

Wood Elf Special Characters



Ariel: Queen of Athel Loren 600 points

Ariel counts as a Lord and a Hero choice in a Wood Elves army. She must be used as presented here and may not be given any additional equipment, magic items or Spites. Ariel will always be the army General, even if Orion is also present.

Profile	M	WS	BS	S	T	W	I	A	Ld
Ariel	5	5	5	4	3	4	7	2	10

Magic: Ariel is a Level 4 Wizard and knows all of the spells from the Lore of Athel Loren. In addition, she gets +1 to cast any spells from the Lore of Athel Loren.

Equipment: Hand weapon, *Heartstone of Athel Loren*.

Special Rules

Fly, Forest Spirit, Terror

Elemental Form

Ariel is no longer a mortal Elf and is bound to the natural world with ancient and unbreakable ties. If she chooses to move using her ground movement, she may move through all forms of difficult terrain without penalty.

Aura of the Fey Queen

Ariel is one of the truly legendary individuals in the Warhammer world. All friendly units within 6" of Ariel are *Immune to Panic*.

Earthbind

If Ariel is endangered, the land itself will rise to protect her by entangling those who would threaten her. Any units declaring a charge on Ariel count as moving through Difficult Terrain for the duration of the turn. In addition, if Ariel flees from combat, any enemies attempting to pursue her roll an extra d6 when determining their pursuit distance and discard the highest result.

Heartstone of Athel Loren

A physical representation of the many ties that bind Ariel to the forest of Athel Loren, this gemstone protects her from the effects of hostile magics.

This item grants Ariel a Magic Resistance (2). In addition, if she successfully resists a spell targeted at her, the casting Wizard must immediately take a Leadership test. If he fails, he immediately loses a magic level and may not cast that spell for the remainder of the game.



Skaw the falconer 175 points

Skaw counts as a Hero choice in a Wood Elves army. He must be used as presented here and may not be given any additional equipment, magic items or Spites. Skaw may never be the army General.

Profile	M	WS	BS	S	T	W	I	A	Ld
Skaw	9	6	6	4	3	2	9	4	9
Skaw's Hawks	-	4	-	4	-	-	6	3	-

Equipment: *Cape of Feathers, Lash of Claws*.

Special Rules

The Falconer

Skaw is a member of an *Alter Kindred* (his profile increases are included in his profile) and so may not join units. In addition, such is Skaw's distance from Asrai society that he will never use the Leadership of the army General.

He has 3 birds of prey that he uses as missile weapons and in hand-to-hand combat. The range of each bird is 24" and they will always hit on a 2+ at Strength 4. In hand-to-hand combat, the birds give Skaw an additional 3 attacks at a Strength and Weapon Skill of 4.

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Cape of Feathers

Crafted by Skaw himself from hundreds of eagle feathers, the weave of this cloak is incredibly resilient to arrows and other missiles.

This item grants Skaw a 4+ Armor Save against all shooting attacks.

Lash of Claws

Each of the three thongs of this whip is tipped with the talons of a gigantic, and now extinct, bird of prey. Lighter than a normal lash, this weapon is a deadly tool in the hands of one such as Skaw, who is able to lacerate the flesh of a foe with the lightest stroke.

This whip allows Skaw to always strike first- if another character has this ability, resolve the Attacks in Initiative order. In addition, any model hit by the flail loses 1 Attack (down to a minimum of 1) for the remainder of that turn.

Naieth the Prophetess

170 points

Naieth counts as a Hero choice in a Wood Elves army. She must be used as presented here and may not be given any additional equipment, magic items or Spites.

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

Magic: Naieth is a Level 1 Wizard. She must choose her spells from the Lore of Athel Loren.

Equipment: Hand weapon, *Rod of Divination*, *Othu the Owl*.

Special Rules

Rod of Divination

Naieth carries a long rod, which is made of the willow twigs of many magical trees woven tightly together. Wherever this rod is thrust into the ground it has the power to tap the flow of magic and draw it to the surface.

Naieth adds one extra dice to the Wood Elf Power pool during their Magic phase. This die can be used by any of the Wood Elf Wizards.

Othu the Owl

Naieth is always accompanied by her faithful companion Othu the Owl. When not flying around the battlefield, Othu rests on Naieth's wrist. Naieth is able to understand the owl's twitterings and knows how to interpret his strange wisdom. It is said that many of her inspired prophecies indeed come from the owl. In battle Naieth sends Othu to swoop low over the battlefield where he will see where the fighting is fiercest and the danger is greatest.

