waywatchers can shoot with such uncanny accuracy that even plate armour is no protection, as arrows fly from the underbrush and unerringly find eyes, hearts, and other vitals to bury their bodkin-points within.

Waywatchers have the Killing Blow special rule with attacks made with their longbows.

**Uneasy Allies:** The Shadow Fey of the Wyld Wood are terrible and hate filled creatures that can inspire dread in even the most hardened Waywatcher’s heart. Shadow Fey are desperate allies for the Wood Elf army.

**Stone Throwing:** Treemen often hurl tremendous boulders and dead timbers into the massed ranks of the enemy as they approach.

During the shooting phase of the Wood Elf turn, a treeman that has not marched can fire as a stone thrower. On a misfire, nothing happens.

**Talismanic Tattoos:** the War Dancers and Wilder Riders have many inking rituals that invoke luck and protection.

A model with this rule has a 6+ Ward save. If a model with this special rule already has a Ward save, it improves by 1.

**Waywatcher Traps:** Waywatchers are expert trackers and trappers, and will often lay trip lines and snares and worse before their enemy.

A unit with this rule that is wholly within a forest and has not moved that turn will set traps around its position. These traps are activated whenever an enemy unit moves through the forest. Roll a dice to determine the effects of the traps as follows:

1-3 - The enemy unit takes 2D6 Strength 3 hits.

4-5 - The enemy unit takes 1D6 Strength 5 hits.

6 - A single model in the enemy unit (Wood Elf player’s choice) takes a single Strength 6 hit that causes D3 wounds with no armour saves allowed. No "Look Out, Sir!" roll may be taken against this hit.

A forest can only hold one trap at a time.

**Lords:**

Highborn 140pts

M WS BS S T W I A Ld

5 7 7 4 3 3 8 4 10

Special Rules: Asrai Archery, Asrai Warfare, Forest Walkers

May choose up to 100pts of magic items and Spites from the Common Magic Items, Wood Elf Magic Items, and Spite sections.

May choose any Kindred.

Equipment: Hand weapon, Asrai Longbow, light armour

Weapon (one choice only):

Spear +3pts

Great weapon +6pts

Extra Hand weapon +6pts

Armour:

Shield +3pts

Spellweaver 225pts

M WS BS S T W I A Ld

5 4 4 3 3 3 5 1 9

Special Rules: Asrai Archery, Asrai Warfare, Forest Walkers, Level 3 Wizard

May choose up to 100pts of magic items and Spites from the Common Magic Items, Wood Elf Magic Items, and Spite sections.

May choose any Kindred.

May be upgraded to a Level 4 Wizard for +35pts

Equipment: Hand weapon, Asrai Longbow

Spellweavers cast spells from the Lore of Athel Loren, Beasts, Life, Light, or Shadow

Treeman Ancient 275pts

M WS BS S T W I A Ld

5 7 3 6 6 8 2 6 9

Asrai Warfare, Forest Spirit, Forest Walkers, Large Target, Terror, Regeneration (4+), Scaly Skin (3+), Stone Throwing, Stubborn

May choose up to 100pts of Spites.

May be upgraded to a Level 1 Wizard for +50pts

May be upgraded to a Level 2 Wizard for +85pts

Equipment: Gnarled fists

Treemen cast spells from the Lore of Athel Loren

**Heroes:**

Noble 80pts

M WS BS S T W I A Ld

5 6 6 4 3 2 7 3 9

Special Rules: Asrai Archery, Asrai Warfare, Forest Walkers

May choose up to 50pts of magic items and Spites from the Common Magic Items, Wood Elf Magic Items, and Spite sections.

May choose any Kindred.

One Noble in a Wood Elf army may carry the Battle Standard for +25pts. He may carry a magic banner (no point limit), though if he does so he may not purchase any other magic items.

