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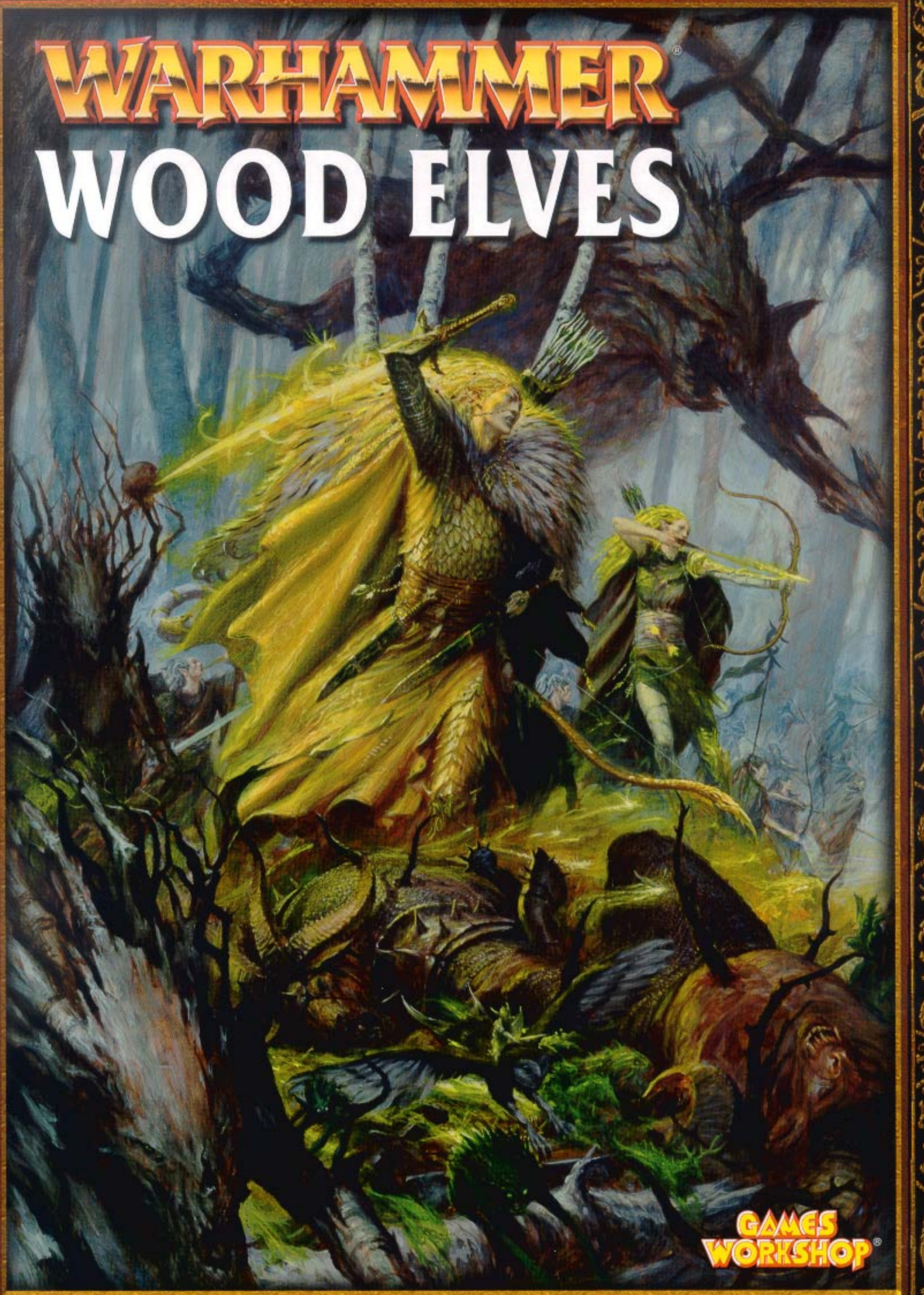
WOOD ELVES



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The Wood Elf Army

The inhabitants of Athel Loren are mysterious and secretive beings, rarely seen beyond their forest homeland and thus little understood by the outside world. In the defence of their woodland realm, the Wood Elves and their allies are deadly and unforgiving.They follow a path walked by no other, and often appear capricious or cruel, though in truth each harmful act they perform is always balanced by one of beneficence.

The Wood Elves are an elite army, formed around a core of highly skilled Elf archers and supported by the mysterious spirit beings of Athel Loren. They are a secretive and mercurial folk who seek only to preserve the continued safety of the forest in which they dwell. Those who are foolish enough to set foot within their woodland realm, or otherwise threaten the sanctity of Athel Loren, invite the fury of the Wood Elves, whether in open combat or through sudden ambush. All Wood Elves are archers of unparalleled skill, but other martial disciplines can also be found amongst their warriors. The Glade Riders and Warhawk Riders are swift and skilful beastmasters, striking with speed before the foe can react. The Wild Riders are deadly and relentless huntsmen driven by the ferocity of the ancient god Kurnous whilst the Eternal Guard are stoic and determined warriors who will fight to the death for their lords and home. In contrast, the Wardancers of Loec are the most agile of all Wood Elves, whose grace and sublime skills are used to lethal effect in battle. The skills at the command of the Wood Elves are immense and varied yet, when they go to war, they do not go alone.

When danger threatens the forest, Athel Loren itself awakes to confront the assailant. The curious sentience of the ancient wood manifests itself in many different ways, from the lithe and spiteful Dryads, the legions of ephemeral Spites, gnarled and tough Tree Kin, to the most powerful beings within Athel Loren, the mighty Treemen. Against a common foe, Elves and forest creatures fight as one, combining the skill of the elder race with the sheer elemental power and ferocity of the forest. While the Eternal Guard, Glade Guard and Tree Kin form the backbone of the army, quicksilver Dryads, Wardancers and beast riders slip around the flanks, unleashing deadly and swift attacks upon the opposing army.

What's in this book?

This book breaks down into the following sections:

Athel Loren
This describes the roots of the Wood Elves and of their pact with the mighty forest of Athel Loren.

The History of the Wood Elves
This section explores the martial history of the Wood Elves and how their past, present and future entwines with the fate of the Warhammer world and, in particular, the noble Bretonnians and the children of Chaos, the Beastmen.

Guardians of Athel Loren
This section contains information on the Wood Elves and forest spirits of Athel Loren, providing full details about them and their rules.

Collecting Wood Elves
This section shows you how to begin collecting and painting your own Wood Elf army with invaluable ideas and guides from the 'Eavy Metal team.

The Army of the Wood Elves
Here you will find all that you need to take your Wood Elf army onto the battlefield. In this section, you will find the rules for mystical and powerful magic items, as well of the secrets of the potent magics practiced in Athel Loren.

At the end of this volume are details on some of the mighty heroes of the Wood Elves: Orion, King in the Woods, the embittered Dryad, Drycha, and the mysterious twins Naestra and Arahan.

Athel Loren

The oldest of all the forests of the Old World, its most ancient trees having grown from saplings seeded by the Old Ones' servants, Athel Loren is a mystical place whose shadow lies far across the land. Whether it was the Old Ones that granted strange life to these woods, or perhaps the coming of Chaos that awoke the trees, it is impossible to say. All that can be said is that in the dawn of time, the trees began to think in a way that trees are not meant to, and that they learned of feelings such as anger and hate. The forest became aware of itself, and of the other races crawling like insects upon the world, and it was not pleased with their intentions.

Standing stones carved with worn Elven runes mark the borders of this primeval realm, beyond which giant trees loom, their branches moving slowly, straining to escape the magical barrier of the watchstones. Roots twist and claw across the fern-covered rocks and loam, and low mists coil and spread throughout its hollows and glades. This verdant labyrinth unsettles even the most courageous soul; filled with movement glimpsed from the corner of the eye, strange noises and the feeling that one is being watched at all times. There is a slumbering awareness and a sense of watchfulness that permeates each leafy glade and winding track.

Dark forms move through the twisting branches and dense undergrowth; tiny darting shapes flit between the trees on the very edge of vision. Athel Loren sees and feels everything within its boundaries and is watchful and secretive, perfectly willing to destroy those that seek to enter. Only the insanely brave, mad or foolish dare to cross into Athel Loren, for the forest is a haunted place, filled with unquiet, malicious spirits.

The forest of Athel Loren defies the natural laws of the world and time flows strangely within its bounds. An individual that treks under the dark boughs for what may only seem like a couple of hours may, if he survives, return home to find that a hundred years have passed. Equally, one might wander lost within Athel Loren for decades, only to find that scant minutes have passed in the outside world. Athel Loren is more alive than any normal forest, and landmarks and glades shift and move. What was open clearing one night may be heavily wooded the next morning, and pathways often disappear or turn back on themselves within hours.

Most that try to enter Athel Loren find themselves constantly returning to where they started despite their best efforts to make headway. Even if they try and walk a straight path, they invariably find themselves turned around and facing out of the forest. Most travellers that persist in entering Athel Loren are found on its outskirts as little more than gibbering wrecks, their sanity shredded by whatever horrors they witnessed in the magical forest.

That is, if they ever return.

But there are those spirits whose hearts are not darkened to the other living creatures of the world. The fortunate or the worthy might occasionally find passage between the changing paths, guided perhaps by a welcome shaft of sunlight, or coming across a forest trail at an unexpected turn. So it is that there are always those that would dare the secrets of the dark forest to learn its secrets or drawn by fanciful tales of treasures and hidden knowledge to be won.

Throughout Athel Loren are the magical halls of the Elven lords. These places are filled with ghostly music, laughter that sounds like the wind blowing through trees in autumn, and soft glowing light. The mighty entrance doors to the Elven halls are woven from the trunks of ancient trees or delve into the turf of the hillside; they are hidden to those the Elves do not welcome, though they might pass within a few paces of such portals.

Those that enter through one of these strange gateways find themselves in a grand, beautiful cavern deep below the tree or hill. Roots can be seen far above, curving down from the roof of the hall to form elegant, interweaving pillars. Here the Wood Elves make their homes: fine structures of ethereal beauty. Elegant lanterns adorn the hall, filled with tiny flitting, glowing figures. Here the Wood Elves feast and celebrate the natural cycles of the forest, holding grand banquets of woodland game and free flowing, intoxicating Elven wines. The halls are alive with wild dancing, lilting laughter and melodic music. Boy children taken from the lands around the forest, destined never to grow old, joyfully serve their graceful Elven masters. It is not unheard of for outsiders, such as Bretonnian questing knights, to on occasion join an Elven feast, but it is a foolish individual indeed that would eat or drink the foodstuffs of the Elves without invitation.

Elves have dwelt around and within Athel Loren for almost five thousands years. Over this time they have become intrinsically linked with their forest home, and their nature has changed to reflect Athel Loren. Forsaking their ties to other Elven folk, the Wood Elves have become deeply secretive and suspicious, and shun all outsiders. They are the guardians of the forest, and their fate is utterly entwined with that of Athel Loren: if the forest were to die, the Wood Elves would die with it.

Capricious and unpredictable, the Wood Elves have been likened to a force of nature, neither truly good nor evil; Athel Loren and the Wood Elves are far removed from simple comparison with the values held by other races. Like a placid lake, the Wood Elves can appear serene, beautiful and enchanting, or as frightening and destructive as a storm. For every intruder that the Wood Elves guide out of Athel Loren, another is slain without question or remorse, and left where he falls to be claimed by the forest. Bones and skulls can often be seen on the outskirts of Athel Loren, many with arrows protruding from ribs or embedded in eye-sockets, before they are obscured and covered by twisting roots and undergrowth or taken away by forest animals.

Ever watchful and vigilant, the Wood Elves guard Athel Loren ceaselessly. Even those who enter the forest with no ill intention are regarded with suspicion and resentment, and will often come to a bad end. The Wood Elves have a distinct lack of interest in the goings on of the world outside of the forest, and care little for those who are not their own. On occasion they must take part in wars and battles beyond the borders of their forests, in order to save their homes from future threat, but this is rare indeed. If the Wood Elves could live their lives without interference from the world beyond their fey lands, then they would do so gladly. However, Athel Loren is constantly assailed by those that seek to invade and corrupt it, and so they must wage an unending battle against these despoilers.

Unparalleled archers and almost unnaturally stealthy, the Wood Elves are a deadly foe to face. Those that they slay will rarely have even glimpsed their enemy before being struck down by unerringly accurate arrows from the dense woods. Swift and silent, the Wood Elves erupt from the trees in sudden bursts of savagery, ruthlessly cutting down their enemies before vanishing like ghosts into the depths of the forest.

The History of the Wood Elves

For over 8,000 years of recorded history, the long-lived and graceful Elves have lived on their island home of Ulthuan. Over this time they have explored much of the world, sailing far from their home and discovering many new and unusual lands. For thousands of years they did not view any of these far away shores as places to settle, for their bountiful and varied island home provided all that they could wish for. It was only after Ulthuan was wracked by the forces of Chaos, and after the death of the first Phoenix King, Aenarion, the fiercest Elven warrior ever to live, that the Elves began to look at the lands beyond their coast as places to settle.

During the reign of the Phoenix King Bel Shanaar, who ruled Ulthuan more than four thousand years before the birth of the human hero Sigmar, the Elves began to colonise the world. While the barbaric ancestors of humans fought amongst themselves, the Elves became the undisputed rulers of the seas. Their elegant, white-sailed ships cut across the globe, and they mapped the oceans, charted the lands, and set up many settlements. The largest concentration of colonies were based in a land they named Elthin Arvan, which became known by the younger races as the Old World. They established contact with the Dwarfs, and a great era of trade and friendship began between the two races.

In the lands that would one day be known as Bretonnia, the Empire and Kislev, the Elves built tall, delicate towers of marble and gold. Many of the Elven colonists became strongly attached to their new homes, happy to make a new start and forget the unhappiness and strife that had plagued Ulthuan in the previous millennia, slowly recovering from the horrors that they had witnessed when Chaos had overrun the fair isle. While most of the Elves retained strong connections to Ulthuan over the following thousands of years, the first generations of Elves born within Elthin Arvan felt little attachment to their ancestral homeland. When strife once again began to assail Ulthuan, in the insidious guise of the Cult of Pleasure, many Elves chose to return to Ulthuan, but there were those who believed that the Phoenix King and his rule had little to do with their lives, and many of these Elves moved themselves further inland.

Athel Loren

It was these Elves who first encountered the strange and frightening forest that spread from the foothills of the Grey Mountains and the Vaults. The forest was filled with all manner of life, and the Elves constantly felt eyes upon them. At night they saw strange lights dancing in the darkness, and huge shapes lingered on the outskirts of the glades. Intrigued by what they saw, the Elves attempted to push deep into the dark forest, but found themselves thwarted at every turn.

Three times did the Elves send expeditions into the forest, each numbering nearly a thousand warriors. Of the first expedition, seven hundred Elves came out the wood scant hours after they had departed, with tales of many fruitless days spent travelling along shifting glades and pathways that curved back on themselves. The second expedition vanished without a trace. Of the third foray, only a single Elf returned, her face ashen and drawn, and her body lacerated and bloody. She died a day later, driven witless by her dreams. It was clear that the place perceived the Elves as a threat, and was actively resisting their attempt to dwell within its depths. The Elves realised that this magical forest was sentient – like one giant, all-encompassing living creature, and those that it saw as a threat, it would resist.

The Elves named the forest Athel Loren. They retreated to the outskirts and planted great magical waystones about the boundaries. Still some Elves would occasionally go missing, lured deep into the forest by beautiful, ghost-like nymphs, never to be seen again. Despite this, on the whole, Athel Loren seemed able to tolerate the Elves so long as they did not attempt to venture too far into its dark interior. Nevertheless, the Elves were inexplicably drawn to Athel Loren, and learnt to treat it with great respect.

The Sundering

Far away, an age of tragedy and resentment was dawning. The Phoenix King Bel Shanaar met with his death after being shamed by the insidious machinations of the black-hearted prince Malekith, who secretly desired the Phoenix Throne for himself. Malekith's madness became publicly known after he was horribly disfigured when trying to prove his claim for the throne by stepping willingly into the sacred flame of Asuryan. The Elven nobles rose against him, and drove him and his followers back to the prince's homelands of Nagarythe, in the north of Ulthuan. A new Phoenix King was elected and a bloody campaign ensued against the hate-filled Malekith and his followers. This was the time known as the Sundering, the time of great divide, when millions of Elves lost their lives and the Elven nation was ripped apart. Thus the Elves became a divided people, splitting to become the Dark Elves and the High Elves. The Dark Elves made pacts with daemons, and literally tore apart the realm of Ulthuan. With dark magics they shattered the land, and created the mighty floating fortresses known as the Black Arks. Filled with bitterness and hatred, the Dark Elves turned their backs on Ulthuan, swearing vengeance, and sailed west to Naggaroth.

The War of the Beard

More strife was to come in the following centuries, when the relationship between the increasingly arrogant High Elves of Ulthuan and the greed-filled Dwarfs was shattered, and another war began. Fatefully called the War of the Beard by the High Elves, it was those Elves living in the Old World who bore the brunt of the war. Many of the Old World Elves resented this war, launched by the new Phoenix King, Caledor the Second, from thousands of miles away on Ulthuan. The mighty armies of Ulthuan landed at the Elven city ports to face their enemies, and the Phoenix King demanded that the Elthin Arvan Elves fight alongside them. Most did so, but many of those living on the borders of Athel Loren refused to become involved. The resentment of the Elthin Arvan Elves grew, for it was the lands they called home that were being burnt and ravaged, their homes that were being razed to the ground and their children that were being slain.

The High Elf realm had been battered now by thousands of years of warfare and, after the death of Caledor the Second, the new Phoenix King Caradryel knew that his people could not sustain such conflict for much longer – especially as Malekith the Witch King was preparing his armies to invade Ulthuan. The Phoenix King could not fight a war on two fronts, so it was that he made the difficult decision to retreat from the Old World and abandon it to the Dwarfs and the rising race of Men. Word came to the Old World of the Phoenix King's decree – that if the colonists wanted the protection of his armies, they must return to their island homeland. Though this was greeted with uproar, the next decade saw the long retreat from the Old World, and the fledgling cities and towns of Elthin Arvan were abandoned.

The Elves living in the shadow of Athel Loren never considered returning to Ulthuan, for not one of them any longer felt ties with that land, and they declared themselves independent of the Phoenix Throne, taking the name Asrai for themselves. As much as they could, they had kept themselves out of the War of the Beard. However, now that the Elves had abandoned their cities, the Dwarfs were unopposed. As the first snows of winter began to fall, they marched from the mountains and descended into Athel Loren hacking and burning. This callous action drove the forest into a fury. Mighty Treemen awoke from their slumber and merciless Dryads manifested to fight the Dwarfs.

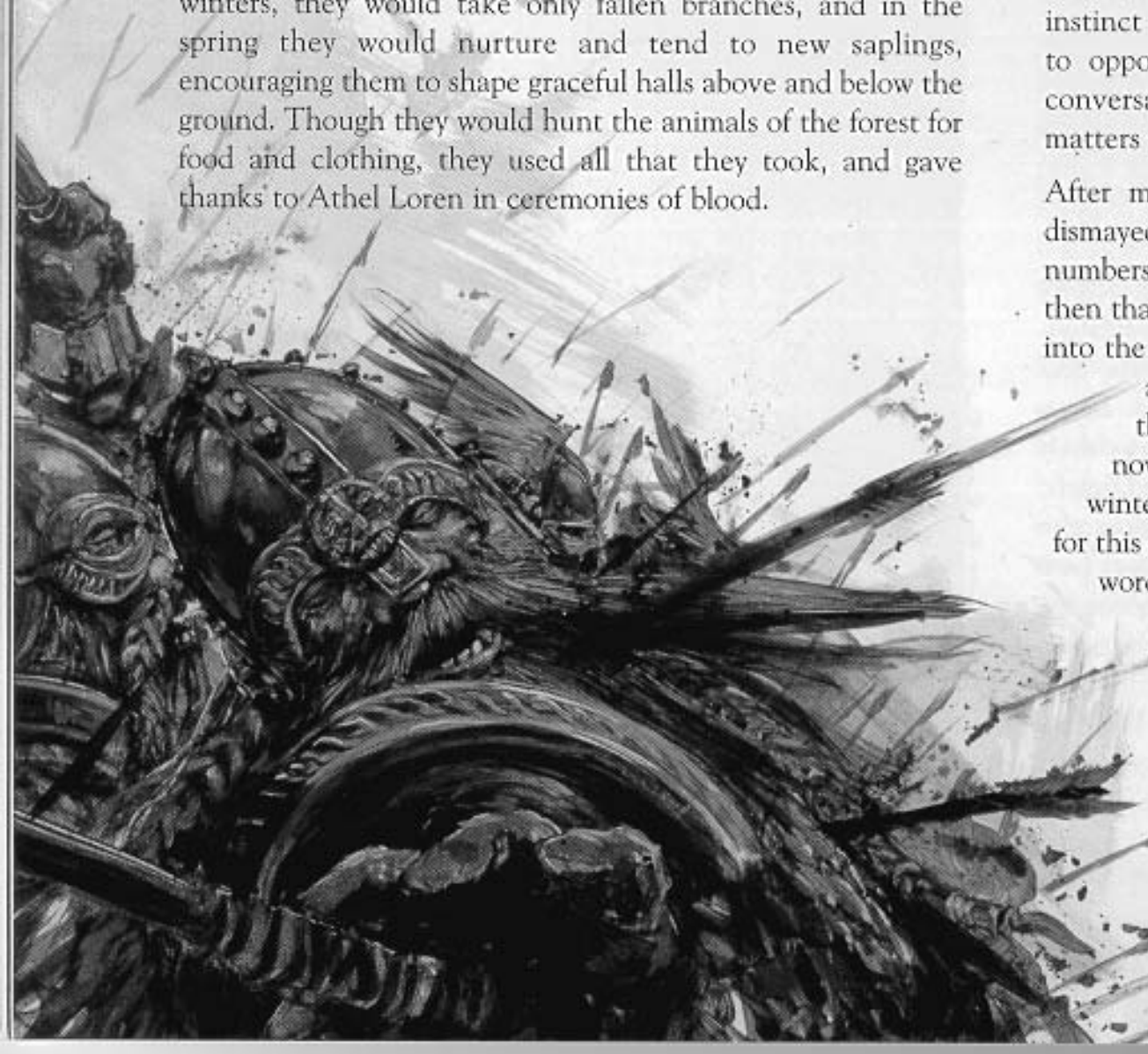
However, during the long winter months Athel Loren is at its most vulnerable, and these forest spirits were soon defeated. Athel Loren drew back from the encroaching Dwarfs, and opened up pathways that thrust them onto the Elven settlements. Thinking themselves under attack, it was then that the Elves intervened and they descended on the Dwarfs, filling the air with volleys of deadly arrows. Whenever the Dwarfs turned to face this threat, the Elves slipped away into the trees, circling back around the slow and cumbersome foe to attack them once again from a different angle. In this manner, the Dwarfs were slowly whittled down, and their advance parties slaughtered without a single Elven life lost. After countless running battles within the trees, the remaining Dwarfs retreated, having learnt to distrust the ancient and magical place.