Sometimes Othu will confer a clairvoyant capability to Naieth while he is hovering near an enemy target, which Naieth will in turn convey to Wood Elf units on the battlefield.

To represent this, the Wood Elf player moves Othu to an enemy unit someplace on the battlefield during his movement phase. Othu flies up to 20" in any direction and only needs to contact one model in the targeted unit to affect it.

During the Wood Elf shooting phase, all units shooting at the unit where Othu is located may re-roll failed rolls to hit. However, if a 1 is rolled after all re-rolls have taken place, Othu has been hit by friendly fire and is removed from play.

In all other respects, Othu cannot be targeted by opposing missiles, magic or weapons and is only removed when Naieth, herself, has been removed from play. Othu cannot use his abilities while Naieth is fleeing or engaged in close combat, as Naieth must concentrate for Othu to be effective.

Thalandor

460 points

Thalandor counts as a Lord and a Hero choice in a Wood Elves army. He must be used as presented here and may not be given any additional equipment, magic items or Spites.

Profile	M	WS	BS	S	T	W	I	A	Ld
Thalandor	5	6	4	3	3	3	6	2	9
Gwandor	2	5	0	4	5	4	4	2	8

Magic: Thalandor is a Level 3 Wizard. He must choose her spells from the Lore of Athel Loren.

Equipment: *Spear of Daith*, *Magic War Paint*, *Talisman of Qwarr*.

Mount: Rides Gwandor the Black, a Great Eagle of exceptional size.

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Special Rules

Spear of Daith

The Spear of Daith functions as a normal spear; conferring a +1 Strength bonus to Thalador when he is riding on Gwandor and charges.

In addition, the Spear of Daith can parry any opponent's hand-to-hand combat strikes on a dice score of 4+. The opponent nominates who will be attacking Thalador (not his mount) and the total number of attacks is determined. Thalador rolls a d6 for each attack directed at him; parrying that blow on any roll of a 4+. The remaining attacks are then rolled against him.

Magic War Paint

Thalador wears magic war paint that confers a 6+ Ward Save to him. Gwandor does not benefit from this Ward Save.

Talisman of Qwarr

Ancestor of Gwandor and one of the mightiest Great Eagles, Qwarr perished in an epic battle to slay the ravenous dragon Grathgol in the Pine Crag. His mighty talons and beak were preserved and made into a talisman that is hung around the neck of Gwandor.

The Talisman of Qwarr confers a 4+ armor save to Gwandor. In addition, it confers this armor save to Thalador as long as Thalador is riding Gwandor the Black.

Lothlann the Brave

219 points

Lothlann is a Battle Standard Bearer and counts as a Hero choice in a Wood Elves army. As a Battle Standard Bearer he may not be your army's General and replaces the Battle Standard Bearer in the main list.

Profile	M	WS	BS	S	T	W	I	A	Ld
Lothlann	5	6	6	4	3	2	7	3	9
Elven Steed	9	3	0	3	3	1	4	1	5

Equipment: Hand weapon, light armor, *Battle Standard of Athel Loren*.

Mount: Rides an Elven steed.

Special Rules

Sacred Bearer

Lothlann performed feats of heroism in the Battle of the Creaking Yew, where his recovery of the fallen standard inspired the Elves of Loren to rise up and continue fighting through a time of desperation. It was his heroism that turned the tide of the battle.

Even though Lothlann wears only light armor, his being the Sacred Bearer for the army improves his armor save to 3+ while he is mounted on an Elven Steed.

Battle Standard of Athel Loren

Every generation of Elven maiden contributes strands of golden hair to the Battle Standard of Athel Loren, making it more magnificent and enchanted with each passing year.

All Wood Elf units within 6" of the banner receive two extra dice to all Dispel rolls against enemy spells that would affect the unit. A unit need only have one model within 6" for the Battle Standard of Athel Loren to benefit them.

Sceolan of the Oak Glades

142 points

Sceolan counts as a Hero choice in a Wood Elves army. He must be used as presented here and may not be given any additional equipment, magic items or Spites.

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

Equipment: Hand weapon, light armor, *Bow of Loren* (page 62 of the *Wood Elf Book*), *Buckler of Bronze*.