Equipment: Hand weapon, Asrai Longbow, light armour

Weapon (one choice only):

Spear +2pts

Great weapon +4pts

Extra Hand weapon +4pts

Armour:

Shield +2pts

Spellsinger 100pts

M WS BS S T W I A Ld

5 4 4 3 3 2 5 1 8

Special Rules: Asrai Archery, Asrai Warfare, Forest Walkers, Level 1 Wizard

May choose up to 50pts of magic items and Spites from the Common Magic Items, Wood Elf Magic Items, and Spite sections.

May choose any Kindred.

May be Upgraded to a Level 2 Wizard for +35pts

Equipment: Hand weapon, Asrai Longbow

Branchwraith 65pts

M WS BS S T W I A Ld

5 6 4 4 4 2 8 3 8

Asrai Warfare, Forest Spirit, Forest Walkers

May choose up to 50pts of Spites.

May be upgraded to a Level 1 Wizard for +50pts

Equipment: Razor-sharp talons

Branchwraiths cast spells from the Lore of Athel Loren

**Mounts:**

Elven Steed 12pts

M WS BS S T W I A Ld

9 3 0 3 3 1 3 1 5

Asrai Warfare, Fast cavalry, Forest Walkers

Warhawk 24pts

M WS BS S T W I A Ld

1 4 0 4 3 2 5 1 5

Asrai Warfare, Aerial Agility, Flying

A character riding a Great Eagle may join a unit of War Hawk riders.

Great Eagle 50pts

M WS BS S T W I A Ld

2 5 0 4 4 3 4 2 8

Asrai Warfare, Aerial Agility, Flying

A character riding a Great Eagle may join a unit of War Hawk riders.

Unicorn 30pts (Glamourweave Kindred only)

M WS BS S T W I A Ld

10 5 0 4 4 1 5 2 8

Asrai Warfare, Fast Cavalry, Forest Spirit, Forest Walkers, Impale, Magic Resistance 2

**Impale:** a Unicorn gains +2 strength in the round it charges.

Great Stag 50pts (Wild Rider Kindred only)

M WS BS S T W I A Ld

9 5 0 5 4 1 4 2 7

Asrai Warfare, Fast Cavalry, Forest Spirit, Forest Walkers, Impact Hits (d3)

Forest Dragon 275pts

M WS BS S T W I A Ld

8 6 0 5 5 5 5 6 8

Aerial Agility, Fly, Forest Spirit, Large Target, Poisoned Attacks, Poisoned Breath, Scaly Skin (3+), Terror

**Poisonous Breath:** Forest Dragons have a breath weapon that is resolved at S3. No armour saves may be taken against wounds caused by Poisonous Breath.

**Core:**

Glade Guard 12pts

M WS BS S T W I A Ld

5 4 4 3 3 1 5 1 8

Asrai Archery, Asrai Warfare, Forest Walkers

Equipment: Hand weapon, Asrai Longbow, light armour

Unit size: 10+

May Skirimish for +1pt/model.

Musician +6pts

Standard Bearer +12pts

May carry a magic standard worth up to 25pts

Lord’s Bowman +6pts

Glade Riders 22pts

M WS BS S T W I A Ld

9 4 4 3 3 1 5 1 8

Asrai Archery, Asrai Warfare, Fast Cavalry, Forest Walkers, Horse Masters

Equipment: Hand weapon, Asrai Longbow, spear, light armour, Elven Steed

Unit size: 5+

Musician +6 pts

Standard Bearer +12pts

May carry a magic standard worth up to 25pts

Horse Master +6pts (+1 BS)