The Birth of the Wood Elves

Following their victory, the Elves began to dwell deeper within the borders of Athel Loren, now fearing reprisals from the Dwarfs more than they did the capricious nature of the forest. In the years that followed, the Elves divided into different groups, called kindreds or kinbands, each individual seeking out the company of others with whom their ideals were in accord. With each kinband driven by different views and ideologies, it was only a matter of time before quarrels and disagreements broke out, and the Elves of Athel Loren began to separate and go their different ways. Each group pushed on deeper into the forest, deeper than any had previously gone. Strangely it seemed that the forest did not now resist them, indeed it seemed that Athel Loren now chose to open up many of its secrets to the kinbands.

At the very heart of Athel Loren, a wandering kinband of magi happened upon the Oak of Ages, a mighty tree, incredibly ancient and gnarled by the passage of time. It was here that one of their number, Ariel, truly spoke with the forest for the first time. Before long, many of the Elven magi were able to communicate with Athel Loren itself, and reasoned that the forest was slowly recognising the Elves as a beneficial force. This was particularly apparent in the icy winters of Athel Loren, for during these cold months, Athel Loren became virtually dormant.

It was then that the Elves, always respectful of all things natural, truly embraced Athel Loren as their home, for that was when Athel Loren truly embraced the Elves. More than that, they treated Athel Loren with the awe and reverence it deserved and demanded, seeing the essence of their ancestral gods in its seasonal cycles. They vowed never to take from the forest without giving back equally in service and sacrifice, and in this manner they slowly gained the trust of the forest. When the Elves needed wood to burn in order to survive the icy winters, they would take only fallen branches, and in the spring they would nurture and tend to new saplings, encouraging them to shape graceful halls above and below the ground. Though they would hunt the animals of the forest for food and clothing, they used all that they took, and gave thanks to Athel Loren in ceremonies of blood.



Yet even now, some tension remained between the Elves and their woodland home, for they were still two separate parts and not a single whole. The south-east corner of the forest, a shadowy and foreboding place, remained sealed to the Elves and all who attempted to enter it were lost forever. The great tree lord Durthu, scarred forever by the axes of the Dwarfs, treated the Elves, at best, with distrustful neutrality that bordered upon hostility. Yet the fates of Athel Loren and the Wood Elves would soon become irrevocably joined.

The Great Council

Eleven hundred and twenty-five years before the coming of Sigmar, the Dwarfs came once more to Athel Loren in the autumn months, marching down from the Grey Mountains and deep into the Pine Crags. With winter fast approaching, the spirits of the forest were rapidly becoming lethargic and could offer little resistance. Worse, the Elven kindreds of the Pine Crags were small and disorganised. Though the first Dwarven incursion was halted and repulsed, warhawk riders brought tidings that the rapacious tree slayers were assembled in even greater numbers in the high reaches of the Grey Mountains. So dire was this threat considered to be that a council of the kinbands was called – the first such gathering since the Elves had taken up residence within Athel Loren.

The great lords and ladies of the Wood Elves held council at the foot of the Oak of Ages, and even the trees of the glade crowded close, as if paying attention to what was said. Though not all the kindreds had sent representation, it remained an assemblage of great power and wisdom. The devotees of the trickster god, Loec, performed their ritual dances, and the seers and prophetesses read the skeins of fate in the stars and patterns of flame. In the firelit glade, the Elven sorceress Ariel found herself drawn to the lord of the greatest of the hunter kindreds, Orion. He was the bravest and most handsome of his folk as Ariel was the wisest and fairest of hers, a cunning hunter in whom thought and instinct melded as one. Whilst the council debated how best to oppose the Dwarfs, Ariel and Orion were deep in a conversation of their own, seemingly oblivious to the great matters that were discussed around them.

After many hours of debate and feasting, the Elves were dismayed for, even assembled and united as they were, their numbers were not sufficient to meet the Dwarfs in battle. It was then that Adanhu, greatest and eldest of the tree lords, strode into the glade, though not even the most keen-sighted of the assembled Elves had been aware of his presence until that moment. If the Elves were to strike the Dwarfs now, spoke the ancient one, before autumn faded into winter entire, the forest would fight at the side of the Elves, for this danger threatened them all. Emboldened by Adanhu's words, the Elves prepared their plans anew and, in their enthusiasm, were heedless of the ancient one's warning that a great sacrifice would be required of them.

As Adanhu addressed the council Ariel and Orion slipped away, apparently unnoticed by all as they left the glade and entered the deep wood. It was not

until many hours later, when the feast was over, that their absence was noted, an absence that provoked great anger from the assembled Elves for it was unheard of that an Elf would choose one from another kinband as lover. Enraged, the lords of the Asrai demanded that the two errant lovers were found and brought before the council.

The Elves hunted Ariel and Orion in the forest about the Council Glade for many long hours, until the golden rays of dawn pierced the leaves. Skillful as they were, the hunters could find no trace of their quarry's passage and, slowly, the lords' anger faded and their thoughts became suffused with concern. As the search wore on and hope became ever bleaker, the Elves sought Adanhu's aid, yet the great being remained silent in the face of their pleas. Mages attempted to converse with the trees, yet received no answers. Dryads were sought, yet none could be found. Reluctantly, and with great sadness, the Asrai nobles accepted that the lovers were lost to them and turned their thoughts to the battle ahead.

As autumn faded from the world, the Wood Elves marched into the mountains above the Pine Crags and brought the Dwarfs to battle. As Adanhu had promised them, the Asrai did not fight alone. To the Dwarfs it must have seemed as if all of Athel Loren had emptied, for mighty Tree Kin strode amongst the Elven lines, and great hosts of Dryads swarmed about their flanks – all of them preceded by the enraged form of Durthu, who strode ahead like an unstoppable force of nature as he sought to revenge himself in full upon the Dwarven race that had scarred him. Against this attack, even the stubbornness of Dwarfs could not endure and they retreated to their Holds. They did not trouble Athel Loren again for many hundreds of years, though the Book of Grudges contains numerous references to the battle they call Karaz-Zan.

The Winter of Woe

As winter fell upon Athel Loren, an icy wind whistled through the boughs of the forest and a chill gripped the land like never before. The forest grew still and the spirits of tree and earth slept away the long, dark nights, but this was to be no silent winter spent in slumber while awaiting the joyous return of spring. Driven by hunger and bloodlust, hordes of Orcs and Goblins poured down from the mountains, burning the trees of Athel Loren and hunting its beasts. The Elves fought bravely but the spirit of unity that had been forged to oppose the Dwarfs was lacking and they were forced to yield ground. In an orgy of wanton destruction, the Orcs built great pyres and pillars of smoke stained the sky with the ashes of the living wood of the forests. Midwinter came and went, the ground turned as hard as iron. Dark wolves hunted through the forest as the Orcs pushed deeper and deeper. Despite the efforts of the Elves, the green-skinned invaders were soon drawn up before the twisted form of the Oak of Ages itself.

Orc campfires burned throughout the night as the Elves readied themselves for battle, for the Asrai feared that the fate of the Oak of Ages would rule that of the forest. They did so with heavy hearts, for they did not believe that they could stand before the horde that opposed them, but resolved to die to the last in defence of their home. As morning broke, they saw that the forest was transformed. The winter snows were in retreat and blood red blossoms had pushed through the hard ground. The animals of the forest roused from their hibernation and a restlessness could be felt on the air, as of a mighty force awakening. Even as the Orcs prepared for battle, they too saw the signs of the forest's rebirth. The haunting cry of a mighty horn echoed on the wind, accompanied by the baying of hounds and the shrieks of birds of prey as they flocked from their roosts. Then a mighty form crashed through the woods, a pack of shadowy hunting hounds at his heels. Tall and muscular, the Elves recognised the awesome form of Kurnous himself, brandishing his mighty spear and bellowing his challenge to the Orcs. A fierce, primal energy swelled from Kurnous and all the Elves who looked upon him were filled with furious energy and power.

Kurnous smashed into the Orcs, slaying all before him in a whirlwind of destruction that was terrible to behold, his wild hunt sweeping forwards on howling winds, newly awakened Dryads swarming in his wake. Dark-pinioned ravens swooped down on the doomed Orcs and leaping hounds tore them apart with fang and claw. As the living god plunged deeper into the Orcish lines, the Elves charged forwards, their eyes afire with their god's furious power, and slaughtered the Orcs without mercy. As the sun set at the day's end, not a single Orc remained alive and the exhausted Elves followed the trail of destruction wrought by their god to the Oak of Ages itself. Here they discovered the enthroned figures of Ariel and Orion, now become aspects of Isha, the mother goddess of Elves and Kurnous the hunter. In a great council, all the Kindreds of the forest paid homage to Ariel and Orion, the Queen and King of the Wood.

In the aftermath of the battle, Ariel used her power to heal the damage that had been wrought, her touch infusing the ruined and desolate areas of the forest with new life. Thoughout the summer months Athel Loren knew relative peace, for any incursions were swiftly scattered by Orion's fury. Many Elves, the song of the hunt deep in their being, were drawn to the demigod's hunts and welcomed a portion of his power into their hearts. Thus they became the Wild Riders, the equerries of the King in the Wood whose service and rituals maintained the eternal spirit of the hunter. Summer faded into autumn, and whilst Ariel's powers remained as potent as first they had in the early days of spring, Orion's power gradually faded and his anger diminished until finally, as winter's iron grip took hold of the forest, he was all but spent.

As the snows closed on the forest, a mighty pyre was built in the centre of the King's Glade and its flames reached high into the night sky. As part of a ritual that would for evermore echo down the centuries, when midnight approached and the chill of winter was at its most biting, the Wild Riders and Orion marched into the clearing, and the King of the Wild Hunt stepped naked into the fire, the flames consuming him as he raised his arms to the heavens. All night the fire blazed, until the winter sun climbed over the Grey Mountains. In the cold light of day, no trace of Orion remained save his ashes. The Wild Riders bore the ashes away in silence and brought them to the Council Glade where Ariel took them deep into the Oak of Ages and sealed herself and the ashes of her consort away from the outside world.

In all the years since, as the snows retreat and the breath of spring is felt once more on the air, the forest has trembled with the waking dreams of Orion. The Wild Riders come for the Elf chosen to take up the mantle of Ariel's consort-king, though their selection is shrouded in mystery, even to the other Elves who hold it to be ill-luck to attract the attention of Orion's riders. The day before the vernal equinox, the Elf chosen to become the new King of the Wild Hunt is garlanded with new-blooming flowers and painted with mystical sigils before being led into the Oak of Ages. The following morning, on the first day of spring, Ariel awakens from her slumbers and the reborn Orion thunders from the trees, the wild hunt howling at his heels.

The Corruptor Awakens

It was in the decades after the Winter of Woe that Ariel first became aware of a malignant and abhorrent presence that would prove to be her nemesis. The existence of this being was of great offence to Ariel, standing for everything that she opposed, its very being antithesis to her. This creature the Wood Elves called Cyanathair, the Corruptor, though other peoples know it as Morghur, the Master of Skulls. Where it finds civilisation, it tears it down, and where it finds beauty, it despoils it. A twisted creature, a horrible mix of human and beast, Ariel recognised it as an immortal spirit of Chaos existing only to corrupt, to despoil, to cause pain, and it is this creature that the Wood Elves despise above all others. Cyanathair warps and distorts the fabric of the world into vile and hateful forms wherever its cursed hooves tread. Under its breath, healthy trees wither and contort into pained shapes, and grass shrivels and turns black under its gaze.

Ariel felt the taint of this creature, just as it too sensed her presence in the world and recognised her as adversary. It was at this time that the Beastmen first began to descend on Athel Loren, hacking and burning. These early forays were easily defeated by the Wood Elves and the spirits defending Athel Loren, but they proved to be just the beginning.

Around this time, human barbarians began to cross the Grey Mountains into the lands they later named as Bretonnia. The Elves had long abandoned this land, leaving in their passing only their abandoned elegant towers and settlements. Many of them had been ripped down and burnt, for Greenskins had overrun the lands with the retreat of the Elves and the Dwarfs. The superstitious and ignorant barbarians avoided these places, fearing that they were haunted. Warlike and fierce, these early Bretonni tribesmen began to cleanse the lands of the Orc and Goblin menace, as well as warring upon each other. Their early attempts to penetrate Athel Loren left very few survivors, and those unhappy few were stripped of their sanity. Athel Loren entered into folklore amongst the humans as a fey, haunted place, and they avoided it whenever they could, and most were respectful of its boundaries.

Two centuries after the arrival of the Bretonni, the cursed Beastman Cyanathair made his first attempt to claim Athel Loren. Responding to his silent call came thousands of Beastmen and other horribly mutated creatures, many of which travelled hundreds of miles to fight at his side. These creatures flocked to him, drawn by the will of the gods of Chaos. They swarmed from the vast tracts of uncontrolled forests over the Grey Mountains, crawled forth from their stinking caves in the Vaults and the Massif Orcals, and stalked out of the forests of Arden and Chalons to the west and north-west of Athel Loren. Thus began the first major conflict of an ongoing war that has continued to be waged ever since, known as the Secret War.

For the passing of many seasons Athel Loren was riven with warfare as Morghur strove to break Ariel's power, leaving the forest scarred and wounded. Part of Morghur's primal nature spoke to the forest's heart, and parts of Athel Loren rebelled. For a long and terrible year, the natural order of Athel Loren was disrupted, for Cyanathair could seemingly not be slain by the weapons of the Elves and recovered from even the most heinous of wounds, be they inflicted by an archer's arrow, or Orion's mighty spear. Worse yet for the Elves, the trees and spirits of Athel Loren did not succumb to Cyanathair's taint all at once. Countless times in battle with the beasts, the Elves would be on the brink of victory, only to have it snatched from their grasp as the madness of Cyanathair seized spirits that moments before had been their allies. This madness was not always lasting, but seemed to have a deep and enduring effect upon the Dryads, whose capricious and malevolent nature had only ever been held in check by the mighty Treemen.

This terrible conflict was only ended when Cyanathair was slain at the Battle of Anguish. The site of this battle, the Glade of Woe, still bears the mark of Cyanathair's death, where Coeddil, one of the most ancient tree lords, seized the beast-demon. As Morghur attempted to free itself, Ariel summoned all of her power and smote him a single blow that battered through the creature's defences and shattered his mutated form, whilst leaving Coeddil seemingly unmarked. A giant blackened and twisted oak tree, with branches like claws raised in anguish and outrage, marks the place where Cyanathair was slain, the place where his tainted life-blood was spilt. Alas, the tears of Isha appeared on the fair cheeks of Ariel, for as soon as the beast was slain, she could feel it being reborn in another forest, far away across the mountains. It seemed Cyanathair could not be destroyed so easily.

Twice more in the history of the Wood Elves the vile creature Cyanathair has been slain, once by the legendary Scarloc and his scouts, and once by the ancient and volatile Treeman Durthu, yet always it is reborn elsewhere, hungering to despoil Athel Loren. If he were to succeed, Athel Loren would be transformed into a nightmare place of horror and despair that would spread like a vicious plague across the Old World.

The Betrayal

Five hundred years after the Battle of Anguish, Athel Loren once more knew internal strife. The tree lord, Coeddil, driven perhaps by a last taint of Cyanathair's madness, and who had begun to harbour a deep resentment of the Elves, sought to disrupt the rebirth of Orion. That winter Coeddil and his Dryad handmaidens did not sleep, but bided until Ariel began her long sleep within the Oak of Ages. With much of the forest slumbering, and the Elves unaware of his intent, the ancient strode to King's Glade and slaughtered all he could find, for if no Wild Riders lived to lead the ritual of rebirth, Orion would be severely weakened, if indeed he could be summoned at all. Though the Wild Riders fought back, they were dulled by winter's grasp and their blades could not pierce Coeddil's thick hide.

As Elven blood was spilt upon the ground in King's Glade, Ariel was abruptly awakened from her slumber. In a great rage she sped to where the Wild Riders fought for their lives. Against Ariel's fury Coeddil and his followers could not endure, and she scattered the ancient's handmaidens before her and cast down the tree lord. Though she dearly wished to slay the spirits for the damage they had caused and the blood they had shed, Ariel could no more end their existence than sever a portion of her own soul, for Coeddil was still bound to Athel Loren, and Ariel was bound to the forest. Instead she banished the tree lord, and the Dryads who had followed him, to the dark and wild corner of Athel Loren, far in the south-east where no Elves dwelt. The Wildwood was then encircled with a fence of waystones, and Coeddil was imprisoned forever amongst the shadow-glades to brood upon his betrayal. Since that day, no Elf has set foot under the eaves of Coeddil's prison, for to do so is to walk with death as their only companion. Coeddil may silently contemplate his fate, but his handmaidens have been driven mad by their exile, and restlessly stalk the glades with cruel desires in their hearts.

The Bretonni

For the next thousand years the Wood Elves lived in virtual isolation, healing the hurt done to Athel Loren by the Beastmen, and viciously slaying any who dared to enter its boundaries. The Bretonni tribesmen had by now claimed the lands surrounding Athel Loren. The Wood Elves were content with this unofficial arrangement, for they seemed now to have an unwitting ally protecting the western fringes of the forest. However, this time of recovery was brought to an end when the Greenskin menace, always a dangerous threat, burst forth from mountain and cave to launch a massive and destructive attack upon the Bretonni. Worse, the borders of Athel Loren became constantly assailed, so that the defences of the forest were stretched to the limit. It looked as if the Bretonni would be destroyed, for they were a divided people and were being picked off one tribe at a time. The prophetess Naieth scried into the future, and saw on many of the twisting future threads that the survival of Athel Loren relied on the survival of these human neighbours. However, so great were the numbers attacking Athel Loren itself, that the Wood Elves could not spare any warriors to aid the Bretonni.

It was then that the vision of the Lady of the Lake appeared to a young Bretonni warrior-lord – Gilles the Breton. With this vision filling Gilles with strength and fiery resolve, he united the scattered tribes and rode across the lands, slaughtering the Greenskins in every battle. Urged on by visions of his goddess, he rode across the plains to the burning outskirts of Athel Loren. There, the Wood Elves rode out of the forest to join him, and fighting as one they broke the armies assailing Athel Loren, and rode them into the ground.

Thus an uneasy alliance was formed with the Bretonnians, though the Wood Elves are an unpredictable and mistrustful ally at best. King Louis the Rash, Gilles' son, formalised the alliance between the two people in a grand banquet ceremony that several Wood Elf emissaries endured. Indeed, some even believe that one of these emissaries has remained in Bretonnia ever since in disguise. It is rare, but not unheard of, for Elves of Athel Loren to fight alongside the Bretonnians in battle, only to disappear once victory has been won. Nevertheless, the Bretonnians still regard Athel Loren as a fearful, haunted place, and are right to be wary of it. There are many nights throughout the year when humble Bretonnians dare not venture out, but rather lock and bar their doors and pray to their Lady goddess to protect them, for fear that they will be caught up in the wild hunt of Orion, or be drawn into Athel Loren by malicious spirits, never to be seen again. Despite (or perhaps because of) such dangers, many knights enter its borders in order to fulfil quests or to prove their bravery, though most are never seen again.

The Battle of Pine Crags

In the year 1350 of the Imperial Calendar, a Dwarf expedition led by Grungni Goldfinder descended from the Grey Mountains into Athel Loren. The Elves regard the Dwarfs as destructive, greed-filled, ugly creatures oblivious to the beauty of the natural world, who burn the forests to feed their machines and spend their lives devoted to grubbing in the earth searching for precious metals and stones. As such, when Goldfinder and his warriors advanced along the Pine Crags ravine, the Elven Lord Findul, hatred burning within his heart, quickly gathered his forces to attack.

The Elves peppered the Dwarfs with bowfire, infuriating the proud Grungni. Wishing to face his foe toe-to-toe, if not eye-to-eye, he ordered his troops into tight shield-walls and marched towards the Elven line. Thus the Dwarfs were drawn further into the ravine. Brightly painted Dwarf Slayers recklessly raced at the Elves, and were led deep into the forest, where they were slowly picked off one by one without ever getting close to their enemy. Elven mages ensured that the retreat of the Dwarfs was closed, as the forest closed ranks and ensnared the Dwarfs in the trap. Grungni, realising he was surrounded, formed his followers into a solid square shield-wall, but his doom was already assured. The Dwarfs were slowly cut down by the withering fire from the Elves. Grungni was the last Dwarf left alive, and he stood surrounded by his slain kin, swearing and bellowing in rage. The sister-twins of the Pine Crags, the legendary Naestra and Arahen, finally slew him, simultaneously sending arrows thudding into his eyes. The bones of the Dwarf expedition now adorn the eyries and nests of the majestic eagles and vicious warhawks that dwell in the heights of the crags.

