

WOOD ELVES

To the Wood Elves, their forest home of Loren is a sacred place. They guard it with all their strength and cunning, leading invaders to their doom in the darkest tangles of the thickest woods.

Battle Standard Bearer

One Glade Captain may carry the battle standard for +25 pts. The Battle Standard Bearer may carry a magic standard (with no points limit). A model with a magic battle standard cannot have any other magic items, or take enchanted arrows.

Army Special Rules

Ambush from the Worldroots: A Wood Elf army can always place an additional forest (use a Citadel Wood) on the battlefield. This is done during deployment, before any units are deployed, and must be placed wholly in your half of the battlefield. This forest is not mysterious terrain – declare its type when you place it. If you cannot fit the forest on your half of the table, move other terrain features by the shortest distance necessary so that the forest can be placed. If you still cannot place the forest, or if the scenario means that the Wood Elf army does not have a table half in which to deploy, this additional forest is not used in this battle.

Blessing of the Ancients: Any model that has this special rule, and is within a forest, adds +1 to all attempts to cast spells.

Forest Spirit: A model with this special rule has the Forest Strider special rule and its attacks (close combat and shooting) are magical. In addition, if the model is not a mount, it has a 6+ ward save and the Immune to Psychology special rule.

Forest Stalker: A model with this special rule has the Forest Strider special rule. In addition, if at least half of the models in a unit are within a forest:

- All models in that unit that have the Forest stalker special rule fire in one more rank than normal (if the unit chooses to Volley Fire, this will normally mean that all the models in the front three ranks, and half the models in the fourth and any subsequent ranks, are allowed to shoot).
- All models in that unit that have the Forest Stalker special rule can make supporting attacks with one extra rank than normal. This is cumulative with other special rules that allow models to fight in extra ranks.
- All models in that unit that have the Forest Stalker special rule (but not their mounts) re-roll all To Wound rolls of a 1 when making close combat attacks.

THE ARMOURY OF TORGOVANN

Asrai Longbow

Range	Strength	Special Rules
30"	3	Armour Piercing, Volley Fire

Blackbriar Javelin

Range	Strength	Special Rules
12"	User	Armour Piercing, Poisoned Attacks

Asrai Spear:

Asrai Spear (Foot)

Range	Strength	Special Rules
Combat	User	Armour Piercing, Fight in Extra Ranks

Asrai Spear (Mounted)

Range	Strength	Special Rules
Combat	+1*	Armour Piecing

* This Strength bonus granted to a mounted model by an Asrai spear only applies in a turn in which the wielder charged into combat.

Enchanted Arrows: Some models in the Wood Elf army may have the option to purchase enchanted arrows. These are enchanted items, but do not prevent a model from having a second enchanted item. Each type of enchanted arrow replaces the profile of the Asrai longbow with the one shown in its entry. This is not optional – if a

model has enchanted arrows, he must use them when shooting with an Asrai longbow. All Shooting attacks made with enchanted arrows count as having been made with magic weapons.

Arcane Bodkins: Wounds caused by Arcane Bodkins have a -3 armour saving throw modifier.

Range	Strength	Special Rules
30"	3	Volley Fire

Hagbane Tips

Range	Strength	Special Rules
30"	3	Armour Piercing, Poisoned Attacks, Volley Fire

Moonfire Shot: Hits from Moonfire Shot have a +1 bonus on rolls To Wound made against units where the majority of models are from the Forces of Order.

Range	Strength	Special Rules
30"	3	Armour Piercing, Flaming Attacks, Volley Fire

Starfire Shafts: Hits from Starfire Shafts have a +1 bonus on rolls To Wound made against units where the majority of models are from the Forces of Destruction.

Range	Strength	Special Rules
30"	3	Armour Piercing, Flaming Attacks, Volley Fire

Swiftshiver Shards

Range	Strength	Special Rules
30"	3	Armour Piercing, Multiple Shots (2), Volley Fire

Trueflight Arrows: Shooting attacks made with Trueflight Arrows do not suffer To Hit penalties.

Range	Strength	Special Rules
30"	3	Armour Piercing, Volley Fire

LORDS

ORION.....600 points

	M	WS	BS	S	T	W	I	A	Ld
Orion	9	8	8	6	5	5	9	5	10
Hound of Orion	9	4	0	4	4	1	4	1	6

Troop Type: Monster (Special Character) (Orion) / War Beast (Hound of Orion)

Options: May be accompanied by two Hounds of Orion (+20 pts).

Magic Items (Orion): Hawk's Talon, Spear of Kurnous, Cloak of Isha, Horn of the Wild Hunt

Special Rules (Orion): Always Strikes First, Forest Stalker, Frenzy, Orion's Equeuries, Terror, Unbreakable

Orion's Equeuries: If Orion is accompanied by Hounds of Orion, they must be deployed as a unit (even though as a monster, Orion is not normally permitted to join units). Orion cannot leave the unit, and cannot join other units.

Special Rules (Hound of Orion): Forest Spirit, Frenzy, Unbreakable

Hawk's Talon: Magic Weapon. Hawk's Talon is a missile weapon with the following profile:

Range	Strength	Special Rules
30"	5	Multiple Shots (6)

Spear of Kurnous: Magic Weapon. The Spear of Kurnous can be used to make shooting attacks using the same rules as a bolt thrower with the profile below. This attack can be made if Orion moves (but not if he marches). Attacks made with the the Spear of Kurnous ignore armour saves.