Dryads 12pts

M WS BS S T W I A Ld

5 4 0 4 4 1 6 2 8

Asrai Warfare, Forest Spirits, Forest Walkers, Skirmish

Equipment: Razor sharp claws

Unit size: 10-20

Branch Nymph +12pts

Scouts 15 pts

M WS BS S T W I A Ld

5 3 4 3 3 1 5 1 8

Asrai Archery, Asrai Warfare, Forest Walkers

Equipment: Hand weapon, Asrai Longbow, light armour

Unit size: 5-10

Hunting Hounds 7pts

M WS BS S T W I A Ld

7 4 0 3 3 1 3 1 5

Asrai Warfare, Fast Cavalry, Forest Walkers

Equipment: Fangs and Claws

Unit size: 5+

**Special:**

Spite Swarms 35pts

M WS BS S T W I A Ld

6 3 2 2 2 5 4 5 10

Asrai Warfare, Forest Spirit, Forest Walker, Hover, Poison Attacks, Swarm

Unit size: 2-10 bases

War Dancers 15pts

M WS BS S T W I A Ld

5 6 4 4 3 1 6 1 9

Asrai Warfare, Elite Warriors, Killing Blow, Skirmish, Talismanic Tattoos, Ward save (6+)

Equipment: Two hand weapons

Unit size: 5-20

Musician +7pts

Blade Singer +14pts

Wild Riders 35pts

M WS BS S T W I A Ld

9 5 4 4 3 1 6 2 9

Elite Warriors, Fast Cavalry, Forest Spirit, Forest Walkers, Frenzy, Horns of the Wild Hunt, Talismanic Tattoos

Equipment: Spear, Light Armor, Elven Steed

Unit size: 5+

Standard Bearer +13pts

May carry a magical standard worth up to 50pts

Wild Hunter +13pts

Eternal Guard 15pts

M WS BS S T W I A Ld

5 5 5 3 3 1 6 1 9

Asrai Archery, Bodyguard, Elite Warriors, Forest Walkers, Stubborn

Equipment: Asrai Longbow, halberd, heavy armour

Unit size: 10+

Musician +7pts

Standard Bearer +14pts

May carry a magical standard worth up to 50pts

Guardian +14pts

Treekin 65pts

M WS BS S T W I A Ld

5 4 0 5 5 3 2 3 8

Forest spirit, Scaly Skin 4+

Equipment: Bludgeoning limbs

Unit size: 3+

Treekin Elder +15pts

Warhawk Riders 30pts

M WS BS S T W I A Ld

5 4 4 3 3 2 6 1 9

Aerial Agility, Asrai Archery, Asrai Warfare, Elite Warriors, Flying Cavalry

Equipment: Asrai Longbow, Spear, light armour, Warhawk

Unit size: 3+

Musician +7pts

Standard Bearer +14pts

May carry a magical standard worth up to 50pts

Wind Rider +14pts

Waywatchers 20pts

M WS BS S T W I A Ld

5 4 5 3 3 1 5 1 9

Asrai Archery, Asrai Warfare, Elite Warriors, Forest Stalkers, Forest Walkers, Lethal Shot, Skirmish, Waywatchers’ Traps

Equipment: Asrai Longbow, two hand weapons

Unit size: 5-10

Shadow Sentinel + 10pts

**Rare:**

Great Eagle 50pts

M WS BS S T W I A Ld

2 5 0 4 4 3 4 2 8

Aerial Agility, Asrai Warfare, Fly

Equipment: Powerful Talons

Treeman 220pts

M WS BS S T W I A Ld

5 6 3 6 6 6 2 6 8

Forest Spirit, 3+ Scaly Skin Save, Stubborn, Large Target, Terror, Stone Throwing, Stubborn Equipment: Gnarled Fists

Forest Dragon 250pts

M WS BS S T W I A Ld

8 6 0 5 5 5 5 6 8

Aerial Agility, Asrai Warfare, Fly, Forest Spirit, Large Target, Poisoned Attacks, Poisoned Breath, Scaly Skin (4+), Terror

Shadow Fey 20pts

M WS BS S T W I A Ld

6 5 0 5 4 2 6 2 8

Asrai Warfare, Forest Spirit, Forest Walkers, Hatred, Skirmish, Terror, Uneasy Allies

Equipment: Chilling Touch

Unit size: 5-30

Darkling +10pts

**Armory**

Spites:

A Lamentation of Despairs 50pts

*These three inseparable sister-spirits are much feared within Athel Loren, for they only appear to announce the demise of an individual. Often appearing as withering old crones with twisted twigs for hair, red-eyed ravens, or a triumvirate consisting of a crone, a beautiful woman, and a girl-child. Those who feel their gaze upon them know their time has come.*

Enemy units within 6” of a model with Lamentation of Despairs are at -1 Leadership.