The Battle of the Cairns

Scattered through the wild heaths on the outskirts of Athel Loren are countless ancient burial cairns, mounds and barrows. Some of these were built by the first Elves that dwelt on the edge of the forest, though a great many of them are from early human barbarians. Many priceless and powerful artefacts were buried within these barrows, though the Wood Elves, respectful of such places and their long dead inhabitants, leave them as they have lain for countless centuries, slowly to be reclaimed by the forest. Nevertheless, there are many greedy tomb robbers who covet the riches within these tombs, and so the Wood Elves are constantly battling against

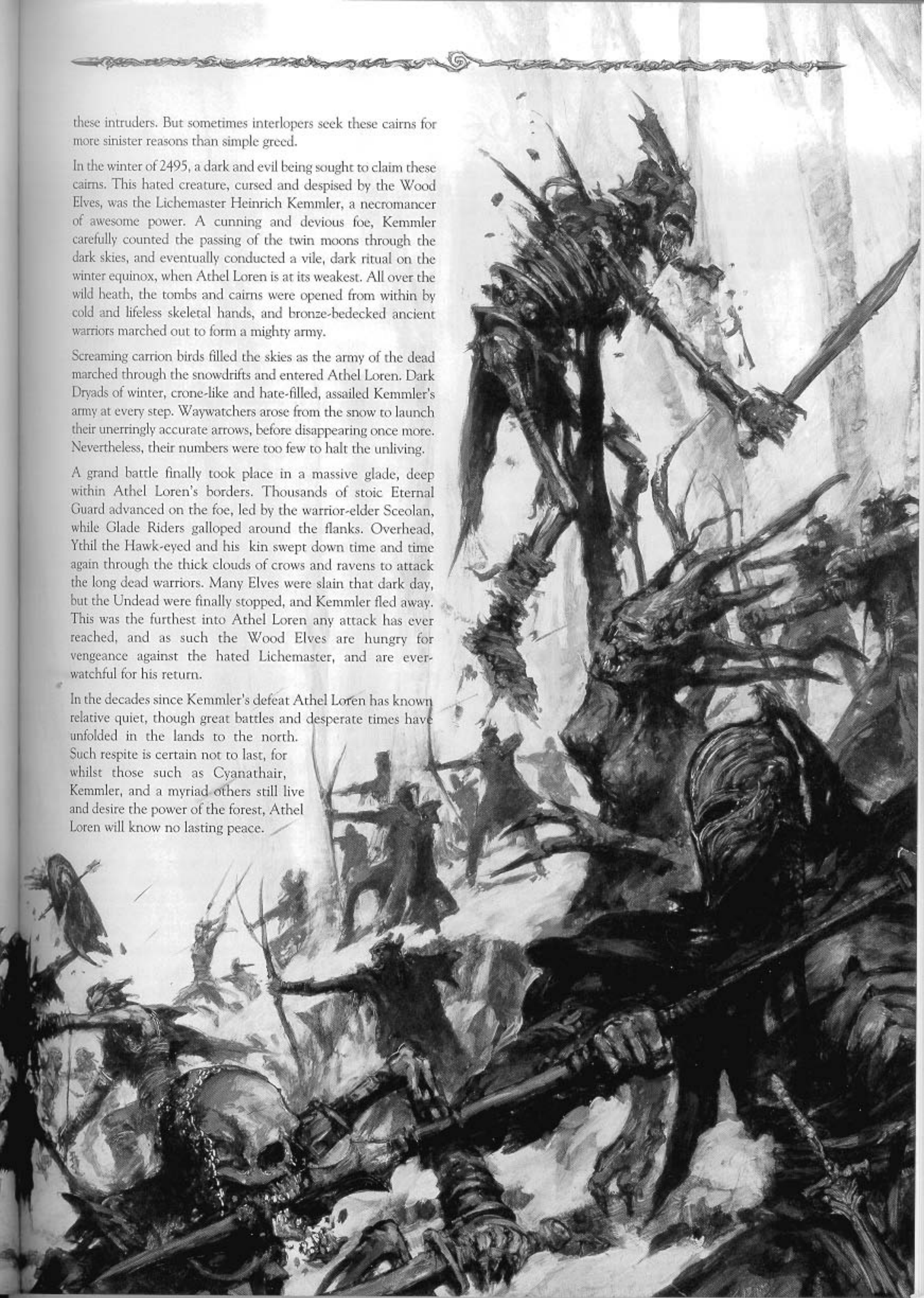
these intruders. But sometimes interlopers seek these cairns for more sinister reasons than simple greed.

In the winter of 2495, a dark and evil being sought to claim these cairns. This hated creature, cursed and despised by the Wood Elves, was the Lichemaster Heinrich Kemmler, a necromancer of awesome power. A cunning and devious foe, Kemmler carefully counted the passing of the twin moons through the dark skies, and eventually conducted a vile, dark ritual on the winter equinox, when Athel Loren is at its weakest. All over the wild heath, the tombs and cairns were opened from within by cold and lifeless skeletal hands, and bronze-bedecked ancient warriors marched out to form a mighty army.

Screaming carrion birds filled the skies as the army of the dead marched through the snowdrifts and entered Athel Loren. Dark Dryads of winter, crone-like and hate-filled, assailed Kemmler's army at every step. Waywatchers arose from the snow to launch their unerringly accurate arrows, before disappearing once more. Nevertheless, their numbers were too few to halt the unliving.

A grand battle finally took place in a massive glade, deep within Athel Loren's borders. Thousands of stoic Eternal Guard advanced on the foe, led by the warrior-elder Sceolan, while Glade Riders galloped around the flanks. Overhead, Ythil the Hawk-eyed and his kin swept down time and time again through the thick clouds of crows and ravens to attack the long dead warriors. Many Elves were slain that dark day, but the Undead were finally stopped, and Kemmler fled away. This was the furthest into Athel Loren any attack has ever reached, and as such the Wood Elves are hungry for vengeance against the hated Lichemaster, and are ever-watchful for his return.

In the decades since Kemmler's defeat Athel Loren has known relative quiet, though great battles and desperate times have unfolded in the lands to the north. Such respite is certain not to last, for whilst those such as Cyanathair, Kemmler, and a myriad others still live and desire the power of the forest, Athel Loren will know no lasting peace.



EVENTS

The Wood Elves do not measure time in the same way that others do. Indeed, in Athel Loren, time becomes nearly meaningless as it ebbs and flows at various rates in different places. For the Wood Elves there are only three times: The Time before Ariel and Orion (the Past), the Rule of Ariel (the present), and The Death of the Forest (the future).For the sake of simplicity and clarity, this time line is presented in accord with the Imperial Calendar (IC).

IC	Events
-4120	The Elves land in Elthin-Arvan, later known, by men, as the Old World. The Elven Prince Malekith befriends the Dwarf King Snorri Whitebeard and together the armies of the Elves and the Dwarfs begin to drive the remnants of Chaos from the lands. As the colonies prosper, wealth begins to flow back to Ulthuan.
-2840	The Phoenix King Bel Shanaar the Navigator visits the newly founded Dwarf city of Karaz-a-Karak and signs the pledge of eternal friendship between Dwarfs and Elves. Malekith remains as ambassador.
-1997	War breaks out between the High Elves and the Dwarfs and rages for two centuries. The Elf colonies in Elthin-Arvan bear the brunt of the hostilities and both nations become weakened by the conflict. Tor Alessi (later the Bretonnian port of L'Anguille) is besieged many times. Dwarfs chop down entire virgin forests to spite the Elves. Elves guard the forest of Athel Loren.
-1589	Caradryel the Phoenix King of Ulthuan recalls the High Elf armies from the Old World to combat the menace of the Dark Elves threatening Ulthuan. Many see the departure of the armies as a betrayal. Some colonists reluctantly abandon the Old World, but others decide to stay.
-1501	The last High Elf army departs from the Old World, leaving behind a few hardy colonists who refuse to go. These include those living on the edge of Athel Loren who are joined by others who abandon the coastal colonies. They declare themselves independent of the Phoenix Throne. They become known as the Wood Elves.
-1500-1000	The declining Dwarf empire is further shattered by earthquakes. From this time Orc and Goblin tribes pour over the lands pillaging the abandoned Elf cities and ruined Dwarf holds. Wood Elves guard Athel Loren from intruders.
-1125	The Winter of Woe. A huge Orc and Goblin army ravages Athel Loren. Orion and Ariel become King and Queen in the Wood, and Orion slaughters the Orcs.
-1095	Ariel becomes aware of the creature called Cyanathair, sometimes known as Morghur, Lord of Skulls.
-1000	The lands surrounding Athel Loren are settled by people of the primitive and warlike Bretonni tribes.
-815	The cursed Cyanathair launches a great war against Athel Loren, thus beginning the Secret War between the Wood Elves and the Beastmen.
-813	The Battle of Anguish, where Cyanathair is slain, though at great cost.
-700	The Kindred of the Wythel Glades leave Athel Loren and migrate over the Grey Mountains, passing into legend as the Lost Kindred. Cyanathair is reborn in the Drakwald forest, and begins to corrupt it into a twisted and dark place.
-650	Attempts to penetrate Athel Loren by the Bretonni leave only a handful of survivors, driven mad by the fey terrors, and the forest enters Bretonnian folklore as being a haunted, magical place.
-625	The Betrayal. Coeddil the Treeman attacks King's Glade, slaying many Wild Riders. Only Ariel's intervention prevents a great tragedy from unfolding by defeating Coeddil. She banishes him to the Wildwood and cages him with waystones.
-400	The eccentric Spellweaver, Ranu, uses his powers to create the Tower of the Eternal Wood. After he enters, the doors are sealed and refuse to open for any other.
-250	Dwarf traders, prospectors and treasure hunters begin penetrating the western Old World once again. Some enter Athel Loren and encounter the Wood Elves. Old grudges dating back to the War of the Beard are revived leading to bitter battles.
-15	Sigmar unites the tribes east of the Grey Mountains and forges the Empire.
700-900	Some foolish Bretonni warlords enter Athel Loren intending to carve out new domains. Some disappear without trace with their entire retinues, others flee the forest in terror. Henceforth no Bretonni dare enter the forest with hostile intent.
976	Gilles the Breton is visited by the Lady of the Lake. She blesses him and his comrades, and encourages them to band together to unite the Bretonni and rid the lands of evil. Gilles becomes the first of the Grail Knights, and the Lady of the Lake becomes the primary deity of the Bretonnian nobility.
977-978	The twelve famous battles of Gilles the Uniter. He rallies the Bretonni and rids the lands of evil in the name of the Lady of the Lake. His fourth great battle takes place on the edge of Athel Loren alongside the Elves, saving the forest from the axes of the Orcs.
995	Gilles the Breton is mortally wounded, and carried to a nearby lake. There he is placed on an unearthly ship, and sails into the mists to join with the Lady of the Lake. Some believe he lives on as the Green Knight.
1001	The Fay Enchantress is appointed to oversee the Bretonnians. She is also set the task of weeding out those humans who display magical powers but not the skill to control it.

1005 Louis the Rash, Gilles son, sends an envoy to the King and Queen in the woods and recognises Athel Loren as an independent realm. In return, Ariel and Orion offer friendship with Bretonnia.

1050 The Branchwraith Drycha passes beyond the boundaries of the Wildwood and meets with Coeddil. The two remain there for several months.

1137 The Wood Elves fight a great battle against Beastmen led by Cyanathair, within the Forest of Shadow, in the Empire. Spellsingers of great power manage to bind him with their magics and draw him into Athel Loren itself. Here he is slain by the ancient Treeman Durthu.

1203 The Wardancer Cirenivel travels deep into the Vaults of Winter. She defeats the guardian of the caves and retrieves many lost Elven artefacts.

1336 Duke Melmon of Quenelles disappears on the night of the Spring Equinox. Stories say he was caught up in the ghostly Great Hunt that is said to roam the skies on certain nights. Others say he wandered into Athel Loren, drawn there by fey lights.

1350 Battle of Pine Crags. A Dwarf army seeking treasure in Athel Loren meets its doom among the forested crags and ravines.

1400 The portals to the Tower of the Eternal Wood become unsealed. It is found to be completely empty – no trace can be found of the Spellweaver Ranu.

1578 The Bretonnian tournament of Guyenne takes place in which King Jules jousts with one of the fey folk of Athel Loren and is victorious.

1601 The High Elves of Ulthuan attempt a rapprochment with their estranged kin in Athel Loren. The emissaries meet with Ariel, who rejects the offer of closer ties with the High Elf court, and become lost in the forest on their departure.

1670 Battle of the Meadow Glades. An army marching from the Empire invades Athel Loren and is ambushed and routed.

1672 At the close of the year the High Elf emissaries finally emerge from Athel Loren near Quenelles, but are immediately assumed to be evil spirits by the Bretonnian peasantry. Heavily outnumbered, they are slain and their bodies burnt.

1673 The Wild Hunt inexplicably rides only through the lands controlled by Quenelles. The Duke and his family are all slain, save his youngest daughter, who is spirited away into the forest by Dryads.

1697 In the winter of this year, the warden of the Crystal Mere, Lady Elynett, thwarts an attempt made by Drycha to disrupt the waystones of Coethil's prison.

1703 Working under commission from Lady Findol, the master smith Daith creates the Spirit Sword. Findol refuses payment, claiming a non-existent fault with the blade, but relents when Daith rouses the forests against Findol's hall. Daith is never denied payment again.

1813 The Elves of Athel Loren come to the aid of the Bretonnians besieged at Brionne and Quenelles by the Skaven hordes. The Elf army joins up with the army of the Duke of Parravon and together they inflict a crushing defeat against the Skaven.

1925 Dwarven traders travelling to Parravon are attacked by Orcs out of the Grey Mountains. Much to the incredulity of the Dwarfs, a Wood Elf warband, led by Gwytherc the huntress, sallies out of Athel Loren and routs their attackers.

2007 The monstrous Cyanathair is once again destroyed by the Wood Elves. He is slain by Scarloc and his masterful scouts, pierced with a hundred arrows.

2202 Orcs chased out of Bretonnia during the Errantry Wars attempt to escape by hiding in Athel Loren. Such are their numbers, they reach as far as Durthu's heartlands, where they are finally crushed by Durthu, his handmaidens, and Railarian, the Guardian of the Blessed Grove.

2231 Ariel weeps as the Chaotic creature Cyanathair is reborn into the world. Several Warrior Kindreds shadow-walk to the Forest of Arden, passing unnoticed through Bretonnia in order to slay the foul beast while still a youngling, yet their attempt fails, defeated by teeming hordes of Beastmen. He begins to corrupt the Forest of Arden.

2285 Orion's Wild Hunt breaks through the borders of Athel Loren and rampages through Quenelles, as it does every summer solstice. However, this Wild Hunt causes absolute mayhem, levelling several villages and driving many Bretonnian peasants mad.

2336 A man emerges from Athel Loren claiming to be Duke Melmon of Quenelles. Within hours he ages dramatically, and dies within the day.

2495 Undead forces stirred up by the Lichemaster Kemmler attack the realm of Athel Loren in an attempt to invade Bretonnia, but are destroyed by the Wood Elves at the Battle of the Cairns. Kemmler escapes.

2512 Naieth the Prophetess has a vision showing the Death of Athel Loren. Ariel directs the nobles of the forest to begin hunting the Beastmen in the wider world.

2518 The Branchwraith Drycha attacks several villages in the vicinity of Parravon, leaving neither survivors nor a hint of motive.

2522 Ariel believes that Cyanathair rallies for yet another assault upon Athel Loren.

Army of Athel Loren special rules

Bodyguard
Eternal Guard are pledged to stand beside their lord even should the spectre of death come to claim them. When joined by a Wood Elf Highborn or Noble, a unit of Eternal Guard is Stubborn.

Eternal Guard Fighting Style
Different Eternal Guard kindreds employ different armament – some rely on Saearath (spear-staves) using the whirling blades to fend off enemy blows, others prefer more traditional spears and shields. Regardless of how Eternal Guard models are armed and armoured they have an Armour Save of 5+. They are considered to fight as if they were armed with two hand weapons in close combat if they are in base contact with an enemy. In addition, they may fight with an additional rank (as if armed with spears) to the front, although models doing so only get a single attack. Just like spears, the second rank cannot attack on the turn the unit charges.

Flying Cavalry
These units follow the rules for flyers as described in the main Warhammer rulebook with the following exceptions:

- Flying Cavalry are Unit Strength 2.
- They receive +1 to their Armour Save for being mounted.
- They are affected by spells, etc, that would affect cavalry.

Forest Spirit
The following rules apply to all creatures with the Forest Spirit special rule.

- Non-Forest Spirits may not join a Forest Spirit unit and vice versa. Treeman Ancients may never join units.
- Forest Spirits have a 5+ Ward Save. However, this save cannot be used against magical attacks (spells, magic weapons etc).
- All attacks by Forest Spirits count as being magical. This includes any special or ranged attacks they may have.
- Forest Spirits are Immune to Psychology.

Forest Stalkers
Clad in carefully woven raiments designed to help them vanish into the background, Waywatchers are almost impossible to spot. This means that the enemy suffers an additional -1 to hit modifier when shooting at them. In addition, Waywatchers are able to sneak up extremely close to their foes. Waywatchers are deployed at the same time as Scouts, and can be placed in one of two ways. Either place them exactly like Scouts, but with no minimum distance between them and the enemy, or place them in sight of the enemy (even in the open), but more than 12" away from them.

Asrai Archery
The Elves of Athel Loren are the most accomplished and deadly archers in the whole of the Warhammer world, surpassing even the skill of their High Elven brethren. Wood Elf longbows (including magical longbows) do not suffer the -1 to hit penalty for moving and shooting.

Forest Walkers
A lifetime spent in the confines of Athel Loren inevitably teaches how to move through woodlands without hindrance. All models in the Wood Elf army (except flyers using their flying movement) may ignore movement penalties for moving through woods.

Woodland Ambush
Wood Elves invariably fight battles on the borders of woodland, where the Spellweavers can encourage the trees themselves to intervene. In Pitched Battles, just after the roll for table sides, but before any units have been deployed, the Wood Elf player can place an extra wood (no larger than 6" in diameter) anywhere in his half of the table.

Glade Guard Longbows
The longbows carried by the Glade Guard are more powerful than those carried by other warriors in the Wood Elf army, such as Scouts or Waywatchers. Glade Guard longbows are Strength 4 at short range.

Hit-and-Run
On any turn that Warhawk Riders charge, work out combat as normal. If the Warhawk Riders lose the combat or the combat is a draw, they do not take a Break test but automatically fall back (this is treated like fleeing, except that it does not cause *panic* in nearby units, and the Warhawk Riders automatically rally at the end of the fall back move). The enemy cannot pursue them. If the Warhawk Riders win the combat, before the enemy takes its Break test, the Warhawk Riders may elect to fall back.

Regardless of whether the Warhawk Riders choose to fall back or not, the enemy must take a Break test as normal. If the Warhawk Riders elect to remain in combat then work out the results of the Break test and any pursuits as normal. This special ability may only be used on a turn that Warhawk Riders charge.

Impale
A Unicorn uses its horn much in the same manner as a knight uses a lance. When a unicorn charges into combat it receives +2 to its Strength.

Lethal Shot
All non-magical arrows shot by models with the Lethal Shot special rule have the Killing Blow ability at short range.

Poison Breath
Armour is of little use against the soporific fumes exhaled by the Dragons of Athel Loren. Their Breath Weapon has a Strength of 2 and an Armour Save modifier of -3.

Shadow Dances of Loec
In each round of combat that they fight, Wardancers must choose one of the following Shadow Dances to perform. They cannot choose the same dance in two consecutive turns of the same combat engagement.

Whirling Death – Each strike of a Wardancer's blade is made with uncanny precision, capable of severing a head or piercing a heart with one deceptively elegant stroke. While performing this dance, the Wardancers have the Killing Blow special rule.

Storm of Blades – The Wardancers rain blow after blow upon their opponent, moving with such speed that the eye cannot follow each distinct cut and thrust. While they perform this dance, each model in the unit is granted +1 Attack.

The Shadows Coil – With agile grace the Wardancers evade the clumsy attacks of their enemies, becoming almost impossible to strike. While performing this dance, the Wardancers have a 4+ Ward Save.

Woven Mist – The sinuous movements of this dance distract and confuse the enemy, allowing the Wardancers to strike before their foe can react. When performing this dance, each Wardancer reduces his or her total attacks by one but always strikes first in combat. If their opponent also has this ability, resolve attacks in Initiative order.

Strangle-root Attack
Treemen can plunge their roots into the ground, only to have them erupt elsewhere, clutching and tearing at the foe. This is a specialised Shooting attack that may be used even if the Treeman marched. Pick one unit within 6" – the target does not have to be in the Treeman's line of sight, but all other targeting restrictions apply. That unit takes an Artillery dice worth of Strength 4 hits (Strength 5 if the target is at least partially within a wood). On a misfire, nothing happens.

Talismanic Tattoos
Some Wood Elf warriors are adorned with all manner of tattoos and warpaint that grant them the blessing of their gods. A model with Talismanic Tattoos gains a 6+ Ward Save, and has Magic Resistance (1).

The Fury of Kurnous
In combat, the spirit of Kurnous imbues the Wild Riders with deadly vigour. On any round of combat in which the Wild Riders did not charge they gain +1 Attack.

The Wild Hunt
The otherworldy braying warhorns of the Wild Hunt cause a tremor in the hearts of all who hear them. As long as they have a Musician, when a unit of Wild Riders charges it causes *fear* until the start of the next Wood Elf turn.

Tree Singing
A Treeman may cast the spell *Tree Singing* (see page 79) in the same manner as a Bound Spell with a power level of 3. A Treeman Ancient may cast *Tree Singing* twice in each of his Magic phases.

Wardancer Weapons
Wardancers use a mix of weapons in their units, including pairs of swords, glaives and double-handed swords. To represent this, all Wardancers gain +1 Attack. In addition, they add +1 Strength to all attacks they make in the first round of combat when charging.

Guardians of Athel Loren

Elven Highborn and Nobles

The lords and ladies of Athel Loren have led the Asrai in peace and war since the Elves first came came to the forest. Wood Elf nobles commonly inherit rank according to the station of their birth, though it is not unknown for a valourous individual to be elevated to higher authority – he who is claimed by the Wild Riders to become Orion is often such a one. Several nobles command small kinbands whilst the most senior lords have authority over several leagues of the forest and, by extension, the Elves that live within that land. Some follow the ways of particular kindreds, learning the way of the Wardancer or Waywatcher should it prove to be the calling of their heart. Unlike the Elves of Ulthuan, and indeed much of the known world, most Wood Elves make no distinction between male and female when it comes to all duties, whether those responsibilities find their calling in war or peace. In the noble houses of Athel Loren, the daughter is as likely to inherit the family title and rank as the son – more so, in fact, in certain families whose reverance for Ariel borders on fanatiscm, or houses that culture the belief that the females make for less impulsive leaders than the males.

Each Highborn, no matter his or her relative rank, is required to keep his domain free from intruders, and has the ultimate responsibility over the area of the forest in which his followers dwell. Most often, this is a task that is accomplished by the noble's Eternal Guard and Glade Guard, though in more difficult times, he or she will entreat the spirits of the forest to lend aid to the cause. This one calling is held above all others, for the forest is sacrosanct to the Asrai and must be defended against those who would do it harm. Should a noble fail in his or her responsibility, it is not unheard of for them to hand their duties over to another. Leaving their great hall, they depart the safe paths of the forest and travel to the darker places of Athel Loren where the pathways twist in upon themselves and malicious spirits dart between the trees. There the noble will seek atonement with the spirit of Athel Loren. Some are not seen again save in dreams and memories, others return within a few hours of their departure but unnaturally aged, as though many decades had passed in that time. A very few return after many years, reinvigorated and filled with purpose by their communion with the forest.

When Athel Loren goes to war, the nobles direct the efforts of its armies, often commanding a varied yet lethal assortment of Elves and forest spirits. In the summer months, when the forest is strong enough to defend itself against most threats, many are caught up in the reckless abandon of Orion's great hunt, consumed by the purity of the pursuit of prey. Even so, there are always a handful of the most able war-leaders and their kinbands who remain within the borders of the wood, ready to defend their home to their dying breath.