Range	Strength	Special Rules
18"	7	Multiple Wounds (D3)

Cloak of Isha: Talisman. The Cloak of Isha grants Orion a 5+ ward save and the Magic Resistance (2) special rule. At the start of each of your turns, roll a D6. On a score of 6, Orion regains a Wound lost earlier in the battle.

Horn of the Wild Hunt: Enchanted Item. At the start of each turn, the Horn of the Wild Hunt grants the Devastating Charge special rule to Orion, his unit and all friendly Wood Elf units within 6". This lasts until the end of that turn.

DURTHU.....385 points

	M	WS	BS	S	T	W	I	A	Ld
Durthu	5	7	7	6	6	6	2	6	10

Troop Type: Monster (Special Character)

Magic: Durthu is a Level 1 Wizard who uses spells from the Lore of Beasts.

Special Rules: A Lamentation of Despairs, Blessings of the Ancients, Flammable, Forest Spirit, Frenzy, Hatred, Large Target, Scaly Skin (3+), Stubborn, Terror, Tree Whack

A Lamentation of Despairs: A durthucan make the following shooting attack:

Range	Strength	Special Rules
12"	2	Killing Blow, Multiple Shots (2D6)

ARALOTH.....260 points

	M	WS	BS	S	T	W	I	A	Ld
Araloth	5	8	7	4	3	3	8	5	10

Troop Type: Infantry (Special Character)

Equipment: Asrai spear, hand weapon, shield

Special Rules: Always Strikes First, Boldest of the Bold, Favour of the Goddess, Forest Stalker, Skaryn the Eye-Thief, Stubborn

Boldest of the Bold: Whilst Araloth is a lone character, he has the Unbreakable special rule (this replaces Stubborn).

Favour of the Goddess: Araloth has a 4+ ward save.

Skaryn the Eye-Thief: At the start of each of your turns, nominate a single enemy model within 18" of Araloth. That model takes a Strength 4 hit. If the Wound is unsaved, and the To Wound roll was a 6, the model suffers a -5 penalty to Weapon Skill and Initiative (to a minimum of 1) for the rest of the game. A model can only suffer this penalty once.

TREEMAN ANCIENT290 points per model

	M	WS	BS	S	T	W	I	A	Ld
Treeman Ancient	5	4	4	5	6	6	2	3	10

Troop Type: Monster (Character)

Options: May be upgraded to either a Level 3 Wizard (+35 pts) or a Level 4 Wizard (+70 pts).

Magic: A Treeman Ancient is a Level 2 Wizard who uses spells from the Lore of Life.

Special Rules: Blessings of the Ancients, Flammable, Forest Spirit, Large Target, Scaly Skin (3+), Stubborn, Terror, Tree Whack

GLADE LORD145 points per model

	M	WS	BS	S	T	W	I	A	Ld
Glade Lord	5	7	7	4	3	3	8	4	10

Troop Type: Infantry (Character)

Options: A Glade Lord may have an Asrai spear (+3 pts), additional hand weapon (+3 pts, unless mounted) or a great weapon (+6 pts), and a shield (+3 pts). A Glade Lord may have either Hagbane tips (+3 pts), Trueflight arrows (+3 pts), Moonfire shot (+4 pts), Starfire shafts (+4 pts) or Arcane Bodkins (+5 pts). A Glade Lord may be mounted on an Elven Steed (+20 pts), Great Eagle (+50 pts), Great Stag (+65 pts) or a Forest Dragon (+300 pts). A Spellweaver may have magic items up to a total of 100 pts.

Equipment: A Glade Lord has a hand weapon, Asrai longbow and light armour.

Special Rules: Always Strikes First, The Arrow of Kurnous, Forest Stalker

The Arrow of Kurnous: Once both sides have deployed, but before the first turn begins, check to see if the enemy General is within 36" and within line of sight of at least one of your models with this special rule. If he is, he immediately suffers a single Strength 3 hit against which no armour saves can be taken. Otherwise, nothing happens.

SPELLWEAVER.....185 points per model

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

Troop Type: Infantry (Character)

Options: A Spellweaver may have an Asrai Longbow (+5 pts). A Spellweaver may be upgraded to a Level 4 Wizard (+35 pts). A Spellweaver may be mounted on an Elven Steed (+20 pts), Great Eagle (+50 pts) or a Unicorn (+60 pts). A Spellweaver may have magic items up to a total of 100 pts.

Equipment: A Spellweaver has a hand weapon.

Magic: A Spellweaver is a Level 3 Wizard who uses spells from the Lore of High Magic, the Lore of Dark Magic or one of the eight Lore of Battle Magic in the Warhammer rulebook.

Special Rules: Always Strikes First, Blessings of the Ancients, Forest Stalker

HEROES

DRYCHA.....255 points

	M	WS	BS	S	T	W	I	A	Ld
Drycha	5	7	5	4	4	3	7	4	9

Troop Type: Infantry (Special Character)

Magic: Drycha is a Level 2 Wizard who uses spells from the Lore of Shadows.

Equipment: Hand weapon

Special Rules: Blessings of the Ancients, Fanatical Resolve, Fear, Forest Spirit, Hatred, Roused to Wrath

Fanatical Resolve: Each time Drycha suffers an unsaved Wound, her Attacks characteristic increases by 2 for the remainder of the battle. Each time Drycha regains a Wound lost earlier in the battle, her Attacks characteristic decreases by 2 for the remainder of the battle.