A Blight of Terrors 30pts

*Terrors are malicious spites that dwell in the dark places of Athel Loren. They take great mirth in the horrified and frightened expressions of their prey, and even greater hilarity if their target dies of shock. They often hide secreted on a host, and when that host comes near an enemy, they loom out, screaming and wailing, taking on their most fearsome aspect.*

A model with Blight of Terrors has the Terror special rule.

An Annoyance of Nettlings 35pts

*These spites commonly take the form of spider-like creatures, scurrying over their host with feverish abandon. Any enemy that attempts to strike a being that is under the protection of Nettlings is likely to find their weapon snagged in a web of magical filaments.*

Enemies targeting a model with Annoyance of Nettlings are at -1 to hit.

An Aura of Flashes 25pts

A model with Aura of Flashes has the Always Strikes First special rule.

Befuddlement of Mischiefs 25pts

*Mischiefs sometimes appear as glowing spheres of light, or tiny elves that seem to glow from within, with large staring eyes and tattered wings. They befuddle the minds of mortals and send them into sleep-like trances.*

A model with Befuddlement of Mischiefs may, in the shooting phase (regardless of whether having marched or used other ranged weapons etc) choose one enemy unit within line of site and then take a Ld test. If the test is passed, then the enemy unit will suffer from stupidity in its next turn. If the test is failed, the model will be affected instead.

A Blessing of Vigilants 25pts

A model with Blessing of Vigilants may reroll failed To Hit rolls in the shooting phases.

A Cluster of Radiants 25pts

*Radiants are unusual glowing Spites that usually manifest as little more than a blurred shape of pure light, though they appear in all manner of colors. They are often seen circling the most ancient of trees, and they will shy away from Elves and other mortal creatures. Sometimes they will take more solid form and appear as small Elven figures. They act as sponges of magical energy, sapping power from enemy mages.*

A model with Cluster of Radiants may add one extra dice to their Dispel dice pool in their opponents Magic Phase.

A Muster of Malevolents 25pts

*Malevolents appear in countless guises and are aggressive defenders of Athel Loren, utilizing poisoned darts and needle-like arrows, known as Elf-shot to the Bretonnians, to bring down their enemies. Some say that to be wounded by a Malevolent is to suffer a long and painful death, others that their darts can make their victims fall into a nightmarish sleep that can last for centuries.*

A model with Muster of Malevolents counts as having a ranged weapon which can be used in addition to any other ranged attack, and can even be fired at a different target. This has a range of 30” and fires 2d6 S1 shots, rolling to hit using the firing model’s BS as normal (the penalty for multiple shots applies). These shots have the Poisoned Attacks special rule. A model may stand and shoot with Muster of Malevolents. This is not a magical attack.

A Pageant of Shrikes 25pts

*Shrikes are malicious Spites that often reveal themselves as diminutive red-capped creatures borne upon the back of black birds, though they also appear as owls with fey light in their large eyes. Some take the form of vicious, razor winged pixies or small knights riding upon the backs of large insects. They move like quicksilver, darting through the forest to strike at their enemies, targeting arteries and eyes. Some say they are able to reach within the bodies of their foes to attack vital organs and the mind, causing great pain and sometimes death*

A model with Pageant of Shrikes counts as having a ranged weapon, which can be used in addition to any other ranged attack, and can even be fired at a different target. This has a range of 18” and fires a single shot which always wounds on a 4+ and allows no armour saves. Roll to hit using the firing model’s BS as normal. This shot has the Sniper special rule.