Special Rules

Buckler of Bronze

The Buckler of Bronze is treated like a normal shield. In addition, for each successful armor save in close combat, the blow of the opponent is deflected back onto them. The saved blow strikes the attacker using the strength of the attack (including the benefit of any weapon that may have been used).

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Durthu the Treeman 450 points

Duthrur counts as a Lord and a two Hero choices in a Wood Elves army. He must be used as presented here and may not be given any additional equipment, magic items or Spites.

Profile	M	WS	BS	S	T	W	I	A	Ld
Durthu	5	6	0	6	6	6	1	5	8

Special Rules

Treeman Ancient

As an incredibly old and powerful *Forest Spirit*, Durthu has no need for weapons to crush his foes. He follows all the normal rules for *Forest Spirits* and *Causes Terror*.

Tough Hide

Durthu's skin is gnarled and dense, even by Treeman standards. He has a scaly skin save of 3+. Whenever Durthu is wounded he treats the armor save modifier of the attack as being 1 less than it would normally be (for instance, Strength 5 would confer a -1 modifier).

One Tree Short of a Forest

Durthu has seen incursion after incursion lay waste to his beloved forest. He is *Stubborn* and may re-roll any missed rolls 'to hit' in close combat.

Unfortunately, his eagerness to extract revenge upon particularly vile forest despoilers often leads Durthu to fixate upon one particular enemy whom he judges to be the one most responsible. At the start of the game, the opposing player may nominate one of his own units as a group of ruthless, tree-killing individuals who are deserving of Durthu's ire. At the start of each Wood Elf compulsory move phase, Durthu must pass a Leadership test or move directly toward the chosen unit if it is visible and charge it if he can. If unable to charge it, he may charge another unit if it will bring him closer to the chosen unit.

Strangle Roots

Durthu can plunge his roots into the ground, only to have them re-emerge from the soil many feet away to clutch and tear at the foe. The treeman may use this ability during the Shooting Phase and may be used even if Durthu marched. Pick one unit within 6" which does not have to be in Durthu's line of sight. That unit takes an artillery die of Strength 4 hits (Strength 5 if the target is at least partially in a woods). On a misfire, nothing happens.

Tree Singing

Durthu may cast the Tree Singing spell twice each Magic Phase. This spell is a Bound Spell with a Power Level of 3.

Unburden of Thieflings

Durthu is infested with Spites possessed not only of seemingly inexhaustible, malicious energy, but also a kleptomaniac streak a league wide. When these spites swarm over the target, they use their razor sharp claws to filch anything that takes their fancy.

The spites act as a missile weapon with a range of 12" that always hits on a 4+ and inflicts d6 Strength 2 hits. The spites and the Strangle Root attack may target different units. In close combat, these spites give Durthu an additional d6 Strength 2 Attacks. Any enemy units that suffer Wounds from the Unburden of Thieflings (in shooting or the close combat phase) suffer from the effects of the spell Transmutation of Lead for the remainder of the game.

Tree Whack

Durthu is an unstoppable force, able to smash things that would be proof against other weapons with a single well-chosen strike. Rather than making his normal attacks, Durthu may choose to make a single Strength 10 Attack that causes d6 Wounds.

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Scouts of Scarloc

149 points

Scarloc and his Scouts may be taken as a single Rare Unit choice for your Wood Elves army

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

Unit Size: Scarloc and 4 Wood Elf Scouts, including a musician and standard bearer, cost 149 points. You may add up to 5 more Scouts to the unit at a cost of 19 points per model.

Equipment: Light armor, shield & Longbow. Scarloc possesses the *Hail of Doom Arrow* found in the Wood Elf rulebook on page 64.

Special Rules

Skirmish, Scouts. As a Dogs of War Unit, any army allied to the Wood Elves may use Scarloc and his Scouts. Victory Points are awarded only for the removal of the unit (or half points for reducing the unit to half strength). Points are not awarded for the slaying of Scarloc as he is the Champion of the unit.

Wychwethyl's Wild Wardancers

186 points

Wychwethyl and his Wild Wardancers may be taken as a single Rare Unit choice for your Wood Elves army

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

Unit Size: Wychwethyl and 4 Wardancers, cost 186 points. You may add up to 10 more Wardancers to the unit at a cost of 18 points per model.