Roused to Wrath: This rule cannot be used if there are no forests on the battlefield when it is time to deploy your army. When you deploy, you may choose D3 units wholly composed of models with the Forest Spirit special rule – these are not deployed at the start of the game, but are ‘slumbering’ somewhere on the battlefield. At the start of the Remaining Moves sub-phase of your first turn, roll a D6 for each slumbering unit. On a roll of 1–2, nothing happens – roll again next turn. On a roll of 3–6, the unit awakens. Place it on the battlefield so that all models in the unit are wholly within a forest, and at least 1” away from other units and impassable terrain. Treat units that cannot be placed as having rolled a 1–2. Any units that have not yet awoken by the time the game ends award victory points as if they had been destroyed.

NAESTRA & ARAHAN 275 points

	M	WS	BS	S	T	W	I	A	Ld
Naestra	5	6	6	4	3	2	7	3	9
Arahan	5	6	6	4	3	2	7	3	9
Ceithin-Har	6	6	0	6	6	6	3	5	8
Gwindalor	2	5	0	4	4	3	4	2	8

Troop Type: Infantry (Special Character) (Naestra & Arahan), Monster (Ceithin-Har), Monstrous Beast (Gwindalor)

Options: Naestra & Arahan must be mounted on Gwindalor (free, Great Eagle) or Ceithin-Har (+220 pts, Forest Dragon)

Magic Items: Naestra has the Talon of Dawn and Arahan has the Talon of Dusk.

Equipment: Naestra and Arahan have an Asrai spear and wear light armour

Special Rules (Naestra & Arahan): Always Strikes First, Conjoined Destiny, Forest Stalker, Sisters of Twilight

Conjoined Destiny: If either Arahan or Naestra is slain, do not remove the model from play unless the other sister is killed in the same phase. If at least one sister has at least one Wound remaining at the end of a phase, both are restored to their starting number of Wounds – otherwise, remove both models as casualties. If either Naestra or Arahan issues or accepts a challenge, the other can attack (and be attacked) as part of the challenge. Should their mount be slain, the sisters automatically form a unit. They can join other units, but if one of the twins joins a unit, so must the other. If one twin cannot join the unit, neither can the other.

Sisters of Twilight: Naestra’s close combat attacks receive a +1 bonus To Wound against models from the Forces of Destruction, Arahan’s close combat attacks receive a +1 bonus To Wound against models from the Forces of Order.

Special Rules (Ceithin-Har): Fly Forest Spirit, Impetuous, Large Target, Scaly Skin (3+), Soporific Breath, Terror

Impetuous: If Ceithin-Har can declare a Charge during the Charge sub-phase, he must do so unless he passes a Leadership test (which can be taken on Naestra or Arahan’s Leadership, if they are still alive).

Special Rules (Gwindalor): Fly, Hunter’s Mount

Hunter’s Mount: When mounted on Gwindalor, Naestra and Arahan re-roll all failed To Hit rolls when making shooting attacks.

Talon of Dawn: Magic Weapon. The Talon of Dawn is a missile weapon with the following profile:

Range	Strength	Special Rules
30”	5	Armour Piercing, Flaming Attacks, Multiple Wounds (D6)

Talon of Dusk: Magic Weapon. The Talon of Dusk is a missile weapon with the following profile:

Range	Strength	Special Rules
30”	1	Armour Piercing, Multiple Shots (2D6), Poisoned Attacks

SHADOW DANCER 100 points per model

	M	WS	BS	S	T	W	I	A	Ld
Shadowdancer	5	8	6	4	3	2	8	3	8

Troop Type: Infantry (Character)

Options: May be upgraded to a Level 1 Wizard (+60 pts). May have magic items up to a total of 25 pts.

Magic: A Shadowdancer who is a Wizard uses spells from the Lore of Shadow.

Equipment: Two hand weapons.

Special Rules: Always Strikes First, Blessings of the Ancients, Forest Stalker, Immune to Psychology, Shadow Dances of Loec, Talismanic Tattoos

WAYSTALKER..... 90 points per model

	M	WS	BS	S	T	W	I	A	Ld
Waystalker	5	6	7	4	3	2	7	1	8

Troop Type: Infantry (Character)

Options: A Waystalker may have magic items up to a total of 25 pts.

Equipment: A Waystalker has two hand weapons and an Asrai longbow

Special Rules: Always Strikes First, Forest Stalker, Hawk-eyed Archer, Scouts, Sniper

BRANCHWRAITH 75 points per model

	M	WS	BS	S	T	W	I	A	Ld
Branchwraith	5	6	6	4	4	2	7	3	9

Troop Type: Infantry (Character)

Magic: A Branchwraith is a Level 1 Wizard who uses spells from the Lore of Life.

Special Rules: Blessings of the Ancients, Fear, Forest Spirit, Hatred

GLADE CAPTAIN 75 points per model

	M	WS	BS	S	T	W	I	A	Ld
Glade Captain	5	6	6	4	3	2	7	3	9

Troop Type: Infantry (Character)

Options: A Glade Captain may have an Asrai spear (+2 pts), additional hand weapon (+2 pts, unless mounted) or a great weapon (+4 pts), and a shield (+2 pts). A Glade Captain may have either Hagbane tips (+3 pts), Trueflight Arrows (+3 pts), Moonfire shot (+4 pts), Starfire shafts (+4 pts) or Arcane Bodkins (+5 pts). A Glade Captain may be mounted on an Elven Steed (+20 pts), Great Eagle (+50 pts) or a Great Stag (+65 pts). A Glade Captain may have magic items up to a total of 50 pts.