A Resplendence of Luminescents 20pts

*Luminescents can often be seen on the edges of Athel Loren at night, tiny flickering lights that dance between the trees and fill the heads of mortals with dream-like thoughts that leave them confused and drowsy.*

Range attacks against a model with Resplendence of Luminescents are at -1 To Hit. This extends to any unit the model joins.

A Murder of Spites 20pts

*Spites are vicious manifestations that take countless varied forms. Some have barbed, thorn-like limbs and razor sharp talons, others take the form of diminutive winged figures armed with tiny weapons. Some seem to be all teeth and talons, while others may hide their viciousness behind a façade of innocence and beauty. They hide within the cloaks of their host, or within the cracks and hollows of ancient Treemen, peeping out maliciously and ready to attack any who draw near.*

A model with Murder of Spites has +1 attack.

Magic Weapons:

The Spirit Sword 80pts

*Within this crystal blade are bound a host of howling and nebulous entities that seek to ensnare other souls within their iridescent prison.*

A model hit by this weapon must pass an Initiative test or lose the rest of its wounds without any saves of any kind

The Bow of Loren 30pts

*This ancient and enchanted longbow is said to be strung with a single hair taken from the head of Ariel, Queen of Loren. The wielder of the Bow of Loren is therefore considered to be the Fey Queen’s champion upon the battlefield, striking down her enemies with unnaturally swift precision.*

Asrai longbow. This bow allows the wielder to shoot as many times per turn as there are attacks in its profile. There is no penalty for taking multiple shots.

The Dawnspear 25pts

*When the Wild Hunt rides from Athel Loren, the Elven prince chosen as Orion’s equerry carries the Dawnspear, a powerful talisman as old as the alliance between the Asrai and Athel Loren. Each time the Dawnspear tastes blood, it unleashes a pulse of light blinding the wielder’s foes with its brilliance*

If the wielder causes an unsaved wound, that unit suffers a -1 to hit for the rest of that combat phase

The Spear of Twilight 25pts

*When this spear strikes, the fury and rage of the wielder is channeled into the body of the foe with appalling and destructive force.*

Confers Killing blow to the wielder

Hunter’s Talon 15pts

*Crafted by a master waywatcher, the gnarled appearance of this bow belies its uncanny accuracy.*

Asrai longbow. Grants the wielder the Sniper rule

Magic Armor:

Armor of the Fey 35pts

*There are tales in Bretonnia of an elven knight that was victorious at every tourney he competed in, for the armor he wore could turn aside any blow from ax, sword, or lance*

Light armour. The wearer has a 4+ Ward save against melee attacks

Forest Cape 30pts

*This cape is imbued with a magical ability to hide its wearer from all eyes, blending him perfectly into the background of the forest.*

Light armor. The wearer has a 4+ Ward Save against all ranged attacks; this includes magic missiles and war machines.

Helm of the Hunt 25pts

*This helm depicts the god Kournos in his aspect of the Hunter from whom no quarry can escape*

This helm grants the wearer +1 to their armour save, which can be combined with other equipment as normal. In addition, the wearer gains +1 Weapon Skill and +1 Attack.

Talismans:

Amber Amulet 45pts

*This gem, crafted at the height of Spring, pulses with the magic of the forest and bestows the vitality of the growing forest upon its bearer*

At the start of the Wood Elf turn the bearer may roll d6. On a 1-2, the Amber Amulet has no effect. On a 3+, the bearer regains 1 lost wound.

Glamourjewel 35pts

*A powerful illusion is woven into this gem, utterly confusing and bewildering to the eye and mind of enemies.*

Units within 6” of a model with the Glamourjewel suffer from Stupidity. If an enemy unit wishes to charge or shoot the wearer (or the unit the wearer has joined), they must first pass a Leadership test. If this test is failed, the enemy unit cannot take the desired action this turn.