	M	WS	BS	S	T	W	I	A	Ld
Highborn	5	7	6	4	3	3	8	4	10
Noble	5	6	6	4	3	2	7	3	9

Elven Mages

Like all of their race, the Elves of Athel Loren are intrinsically magical beings, their consciousness residing on the physical and magical planes in equal measure. In most, this talent is too weak to be developed, instead representing itself as occasional hunches and forebodings, but in some truly gifted individuals it can be shaped into a tool of great power. Such a boon is not without danger to the user, for raw magical energy is a fickle and destructive thing if drawn upon unwisely. The High Elven mages of Hoeth protect themselves from its ravages through a process of ritual and ceremony, using structure to control the sleeping beast. For the Wood Elves, however, their protection comes from an entirely different source, that of the forest of Athel Loren – the forest's natural web of consciousness forms both conduit and shield to the Elven mages who would draw upon this potent force.

As a result of this connection, Wood Elf mages have an altogether unique relationship with the forest. In some ways they are a part of greater intelligence, much as the Dryads, Spites and Treemen are, yet they retain their individuality in a way that the wood spirits do not. This bond allows them to commune with the forest, able to entreat with it on behalf of the Elven lords and ladies when their needs would otherwise go unnoticed – only the greatest of Tree-singers can rouse a slumbering Treeman before its time. Some particularly powerful mages can use their bond to reshape the forest itself, whether that means changing the course of a tree's growth or, more dramatically, reshaping the pathways within the forest to slow enemies or hasten the progress of the Elves. Such a process is by no means certain though, for the forest must be persuaded, or tricked, to do so and will often refuse such requests. As with almost all aspects of Wood Elf life, the path of the mage is trod by males and females in equal numbers, though female mages, often known as the Handmaidens of Ariel, are generally more powerful than the male; made so by Ariel's unique bond with Athel Loren.

The ability to shape and guide the forest is seen as a useful skill by more than just the Elves. Though the banished fey of Athel Loren's Wildwood have little use for the Asrai, they crave the ability of the Tree-singers and will go to any lengths and make any promises to lure them into their service. It is a rare thing for a mage to succumb to the will of the shadow fey. Even so, it is an ever-present peril and mages must always guard their minds against the constant whispers, particularly in the winter months when the power of the Wildwood's otherworldly shadow glades is at its height.

On the rare occasions that the Wood Elves willingly enter into discourse with other races, it is invariably the mages who perform diplomatic roles, travelling with small entourages to the courts of foreign kings. To avoid potential danger while on such journeys, the mages will commonly focus their powers into weaving a spell of protection about themselves and their companions, moving them beyond the physical realm and mundane hazards. Such groups often appear as translucent silhouettes and pass through physical obstacles without hindrance, giving rise to countless peasant folk tales of ghostly travellers that stalk the lands about the Everwood.

	M	WS	BS	S	T	W	I	A	Ld
Spellweaver	5	4	4	3	3	3	5	1	9
Spellsinger	5	4	4	3	3	2	5	1	8

Spellsinger Kindreds
Kindreds of Kel-Isha

Sometimes known as Handmaidens of the Everqueen, Priestesses of Athel Loren. Spellsingers and Spellweavers are generally part of a Kindred of Kel-Isha.

The name Kel-Isha has evolved from the Elven root-word Quyl-Isha, meaning the tears of Isha, sorry, mercy, endurance, and mourning for lost children.

Glade Guard

In times of need, every Wood Elf can answer the call to defend Athel Loren, for all are trained in the arts of the longbow as soon as they can hold one. When an Elf comes of age, he or she will be formally inducted into their household's kinband of Glade Guard, and given responsibility for patrolling of a section of the forest. Completely in tune with the rhythm of their forest home, individual Glade Guard warriors are entirely self sufficient, able to live off the land as they patrol the forests and watch for interlopers. Should such a sentry sight an intruder, he or she will swiftly raise the alarm and await assistance. In a mere span of moments the forest will be alive with sharp-eyed Elven hunters, all focused upon seeking and slaying the intruder in their midst. Most who enter Athel Loren die without ever realising they are in danger.

When Athel Loren goes to war the Glade Guard form the bulk of the army, a deadly core of skilled archers that can often put a foe to flight before the battle has truly joined. Each Elven household fights together on the battlefield, some kinbands becoming formal units commanded by a noble. Other warriors, the most skilled and adventurous of each hall – often those well on their way to following the calling of the Waywatcher – form into bands of scouts who infiltrate the enemy battle line and sow disruption in their wake. The Wood Elf army can often seem haphazard and slightly disorganised to their foe, for each band of Glade Guard is expected to follow the broad dictates of the general but, at the same time, is encouraged to take the initiative when the opportunity presents itself. Such a principle often leads to an overlapping line of battle, with individual Glade Guard kindreds advancing and retreating like leaves in storm, all the while pouring a hail of deadly arrows into the foe.

	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

Special Rules: *Glade Guard Longbows*

Glade Riders

The Glade Riders are perhaps the greatest horse-warriors of the Old World, their Elven reflexes allowing them to perform all manner of seemingly reckless acts that are far beyond the abilities of the lesser races. Whether firing backwards while riding full pelt through deep woods or darting through the ranks of surprised enemy outriders, Glade Riders routinely survive their escapades unscathed through a formidable combination of graceful skill and unflappable confidence.

Unlike most cavalrymen, Glade Riders do not view their horses as property or subservient beasts. Instead, over a period that can last many years, a deep and lasting connection is formed between rider and steed. This bond goes beyond friendship and beyond family, so that horse and rider act as one being, communicating on a level that is impossible for an onlooker to detect. Where another would have to command his steed upon the path he needs it to follow, it is as though the Glade Rider need only think the command and the horse will respond as required.

When their steeds are not needed for battle, their riders pasture them in great glades hidden deep within Athel Loren. This is not because they fear that their horses will stray, for the bond between them goes too deep for that and the horse will always come when summoned, but is done for the protection of the steed. Many are the winding ways beneath the leaves of Loren, but those paths that lead to the stable glades are very well hidden, indeed some can only be reached by travelling through the Elven halls themselves. Only a very determined and lucky horse thief could find his way there safely, and none have ever made it back out again.

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

Special Rules: *Fast Cavalry*

Warrior Kindreds
Kindreds of Lakoys

The Warrior Kindreds make up the vast bulk of the armies of Athel Loren. They generally include Glade Guard warriors, and will sometimes include Glade Riders, Warhawk Riders and other warrior castes.

The name Lakoys has evolved from the Elven root-word Lacoi, meaning might, glory, and fear of death.

Eternal Guard

Through the long winter months, the forest of Athel Loren is at its lowest ebb, made dormant and vulnerable through the cycle of the seasons. The Treemen slumber and even the normally lithe Dryads are sluggish and slow. During this time, guardianship of the most sacred of places falls to the Eternal Guard, sons and daughters of the noble houses of Athel Loren. Only skill on the field of battle can earn an honoured place within the ranks of the Eternal Guard, for their duty is a difficult and dangerous one. Should the forest be assailed in the frozen months they can depend upon little or no aid from Athel Loren itself, and will be called upon to hold fast against whatever threat comes to challenge them. Sometimes, in the bitterest of weather when the Shadow Fey stir from the Wildwood to claim the Oak of Ages for their own, the threat comes from within and not from without. Regardless of whether the foe be faerie spirit, marauding Beastman or Questing Knight, the Eternal Guard stand firm before it.

Each guardian is a formidable foe in his or her own right, trained to a pinnacle of skill that other races cannot easily match. When assembled in numbers, they form a deadly and steadfast phalanx, their spear-staves thrusting and cutting with a graceful yet disciplined efficiency. Though their chief duties are tied to the cold months, the Eternal Guard are called upon to serve all year round, whether as the watchmen and arbiters of the Elven halls, or as bodyguards for the greatest of Elf nobles. The Eternal Guard hold duty to their lord high above personal danger, often fighting without thought to their own safety whilst their lord or lady has need of their service. On at least one occasion the Eternal Guard have fought on for many long hours and into the night, though their allies have fled or been slain, steadfastly defending their charge from harm. Come one foe or one hundred, it matters not, the Eternal Guard does not surrender.

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

Special Rules: *Eternal Guard Fighting Style, Bodyguard*

Dryads

Dryads are spiteful and deadly creatures with hearts akin to shards of ice. In the soul of a Dryad there is neither room nor regard for compassion or mercy, merely an uncompromising dedication to Athel Loren that makes even the most heartfelt vows of Elf or Man seem trivial by comparison. To harm the forest is to incur the wrath of the Dryads and invoke a deadly and unyielding vengeance that will follow the transgressor until his body has been ruined and broken at their hands.

Dryads are able to shape-shift into different forms, often mimicking the appearance of Elves, appearing as unearthly, lithe and beautiful maidens – albeit often with a greenish hue to their skin and twigs in their long, cascading hair. With her beguiling beauty and the haunting melodies of otherworldly song, a Dryad entices her victim into the shadowy depths of the forest. Only when the hapless prey is completely under her spell, their mind lost in a cloud of desire and promise, does the Dryad strike. Sloughing off her beauteous form she transforms into her war-aspect, the hatred and spite within her soul remaking her outer appearance into a thing of horror. Her hair becomes a twisted mass of thorns, briars and twigs, her face distorts into a terrifying and savage visage, her limbs turn long and wood-like, and her fingers become vicious talons capable of rending and impaling her prey. Before the victim has even registered his predicament, his blood is spilt upon the hungry ground of the forest and his body ripped limb from limb with implacable savagery.

Only a fool deliberately offers insult to a Dryad, but these spirit-women are so utterly different to mortal creatures that offence is often taken whether it was intended or not – a mistake rarely made twice, and then only if the individual in question is either very lucky or very swift. When Athel Loren takes the field of battle, the Dryads assume their war aspect and hunt upon the flanks of the army, answering to the call of the Branchwraiths, the oldest and most powerful of their number. Their lithe and swift nature allows them to cover great distance at speed, falling with ease upon a foe who, until moments before, thought themselves safe from harm. Indeed, a surprise attack by hissing and darting Dryads is oftentimes the first warning an enemy will have that Athel Loren marches against it. That, or their general disappearing from camp in the still watches of the night, only to be found shredded and lifeless in a nearby glade at dawn the next day.

	M	WS	BS	S	T	W	I	A	Ld
Dryad	5	4	0	4	4	1	6	2	8
Branch Nymph	5	4	0	4	4	1	6	3	8
Branchwraith	5	6	0	4	4	2	8	3	8

Special Rules: *Skirmish, Forest Spirit, Fear*

TREE KIN

Athel Loren is inhabited by many strange and powerful beings, many of whom are as ancient as the forest itself. They watch over those that enter their realm with distrust and suspicion. In spirit form, these creatures are insubstantial and may appear as little more than glowing spheres of light, though they can take physical form at will, and change their shape at a whim. In times of conflict these spirits can bind themselves to the husks of dead trees and fallen branches, making the silent form uproot itself and meld into a powerful shell with which they can oppose interlopers. Once the threat has passed or the battle is over, the spirits will leave the tree once more, a dark and silent shadow, bereft of life.

In motion, these vessels appear as a horrifying parody of a man, though one that stands well over eight feet tall on its gnarled and twisted legs. Lacking any of the outward signs of true life, these beings are completely motionless at rest, indistinguishable from the lifeless hulks from which they are formed with nothing to betray the essence that lurks within. Nonetheless, they remain fully aware and ready to strike with lethal ferocity should an enemy stray too close, waiting with unceasing patience for weeks upon end should it be required, and more than one careless trespasser has had his life cut short in such a fashion.

When the summer comes and the Wild Hunt begins, dozens of Tree Kin will be drawn to the call, their arched and gnarled forms following in Orion's wake. In Bretonnia alone there are a score of folk tales that tell of trees driven by a terrible hunger, and variants of these tales are recounted as far away as Kislev. There is no doubt that such a sight speaks to the deepest primal fears of mortal creatures (particularly those who gather firewood from living trees), for it is as if the forest itself has come alive to reclaim the land that has been stolen from it in centuries past. When autumn comes and the Hunt subsides once more, the spirits abandon their adopted forms and return to Athel Loren, leaving a ghostly forest of dead trees in their wake into which only the very boldest venture.

	M	WS	BS	S	T	W	I	A	Ld
Tree Kin	5	4	0	5	5	3	3	3	8
Tree Kin Elder	5	4	0	5	5	3	3	4	8

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

TREEMEN

Some of the more powerful and ancient of Athel Loren's spirits are able to entwine their essence with that of a living tree, moulding it to their will. It is not a decision taken lightly for, when a spirit forms a bond with a living tree, they become irrevocably merged and cannot choose to leave – only death can sever the connection. From that moment on, the will of the spirit shapes and drives the tree, using knotted bark and gnarled branches to serve where an insubstantial spirit form cannot. Terrifying to behold, these behemoths smash apart all who stand against them, and are almost impervious to harm. Foes are swallowed whole by gaping mouths that open in the trunks of these mighty beings, the corpses providing the host tree with nourishment for many years. These mighty Treemen are revered by Elf and forest-creature alike, and are often infested with lesser spirits living amongst their branches, roots and hollows. These incredibly ancient beings have seen entire races rise and fall like the ascent and descent of the sun, and understand the passing of time in a completely different way to mortal creatures. Even the long-lived Elves seem to pass into dust at an alarming rate to these Treemen, the oldest of whom can remember times before the footsteps of the Elves left a mark upon the world and can expect to remain when the Elves walk no more.

Of all the Treemen of Athel Loren there are those, old beyond mortal reckoning, whose names are revered above all others. When first the pact between forest and Elf was formed, it was they who spoke on behalf of the forest, yet they were ancient even then. Like their younger brothers, these ancient ones can pass through the centuries in dormancy, tended by small groups of Dryads. Of them, Adanhu, eldest of all Treemen, is considered most wise; his experience keenly sought after by the Elves. Durthu, scarred many centuries ago by Dwarfs (who were either incredibly foolhardy or brave) is a creature driven to the brink of madness by his hate of all who would harm the forest and even the Elves are wary when in his presence. Another ancient, Rhydysann, is a mystery to the Elves and rarely seen, for since the days of the pact he has walked alone, unswayed by petition or plea. He sees to the needs of the forest in his own way, and refuses to be distracted from his purpose. Perhaps he has come to regret the alliance between Athel Loren and the Asrai, though why this should be remains known only to him. Though one of the three is always awake to watch over the forest, the others will occasionally rouse in response to a great peril overtaking the forest. More commonly, Treesingers will supplicate themselves before these slumbering forest lords, entreating them to rise to the defence of Athel Loren.

	M	WS	BS	S	T	W	I	A	Ld
Treeman	5	5	0	6	6	6	2	5	8
Treeman Ancient	5	5	0	6	6	6	2	5	9

Special Rules: *Forest Spirit, Scaly Skin (3+), Stubborn, Strangle-roots, Flammable, Tree Singing, Terror, Large Target*

WAYWATCHERS

Guardians of the paths leading into Athel Loren, the Waywatchers are silent and deadly sentinels. They are masters of concealment, and have trained themselves so that they can lie unnoticed and unmoving for days on end before springing into action to slay a startled and unfortunate prey. Most commonly the way of the watcher is the natural progression for those who have trained as scouts, though more rarely unblooded youths feel the call of the forest coursing through their blood. Over time, an Elf may find that they are more comfortable in the embrace of the forest than in the presence of his or her kin. They will drift further from the halls, spending more and more time in the forest, honing their deadly skills. Many never return from this journey, for there are corners of Athel Loren that are dangerous even to the Elves, yet those who survive are skilled beyond compare and hardened by their experiences.

Taciturn and solitary individuals, Waywatchers can let years pass between visits to Wood Elf halls, for they are perfectly at ease within their forest homeland. Waywatchers survive by their wits and cunning in the wilds, gathering and hunting what they need and honouring the ancient spirit of Athel Loren through their day-to-day actions. On the rare occasion that a Waywatcher returns to the halls, they stand apart from all others, even family, for in their own distinct way they are closer to the forest than other Elves. No two Waywatchers behave in the same way, for each is taught by their experiences and trials rather than any formal system of training.

Long years of practice with their chosen weapon has left each Waywatcher capable of a tremendous rate of fire, able to loose an unerring stream of black-shafted arrows one after another, seemingly without pause and without loss of accuracy. Few who have not seen the skill of the silent watchers believe the truth in these tales, and few who do see it survive to speak of it. Nonetheless, it cannot be denied that any who enter Athel Loren run the risk of being slain without warning by the Waywatchers, cut down by unseen archers or falling prey to their cunningly constructed traps. When the call to battle comes, the Waywatchers band together into small groups. Their uncanny skills naturally lend themselves to the arts of disruption and surprise, appearing silently next to a vulnerable enemy and vanishing as quickly as they came before his body hits the ground.

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

Special Rules: *Skirmish, Lethal Shot, Forest Stalkers*

WARDANCERS

Wardancers rove across the length and breadth of Athel Loren in tightly knit troupes, treading paths and secret ways that few others know of or dare use. They are welcomed to Elven halls and treated with the utmost respect, yet also with more than a little fear and wariness. Other Wood Elves regard the Wardancers as wild and unpredictable, and not without cause, for they are the servants and worshippers of the Elven trickster god, Loec, a deity whose conventions are a mystery to those not already committed to his path. Sometimes known as Feastmasters for their role in great festivals, the servants of Loec lead the Elves in music and rejoicing, and perform the intricate dance rituals that re-enact the history of Athel Loren, a form of storytelling just as important to the Wood Elves as the more conventional methods of songsmithing and writing.

To a Wardancer even other Elves appear to be moving painfully slowly, for every move made by one of the kin of Loec flows into the next, and thence the next one after that without conscious thought or guidance. Forgoing armour, the Wardancers decorate themselves with swirling designs and dye their hair in bright colours, taking on the roles of mythical figures and ferocious warriors, their form of movement and even their fighting style paying homage to the one who inspires their dance.

In battle, Wardancers are deadly warriors, leaping over the enemy and twisting mid air to strike them from behind, darting out of the way of blows and able even to dodge incoming arrows. Such is their sublime skill and grace that they dance rings around their enemies, darting in to strike fatal blows and pirouetting elegantly out of harm's way before a foe can react. To many they seem like forest demons, intangible and unassailable beings who cannot be thwarted or denied whether by steel, stone or strength of will. The heralds of Loec are made even more formidable through their war dances, the favoured rituals of the trickster god. No rhythm is called for these dances, nor are instructions issued. Instead, each dancer instinctively settles upon the correct pattern to strengthen and complement the dance of the rest of the troupe, an effect that creates a web of movement as graceful and beautiful as it is deadly. Each dance functions not only as a different discipline of battle, but also as an affirmation of faith and a re-enactment of a past victory. In this way, the Wardancers celebrate their great triumphs of the past, even as they carve the shape of a new one upon the bones of their enemies.

	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

Special Rules: *Skirmish, Shadow Dances of Loec, Immune to Psychology, Talismanic Tattoos*

Warhawk Riders

Many large birds of prey live in Athel Loren, especially where it covers the foothills, ravines and crags of the Grey Mountains, making their eyries high amongst the towering pinnacles of rock. These hawks and shrikes commonly grow to far grander proportions than similar species found elsewhere in the Old World, though why this should be remains a mystery. Some scholars speculate that such birds were once a common sight across many lands but have long since been hunted into extinction in the more accessible places, whilst others claim they have been changed by magic. Wherever the truth lies, the hawks of the Grey Mountains commonly grow to such a vast size, boasting wingspans that can average fifteen to twenty feet. Indeed, though most Elves live beneath the protective shade of Athel Loren, there are those who crave the more sparsely forested uplands of the Grey Mountains, and so a strange kinship has developed between the two races. Upon the middle slopes of the mountains, Elven halls are fashioned close about the great rocky spires in which the hawks make their nests, eyries adorned with the sun-bleached bones of those who have dared intrude upon their territory.

A fledging chick raised by an Elf develops a powerful, nigh-unbreakable, connection with its bond master. Should it be required, a hawk raised in such a manner will carry its rider into battle without question, swooping upon the foe and rending with its cruel beak and swift talons. This bond ties both parties together, for the Elves who choose to become Warhawk Riders are bound over to the needs and care of their mount just as the hawk is to the Elf. As time passes, the lives and essences of both rider and hawk become more and more entwined, so that they almost become one creature, existing for the call of the hunt and the thrill of the chase alone. In this way, an intruder who strays into the pine-strewn crags faces not only the fury of the hawks, but also that of the Elves – as several Dwarf expeditions have found to their cost. Flying high above the treetops of Athel Loren, the Warhawk Riders scout the area for approaching enemies, and are skilful enough to guide their Warhawks down through the trees to strike at intruders should occasion demand it. Those who ride the Warhawks display phenomenal agility and balance, able to launch volleys of arrows while their mount flies at full speed through the forest.

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

Special Rules: *Flying Cavalry, Hit-and-Run*

Wind Rider Kindreds
Kindreds of Sethayla

Sometimes known as Brethren of Seth or Dawn-Riders. The Wind Rider kindreds hail mostly from the Pine Crags where their mounts live unrestrained by the dense forest canopy of the lower reaches of Athel Loren. Members of Wind Rider kindreds are often reckless, secure in the knowledge that the swiftness of their mount can carry them unharmed through great danger.

The name Sethayla has evolved from the Elven root-word Sethai, meaning flight, wind, and cry in the far mountains.

Wild Riders of Kurnous

The Wild Riders of Kurnous are Orion's personal guard, as aggressive and impulsive as he. They are fey and dangerous creatures who are no longer truly the Elves they once were, but are now a part of the Wild Hunt. Throughout the winter months, while their king's spirit is dormant, they watch over King's Glade with eyes aglow with faerie fire, unspeaking and unmoving save to challenge those who have come to the most sacred of groves. Their authority is absolute, for in accepting the honour of becoming a Wild Rider, they have become severed from Wood Elf society in all ways except that of service to their king. Though they are revered and honoured, most Elves avoid dealings with the kin of Kurnous where possible, intimidated by the aura of power and otherworldly presence of the tall warriors who are now as much forest spirit as they are Elf. Once a warrior's foot is set upon the path of the Wild Rider there can be no return, yet none refuse its call for it is the highest honour that can be bestowed.