Equipment: A Glade Lord has a hand weapon, Asrai longbow and light armour.

Special Rules: Always Strikes First, The Arrow of Kurnous, Forest Stalker

SPELLSINGER..... 80 points per model

	M	WS	BS	S	T	W	I	A	Ld
Spellsinger	5	4	4	3	3	2	5	1	8

Troop Type: Infantry (Character)

Options: A Spellsinger may have an Asrai Longbow (+5 pts). A Spellsinger may be upgraded to a Level 2 Wizard (+35 pts). A Spellsinger may be mounted on an Elven Steed (+20 pts), Great

Eagle (+50 pts) or a Unicorn (+60 pts). A Spellsinger may have magic items up to a total of 50 pts.

Equipment: A Spellsinger has a hand weapon.

Magic: A Spellsinger is level 1 Wizard who uses spells from the

Special Rules: Always Strikes First, Blessings of the Ancients, Forest Stalker

MOUNTS

	M	WS	BS	S	T	W	I	A	Ld
Elven Steed	9	3	0	3	3	1	4	1	5
Forest Dragon	6	6	0	6	6	6	3	5	8
Great Eagle	2	5	0	4	4	3	4	2	8
Great Stag	9	5	0	5	4	3	4	2	7
Unicorn	10	5	0	4	4	3	5	2	8

Troop Type: War Beast (Elven Steed), Monstrous Beast (Great Eagle, Great Stag, Unicorn), Monster (Forest Dragon)

Special Rules:

Elven Steed: Fast Cavalry

Forest Dragon: Fly, Forest Spirit, Large Target, Scaly Skin (3+), Soporific Breath, Terror

Great Eagle: Fly

Great Stag: Fear, Forest Spirit, Impact Hits (D3)

Unicorn: Fear, Forest Spirit, Impale, Magic Resistance (2)

Impale: A Unicorn's close combat attacks have a +2 Strength bonus on a turn in which it charges.

Soporific Breath: A Forest Dragon has a Strength 2 Breath Weapon. Armour saves taken against Wounds caused by Soporific Breath suffer a -3 penalty. All models in a unit that suffers one or more hits from Soporific breath gain the Stupidity special rule for the remainder of the game.

CORE UNITS

GLADE GUARD 12 points per model

	M	WS	BS	S	T	W	I	A	Ld
Glade Guard	5	4	4	3	3	1	5	1	8
Lord's Bowman	5	4	5	3	3	1	5	1	8

Unit Size: 10+ **Troop Type:** Infantry

Options: Any unit may promote a Glade Guard to a musician (+10 pts), standard bearer (+10 pts) or Lord's Bowman (+10 pts). One unit of Glade Guard may carry a magic standard worth up to 25 pts.

Equipment: Glade Guards have a hand weapon and Asrai longbow, and may have either Hagbane tips (+3 pts per model), Trueflight arrows (+3 pts per model), Moonfire shot (+4 pts per model), Starfire shafts (+4 pts per model) or Arcane Bodkins (+5 pts per model).

Special Rules: Always Strikes First, Forest Stalker

ETERNAL GUARD 11 points per model

	M	WS	BS	S	T	W	I	A	Ld
Eternal Guard	5	5	4	3	3	1	5	1	9
Eternal Warden	5	5	4	3	3	1	5	2	9

Unit Size: 10+ **Troop Type:** Infantry

Options: Any unit may promote an Eternal Guard to a musician (+10 pts), standard bearer (+10 pts) an Eternal Warden (+10 pts). Any unit of Eternal Guard may carry a magic standard worth up to 25 pts.

Equipment: Eternal Guards have an Asrai spear, hand weapon and light armour, and may have shields (+1 pt per model).

Special Rules: Always Strikes First, Forest Stalker, Stubborn

DRYADS 11 points per model

	M	WS	BS	S	T	W	I	A	Ld
Dryad	5	4	4	3	4	1	5	2	8
Branch Nymph	5	4	4	3	4	1	5	3	8

Unit Size: 10 **Troop Type:** Infantry

Options: Any unit may promote a Dryad to a Branch Nymph (+10 pts).

Special Rules: Fear, Forest Spirit, Hatred

GLADE RIDERS 19 points per model

	M	WS	BS	S	T	W	I	A	Ld
Glade Rider	5	4	4	3	3	1	5	1	8
Glade Knight	5	4	5	3	3	1	5	1	8
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+ **Troop Type:** Cavalry

Options: Any unit may promote a Glade Rider to a musician (+10 pts), standard bearer (+10 pts) or Glade Knight (+10 pts). One unit of Glade Riders may carry a magic standard worth up to 25 pts.

Equipment: Glade Riders have an Asrai spear, hand weapon and Asrai longbow, and may have either Hagbane tips (+3 pts per model), Trueflight arrows (+3 pts per model), Moonfire shot (+4 pts per model), Starfire shafts (+4 pts per model) or Arcane Bodkins (+5 pts per model).