Equipment: Wardancer weapons. Wychwethyl also carries the *Drum of Orcskin*.

Special Rules

Skirmish, Shadow Dances of Loec, Immune to Psychology, Talismanic Tattoos. As a Dogs of War Unit, any army allied to the Wood Elves may use Wychwethyl and his Wild Wardancers. Victory Points are awarded only for the removal of the unit (or half points for reducing the unit to half strength). Points are not awarded for the slaying of Wychwethyl as he is the Champion of the unit.

Wychwethyl

As Wychwethyl carries a magic drum, he is treated as the unit's musician and unit Champion. Therefore, Wychwethyl's unit benefits from having a musician as long as he is with the unit. As a unit champion, he has the ability to issue and accept challenges.

The Drum of Orcskin

Once per game, Wychwethyl can beat on the Drum of Orcskin when sounding a charge for his Wild Wardancers. His unit adds +d6" for the charge they declare when Wychwethyl sounds the drum (roll after declaring the charge). If the charge is failed, the unit will not add the extra d6" to its failed charge movement.

Dance of Doom

In addition to the Shadow Dances of Loec, Wychwethyl knows the ancient Dance of Doom. He can choose to use this dance while the other members of the unit are using another dance. However, like the other Shadow Dances of Loec, Wychwethyl may not use this dance in two consecutive turns of the same combat engagement. When not using the Dance of Doom, he must use the same Wardance as the rest of the troupe.

When using the Dance of Doom, Wychwethyl may make additional attacks in his close combat phase. The number of additional attacks is equal to half the Unit Strength of all enemy models in base contact with him, rounding up. For example, if in base contact with a single, unmounted model (Unit Strength 1), he would add 1 attack to his profile. If in base contact with 2 Ogres (combined Unit Strength of 6), he would get 3 additional attacks. If fighting a challenge, only the Unit Strength of the opponent is counted.

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Gruarth the Beastmaster

129 points

Gruarth counts as a Hero choice in a Wood Elves army. He must be used as presented here and may not be given any additional equipment, magic items or Spites. He may not be the General of your army.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gruarth	5	6	6	4	3	2	7	3	9
Sabre-tooth	8	4	0	4	4	2	4	3	4

Unit Size: Gruarth is fielded with a pair of Sabre-tooth cats for the points cost indicated.

Equipment: Hand weapon, *Cape of Animal Hide*, *Binding Bolas*.

Special Rules

Cape of Animal Hide

The Beastmaster does not wear armor or carry a shield, but wears a Cape of Animal Hide that marks his kinship with wild beasts. It is treated as heavy armor and confers a 5+ armor save.

The Binding Bolas

The Binding Bolas are a thrown weapon that the Beastmaster may use once per game. It can be thrown up to 12" and follows all normal rules regarding thrown weapons.

If the Binding Bolas score a hit, the target must pass a Strength test on a d6 (a '6' always fails) or he is ensnared and can do nothing for the remainder of the turn. He may not move, shoot or fight. If he is charged he is unable to defend himself or flee and is removed as if he had been run down.

At the start of the ensnared target's turn, he may attempt to untangle himself by making a successful strength test. When this is done, the model may perform normally.

The Binding Bolas only work against a target with a Unit Strength of 1.

Sabre-tooth

Gruarth may not join other units, nor may other characters join the unit made up of Gruarth and his sabre-tooth cats.

Gruarth will often send his big cats out to chase down vulnerable victims (including those immobilized by the Bola). They may charge independently of Gruarth using their own movement rate. In this case, the sabre-tooths charge and Gruarth moves as normal, he may not charge a different target. Once the sabre-

tooth cats have been released they become a Fast Cavalry unit that may only ever be joined by Gruarth.

Gruarth's big cats are deployed alongside him and he may not decline a challenge when he is in a unit that includes the cats. Randomize missile fire against the unit normally.

If Gruarth is removed from play, the cats will also be removed if they are in a unit with him. Otherwise, they will operate as an independent Fast Cavalry unit.

If Gruarth breaks an enemy in close combat while he still has one or more cats accompanying him, he may send them to pursue (using 3d6) while he remains stationary. The cats become a separate unit, in this case, just as if they'd charged.

Victory Points are counted separately for each sabre-tooth killed, whether with Gruarth or not (20 points each). Because they are large felines, the sabre-tooth cats *Cause Fear*.