Younger Kindreds
Kindreds of Haroith

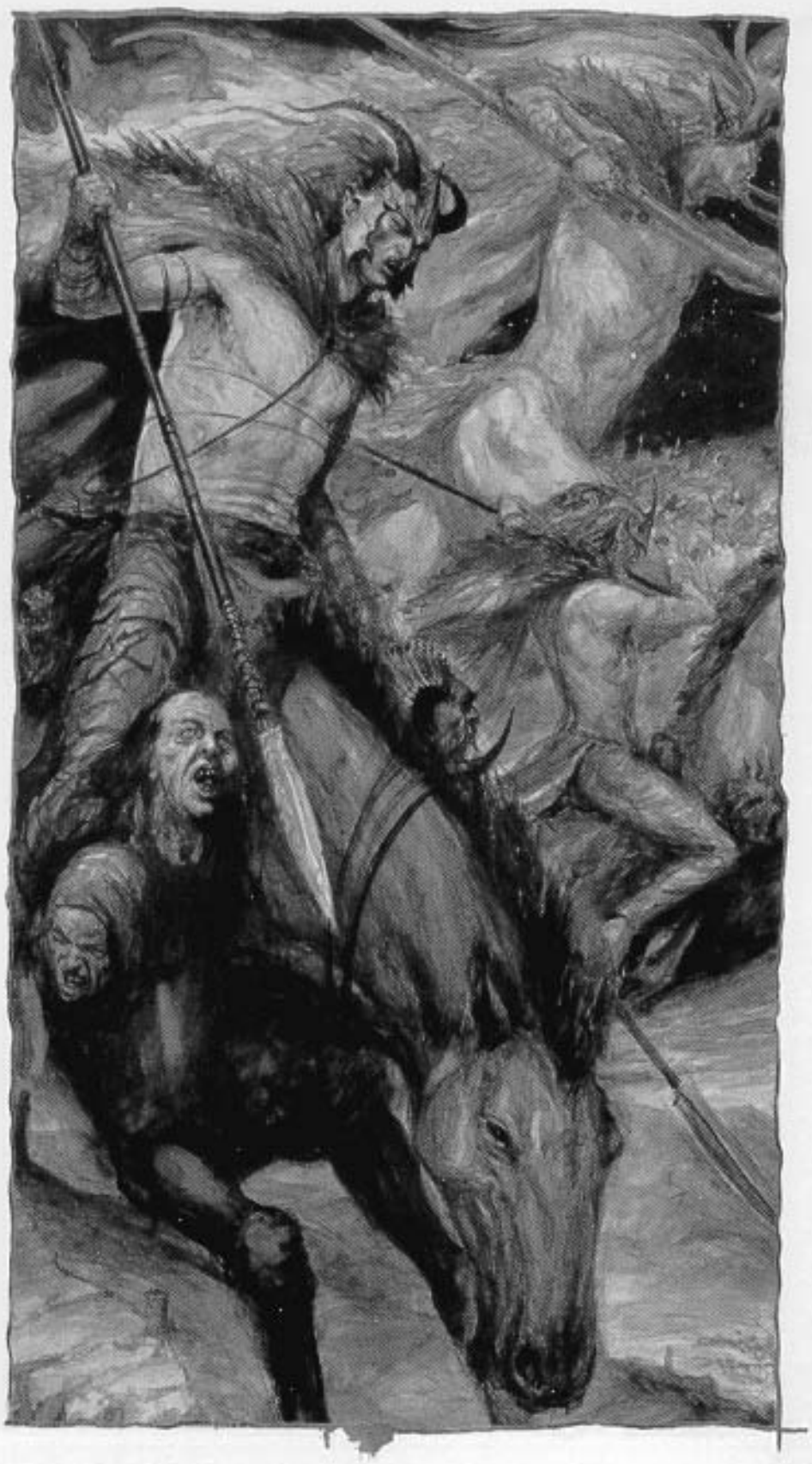
A kindred that tends to attract young Elves. This kindred is typified as being impatient and impulsive. Many Elves leave this kindred when they are older, though other wilder Elves will stay within the kindred. A mistrusted kindred by other Wood Elves. Most regard them as not understanding balance, and they are therefore dangerous. Often the first to react violently.

The name Haroith has evolved from the Elven root-word Harathoi, meaning youth, boundless energy, and jealousy.

When winter rolls into spring and the ritual of Orion's rebirth begins, his Wild Riders lead the ceremony, binding themselves anew to the ever king with each stage in the ritual. In a night of magic and terror when ghostly shapes and eerie cries haunt the glades, the lord of Athel Loren is roused once again from his death sleep. The clarion cry of Orion's horn rings out across the moors and heath surrounding the forest and the Wild Hunt begins anew. All of Athel Loren trembles as Orion's footsteps thunder through the forest, gathering speed and followers with every stride. In his wake come the Wild Riders, made stronger and more ferocious by the awakening of their lord and mounted upon the swiftest of steeds. Only the bravest or most foolhardy individuals remain abroad when the horns of the Wild Riders answer that of Orion, for their otherworldly tones invoke the fear of the prey in all who hear them. Such an instinct is well founded, for there is no mercy to be had from the Wild Riders, who are as driven and deadly as their lord. Anyone foolish enough to be espied by them is ridden down without mercy, their death a sacrifice to the purity of the hunt and glory of the King in the Woods.

	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	2	9
Elven Steed	9	3	0	3	3	1	4	1	5

Special Rules: *The Wild Hunt, The Fury of Kurnous, Fast Cavalry, Forest Spirit, Talismanic Tattoos*



Elven Steeds

Descended from the purest of all equine bloodlines, the steeds of the Wood Elves are swift and graceful, with an agility that cannot be matched by the lesser breeds employed in other kingdoms. Where the Bretonnian warhorse and the stallions of the Imperial stables are bred for strength, endurance and dog-like loyalty, the horses of Athel Loren are trained from birth to be swift, agile and cunning, to work in partnership with their riders, and not merely to be broken to their will. The steeds reared in this way form a lasting bond with their rider, resulting in a darting and dangerous grace few other cavalrymen can match. In times between war, the horses are pastured in hidden glades until their rider summons them once more. Those rare outsiders who catch a glimpse of such a beast at play upon the heath often refuse to believe that these horses are truly mortal, assuming instead that some strange fey creature has crossed their path. In truth, there is little more magical about the steeds of Athel Loren than any other inhabitant of the wood, merely the boundless joy of a creature born into freedom and not into bondage.

Glade Rider Kindreds
Kindreds of Sehenlu

Also known as Kindred of Equos (in the south-west), Horse-Masters, Saddle-Born, and the Ridderkin. A noble that rides an Elven Steed will often be from a Kindred of Sehenlu, or was once a part of one of those Kindreds.

The name Sehenlu has evolved from the Elven root-word Senlui, meaning swiftness, and accuracy.

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

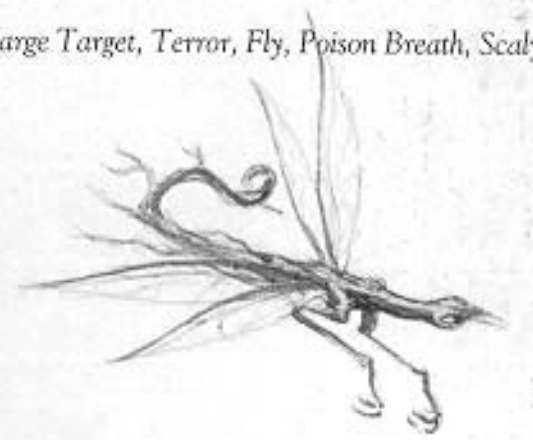
Forest Dragons

At first thought, it seems incredible that a creature as vast as a dragon could make its home in the dense forests of Athel Loren. Yet, in the deepest recesses of the Chasm Glades lurks a distinct race of great sky wyrms who long ago adapted to life amongst the greenwood. Protected by the forest canopy and shielded by the sheer rock faces of the chasms from the attentions of young heroes seeking to make names for themselves, the dragons thrived and multiplied. Such providence has proved itself a stark contrast to other places in the Old World, where dragons and their kin have long since either been slain or driven into the mountains.

Nothing dwells in Athel Loren without being changed, and the Forest Dragons are no exception. Like certain groups of Wood Elves, the dragons have slowly been made over into an aspect of the forest, and can almost no longer be considered beings in their own right, but an extension of the forest's will to survive and prosper. Though still voracious predators, the dragons hunt only when the forest has need of them, resting in a state of hibernation the remainder of the time. Should a foe too mighty for Athel Loren's Tree Spirits intrude upon the sanctity of the wood, the forest will awaken one, or sometimes several, of these great beasts to serve as a steed for a worthy Highborn. Such a counter is as one-sided as it is savage, for few creatures can resist the breath of a Forest Dragon – a cloying green vapour that induces a raging fever in all who breathe it, sapping their will and driving them into a coma from which there is no awakening. Their duty done, and their appetites satisfied by the flesh of the foe, the dragons then return once more to their silent slumbers until called upon once again.

	M	WS	BS	S	T	W	I	A	Ld
Forest Dragon	6	6	0	6	6	6	3	5	8

Special Rules: *Large Target, Terror, Fly, Poison Breath, Scaly Skin (3+)*



Great Stag

No beast in all of Athel Loren is treasured more than the Great Stag, a creature that the Wood Elves revere as representing the true soul of the forest. Wherever the truth of its nature lies, the Great Stag is unquestionably a magical creature, though apparently one of a nobler cast than the Unicorn. Such a beast only ever seems to appear in portentous times, commonly when great danger threatens the forest – though one is occasionally in evidence at times of great celebration and is interpreted as a great blessing when it does appear. Once or twice in a generation, a Great Stag may seek out a particularly noble or courageous Wood Elf and consent to be their steed in a battle to come. Such a thing is seen as a boon beyond all others, for not only is the Stag a formidable opponent in battle, its very presence can inspire those about it to greater heights of bravery. Infrequently encountered as the Great Stags are, to see the White Hart of Athel Loren, a mighty stag of unsurpassed nobility and grace, is rarer still. Only one of these noble animals is ever sighted at one time, and it is a common belief amongst the Asrai that there has only ever been one – that it is an immortal facet of the forest than neither grows old nor dies.

	M	WS	BS	S	T	W	I	A	Ld
Great Stag	9	5	0	5	4	3	4	2	7

Special Rules: *Forest Spirit*

Vengeance Kindreds
Kindreds of Talu

A very small kindred devoted to revenge for acts of particular harm (either to Athel Loren or personally). This is an unusual kindred in that those who join it only do so for the fulfilment of a particular vendetta, and they then return to their former Kindred. To stay too long within the kindred of Talu is particularly dangerous (one cannot leave the kindred without fulfilling the reason he or she entered it), and Elves will only become one of this kindred very rarely. Those belonging to this kin are known by names such as Riftblades and Mournsingers.

The name Talu has evolved from the Elven root-word Thalui, meaning hatred or vengeance.

UNICORNS

Though they in many ways resemble large and powerful horses, Unicorns are very different beasts, as the single horn that protrudes from their foreheads suggests. Like all the magical creatures of Athel Loren, they form part of the web of consciousness that weaves the forest together and are something quite fundamentally different to that which they appear. Unicorn ivory is a much sought after prize in certain corners of Bretonnian society, and many a gallant knight has met his end pursuing a Unicorn deep into Athel Loren. The knights invariably follow the Unicorns for many miles, the beast staying just slightly out of reach the entire time. Just as the brave warrior thinks he has cornered his prize, the creature disappears without warning, coincidentally within feet of a swarm of vengeful Spites or coldly vigilant Waywatchers.

Being magical creatures themselves, the very presence of a Unicorn is harmful to other creatures summoned or created through sorcerous means. The selfish nature of the Unicorn means that it tends to feel no kinship with such creatures, despite their common origins. If anything, they pity such beings for their ill-luck in not being created as Unicorns. Curiously, Unicorns tend to have an underlying affinity to those that possess knowledge of the arcane arts. They are drawn to female mages as moths to a flame, as the taste of true magic is somewhat intoxicating to them. Most Elven mages find this an acceptable situation as a tame, or at least willing, Unicorn is an excellent and durable steed, though it would be wrong to assume that the beast is broken to the will of the rider – they simply both tread the same path for a while. Furthermore, the unusual nature of the Unicorn provides the mage with a measure of protection against hostile magics, with a devastating spell often resulting in little more than a slightly inebriated and emboldened steed.

	M	WS	BS	S	T	W	I	A	Ld
Unicorn	10	5	0	4	4	3	5	2	8

Special Rules: *Impale, Magic Resistance (2), Forest Spirit*

GREAT EAGLES

There has always been a great bond of kinship between the Elves and the Great Eagles, stretching back to the birth of the Elven race. That bond remains strong between the Wood Elves and the noble avians, and many families of eagles chose to make their homes in the heights of the Grey Mountains, close by the borders of Athel Loren. More intelligent and nobler of aspect than the smaller Warhawks that live on the lower mountain slopes, the eagles are creatures of unceasing vigilance, possessed of an abiding loathing for creatures of evil heart. Ever alert to the events occurring in the lands beneath them, the Great Eagles unceasingly carry news to the Elven nobles that dwell far below, giving them a welcome, and often crucial, advance warning of invasion or strife. On rare or desperate occasions, an eagle may offer himself as a mount to a particularly trusted Elf – a great honour in the eyes of the Wood Elves. Such acts invariably form the start of a great and enduring friendship that continues to bind both parties, even after death.

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

Special Rules: Fly

COLLECTING WOOD ELVES

When building a Wood Elf army, there's more than one approach to take. The army below is built around Core units of Glade Guard, Scouts, Glade Riders and Dryads. With the addition of a Noble and a Spellsinger it's a well-balanced starting force, ideal for familiarising yourself with the army before deciding whether to add more units or theme your army in a certain way.

By adding regiment sets you can build a larger army such as the one at the bottom of the page. This is a great way of expanding your original collection and enables you to pick units that fill a specific role in your army. Including Wild Riders, for instance, will give your army a hard-hitting cavalry unit. Alternatively, you could add a Treeman to provide you with a terrifying large creature, or a troupe of skirmishing Wardancers. Specialist troops such as these can alter the balance of your force, and allow you to tailor your army to suit your own style of play.

Many gamers prefer to work out the composition of the army before they assemble any models. This not only means the structure of the army itself, but also the painting style and colour choice. If you wish, your Wood Elf army can be based upon a season of the year. This has a major influence in the colour schemes you choose and how the army looks overall. The armies below represent summer – the use of strong and consistent greens helps to tie the forces together despite the variety of troops.

A 1,000 point starting Wood Elf force, built around Core units.

This 2,500 point army has been made by adding Rare and Special choices to the starting force above.

Lords of Athel Loren

Orion, consort-king of Athel Loren.

Battle Standard Bearer

Wood Elf Highborn

The Branchwraith Drycha

Spellsinger

Waywatcher Noble

Spellsinger

Spellweaver

The Sisters of Twilight, Naestra and Arahan

Defenders of the Forest

Glade Guard

Scouts

Wood Elf Noble

Glade Riders

Glade Rider Champion

Glade Riders smash through the lines of raiding Beastmen.

BEASTS OF THE WILD

Wild Riders

Warhawk Riders

The Wild Riders of Kurnous run down a marauding band of Beastmen.

TREE SPIRITS

Tree Kin

Gnarled and twisted Tree Kin surround a band of unwary Bretonnians.

Treeman

Dryads

Guardians of the Paths

Wardancers

Wardancer Noble

A Wardancer kindred prepares to drive back the Dwarfs of Karak Norn from a sacred glade deep in Athel Loren.

Waywatchers

Eternal Guard

The war host of Athel Loren surge from the cover of the forest to defend their realm against an invading Beastman horde.

Painting Wood Elves

Wood Elves favour natural shades to reflect their bond with Athel Loren. Deciding which season to theme your army around will inform your choice of colours, whether they be the striking greens of spring, or the red hues of autumn. The Wood Elf below is painted to reflect the forest in summer, whilst the Dryad shows how to paint wooden texture. Also provided are examples of spring, autumn and winter colour schemes.

SKIN

- *Begin with a basecoat of Tanned Flesh, followed by a layer of Dwarf Flesh. Highlight this with Elf Flesh before mixing Elf Flesh and Bleached Bone for a final highlight.*

BOW

- *Start by painting the bow Snakebite Leather. Apply a layer of Bubonic Brown and then a highlight of Bleached Bone.*

LEATHER

- *Using Dark Flesh as a basecoat, layer the leather with Vermin Brown and then highlight with Bubonic Brown.*

CLOAK

- *Apply a basecoat of Dark Angels Green over a Chaos Black undercoat. Highlight the cloak using Camo Green before adding a layer of Bleached Bone.*

BARK

- *Begin with a basecoat of Graveyard Earth and then highlight with a layer of Desert Yellow. Next, highlight with Kommando Khaki followed by Bleached Bone.*

ROUGH BARK

- *The rough bark is painted Codex Grey and highlighted Fortress Grey. Finally, apply an ink wash of watered down Snot Green and Black Ink.*

Variant Colours

SPRING

- *Goblin Green*
- *Bestial Brown and Catachan Green*

AUTUMN

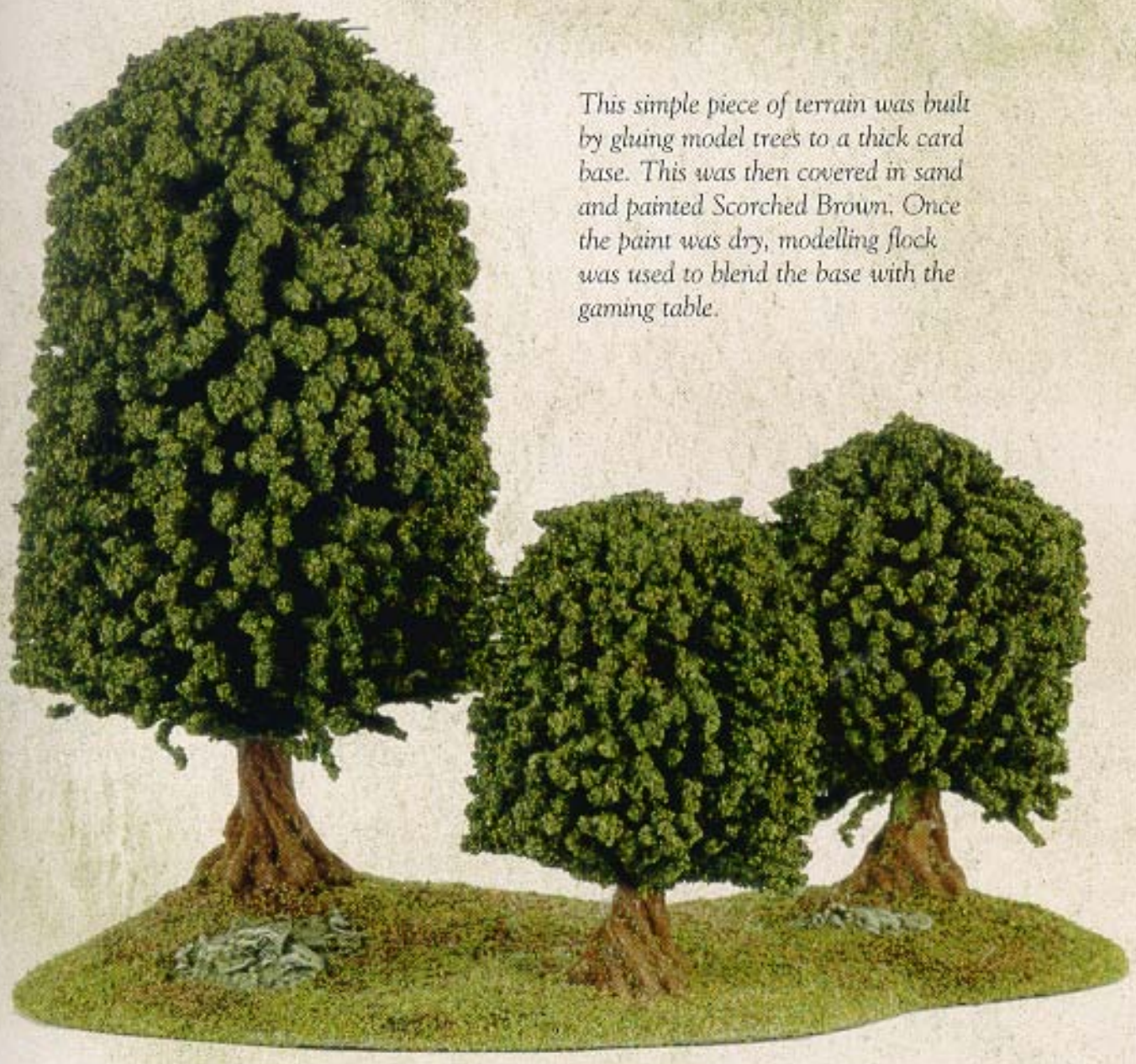
- *Scab Red*
- *Bubonic Brown*

WINTER

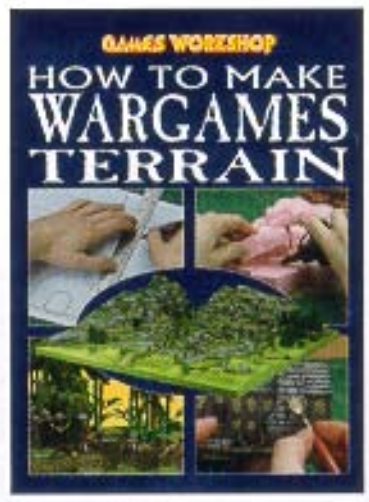
- *Shadow Grey*
- *Kommando Khaki*

making a wood

The forest of Athel Loren plays an important part for any Wood Elf army. When playing Pitched Battles, the Woodland Ambush special rule allows the Wood Elf player to place an extra wood anywhere in his half of the table. This page shows you some alternative ways to create your own wood.