Special Rules: Always Strikes First (Riders only), Ambushers, Fast Cavalry, Forest Stalker

SPECIAL UNITS

WILDWOOD RANGERS 11 points per model

	M	WS	BS	S	T	W	I	A	Ld
Ranger	5	5	4	3	3	1	5	1	9
Warden	5	5	4	3	3	1	5	2	9

Unit Size: 10+ **Troop Type:** Infantry

Options: Any unit may promote a Wildwood Ranger to a musician (+10 pts), standard bearer (+10 pts) or Wildwood Warden (+10 pts). Any unit of Wildwood Rangers may carry a magic standard worth up to 25 pts.

Equipment: Wildwood Rangers have a great weapon and light armour.

Special Rules: Always Strikes First, Forest Stalker, Guardian of the Wildwood, Immune to Psychology

Guardians of the Deepwood: If a model with this special rule is in base contact with at least one enemy model with either the Fear or Terror special rule, it has +1 Attack.

WARDANCERS 15 points per model

	M	WS	BS	S	T	W	I	A	Ld
Wardancer	5	6	4	3	3	1	6	1	8
Bladesinger	5	6	4	3	3	1	6	2	8

Unit Size: 5+ **Troop Type:** Infantry

Options: Any unit may promote a Wardancer to a musician (+10 pts), standard bearer (+10 pts) or Bladesinger (+10 pts).

Equipment: Wardancers have two hand weapons and any Wardancer or Bladesinger may exchange its hand weapons for an Asrai spear (+1 pt per model).

Special Rules: Always Strikes First, Forest Stalker, Immune to Psychology Shadow Dances of Loec., Skirmishers, Talismanic Tattoos

Talismanic Tattoos: A model with this special rule has a 6+ ward save.

Shadow Dances of Loec: At the start of each round of close combat in which they are fighting, models with this special rule (the dancers) choose one of the following dances, the effect of which lasts until the end of that turn or until a new dance is chosen. This is done before Impact Hits are resolved. All dancers in the same unit must choose the same dance. Dancers cannot choose the same dance in two consecutive rounds of combat.

Whirling Death: The dancers have the Armour Piercing and Killing Blow special rules.

Storm of Blades: The dancers have +1 Attack.

The Shadows Coil: The dancers have a +3 ward save.

Woven Mist: Enemy units in base contact with the unit receive no combat result bonus for extra ranks.

DEEPWOOD SCOUTS 13 points per model

	M	WS	BS	S	T	W	I	A	Ld
Deepwood Scouts	5	4	4	3	3	1	5	1	8
Master Scout	5	4	5	3	3	1	5	1	8

Unit Size: 5+ **Troop Type:** Infantry

Options: Any unit may promote a Deepwood Scout to a musician (+10 pts), standard bearer (+10 pts) or Master Scout (+10 pts).

Equipment: Deepwood Scouts have a hand weapon and Asrai longbow, and may have either Hagbane tips (+3 pts per model), Trueflight arrows (+3 pts per model), Moonfire shot (+4 pts per model), Starfire shafts (+4 pts per model) or Arcane Bodkins (+5 pts per model).

Special Rules: Always Strikes First, Forest Stalker, Scouts, Skirmishers

SISTERS OF THE THORN 26 points per model

	M	WS	BS	S	T	W	I	A	Ld
Sister of the Thorn	5	4	5	3	3	1	5	1	9
Handmaiden of the Thorn	5	4	6	3	3	1	5	1	9
Steed of Isha	9	3	0	4	3	1	4	1	5

Unit Size: 5+ **Troop Type:** Cavalry

Options: Any unit may promote a Sister of the Thorn to a musician (+10 pts), standard bearer (+10 pts) or Handmaiden of the Thorn (+10 pts). Any unit of Sisters of the Thorn may carry a magic standard worth up to 50 pts.

Equipment: Sisters of the Thorn have a hand weapon and Blackbriar javelins.

Special Rules: Always Strikes First (Riders only), Daughters of Eternity, Deepwood Coven, Fast Cavalry, Forest Stalker, Poisoned Attacks

Daughters of Eternity: A model with this special rule has a 4+ ward save.

Deepwood Coven: A unit of Sisters of the Thorn is considered to be a Level 2 Wizard that knows the spells *Shield of Thorns* (Lore of Life) and *Curse of Anraheir* (Lore of Beasts). This doesn't prevent other friendly Wizards from knowing the same spells. The unit receives an additional +1 to cast for each rank of 5 or more models it has, after the first, to a maximum of +3. Each time the unit casts a spell (or is targeted by a special rule that affects a Wizard), you must nominate one Sister or Handmaiden of the Thorn as the caster (or target) for the purposes of line of sight, range, etc. In the event of a Sisters of the Thorn unit rolling a miscast, do not roll on the Miscast table. Instead, the unit suffers D3 Wounds with no saves of any kind allowed.

WILD RIDERS 26 points per model

	M	WS	BS	S	T	W	I	A	Ld
Wild Rider	5	5	4	4	3	1	5	1	9
Wild Hunter	5	5	4	4	3	1	5	1	9
Steed of Kurnous	9	3	0	4	3	1	4	1	5

Unit Size: 5+ **Troop Type:** Cavalry

Options: Any unit may promote a Wild Rider to a musician (+10 pts), standard bearer (+10 pts) or Wild Hunter (+10 pts). Any unit of Wild Riders may carry a magic standard worth up to 50 pts.

Equipment: Wild Riders have an Asrai spear, hand weapon and light armour, and may have shields (+2 pts per model).