Enchanted Items:

Wraithstone 40pts

*The wailing and tormented spirits of all who die within the Waystone boundaries of Athel Loren are bound to this gem, inspiring great dread in the enemies of the Wood Elves*

The bearer causes Fear, or Terror if they caused Fear already. Additionally, any unit in base contact with the wielder’s unit suffers a -1 penalty to leadership.

Hagbane Arrows 25pts

*Carved from the trees of the Glade of Woe, some of Cyanthair’s taint still lingers in these arrows. If these darts even so much as break the skin of a foe, a formless blight that shrivels and corrupts quickly spreads from the wound, condemning their victim to die in screaming agony.*

Any unsaved wounds caused by a longbow from a model with Hagbane arrows are multiplied to D3 wounds.

Arcane Bodkins 20pts

*Whether the foe wears thick armor or unnatural hide it matters not. Should an Arcane Bodkin fly true, the target is doomed.*

No Armor saves are allowed against wounds caused by a longbow from a model with Arcane Bodkins

Starfire Arrows 20pts

*These arrows emit an unnatural light and when they draw blood give off a soul-rending wail disturbing enough to chill even the bravest warrior’s heart*

A unit that has suffered one or more casualties from a longbow from a model with these arrows must make a panic test

Dragontooth Arrows 10pts

*Made from the teeth of one of the emerald Forest Dragons of Loren, some of the poison on the creature’s breath still lingers on these barbs*

The model’s longbow has the Poisoned Attacks special rule.

Horn of the Asrai 20pts

*A powerful glamour is bound to this horn. A note from this horn will lay a powerful enchantment on the enemies of Loren, drawing them irrestibly, the better to lure them to their doom*

Casts Fairie Fire as a bound spell at strength 3

Arcane Items:

Wand of the Wych Elm 55pts

*Crafted from the branch of a Wych tree, these staves are much valued for their ability to bend the winds of magic*

The wielder adds 2 to their channeling attempts. In addition, once during each of their opponent’s magic phases, the Wood Elf player may re-roll one dispel die. This can cause Irresistible Force.

The Deepwood Sphere 25pts

*This thorny orb whispers to the surrounding trees, telling them of the atrocities committed by soft skin wearing creatures, and spurring them to vengeance*

This item allows the mage to reroll the dice when determining the effects of the Treesinging spell. In addition all enemy models that are wholly or partially within the same wood as the bearer take a single Strength 5 hit at the beginning of each Wood Elf magic phase.

Magic Standards:

The Standard of Aeriel 45pts

*This banner constantly looks as though bathed in the glow of the twilight sun. It bears the device of Ariel herself, and those under its gossamer banners are blessed with her grace.*

The unit bearing this banner has the Always Strike First rule.

Banner of Dwindling 30pts

*Woven from the red leaves of autumn, this banner is instilled with Faoghir, the West Wind. It saps the impure of vigor, allowing the Asrai to strike them down, never again to return to their lands*

Units that flee from this unit roll one more die than normal to determine the distance that they flee and then take away the highest.

**Kindreds:**

Alter Kindred 25pts

The character’s Movement and Initiative increase to 9 and he gains +1 Attack. They cannot be the army general and must fight on foot.

Eternal Kindred 20pts

This character gains a shield and a spear, in addition to the Stubborn and Bodyguard special rules. This character may not be the General.

Glamourweave Kindred 20pts

The character gains the Forest Spirit special rule and a +1 to cast spells from the Lore of Athel Loren.

Scout Kindred 15pts

This character gains the Scout special rule. The character must fight on foot and cannot wear heavy armor or use a great weapon or a shield.

Wardancer Kindred 40pts

The character loses their longbow and cannot wear armour, but gains two hand weapons. They have the Heroic Killing Blow, Immune to Psychology, and Talismanic Tattoos special rules. The character must fight on foot and cannot join non-Wardancer units.

Waywatcher Kindred 35pts

The character must fight on foot, loses their armour, and cannot use a great weapon or a shield. In addition the character gains +1 Ballistic Skill and the Forest Stalker and Lethal Shot special rules.