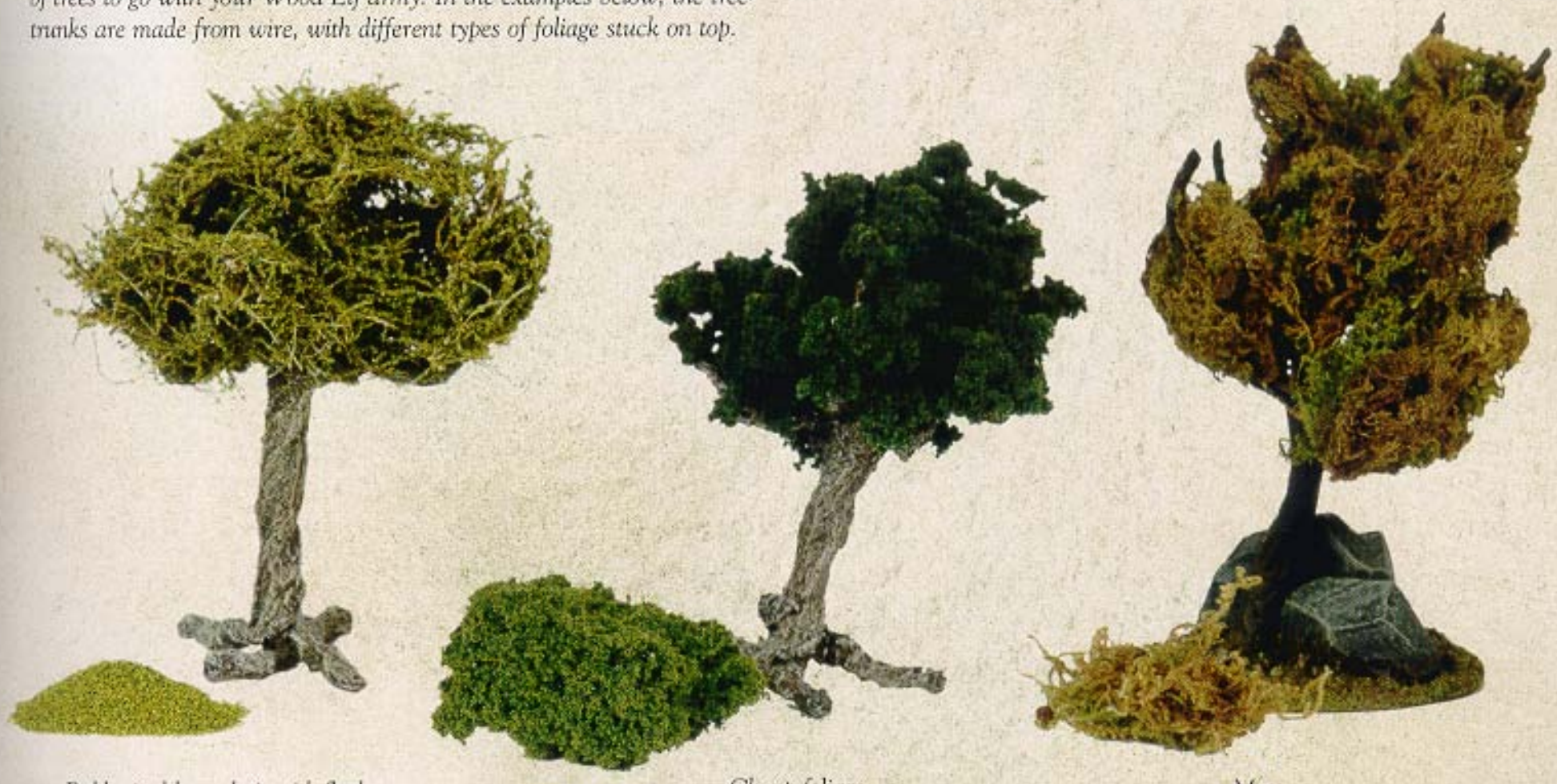


This simple piece of terrain was built by gluing model trees to a thick card base. This was then covered in sand and painted Scorched Brown. Once the paint was dry, modelling flock was used to blend the base with the gaming table.



For more information on building many other kinds of terrain, see *How To Make Wargames Terrain.*

By using different modelling materials you can create alternative types of trees to go with your Wood Elf army. In the examples below, the tree-trunks are made from wire, with different types of foliage stuck on top.



Rubberised horse hair with flock

Clump foliage

Moss

showcase

Wardancer
converted by Aly Morrison

Waywatcher
by Joseph Wiltshire

Treeman
converted by Mark Bedford

Tree-Kin
converted by Chris Straw

Wood Elf Noble
converted by Joe Hill

Drycha
by Jeff Wilson

Dryad
by Mike Anderson

30 miles

PARRAVON

GREY MOUNTAINS

ALTDORF

ERLABHEIM

the empire

PARRAVON

NULN

BRETONNIA

ATHEL LOREN

KARAK NORN

QUENELLES

MIRACLIAND

FOUL PEAK

PUERTO STUMP

KARAK IZOR

the northern sentinels

hills of the dead

the wild heath

battle of the red harvest

tower of the eternal wood

glade of the lost

chasm glade of beithir seun

glade of eternal moonlight

upper crismerie

tree of woe

waterfall palace of the maiad court

vaults of winter

greenskin monolith of anghiryl

feast halls of the wardance

council of beasts

eyrie of the hawk lords

halls of anaereth

mirror pools of ithorien

deep forests of durtha

crag halls of findol

vaul's anvil

the bridge of birds

battle of pine crags

4th battle of gilles le breton

battle of the sacred grove of wyrthu

battle of caradrel

the western sentinels

oak of ages
court of ariel
queen of the forest

tears of isha

quenelles

battle of the creaking yew

river brienne

castle carrard

ruins of castle folk

king's glade
halls of the court of orion

pine crags

victory of equoth the fearless

battle of the cairns

halls of equos

crystal mere

battle of the meadow glades

the meadow glades

coeth-mara
the halls of lord aldaeld

the wildwood

athel loren

time and distance operate strangely within athel loren. specific places often seem to shift positions, even the borders have been known to change from day to day. a five mile journey might take a year or a hundred miles be travelled in an hour...

The Army of the Wood Elves

The purpose of an army list is to enable players with vastly different armies to stage games which are as fair and evenly balanced as it is possible to make them. The army list gives each individual model a points value which represents its capabilities on the tabletop. The higher a model's points value, the better it is in one or more respects: stronger, tougher, faster, better Leadership, and so on. The value of the army is simply the value of all the models added together.

As well as providing points costs, the list also divides the army into its constituent units. The list describes the weapons and optional equipment that troops can have and occasionally restricts the number of very powerful units an army can include. It would be very silly indeed if an army were to consist entirely of Waywatchers or Great Eagles. The resulting game would be a frustrating and unbalanced affair, if not a complete waste of time. Army lists are employed to ensure that this does not happen!

Using the Army List

Army lists enable two players to choose armies of equal points value to fight a battle, as described in the main body of the Warhammer rules. The following list has been constructed with this purpose in mind.

The list can also be used when playing specific scenarios, either those described in the Warhammer rulebook, or others, including ones invented by the players. In this case, the list provides a framework which the players can adapt as required. It might, for example, be felt necessary to increase or decrease the number of characters or units allowed, or to restrict or remove options in the standard list such as magic items or monstrous mounts. If you refer to the Scenarios section of the Warhammer rulebook, you'll find some examples of this kind.

Army List Organisation

The army list is divided into four sections:

Characters
These represent the most able, skilled and successful individuals in your army: extraordinary leaders such as Wood Elf Highborns and Spellweavers. These form a vital and potent part of your force.

Core Units
These units are the most common warriors. They usually form the bulk of the army and will often bear the brunt of the fighting. Every army includes Core units.

Special Units
Special units are the best of your warriors and include the more unusual troop types. They are available to your army in limited numbers.

Rare Units
So called because they are scarce compared to your ordinary troops, Rare units represent unique units and unusual monsters.

choosing an army

Both players choose armies to the same agreed points value. Most players find that 2,000 points is about right for a battle that will last an evening. Whatever value you agree, this is the maximum number of points available to you. You can spend less and will probably find it is impossible to use up every last point. Most 2,000-point armies will therefore be something like 1,998 or 1,999 points, but they are still '2,000'-point armies for our purposes.

Once you have decided on a total points value, it is time to choose your force.

choosing characters

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Points Value	Max. Total Characters	Max. Lords	Max. Heroes
Less than 2,000	3	0	3
2,000 or more	4	1	4
3,000 or more	6	2	6
4,000 or more	8	3	8
Each +1,000	+2	+1	+2

An army does not have to include the maximum number of characters allowed; it can always include fewer than indicated. However, an army must always include at least one character: the General. An army does not have to include Lords, it can include all of its characters as Heroes if you prefer. At the start of the battle, choose one of the characters to be the General and make sure that you let your opponent know which one it is.

For example, a 2,500-point army could include a Wood Elf Highborn (Lord), a Spellsinger (Hero), a Branchwraith (Hero), and a Wood Elf Noble (Hero) (ie, four characters, of which one is a Lord).

choosing troops

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated on the chart below.

Army Points Value	Core Units	Special Units	Rare Units
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1 minimum	+0-1	+0-1

In some cases other limitations may apply to a particular kind of unit. This is specified in the unit entry.

unit entries

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles. The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum size for each unit. In the case of Core units this is usually ten models. In the case of other units it is usually less. There are exceptions as you will see. In some cases, units also have a maximum size.

Weapons and Armour. Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value. Additional or optional weapons and armour cost extra and are covered in the Options section of the unit entry.

Options. Listed here are the different weapon, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member into a Champion. See the appropriate section of the Warhammer rulebook for details.

Special Rules. Many troops have special rules which are fully described elsewhere in this book. These rules are also summarised for your convenience in the army list. It would be a long and tedious business to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible we have indicated where special rules apply and, where space permits, we have provided notes within the list as 'memory joggers'. Bear in mind that these descriptions are not necessarily exhaustive or definitive and players should refer to the main rules for a full account.

dogs of war

Dogs of War are troops of other races prepared to fight in return for money, food, or some other reward. The most common type of Dogs of War units are the Regiments of Renown. The two terms are both used to describe mercenary units, both work in the same way in the army list.

A selection of such regiments is available as part of the Dogs of War range of models. The descriptions and rules for these units can be found in White Dwarf magazine and are compiled in the Warhammer Annual and Warhammer Chronicles books.

The rules for individual Regiments of Renown detail exactly which armies may take them and which army list choices they use up. Most Dogs of War units take up a Rare choice, but some count as Special choices, or may take up more than one choice. This is detailed in the individual rules of the unit itself.

Lords

There are those amongst the Wood Elves who are mighty warriors and mages, often noble lords who rule the Asrai with subtlety and strength. These unmatched warrior-leaders and mighty practitioners of magic are ideal choices to be the general of a Wood Elf army.

Treeman Ancients are powerful beings that arise from their centuries of slumber to destroy those who defile the sacred groves. They too have the ability to lead mighty warhosts.

Wood Elf Highborn — *Points/model: 145*

	M	WS	BS	S	T	W	I	A	Ld
Highborn	5	7	6	4	3	3	8	4	10

Weapons & Armour: Longbow.

Options:

- May choose an additional hand weapon (+6 pts), a spear (+3 pts) or a great weapon (+6 pts).
- May wear light armour (+3 pts), and may carry a shield (+3 pts).
- May be a member of one of the following Kindreds (see p. 66) Wardancer (+50 pts), Wild Rider (+ 50 pts), Waywatcher (+45 pts), Alter (+35 pts), Scout (+25 pts) or Eternal (+10 pts).
- If a member of a Wild Rider Kindred, may ride a Great Stag (+ 50 pts).
- May ride either an Elven Steed (+18 pts), a Great Eagle (+50 pts) or a Forest Dragon (+320 pts).
- May choose Spites (see p. 60) and/or items from the Common or Wood Elf Magic Item lists and (see p. 62), with a maximum total value of 100 pts.

Spellweaver — *Points/model: 215*

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

Weapons & Armour: Longbow.

Magic: A Spellweaver is a level 3 Wizard. May choose spells from the Lore of Life or Beasts as described in the Warhammer rulebook, or the Lore of Athel Loren (see p. 78).

Options:

- May be upgraded to a level 4 Wizard for +35 pts.
- May be a member of the Glamourweave Kindred (+ 20 pts, see p. 66).
- If a member of a Glamourweave Kindred, may ride a Unicorn (+ 65 pts).
- May ride either an Elven Steed (+18 pts), or a Great Eagle (+50 pts).
- May choose Spites (see p. 60) and/or items from the Common or Wood Elf Magic Item lists and (see p. 62), with a maximum total value of 100 pts.

Treeman Ancient — *Points/model: 325*

	M	WS	BS	S	T	W	I	A	Ld
Treeman Ancient	5	5	0	6	6	6	2	5	9

Note that a Treeman Ancient counts as a Lord and a Rare choice.

Options:

- May choose Spites (see p. 60), with a maximum total value of 100 pts.

Special Rules: *Forest Spirit, Scaly Skin (3+), Stubborn, Strangle-roots, Flammable, Large Target, Tree Singing, Terror*

Wood Elf Noble* — *Points/model: 75*

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

Weapons & Armour: Longbow.

Options:

- May choose an additional hand weapon (+4 pts), a spear (+2 pts) or a great weapon (+4 pts).
- May wear light armour (+2 pts), and may carry a shield (+2 pts).
- May be a member of one of the following Kindreds (see p. 66) Wardancer (+30 pts), Wild Rider (+ 35 pts), Waywatcher (+35 pts), Alter (+25 pts), Scout (+15 pts) or Eternal (+5 pts).
- If a member of a Wild Rider Kindred, may ride a Great Stag (+ 50 pts).
- May ride either an Elven Steed (+12 pts), or a Great Eagle (+50 pts).
- May choose Spites (see p. 60) and/or items from the Common or Wood Elf Magic Item lists and (see p. 62), with a maximum total value of 50 pts.

Spellsinger — *Points/model: 90*

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

Weapons & Armour: Longbow.

Magic: A Spellsinger is a level 1 Wizard. She must choose her spells from the Lore of Athel Loren (see p. 78).

Options:

- May be upgraded to a level 2 Wizard for +35 pts.
- May be a member of the Glamourweave Kindred (+ 20 pts, see p. 66).
- If a member of a Glamourweave Kindred, may ride a Unicorn (+ 65 pts).
- May ride an Elven Steed (+12 pts).
- May choose Spites (see p. 60) and/or items from the Common or Wood Elf Magic Item lists and (see p. 62), with a maximum total value of 50 pts.

Branchwraith — *Points/model: 65*

	M	WS	BS	S	T	W	I	A	Ld
Branchwraith	5	6	0	4	4	2	8	3	8

Options:

- May be upgraded to a level 1 Wizard for +50 pts. If upgraded, must choose spells from the Lore of Athel Loren (see p. 78).
- May choose Spites (see p. 60), with a maximum total value of 50 pts.

Special Rules: *Forest Spirit, Fear*

* ARMY BATTLE STANDARD

One Wood Elf Noble may carry the army Battle Standard for +15 pts.

A Wood Elf Noble with the Battle Standard may not be the army's General.

The Battle Standard Bearer loses his longbow, cannot choose any extra non-magical weapons, nor may he use a shield. He may not be a member of a Kindred.

The Battle Standard Bearer can have any magic banner (no points limit), but if he carries a magic banner he cannot carry other magic items.

Characters' Steeds

Here are the profiles for steeds that can be ridden by Wood Elf characters. Full rules for these creatures can be found in the Wood Elf Bestiary.

Elven Steed

M	WS	BS	S	T	W	I	A	Ld
9	3	0	3	3	1	4	1	5

Great Stag

M	WS	BS	S	T	W	I	A	Ld
9	5	0	5	4	3	4	2	7

Special Rules: *Forest Spirit*

Great Eagle

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

Special Rules: *Fly*

Unicorn

M	WS	BS	S	T	W	I	A	Ld
10	5	0	4	4	3	5	2	8

Special Rules: *Impale, Magic Resistance (2), Forest Spirit*

Forest Dragon

M	WS	BS	S	T	W	I	A	Ld
6	6	0	6	6	6	3	5	8

Special Rules: *Large Target, Terror, Fly, Poison Breath, Scaly Skin (3+)*

A Forest Dragon takes up an additional Hero slot.

CORE UNITS

The Glade Guard are the most numerous warriors of Athel Loren, and are often the first to respond to the call to war. Their skill with the bow is phenomenal and they are rightly feared throughout the world.

Glade Riders are skilful horse archers, able to comfortably guide their steeds through their forest homeland while firing their deadly arrows from the saddle.

Core units are the most numerous troops within the Wood Elf army. There is a minimum number of Core units that must be fielded, and this varies depending on the size of the army (see page 50).

There is no limit on the number of Core units that can be fielded.

Glade Guard

Points/model: 12

	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+ (5-10 for Scouts)

Weapons & Armour: Longbow.

Options:

- Upgrade one Glade Guard to a Musician for +6 pts.
- Upgrade one Glade Guard to a Standard Bearer for +12 pts.
- Upgrade one Glade Guard to a Lord's Bowman for +6 pts.
- One unit of Glade Guard may carry a Magic Standard worth up to 25 pts.

Special Rules: *Glade Guard Longbows*

Scouts: Glade Guard may be upgraded to Scouts at +5 pts/model. Scouts have the *Skirmish* and *Scouts* special rules but do not have the *Glade Guard Longbows* special rule. You may not have more units of Scouts than you have Glade Guard.

Glade Riders

Points/model: 24

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

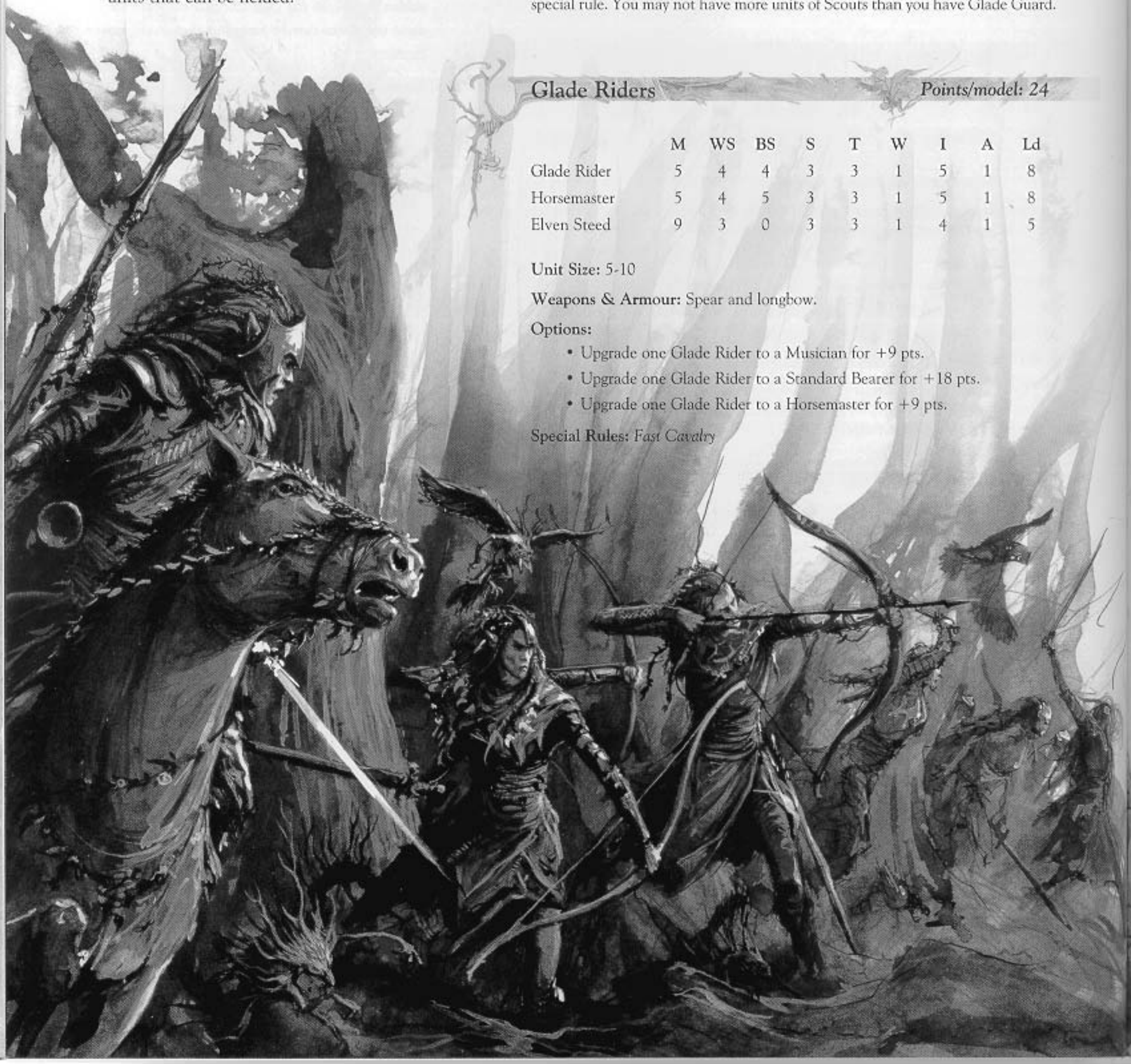
Unit Size: 5-10

Weapons & Armour: Spear and longbow.

Options:

- Upgrade one Glade Rider to a Musician for +9 pts.
- Upgrade one Glade Rider to a Standard Bearer for +18 pts.
- Upgrade one Glade Rider to a Horsemaster for +9 pts.

Special Rules: *Fast Cavalry*



CORE UNITS

Accompanying their lords, the Eternal Guard are elite soldiers sworn to defend their liege until death takes them.

Dryads are dangerous spirits that entice their prey into the forest before revealing their war aspect and slaying without mercy, only to disappear into the green heart of Athel Loren once more.

**If the army is led by a Highborn, then Eternal Guard are a Core unit. Eternal Guard are a Special Unit if your army is led by any other kind of character.*

Eternal Guard* — *Points/model: 12*

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

Unit Size: 10+

Weapons & Armour: Eternal Guard weapons and armour.

Options:

- Upgrade one Eternal Guard to a Musician for +6 pts.
- Upgrade one Eternal Guard to a Standard Bearer for +12 pts.
- Upgrade one Eternal Guard to an Eternal for +12 pts.
- One unit of Eternal Guard may carry a Magic Standard worth up to 50 pts.

Special Rules: *Eternal Guard Fighting Style, Bodyguard*

Dryads — *Points/model: 12*

	M	WS	BS	S	T	W	I	A	Ld
Dryad	5	4	0	4	4	1	6	2	8
Branch Nymph	5	4	0	4	4	1	6	3	8

Unit Size: 8-20

Weapons & Armour: Razor sharp talons

Options:

- Upgrade one Dryad to a Branch Nymph for +12 pts.

Special Rules: *Skirmish, Forest Spirit, Fear*

Special Units

Wardancers weave a beautiful dance of death as they gracefully slaughter all who oppose them.

Warhawk Riders are a specialised kindred that have a deep and natural bond with their swift Warhawks, enabling them to be ridden into battle as steeds.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army (see page 50).

Wardancer Troupe

Points/model: 18

	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: 5-15

Weapons & Armour: Wardancer weapons.

Options:

- Upgrade one Wardancer to a Musician for +7 pts.
- Upgrade one Wardancer to a Bladesinger for +14 pts.