Special Rules: Always Strikes First (Riders only), Devastating Charge (Riders only), Fast Cavalry, Fear, Forest Stalker, Frenzy (Riders only), Talismanic Tattoos

TREEKIN 45 points per model

	M	WS	BS	S	T	W	I	A	Ld
Tree Kin	5	4	4	4	5	3	3	3	8
Tree Kin Elder	5	4	4	4	5	3	3	4	8

Unit Size: 3+ **Troop Type:** Monstrous Infantry

Options: Any unit may promote a Tree Kin to a Tree Kin Elder (+10 pts).

Equipment: Hand weapon

Special Rules: Fear, Flammable, Forest Spirit, Scaly Skin (4+)

WARHAWK RIDERS 45 points per model

	M	WS	BS	S	T	W	I	A	Ld
Warhawk Rider	5	4	4	3	3	1	5	1	8
Wind Rider	5	4	4	3	3	1	5	2	8
Warhawk	1	4	0	4	4	3	5	2	5

Unit Size: 3+ **Troop Type:** Monstrous Cavalry

Options: Any unit may promote a Warhawk Rider to a Wind Rider (+10 pts).

Equipment: Asrai spear, hand weapon and Asrai longbow.

Special Rules: Always Strikes First (Riders only), Armour Piercing (Warhawks only), Flying Cavalry, Forest Stalker, Predator's Descent (Warhawks only)

Predator's Descent: On a turn in which a Warhawk charges, it has the Killing Blow special rule.

RARE UNITS

WAYWATCHERS 20 points per model

	M	WS	BS	S	T	W	I	A	Ld
Waywatcher	5	4	5	3	3	1	5	1	8
Waywatcher Sentinel	5	4	6	3	3	1	5	1	8

Unit Size: 5+ **Troop Type:** Infantry

Options: Any unit may promote a Waywatcher to a Waywatcher Sentinel (+10 pts).

Equipment: Two hand weapons, Asrai longbow

Special Rules: Always Strikes First, Forest Stalker, Hawk-eyed Archer, Scouts, Skirmishers

Hawk-eyed Archer: Before a model with this special rule makes a shooting attack, decide whether it will make a *fast shot* or an *aimed shot*. If the former is chosen, the model's missile weapon has the Multiple Shots (2) special rule for the duration of that attack. If the latter is chosen, then armour saves cannot be taken against Wounds caused by the attack. Models in the same unit must choose the same type of shot.

GREAT EAGLES..... 50 points per model

	M	WS	BS	S	T	W	I	A	Ld
Great Eagle	2	5	0	4	4	3	4	2	8

Unit Size: 1+ **Troop Type:** Monstrous Beast

Special Rules: Fly

TREEMAN..... 225 points per model

	M	WS	BS	S	T	W	I	A	Ld
Treeman	5	6	6	5	6	5	2	5	9

Unit Size: 1 **Troop Type:** Monster

Options: Any Treeman may have Strangleroots (+20 pts).

Special Rules: Flammable, Forest Spirit, Large Target, Scaly Skin (3+), Stubborn, Terror, Three Whack

Tree Whack: A model with this special rule can choose to make a single Tree Whack in place of making his normal close combat attacks. If a model is making a Tree Whack, it must be declared before rolling To Hit. To resolve a Tree Whack, nominate an enemy model in base contact. That model must pass an Initiative test or suffer D6 Wounds with no armour saves allowed. A character with this special rule may make a Tree Whack in a challenge.

Upgrade:

Strangleroots: A model with this upgrade can make the following shooting attack:

Range	Strength	Special Rules
12"	5	Multiple Shots (D6+1)

HEIRLOOMS OF ATHEL LOREN

The following magic items are available to Wood Elf armies. These can be taken in addition to any of the magic items listed in the *Warhammer* rulebook.

The Spirit Sword: Magic Weapon. Armour saves cannot be taken against Wounds caused by the Spirit Sword. Furthermore, immediately when an enemy character, champion or monster suffers one or more unsaved Wounds from the Spirit Sword, both he and the wielder must roll 2D6 and add their respective Leadership values. If the wounded model's total is higher, or the totals are the same, nothing else happens. If the wounded model's total is lower, it immediately suffers a Wound for each point by which its total is exceeded, with no armour saves allowed. **85 pts**

Daith's Reaper: Magic Weapon. All failed To Hit and To Wound rolls made with Daith's Reaper must be re-rolled, as must successful armour saves taken against Wounds caused by this weapon. **50 pts**

The Bow of Loren: Magic Weapon. The Bow of Loren is an Asrai longbow with the Multiple Shots (A+1) special rule, which means it fires a number of shots equal to 1 plus the wielder's Attacks characteristic. It cannot fire enchanted arrows. **20 pts**

The Helm of the Hunt: Magic Armour. The wearer of the Helm of the Hunt counts his armour save as being one point higher than normal. Furthermore, the Helm of the Hunt grants the bearer the Devastating Charge special rule and +1 Weapon Skill on a turn in which he charges into combat. **20 pts**

Acorn of the Ages: Enchanted Item. One use only. At the start of the game, after the battlefield has been set up, but before deployment begins, place D3 Citadel Woods on the battlefield. A forest can be placed anywhere at least 1" away from another terrain feature and the edge of the battlefield. Once all forests have been placed, scatter each 2D6". If this scatter causes a forest to end up within 1" (or on top of) other terrain, or within 1" of the battlefield edge, reduce or increase the scatter by the smallest amount necessary to avoid the obstruction. When this has been done, declare which type of forest you want these to be – choose from the

types on the Mysterious Forest table. All forests created by the Acorn of Ages must have the same type. **100 pts**