Wild Rider Kindred 45pts

The character must be mounted. They lose their longbow and gain a spear. The character also has the Forest Spirit, Fast Cavalry, and Talismanic Tattoos rules, and cannot join non-Wild Rider units.

**Lore of Athel Loren:**

Lore Attribute- Treesinging

Every time a spell from the Lore of Athel Loren is successfully cast, the casting player may move a forest in any direction, up to d3”. This may bring the forest in contact with or over a unit. If a friendly unit is wholly within the forest, the unit will move with it. Additionally, the Wood Elf player may elect to change the forest as they move it; the next unit to move into the forest must make a roll on the Mysterious Forest table. This roll will replace any previous rolls made.

Signature spell- Oaken armour: (8+) Augmentation. *The caster brings new and vital life to the ferns and the branches around her comrades, weaving them into shields and suits of living armour as hard as iron.*

The caster may target a friendly unit within 18”. The unit gains +2 to their armour. The upgraded version of this spell increases the casting value to (15+) and affects all units within 18”.

1: Fury of the forest: (5+) Direct damage. *Roots and branches shoot up from the ground and lash out at the target.*

Fury of the Forest has a range of 24”. The target takes D6 S3 hits. If a suffers one or more unsaved wounds by this spell, their Movement value is reduced by half, rounding down, until the caster’s next magic phase. The upgraded version of this spell increase the casting value to (10+), inflicts 2D6 S3 hits, and a wounded unit may not move at all (except flee if broken in combat) until the casters next magic phase.

2: The Hidden Path: (7+) Augmentation. *The spellcaster erects a bridge between this world and the world of the Fey, and invites her allies to cross.*

A single unit within 24” gains the Ethereal rule until the start of the caster’s next magic phase. The upgraded version (14+) can target any unit within 48”.

3: Fairy Fire: (8+) Hex.. *The caster summons glowing faeries around the target that bewilder them, luring them deeper into the wood.*

An enemy unit within 24” becomes subject to Stupidity until the casters next magic-phase and will instantly move 2d6” in a direction nominated by the caster. If this move would take the unit off the table edge, it stops 1” away. The upgraded version (16+) also reduces the target unit’s Leadership and Initiative by 2, down to a minimum of 2 and 1, respectively.

4: Call of the Hunt: (9+) Augmentation. *The caster fills his allies with the spirit of Kurnous, imparting a measure of his anger, vigor, and ferocity upon them*

The call of the hunt may target a friendly unit within 24” If the unit is not engaged in close combat it may immediately make a move of 2d6” towards the nearest visible enemy. If this brings the unit into contact with an enemy unit this counts as a charge. If the target unit is engaged in combat, models in the unit will get an extra attack and gain the stubborn rule until the casters next magic phase.

The upgraded version (15+) increases the range of the spell to 48”

5: Murder of Spites: (10+) Magical Vortex. *The spites of Loren are easily angered and the Spellsingers of Loren are knows the incantations that will make the spites go to war. When aroused like this the spites gather in massed swarms that sweep over the foes with bites, stings and deadly poisons.*

Place the small template anywhere within 12” of the caster. The template then travels 2D6” in a straight line, in a direction nominated by the caster. Any model touched by the template takes a S4, armor piercing hit. The attacks of the Murder of Spites count as magical. The upgraded version (18+) uses the large template and travels 3D6”

6: Battlecry of Loren: (16+) *The caster cries out to the woods for aid. And the forest provides…..*

This spell may be used to summon 2d6 Dryads, or 1d3 Spite Swarms or Treekin. The new unit will appear within 3” of any forest nominated by the caster, or from any table edge, just as if they had pursued an enemy off the table. As long as this unit exists, the wizard who summoned them may not cast spells. If the caster is removed as a casualty, the unit is immediately removed as well. The summoned unit is not worth any victory points. The upgraded version (20+) will summon a Treeman within 3” of a wood.