

Wood Elf Warband

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Wood Elf

Limitations

1-1 Wood Elf Captain
0-2 Wood Elf Wardancers
0-3 Wood Elf Waywatchers
0-2 Wood Elf Youngblood
Any number of Wood Elf Warriors

Profile	M	WS	BS	S	T	W	I	A	LD	Skills	Gold
Wood Elf Base Profile	5	4	4	3	3	1	6	1	8		40
Wood Elf Captain	5	5	5	3	3	1	6	1	9	LD 6" (+25)	75
Wood Elf War dancer	5	5	4	3	3	1	6	1	8	Choose 1 dance (+10)*	53
* May choose one Dance at time of creation only											
Wood Elf Waywatcher	5	4	4	3	3	1	6	1	8	Special Deployment (+10)	50
Wood Elf Warrior	5	4	4	3	3	1	6	1	8	-	40
Wood Elf Youngblood	5	3	3	3	3	1	6	1	7	-	35

Wood Elf Equipment List

Hand-to-hand combat weapons

Dagger (1st free) 2 gc
Sword 5 gc
Double-handed weapon 15 gc
Spear 10 gc

Armour

Light armour 20 gc
Shield 5 gc
Helmet 10 gc
Buckler 5gc

Missile Weapons

Bow 10 gc
Scouts Bow 15 gc

Warriors Equipment List

Hand-to-hand combat weapons

Dagger (1st free) 2 gc
Hand Axe 5 gc
Spear 10gc

Armour

Light armour 20 gc
Helmet 10 gc
Buckler 5 gc

Missile Weapons

Bow 10 gc
Long Bow 15 gc

Waywatchers Equipment List

Hand-to-hand combat weapons

Dagger (1st free) 2 gc
Sword 5 gc

Armour

Light armour 20 gc

Missile Weapons

Scouts Bow 15 gc

Wardancers Equipment List

Hand-to-hand combat weapons

Sword 5 gc (must buy pair at 10 gc)

Wardancer Dances

Whirling Death 20 gc
Woven Mist 10 gc
Flight of Eagles 10 gc

Wood Elf Skills

Scout Skills Special Deployment 10 Gold Crowns Added to cost

The scout has been using his skills of concealment to move ahead of the main force to keep an eye out for trouble, Make an initiative test for each scout in the force and if successful the scout has spotted the enemy before the attack, each scout that succeeds in his I test is able to deploy out of site after all other models have been deployed.

Wardancer Dances

The Wardancer may select one dance at time of army creation but may wear no armour

Whirling Death	20 gold crowns added to base cost
Woven Mist	10 gold crowns added to base cost
Storm of blades	10 gold crowns added to base cost

Whirling Death

The Wardancer enters a controlled frenzy, raining blow upon blow onto his assailant, Wardancer gains +1 Attack for this turn only

Woven Mist

the Wardancer enters a trancel ike dance consisting or mesmerising rhythmic motions, A single opponent must take a Ld test or require a 6+ to hit for this turn only

Flight of Eagles

As the Wardancer is charged at the last minute the Wardancer launches himself in the air to land directly behind his assailant, ready for the attack, when charged place the Wardancer model immediately behind his charger but with both models facing each other, all bonuses for charging are lost and combat continues in Initiative order.