Moonstone of the Hidden Ways: Enchanted Item. If the bearer's unit is wholly within a forest at the end of your Movement phase, and is not in close combat, it can forestwalk. If it does so, remove it from the battlefield and immediately replace it, wholly within any forest on the battlefield, in the same formation, but facing any direction. A forestwalking unit cannot be placed within 1" of an enemy unit or impassable terrain. A unit that forestwalks count as having marched in the Movement phase. **40 pts**

Hail of Doom Arrow: Enchanted Item. One use only. Model with Asrai longbow only. The Hail of Doom Arrow can be used instead of making a Shooting attack with the bearer's Asrai longbow. Declare that the Hail of Doom Arrow is being used before any dice are rolled. **30 pts**

Range	Strength	Special Rules
30"	4	Armour Piercing, Multiple Shots (3D6)

Calaingor's Stave: Arcane Item. The bearer generates one less spell than is normal for his Wizard level, but knows the Tree Singing spell given below. **100 pts**

Tree Singing: Cast on Cast on 8+. *Tree Singing* is an **augment** spell that targets a single forest within 18" of the caster. If there are no units within the forest, it immediately moves up to D6+1" in a direction of your choice. A forest cannot move to within 1" of units or terrain features. If there is at least one unit (friendly or enemy) within the forest, then the forest does not move. Instead, choose a single enemy unit at least partially within the forest; that unit immediately suffers 2D6 Strength 4 hits. The Wizard can choose to instead have this spell target all forests within 12". If he does so, the casting value of the spell is increased to 16+.

The Banner of the Eternal Queen: Magic Standard. The bearer has the Magic Resistance (3) special rule. In addition, once per game, all models in the same unit as the Banner of the Eternal Queen have the Unbreakable special rule until the end of the turn, or until the bearer is slain (whichever comes first). Declare you are using this ability at the start of any turn. **100 pts**

The Banner of the Hunter King: Magic Standard. All models in the same unit as the Banner of the Hunter King have the Vanguard deployment special rule. In addition, the bearer's unit re-roll their first failed charge of the game. **75 pts**

THE LORE OF HIGH MAGIC

When generating spells, a Wizard can swap a randomly generated High Magic spell for one of the lore's two signature spells. Wizards who know two or more spells from the Lore of High Magic can instead swap any two High Magic Spells for both of the lore's signature spells.

Ancients' Protection: Lore Attribute. Whenever a Wood Elf Wizard successfully casts a spell from this lore, and it is not dispelled, place a protection counter next to him once the spell has been resolved. Whenever the Wizard (or a model in the same unit as him) suffers an unsaved Wound and there are one or more protection counters next to him, remove a protection counter and treat the Wound as if it had been saved.

Drain Magic: Signature Spell. Cast on 7+. *Drain Magic* can be cast on any unit (friend or foe) and has a range of 18". If the target is a friendly unit, *Drain Magic* is an **augment** spell. If the target is an enemy unit, *Drain Magic* is a **hex** spell. In either case, all Remains in Play spells affecting the target unit are immediately dispelled, and the effects of all other spells on the target unit immediately come to an end. The Wizard can choose to have this spell target all units (friend and foe) within 18". If he does so, the casting value is increased to 14+.

Soul Quench: Signature Spell. Cast on 8+. *Soul Quench* is a **magic missile** with a range of 18" that causes 2D6 Strength 4 hits. The caster can choose for this spell to instead inflict 4D6 Strength 4 hits. If he does so, the casting value is increased to 16+.

1. Apotheosis: Cast on 5+. *Apotheosis* is an **augment** spell that targets a single model within 18". The target immediately regains a single lost Wound. The Wizard can choose to cast a more powerful version of *Apotheosis*. If he does so, the target instead immediately regains D3 lost Wounds, in which case the casting value is increased to 10+. Regardless of how many lost Wounds (if any) are recovered, the target also gains the Fear special rule until the start of the caster's next Magic phase.

2. Hand of Glory: Cast on 5+. *Hand of Glory* is an **augment** spell with a range of 18". The target unit's Weapon Skill, Ballistic Skill, Initiative or Movement (you choose which) is increased by D3 until the start of the caster's next Magic phase. The Wizard can choose to cast a more powerful version of this spell that instead increases all four characteristics (don't roll a separate D3 for each – make one roll and apply it to all four characteristics). If he does so, the casting value is increased to 10+.

3. Walk Between Worlds: Cast on 8+. *Walk Between Worlds* is an **augment** spell that targets a single unengaged unit within 24". The target gains the Ethereal special rule until the end of the phase and can immediately move up to 10" as if it were the Remaining Moves sub-phase. The Wizard can choose to cast a more powerful version of this spell, in which case the target instead gains the Ethereal special rule until the end of the phase and can immediately move up to 20" as if it were the Remaining Moves sub-phase. If he chooses to do so, the casting value is increased to 16+.

4. Tempest: Cast on 12+. *Tempest* is a **direct damage** spell. Place the large round template anywhere within 30" of the Wizard – it then scatters D6". All models hit by the template suffer a Strength 3 hit (models with the Fly special rule suffer a Strength 4 hit instead). If a unit suffers any unsaved Wounds from this spell, it suffers a -1 modifier to all To Hit rolls (both shooting and close combat) until the start of the caster's next Magic phase (shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) are lost).