Special Rules: *Skirmish, Shadow Dances of Loec, Immune to Psychology, Talismanic Tattoos*

Warhawk Riders

Points/models: 40

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

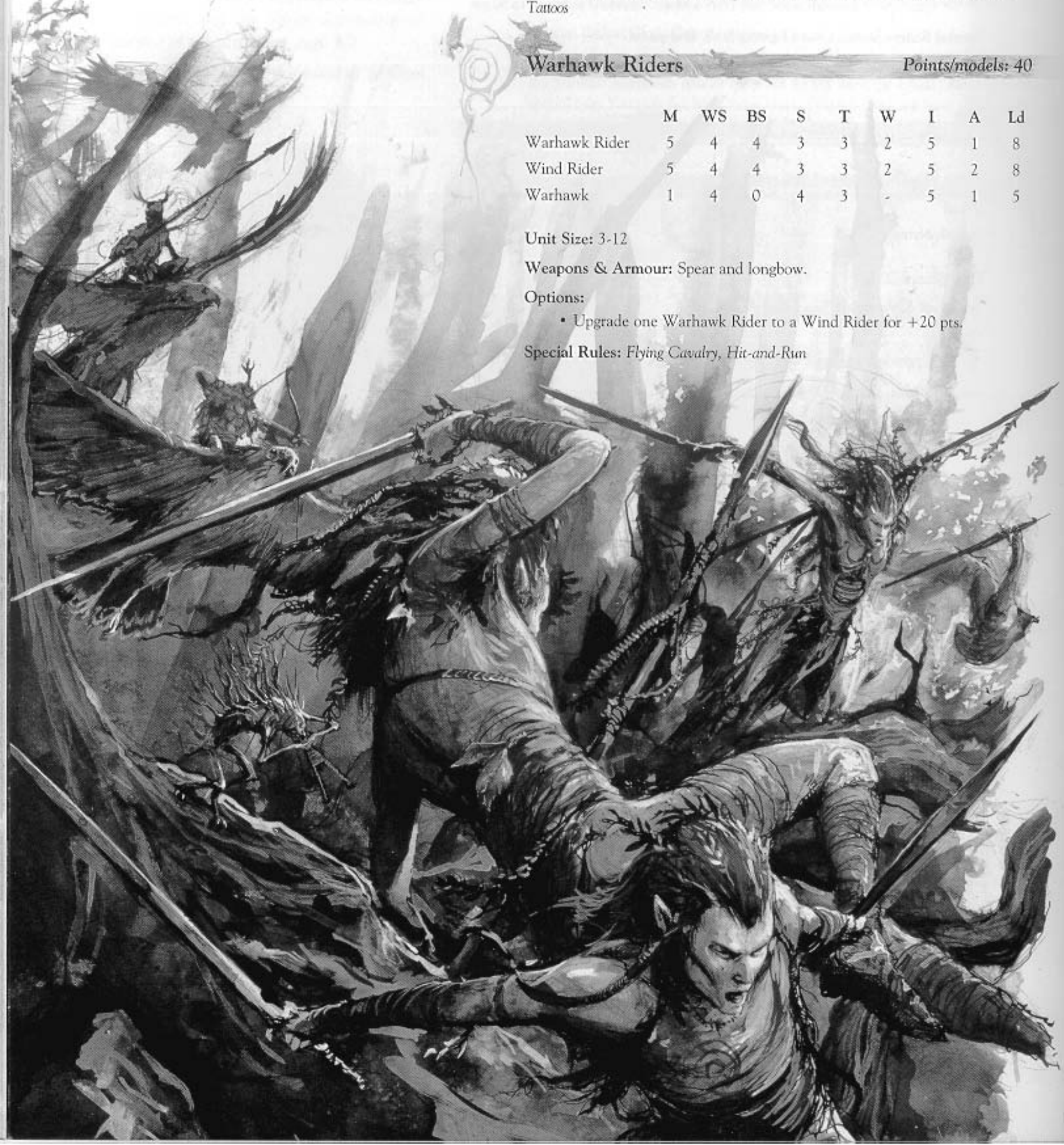
Unit Size: 3-12

Weapons & Armour: Spear and longbow.

Options:

- Upgrade one Warhawk Rider to a Wind Rider for +20 pts.

Special Rules: *Flying Cavalry, Hit-and-Run*



special units

The Wild Riders of Kurnous are the bodyguard of Orion, and it is they who ride at his side on his fearful Wild Hunts.

When an army of Athel Loren marches to war, Tree Kin are often awoken. In battle these fearsome beings are terrifying to behold, with their tough, wooden hides and implacable advance.

There is a maximum number of Special units that can be fielded, and this varies with the size of the army (see page 50).

Wild Riders of Kurnous

Points/model: 26

	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	2	9
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Weapons & Armour: Light armour and spear.

Options:

- Must upgrade one Wild Rider to a Musician at no additional cost.
- Upgrade one Wild Rider to a Standard Bearer for +18 pts.
- Upgrade one Wild Rider to a Wild Hunter for +18 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.

Special Rules: *The Wild Hunt, The Fury of Kurnous, Fast Cavalry, Forest Spirit, Talismanic Tattoos*

Tree Kin

Points/model: 65

	M	WS	BS	S	T	W	I	A	Ld
Tree Kin	5	4	0	5	5	3	3	3	8
Tree Kin Elder	5	4	0	5	5	3	3	4	8

Unit Size: 3-12

Weapons & Armour: Branchlike limbs.

Options:

- Upgrade one Tree Kin to a Tree Kin Elder for +20 pts.

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

RARE UNITS

Wood Elf Rare units include some of the most powerful and ancient beings in Athel Loren, as well as its most skilled and mysterious scouts.

Waywatchers are able to stalk their prey unseen through the trees before launching deadly salvos of arrows.

Treemen are powerful beings that wield tremendous strength, and Elven mages will wake these powerful creatures only in times of direst necessity.

There is a maximum number of Rare units that can be fielded, and this varies with the size of the army (see page 50).

Waywatchers — *Points/model: 24*

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

Unit Size: 5-10

Weapons & Armour: Two hand weapons and longbow.

Options:

- Upgrade one Waywatcher to a Shadow Sentinel for +8 pts.

Special Rules: *Skirmish, Lethal Shot, Forest Stalkers*

Treeman — *Points/model: 285*

	M	WS	BS	S	T	W	I	A	Ld
Treeman	5	5	0	6	6	6	2	5	8

Unit Size: 1

Weapons & Armour: Gnarled fists

Special Rules: *Forest Spirit, Scaly Skin (3+), Stubborn, Strangle-roots, Flammable, Tree Singing, Terror, Large Target*

RARE UNITS

The Great Eagles that make their lofty homes in the mountains and highest treetops of Athel Loren will sometimes come to the aid of the Wood Elves in battle, for there is a natural bond and sworn pledges of honour between them.

In times of great need, the Wood Elves may ally with other races, most commonly their Bretonnian neighbours. Sometimes they will even have need to hire the services of a mercenary Dogs of War regiment – such as Lumpin Croop's Fighting Cocks, the Lost Kindred or Scarloc's Wood Elves – though this is generally seen as a last resort.

There is a maximum number of Rare units that can be fielded, and this varies with the size of the army (see page 50).

Great Eagles

Points/model: 50

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

Unit Size: 1

Weapons & Armour: Powerful talons.

Special Rules: Fly

Dogs of War

Points/model: Variable

Dogs of War are mercenary units you can hire to supplement your army.

You may opt to choose a unit of Dogs of War as a Rare Unit choice, unless otherwise stated in the Dogs of War unit's special rules.

Spites of Athel Loren

Athel Loren is infested with all manner of capricious and unpredictable nature-spirits. In their truest form, these spirits appear as shining spheres of light or ghost-like auras, However, they can change form at will, and such is the array of shapes that they can take that it is almost impossible to categorise them. They are known collectively as Spites, wilful and highly unpredictable beings, as likely to help a lost traveller out of the forest as to lead him to his doom. In times of peace they may take the forms of benevolent helpers and caretakers of Athel Loren, and appear friendly and harmless even if generally mischievous. The Wood Elves often leave small offerings of food or shiny baubles for the Spites in an effort to distract them from mischief-making, although this is an almost impossible goal. They often associate themselves with a particular household or individual, and routinely steal food and coin, tie hair in knots and play practical jokes.

However, Spites are swift to anger and easy to offend, and are quick to shift to more aggressive and vicious forms. Spites are present everywhere in Athel Loren, and often attach themselves to certain places, Elves or creatures. They are very protective of their hosts, and will lash out with any powers they have at any who wish harm on them or have evil intent.

Choosing Spites

Spites are chosen in the same manner as Magic Items, and count towards the maximum number of points a character is allowed to spend on Magic Items. Therefore each particular Spite choice may only be chosen once in an army. For example, you cannot have two models with A Murder of Spites in the one army. In addition, each character can only choose one Spite from the list below. However, Treemen Ancients and Branchwraiths may have any number of Spites, to the limit of their allowance (100 points and 50 points respectively).

A Blight of Terrors **50 points**

Terrors are malicious spites that dwell in the dark places of Athel Loren. They delight in terrifying unsuspecting intruders into 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 a Blight of Terrors causes *terror*.

A Befuddlement of Mischiefs **25 points**
Bound Spell. Power Level 3

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.

The Mischiefs are treated like a Magic Missile spell that has a range of 18". It causes the targeted unit to become subject to Stupidity in its next turn. Those units that are Immune to Psychology are immune to the effects of this spell.

A Murder of Spites **25 points**

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 hosts, or within the cracks and hollows of ancient Treemen, peeping out maliciously and ready to attack any who draw near.

The model gains +D6 attacks in close combat. These are worked out at the bearer's WS, and have an Initiative of 4 and a Strength of 2. In addition, these attacks count as magical, and are Poisoned Attacks.

A Muster of Malevolents **25 points**

Malevolents appear in countless guises and are aggressive defenders of Athel Loren, utilising 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 muster counts as a ranged weapon that may be used in addition to any ranged weapon that the model carries. It has a range of 6", and unleashes D6 Strength 2 shots. The model counts as being a single unit Strength 1 model on foot for line of sight for this attack, and it may target a different unit than any other ranged attack made by the character. These shots always hit on a 4+ and count as magical and Poisoned Attacks. A model with Malevolents may stand and shoot with them (in addition to any other ranged weapon the model may have), even if the charging unit is outside the model's line of sight, or it would not normally be allowed to stand and shoot because the enemy is within half its charge range. So long as the model has a chance to be contacted by the enemy unit, the character may still stand and shoot.

An Annoyance of Netlings — 25 points

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 Netlings is likely to find their weapon snagged in a web of magical filaments.

In a challenge, any enemy attempting to strike a character with an Annoyance of Netlings will only hit on 6s.

A Resplendence of Luminescents — 25 points

As they bound from branch, to bow, to cloak, Luminescents leave behind a magical spoor. Should they alight upon a weapon of any kind, their presence bestows a minor enchantment that can prove lethal to magical beings.

All attacks made by a character with a Resplendence of Luminescents are magical, as are those of any unit that they join.

A Lamentation of Despairs — 25 points

Bound Spell. Power Level 3. One use only.

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 withered old crones with twisted twigs for hair and empty eyes, 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.

Any model on the board may be targeted. The targeted model must pass a Leadership test, or else suffer D3 automatic wounds that cannot be saved by armour or Ward Saves and cannot be regenerated.

A Cluster of Radiants — 25 points

Treemen Ancients and Branchwraiths only

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 colours. They are often seen circling the most ancient of trees, and will shy away from Elves or other mortal creatures. Sometimes they will take more solid form, and appear like small Elven figures. They act as sponges for magical energy, sapping the power of enemy mages.

A character with Radiants may add one extra dice to their Dispel pool in their opponent's Magic phase.

A Pageant of Shrikes — 25 points

Shrikes are malicious Spites that often reveal themselves as diminutive red-capped creatures borne upon the backs of black birds, though they also appear as owls with a 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 vital 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.

In addition to any shooting attacks the model has, Shrikes confer an additional shooting attack. A Pageant of Shrikes may target a different unit than any other ranged attack made by the character, though it may only be used against a target that the character can see. A Pageant of Shrikes is a Strength 4 ranged attack that has a range of 18" and always hits on a 3+. This shooting attack is not subject to the usual targeting restrictions apart from line of sight – it can even be used to pick out an individual character within a unit. A model may not stand and shoot with a Pageant of Shrikes.

Heirlooms of Athel Loren

In this section, the common magic items are listed first (see the Warhammer rulebook for a complete description). They are followed by a list of 'Wood Elves only' magic items. These items can only be used by models from this book and must be selected within the points limitations set by the army list section. Note that all the rules for magic items presented in the Warhammer rulebook also apply to the 'Wood Elves only' magic items.

Common Magic Items

Sword of Striking 30 points
Weapon; +1 To Hit.

Sword of Battle 25 points
Weapon; +1 Attack.

Sword of Might 20 points
Weapon; +1 Strength.

Biting Blade 10 points
Weapon; -1 Armour Save.

Enchanted Shield 10 points
Armour; 5+ Armour Save.

Talisman of Protection 15 points
Talisman; 6+ Ward Save.

Staff of Sorcery 50 points
Arcane; +1 to dispel.

Dispel Scroll (one use only) 25 points
Arcane; Automatically dispel an enemy spell.

Power Stone (one use only) 25 points
Arcane; +2 dice to cast a spell.

War Banner 25 points
Banner; +1 Combat Resolution.

Magic Weapons

The Spirit Sword 55 points
Within this crystal blade are bound a host of yowling and nebulous entities that seek to ensnare other souls within their iridescent prison. Only with a great effort of will can the bearer retain control over the Spirit Sword, for if his resolve is not strong enough, it will be his essence that the blade steals, not that of his foes.

Hits by the Spirit Sword wound automatically. Any enemy that suffers one or more unsaved wounds from the Spirit Sword must roll a D6 and add their Leadership – the wielder does the same. For each point the wielder wins by, his opponent loses an additional wound, with no Armour Saves or Ward Saves allowed. For each point his opponent wins by, the wielder loses a wound, with no Armour Saves or Ward Saves allowed.

Daith's Reaper 50 points
The very pinnacle of Daith's forging skill, a more finely crafted and deadly blade than this is not to be found within the realm of Athel Loren, nor for many leagues past its boundaries.

The wielder of this weapon may re-roll any failed hits in close combat. In addition, any foe wounded by this blade must re-roll any successful Armour Saves.

The Bow of Loren 35 points
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.

This longbow allows the bearer to shoot as many times as they have Attacks on their profile. The bearer does not suffer -1 for multiple shots.

Blades of Loec 35 points
Wardancer character only
The swirling and delicate patterns inscribed into these matched swords assume a life of their own when sunlight falls upon them, dazzling and distracting the bearer's opponent.

Wardancer Weapons. The wielder can re-roll any failed rolls to wound. May be used in conjuction with the Shadow Dances of Loec.

The Dawnspear 35 points
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 brilliant light, blinding the wielder's foes with its brilliance.

Counts as a spear. If the wielder causes an unsaved wound on an enemy, then that model and any other models in the unit that have not yet attacked suffer -1 to hit for that Combat phase.

The Spear of Twilight 30 points
When this spear strikes, the fury and rage of the wielder is channelled into the body of the foe with appalling and destructive force.

This spear confers the Killing Blow ability on the wielder.

The Callach's Claw 25 points
The Callach is a crone figure from Asrai folklore, an aged and twisted spirit whose great delight is in suffering. This magical blade wails in dozens of insubstantial voices, each an echo of one of her victims.

Any unit suffering one or more unsaved wounds from this blade suffer an additional -1 penalty to their Leadership for the remainder of the Combat phase.

The Hunter's Talon 25 points

Originally crafted for Altathir, a master of the Waywatchers in ages past, this longbow has a gnarled and twisted appearance that belies the uncanny precision of which it is capable.

If firing non-magical arrows the wielder of this longbow may target any model it can see (including a character that could normally not be targeted because it is in a unit or not the closest target), but if this special ability is used, will suffer an additional -1 to hit penalty. Note that the normal -1 penalty for shooting at a single man-sized model does not apply and the target cannot benefit from the "Look out, sir!" rule. The shooter may always choose a different target to the unit he is with.

The Sword of a Thousand Winters 20 points

An unnatural chill resides within the steel of this sword, a terrible cold that burns flesh and freezes the blood – only the strongest of warriors can endure its touch.

Characters and Monsters must take a Toughness test for each unsaved wound they suffer from this blade – their Strength, Initiative and Attacks are reduced by 1 (to a minimum of 1) for each test they fail.

Rageth's Wildfire Blades 10 points

When drawn, the blades of these swords burn with a magical flame that cannot be extinguished.

Counts as two hand weapons. Any attacks made with these weapons count as Flaming.

Asyendi's Bane 10 points

This light and elegant bow is exceptionally well crafted, enhancing the abilities of skilful archers. Legend has it, however, that a malicious spirit dwells within the body of the weapon, ever eager to punish its wielder if a shot misses its target.

The wielder of this longbow may re-roll all missed shooting attacks. However, if after this re-roll the shot still misses, then the bearer suffers a Strength 3 hit.

Magic Armour

The Oaken Armour 50 points

Said to have been crafted by Daith himself, this armour binds the lifeforce of its bearer to that of Athel Loren, keeping them safe from harm.

Counts as light armour (6+ Armour Save) that can be combined with other equipment as normal. The Oaken Armour gives the wearer the Regeneration ability.

Railarian's Mantle 50 points

Woven and bound by the oldest of Branchwraiths for the first Elven guardian of the sacred trees, this armour is only gifted to one chosen by Athel Loren itself.

Counts as light armour (6+ Armour Save) that can be combined with other equipment as normal. If the wearer is within 6" of a Wood he receives a 4+ Ward Save.

Armour of the Fey 35 points

In Bretonnia, there are tales of a solitary Elf knight who, when brought to battle, could not be slain for his armour kept him safe against the lances and magical blades of his foes. Ultimately, so the tale recounts, this knight was slain by a peasant woman whom he had lured away from her family – his throat cut by a simple knife.

Counts as light armour (6+ Armour Save) that can be combined with other equipment as normal. Against any magical close combat attacks, the wearer receives a 4+ Ward Save.

The Helm of the Hunt 20 points

This enchanted helm imbues the wearer with the spirit and fury of Orion.

This helm confers a 6+ Armour Save that can be combined with other equipment as normal (including normal armour and a shield). When the character charges he receives +1 Attack and +1 Weapon Skill for that round of combat.

Briarsheath 15 points

Characters on foot only

The writhing thorns and brambles of this armour work their way into the bearer's surroundings, rendering him invisible to all but the most observant foe.

Counts as light armour (6+ Armour Save) that can be combined with other equipment as normal. Enemies wishing to target the model wearing the Briarsheath with a shooting attack suffer an additional -1 to hit penalty. This is increased to -2 if the wearer is within a wood.

Talismans

The Rhymer's Harp 75 points

Yimas the Rhymer was a renowned songsmith of Athel Loren, whose errantries at the side of Naieth the Prophetess have long since passed into folklore. Though their journeys were many and dangerous, the enchanted notes of Yimas's harp granted them speed and sanctuary.

This item bestows a 5+ Ward Save on the bearer, their mount, and any unit they join. In addition, the bearer, their mount, and any unit they join may move through all kinds of difficult terrain without penalty.

Amaranthine Brooch 35 points

Fashioned from the petals of a flower that endures throughout all the seasons, the magic of this brooch can sustain the wearer no matter how grievous his wounds.

Grants the bearer a 3+ Ward Save that cannot be used against magical attacks.

Amber Pendant 35 points

Characters on foot only

This mysterious artefact exists not only in the physical dimensions, it also creates a distortion in the flow of time, slowing any creature who would cause harm to the bearer.

Any enemy models in base contact with the bearer of the Amber Pendant automatically strike last – even if they charged or have an ability that would allow them to normally strike first.

Stone of the Crystal Mere 30 points

The stone is a beautiful, faultless crystal that was plucked from a deep river bed and gifted to the warrior hero Naithal. It protects the bearer from harm, but is fragile and will shatter into a million pieces should it fail in its purpose.

The bearer of the stone gains a 3+ Ward Save, as does any creature ridden by the bearer. However, if this Ward Save is ever failed, then the stone shatters and the Ward Save is lost for the rest of the game.

Glamourweave 30 points

The air around the bearer of this brooch is permeated with hypnotic colours and patterns. Only a being of exceptional will-power can fight its allure.

The Glamourweave conveys a 4+ Ward Save against shooting attacks and magic missiles. In addition, any model attempting to strike the bearer in close combat must first pass a Leadership test. If they fail, they require 6s to hit the bearer during that Combat phase.

Stone of Rebirth 30 points

One use only

Blessed by the wardens of Athel Loren's inner groves, the Stone of Rebirth bestows its bearer with the promise that life shall spring anew from death.

When the wearer is reduced to one Wound this item bestows a 2+ Ward Save.

The Fimbulwinter Shard 25 points

The very air itself is chilled by the presence of this ancient talisman whose runes proclaim a time in which all life is lost beneath a blanket of ice.

Opponents suffer a -1 to hit the bearer and his mount in close combat. Any creatures with the Forest Spirit special rule suffer from Stupidity while the bearer is within 6".

Merciw's Locus 20 points

Merciw was an eccentric noble who held the concepts of personal honour and fairness in unusually high esteem. This gem is an undying extension of his beliefs.

The bearer of this magic item receives no Strength bonuses from magical or non-magical weapons. However, any model wishing to strike the model that bears Merciw's Locus also receives no Strength bonuses from magical or non-magical weapons.

Enchanted Items

The Wood Elves make use of magic arrows. These are noted below. Magic arrows may be fired by normal or magic bows, with any exceptions noted. These arrows are counted as magical, and it is assumed that the a character has enough arrows to last the entire battle, unless stated otherwise.

Wraithstone 50 points

This crystal emits the ghostly screams of all those who met with their death within the waystone fence that bounds Athel Loren.

All enemy units within 6" of the bearer of this stone suffer a -1 penalty to their Leadership.

Hagbane Arrows 35 points

Fashioned from deadwood taken from the Glade of Woe, some of Morghur's taint lingers still within these darts, a virulent and formless blight that shrivels and spasms. Should one of these arrows so much as break the skin, their target is destined to end their life in screaming agony.

Magic arrows. A model that loses one or more wounds from Hagbane arrows in any Shooting phase must take a Toughness test at the end of the phase. If the test is failed, the target is slain regardless of how many wounds it has left, ignoring Armour Saves and Ward Saves.

Moonstone of the Hidden Ways 35 points

One use only

Though the world is much changed from the early days, to the wise there are still paths that link all forests together. Yet sometimes, simple knowledge is not enough for the pathways are locked – only with one of the ancient Moonstones can the sealed routes be travelled.

If the character and any unit they have joined is wholly within a wood at the end of the Move phase, the character and unit may be removed from the table and replaced anywhere that is also wholly within a wood, facing in any direction and in any formation.

Hail of Doom Arrow 30 points

One use only

Created and bound with magics as old as the Elven race, when released this magical arrow splits into dozens of deadly shards, each aimed by deadly purpose.

Magic arrow. When fired, the arrow splits into 3D6 magical Strength 4 arrows. Roll to hit for each arrow. If this is used with a magic bow, then any effects of the magic bow are ignored for this shot.

Starfire Arrows 25 points

These arrows glow with an unnatural light and emit a piercing wail when they draw blood, chilling the soul of even the bravest warrior.