5. Arcane Unforging: Cast on 13+. *Arcane Unforging* is a **direct damage** spell with a range of 24" that targets a single enemy model (even a character in a unit). The target suffers a single Wound on a dice roll greater than or equal to the model's unmodified armour save (models without any armour save cannot be wounded). No armour saves are permitted against a Wound caused by this spell. The owning player must then reveal to the caster all the magic items possessed by the target (if any). If the target has one or more magic items, randomly select one of them – the item is immediately destroyed on the roll of 2+ and cannot be used for the rest of the game. Note that this spell has no effect on magic items that are mounts, magic items that contain bound spells that have miscast during the game, and any magic items labelled as 'one use only' that have already been used during the game – do not include these when randomly selecting a magic item.

6. Fiery Convocation: Cast on 19+. Remains in play. *Fiery Convocation* is a **direct damage** spell with a range of 24". Every model in the target unit takes a Strength 4 hit with the Flaming Attacks special rule. At the end of every subsequent Magic phase, every model in the target unit suffers a Strength 4 hit with the Flaming Attacks special rule.

THE LORE OF DARK MAGIC

When generating spells, a Wizard can swap a randomly generated Dark Magic spell for one of the lore's two signature spells. Wizards who know two or more spells from the Lore of Dark Magic can instead swap any two Dark Magic Spells for both signature spells.

Wrath of the Wood: Lore Attribute. Whenever a Wood Elf Wizard successfully casts a spell from this lore, and the spell is not dispelled, place a vengeance counter next to each target once the spell has been resolved. Whenever a unit with vengeance counters suffers hits from the Lore of Dark Magic, remove those counters and increase the number of hits inflicted by D3 for each vengeance counter removed (roll separately for each counter).

Power of Darkness: Signature Spell. Cast on 8+. *Power of Darkness* is an **augment** spell that targets the caster's unit. All models in the target unit have a +1 bonus to their Strength characteristic until the start of the caster's next Magic phase. Then add D3 power dice to your power pool. If three dice are generated, the caster suffers a Wound with no armour saves allowed.

Doombolt: Signature Spell. Cast on 12+. *Doombolt* is a **magic missile** with a range of 18" that caused 2D6 Strength 5 hits. The Wizard can instead choose to cast a more powerful version, inflicting 4D6 Strength 5 hits. If they do so, the casting value is increased to 24+.

1. Chillwind: Cast on +. *Chillwind* is a **magic missile** with a range of 24" that causes 2D6 Strength 2 hits. If the target suffers any unsaved Wounds, all models in the unit suffer a -1 penalty to their Ballistic Skill characteristic until the start of the caster's next Magic phase.

2. Word of Pain: Cast on 9+. *Word of Pain* is a **hex** spell with a range of 24". All models in the target unit suffer -D3 to both their Weapon Skill and Ballistic until the start of the caster's next Magic Phase (roll once for both). The Wizard can instead choose to cast a more powerful version of the spell that also inflicts the -D3 penalty to their Strength and Initiative (to a minimum of 1). If they do so, the casting value is increased to 12+.

3. Bladewind: Cast on 9+. *Bladewind* is a **direct damage** spell with a range of 24". Every model in the target unit must pass a Weapon Skill test or suffer a Strength 4 hits with the Armour Piercing special rule.

4. Shroud of Despair: Cast on 10+. *Shroud of Despair* is a **hex** spell that targets all enemy units within 12". Until the start of the caster's next Magic phase, the targets cannot benefit from the Hold Your Ground! or Inspiring Presence rules. In addition, whenever a target unit fails a Leadership test of any kind, all target units (including the one that failed) suffer -1 to their Leadership until the start of the caster's next Magic phase (this effect is cumulative with itself).

5. Soul Stealer: Cast on 11+. *Soul Stealer* is a **direct damage** spell. Place the small round template anywhere within 18" of the Wizard – it then scatters D6". All models hit by the template suffer a Strength 2 hit with no armour saves allowed. Roll a D6 for each unsaved Wound inflicted by *Soul Stealer*. For each roll of 4+, the caster immediately gains a single Wound (to a maximum of 10). The Wizard can choose to extend the range of this spell to 36". If they do so, the casting value is increased to 14+.

6. Arnzipal's Black Horror: Cast on 15+. Remains in play. *Arnzipal's Black Horror* is a **magical vortex** that uses the small round template. Once the template is placed, the player then nominates a direction in which the Black Horror will move. To determine how many inches the template moves, roll an artillery dice and multiply the result by the caster's Wizard level. Any model touched by, or passed over by the template must pass a Strength test or be slain outright with no armour saves allowed (a model may take a single ward save, if it has one – the model remains in play if the save succeeds). If the result of the artillery dice is a misfire, centre the template on the caster and roll both a scatter dice and a D6. The template moves a number of inches equal to the result of the D6, in the direction shown on the scatter dice (if you roll a Hit!, use the little arrow shown on the Hit! symbol). In either event, in subsequent turns, the Black Horror travels in a random direction and moves a number of inches equal to the roll on an artillery dice. If a misfire is rolled in subsequent turns, the Black Horror collapses in on itself and is removed. A particularly brave Wizard can infuse *Arnzipal's Black Horror* with more power, so that it uses the large round template instead. If they do so, the casting value is increased to 25+.