Magic arrows. Any unit that suffers one or more casualties from Starfire Arrows must take a Panic test, regardless of the number of casualties caused.

The Horn of the Asrai 25 points

One use only

The beautiful sound of this fabled horn lays a glamour upon those who hear it winded, eroding their will; the better to lure them to their doom.

Can be used at the beginning of any enemy turn. When used, all enemies able to charge the bearer of this item must take a Leadership test. If they fail, they must charge the bearer (charge reactions, Psychology tests etc. are taken as normal).

Arcane Bodkins 25 points

Whether plate, chain, or unnatural hide, no armour can shield against the enchantments that permeate these deadly barbs – if the firer's aim is true, the target is doomed.

Magic arrows. No Armour Saves are allowed against Arcane Bodkins.

Elynett's Brooch 20 points

This intricate treasure retains a portion its original owner's strength of character, filling the wearer with resolve.

The wearer, and any unit they join, may re-roll failed Psychology tests.

Dragontooth Arrows 20 points

The tips of these arrows are fashioned from the teeth of a great Forest Dragon and contain much of the poison that lingers upon its breath.

Any model wounded by Dragontooth Arrows suffers from the rules for Stupidity for the rest of the game – even if they are normally Immune to Psychology.

Gwytherc's Horn 15 points

One use only

No purer sound is there than a single note from this great horn, a perfectly crafted musical instrument, capable of emboldening the faint of heart and rousing the timid to action.

At the start of any of the bearer's turns the horn may be blown. The bearer and any unit joined are Immune to Psychology until the beginning of the bearer's next turn.

ARCANE ITEMS

Wand of Wych Elm 55 points

A stave fashioned from the innately magical Wych Elm tree is a much sought-after tool. With it, a mage can bend the winds of magic more freely to his will.

This staff allows any Dispel attempt to be re-rolled.

Calaingor's Stave 25 points

Crafted from a bough taken from the Oak of Ages, this staff still pulses with life, connecting the bearer to the trees that he commands.

If the bearer has the spell *Tree Singing*, then they may add 1" to the distance they may move a forest if they successfully cast the spell (so, if successfully cast, they may move a forest D3+2"). In addition, they may cast (and attempt to cast) the spell more than once per Magic phase.

Divination Orb 25 points

A careful mage can read the skeins of the future in the twisting and swirling mists contained within this sphere, enabling them to better anticipate opposing wizards.

If an opponent uses more than three dice when casting any spell, the bearer of the Divination Orb may add an extra free Dispel dice into the attempt to dispel that spell.

The Deepwood Sphere 25 points

This twisted and thorny orb of ebony wood speaks to the trees in the bitterest words of vengeance and spite, exhorting them to strike down all who intrude upon them. Only the bravest or most foolhardy ever venture into a forest under the influence of the Deepwood Sphere.

This item allows the mage to re-roll the dice when determining the effects of the *Tree Singing* spell (whether he is using it to move a wood or to inflict damage on an enemy within a wood). In addition, all enemy models wholly or partly within the same wood as the bearer take a single Strength 5 hit at the start of each Wood Elf Magic phase.

Ranu's Heartstone 20 points

One use only

Focusing upon the ancient gem can help a mage calm their inner thoughts and so focus their hold upon the winds of magic.

Once per game, the bearer of this item may re-roll one of the dice when casting a spell or making a Dispel attempt. This can be used to prevent a miscast or cause a spell to be cast with Irresistible Force.

MAGIC STANDARDS

The Royal Standard of Ariel 100 points

The royal banner of Ariel herself, this gossamer flag is said to have been woven from the fey-queen's own hair. It is beyond doubt that a portion of her power resides within this standard, for all who look upon it see that which they most dread.

The enchantment that Ariel has woven into this banner causes the bearer, and any unit he joins, to cause *fear*. In addition, any friendly unit within 12" of this banner receives *Magic Resistance (1)*.

Gaemrath – the Banner of Midwinter 50 points

One use only

A standard of gnarled and impossibly ancient Oak, Gaemrath bears life still; a symbol to all that even in the most dormant heart can be found the will to stand and never to break before the foe, or indeed, the ages.

Declare the banner's use at the beginning of the Movement phase, before declaring charges. The unit may not move or march but becomes *Unbreakable* until the start of the next player turn. This ability may be used if the unit is already engaged in close combat, but cannot be used if the unit is fleeing or skirmishing.

Faoghir – the Banner of Dwindling 50 points

Woven by Elven maidens from the last, crimson leaves of autumn, this enchanted banner saps the impure of their energy, allowing the Asrai to strike them down, never to return to their lands.

Enemies that flee from the unit having been beaten in close combat roll one dice less than normal to determine the distance they flee.

Saemrath – the Banner of the Zenith 25 points

The Banner of the Zenith is said to reflect a portion of the radiance of the Lady Ariel, for it shines with such purity that none who mean harm to the Asrai may approach it.

The distance at which enemy models are prevented from marching by this unit is increased from 8" to 12".

Aech – the Banner of Springtide 25 points

Decorated with symbols of fertility and fecundity, the Banner of Springtide fills the Asrai with the energy and passion of spring, enabling them to react to threats with an uncanny speed.

The unit may make a stand and shoot charge reaction even if the enemy charging them do so from within half their charge range.

Wood Elf Kindreds

Communities of Wood Elves often tend towards small, nomadic groups of like-minded individuals, known as kinbands or kindreds, rather than the large and populous cities of other Elves. These kinbands have strong bonds that unite them, ties that are often stronger than those of kith and kin. There are literally hundreds of these nomadic groups that dwell within Athel Loren. Each reflects how it relates to physical influences such as their surrounds, as well as the way they relate to other Elves, Athel Loren and its many and varied fey inhabitants and the attitudes of the individuals.

Kinbands that are many score of leagues apart will often share the same name, for they share the same core beliefs and ideals, though in reality even likeminded kinbands will often be somewhat distant and suspicious towards each other. Some kindreds hold particular rivalries and deeply ingrained mutual suspicions of others, and conflicts between kinbands are not uncommon.

Though the Wood Elves are generally a roaming and nomadic people, each kinband holds allegiance to a particular Elven Highborn. Some Highborns may have more of certain kinbands within his realm, such as the Lord of the Peaks, who has many kinbands of the Warhawk kindreds at his disposal and the Lord of the Southern Glades, where the kindreds of Equos are common.

Wardancer Kindreds
Kindreds of Caidath.

Sometimes those of the Wardancer Kindreds are known as the Shadow Dancers of Loec, Feast Masters, Bladesingers and Deathdancers. They are a cult Kindred dedicated to the Elven trickster god Loec, the god of laughter, dance and music.

The name Caidath has evolved from the Elven root-word Cadaith. This Greater Word carries the following meanings: grace, power, music of the stars.

Wood Elf characters can be upgraded to become a member of a Wardancer Kindred.

Wood Elf Highborn:	+ 50 points
Wood Elf Noble:	+ 30 points

The character loses their longbow, but gains the special rules Wardancer Weapons, Shadow Dances of Loec, Immune to Psychology and Talismanic Tattoos.

Wardancer characters may not wear any armour or be given magical weapons that are not classed as Wardancer Weapons. The character must fight on foot and cannot join any units except Wardancers – if they join a unit of Wardancers, then both the unit and the character(s) must use the same Shadow Dance.

Bold Brandyn met with a lady fair,
As graceful as light, and as free as the dawn.
He strayed with her into the wilding wood,
And nobody saw him no more.
Yes, nobody saw him no more.

- excerpt from 'Four Foolish Knights'
a popular Bretonnian drinking song

Eternal Kindreds
Kindreds of Selathoi

As the Eternal Guard, the Kindreds of Selathoi form an undying and unyielding defence of all the sacred places of Athel Loren during the winter months. Members of the Eternal Kindreds tend to have learnt their trade in a Warrior Kindred and have proved time and again that their skills and courage are worthy.

The name Selathoi has evolved from the Elven root-word Sarathai, meaning unyielding defiance.

Wood Elf characters can be upgraded to become a member of an Eternal Kindred.

Wood Elf Highborn:	+ 10 points
Wood Elf Noble:	+ 5 points

A character from an Eternal Kindred benefits from the Eternal Guard Fighting Style special rule, though this is lost if they choose any Magic Weapons or Magic Armour.

The Alter Kindreds
Kindreds of Laith-Kourn

Known often as Alters, Shifters or Wild kin, these Elves can adopt aspects of the creatures who dwell within Athel Loren. They are much more isolationist that any other of the Kindreds, and though they see themselves as a Kindred, they live alone and generally do not mix any more with their own than any other Kindreds.

The name Laith-Kourn has evolved from a combination of the Elven root word Lathain, meaning storm, wrath, and gently falling rain that brings eternal sleep, and the name of the Elven god Kurnous.

Wood Elf characters can be upgraded to become a member of an Alter Kindred.

Wood Elf Highborn:	+ 35 points
Wood Elf Noble:	+ 25 points

The character's Movement and Initiative are increased to 9 and his Attacks are increased by 1. However, he must fight on foot.

A character from the Kindred of Laith-Kourn may not be the army general, nor may he join a unit.

Scout Kindreds
Kindreds of Arahain

Sometimes those of this Kindred are known as Sentinels, Wayfarers, and Hawkeyes.

The name Arahain has evolved from the Elven root-word Arhain, meaning shadows, night, stealth, secrets, and perfidiousness.

Wood Elf characters can be upgraded to become a member of a Scout Kindred.

Wood Elf Highborn:	+ 25 points
Wood Elf Noble:	+ 15 points

The character gains the Scout special rule. However, the character must fight on foot, and may not carry a great weapon.

Wild Rider Kindreds
Kindreds of Auryaur

Sometimes those of this Kindred are known as the Spears of Kurnous, the Brethren of Orion and Pyrewardens.

The name Auryaur has evolved from the Elven root word Oriour, meaning blood and birth.

Wood Elf characters can be upgraded to become a member of a Wild Rider Kindred.

Wood Elf Highborn:	+ 50 points
Wood Elf Noble:	+ 35 points

The character carries a spear and wears light armour. They may not choose any additional weapons or armour, though they may choose a magic spear or a suit of magical light armour to replace the respective item if they wish. They benefit from the Talismanic Tattoos, Fury of Kurnous and Forest Spirit special rules (and so may join units of Forest spirits). However, they must ride an Elven Steed or Great Stag (chosen at additional cost from the army list).

Waywatcher Kindreds
Kindreds of Nymraif

Sometimes those of this Kindred are known as Wood Haunters, Pathwatchers, Shadow Striders and Mist Walkers.

The name Nymraif has evolved from the Elven root-word Minaith, meaning skill in arms, spirituality, or the lost way.

Wood Elf characters can be upgraded to become a member of a Waywatcher Kindred.

Wood Elf Highborn:	+ 45 points
Wood Elf Noble:	+ 35 points

The character gains the special rules Lethal Shot and Forest Stalker. Note that the Lethal Shot rule only applies if the character is not using magical arrows or a magical bow. The character cannot wear any armour, carry a shield, nor carry any close combat weapon that requires two hands to use (such as a great weapon). Waywatcher characters must fight on foot.

Glamourweave Kindreds
Kindreds of Yenayla

A Kindred smaller than the Spellsinger Kindreds that is dedicated to maintaining the correct balance within Athel Loren. Glamourweaves, sometimes known as Shapers, Tree-Singers, Skein-weavers, Shadow-Walkers, Changelings, Wood-seers, Grove-kin and Wood-shapers, are very closely linked to Athel Loren, and often act as emissaries and ambassadors between the Wood Elves and the older spirits of Athel Loren itself.

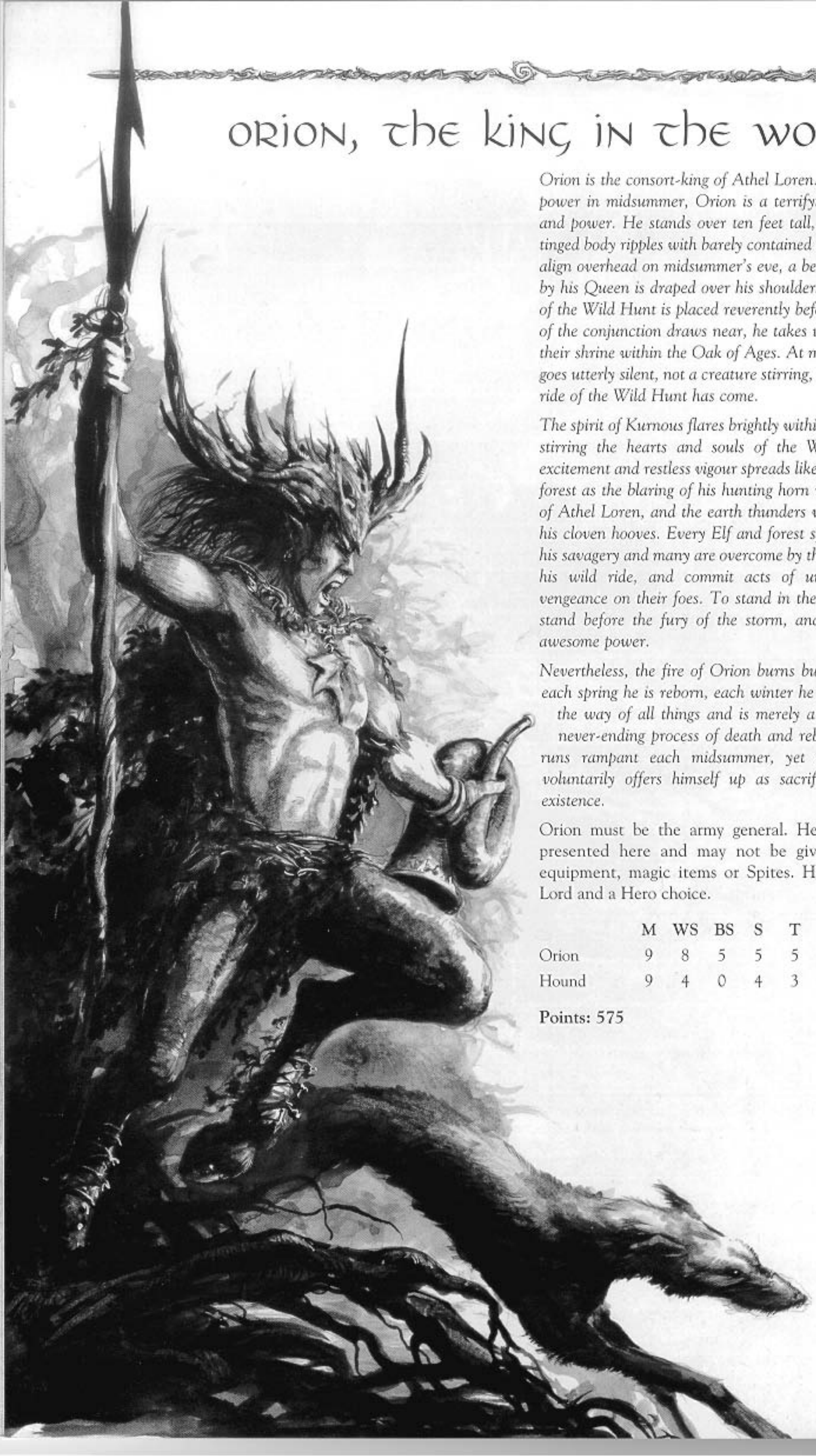
The name Yenayla has evolved from the Elven root-word Yenlui, meaning balance, harmony and chaos.

Wood Elf characters can be upgraded to become a member of a Glamourweave Kindred.

Spellweaver/Spellsinger	+ 20 points

This character benefits from the Forest Spirit special rules (and so may join units of Forest spirits). However, they must ride an Elven Steed or a Unicorn (chosen at an additional cost from the army list).

Orion, the King in the Woods



Orion is the consort-king of Athel Loren. At the height of his power in midsummer, Orion is a terrifying being of majesty and power. He stands over ten feet tall, and his lithe, green tinged body ripples with barely contained anger. As the moons align overhead on midsummer's eve, a beautiful cloak crafted by his Queen is draped over his shoulders and the great horn of the Wild Hunt is placed reverently before him. As the time of the conjunction draws near, he takes up his weapons from their shrine within the Oak of Ages. At midnight Athel Loren goes utterly silent, not a creature stirring, for all know that the ride of the Wild Hunt has come.

The spirit of Kurnous flares brightly within Orion at this time, stirring the hearts and souls of the Wood Elves. Savage excitement and restless vigour spreads like wildfire through the forest as the blaring of his hunting horn resounds through all of Athel Loren, and the earth thunders with the pounding of his cloven hooves. Every Elf and forest spirit feels the pull of his savagery and many are overcome by the primal urge to join his wild ride, and commit acts of untold savagery and vengeance on their foes. To stand in the path of Orion is to stand before the fury of the storm, and few can resist his awesome power.

Nevertheless, the fire of Orion burns but briefly, for just as each spring he is reborn, each winter he must perish. This is the way of all things and is merely a continuation of the never-ending process of death and rebirth. Orion's power runs rampant each midsummer, yet each midwinter he voluntarily offers himself up as sacrifice to the cycle of existence.

Orion must be the army general. He must be used as presented here and may not be given any additional equipment, magic items or Spites. He counts as both a Lord and a Hero choice.

	M	WS	BS	S	T	W	I	A	Ld
Orion	9	8	5	5	5	6	9	6	10
Hound	9	4	0	4	3	1	4	1	6

Points: 575

Special Rules

Forest Spirit

Orion is no longer a mortal Elf, being part of Athel Loren itself, and part deity. He has the *Forest Spirit* special rule.

Terror

Orion is a rampaging avatar of the hunting god, Kurnous. He causes *terror*.

Spirit of Kurnous

The spirit of Kurnous infuses Orion. He has no understanding of fear, pain merely feeds his anger and he will not stop until his enemies are dead beneath his hooves.

Orion is Unbreakable. However, if he is beaten in combat, his essence will begin to fade. If Orion is beaten in combat, then for each point of combat resolution he loses by he also loses one wound. If Orion is within 6" of a wood the number of wounds he loses is reduced by one (so, if he loses the combat by one and is within 6" of a wood, he does not lose any wounds).

The Wild Hunt

In an army led by Orion, Wild Riders of Kurnous are a Core choice. An army led by Orion must include at least one unit of Wild Riders. In addition, in an army led by Orion, Glade Guard and Scouts count as Special units, and Waywatchers may not be taken at all.

Hounds of the Hunt

Orion may be accompanied by up to two Hounds, at the cost of +15 points each. If he has any Hounds, then he may not join another unit. These Hounds have the Forest Spirit and Spirit of Kurnous special rules. If Orion is accompanied by his Hounds and suffers wounds as a result of being beaten in combat, the Wood Elf player may allocate a single wound onto each Hound, rather than Orion. A D6 must be rolled for each shooting attack directed at Orion. On a 1-4, Orion himself is struck. On the roll of a 5 or a 6, then one of the Hounds is struck.

Magic Items

Horn of the Wild Hunt

One use only

Orion carries an enormous hunting horn, crafted from the horn of a mighty forest creature. All who hear the blaring horn of Orion are filled with fear.

The first time Orion declares a charge, he sounds the Horn of the Wild Hunt. All enemies within 18" of him (before he starts his charge move) must take a Panic test.

Spear of Kurnous

When Orion goes forth to battle, he takes up the Spear of Kurnous from its shrine within the Oak of Ages. It is a powerful weapon of immense proportions, and none other than Orion can wield it.

Such is the power of Orion that when he charges into combat with the Spear of Kurnous, he adds +2 to his Strength.

Cloak of Isha

The Cloak of Isha wards off evil magics and is woven from the leaves of the sacred rowan trees of the Grove of Isha by Ariel herself.

The Cloak of Isha adds two Dispel dice to the Wood Elf Dispel dice pool.

The Hawk's Talon

This is an immense and powerful longbow that Orion uses to slaughter any foe that flees before his wrath.

This is treated as a longbow that has a Strength of 6 and can penetrate ranks in the same manner as a bolt thrower. In addition, each unsaved wound caused by the Hawk's Talon becomes D3 wounds rather than 1. Orion does not suffer a -1 to hit penalty for moving and shooting.

Drycha

Most believe that Drycha lost her mind when Morghur's death soured the ground of the Glade of Woe, the area of Athel Loren to which she was bound, though in truth the Branchwraith was capricious and hostile for many years before this. As with many of Loren's spirits, Drycha is incredibly old, and is said to remember the days before the coming of the Elves. She recalls these times with anger and sadness, for she believes that the alliance between Athel Loren and the Asrai has brought little but destruction to the forest – even though the intervention of the Elves almost certainly saved Athel Loren from the axes of the Dwarfs. Indeed, she rarely converses with others, even the Dryads who serve her as handmaidens, but instead chants, mantra-like, the names of all those fellow spirits whom she believes have been failed by the Elves. As old as she is, and with a memory still possessed of crystal clarity, it is doubtful that she will ever reach the end of her tally, for new names are added with every battle between Athel Loren and the outside world.

In the early years of the alliance between the Elves and forest, Drycha was ever in evidence in the glades and groves of Athel Loren, watching the Elves and examining their every action for any sign of betrayal. She has been seen little in the years since Morghur's blood was spilt upon her glade, though she is known to commune with Coeddil, a Treeman of great age and power, and serves as his herald while the great being sleeps through the centuries. Such a thing cannot help but provoke unease, for Coeddil's distrustful attitude of the Asrai is legend. He is so incredibly ancient that it is difficult to be certain as to his motivation, for Coeddil has forgotten more than many younger beings, the Elves included, will ever know. If these two embittered spirits have found common cause, it can only be a matter of time before the balance of Loren forest is thrown into disarray.

In recent years, strange tales have begun to reach Athel Loren, causing great concern amongst the councils of the Wood Elves. On the fringe of the great Drakwald Forest in the Empire, the peasants tell stories of the trees that come alive, hungry for blood. On the edge of the Forest of Arden in Bretonnia, some villagers gather only deadwood for their purposes, citing tales of other villages found ruined and torn, the inhabitants left as scraps of tattered meat by the vengeance of the trees. Though some of these events bear the hallmarks of attacks made by the Asrai, they were not instigated by Ariel's court. To many they seem as senseless as they are apparently random, yet if these attacks are indeed the work of Drycha and her handmaidens, there must surely be a greater goal behind them than mere slaughter – though what that goal is remains to be seen. Even Naieth the Prophetess cannot see the destination to which Drycha strives, for it is drenched in blood.

Naestra and Arahan – Sisters of Twilight

High in the alpine slopes of the Pine Crags, the Eyrie of Twilight dominates the skyline. These are the elegant halls of the Sisters of Twilight, the twins Naestra and Arahan. Wardancer kindreds throughout Athel Loren dance the tale of these mysterious Elves, telling the story of a young Elf child named Naestrahan that wandered deep into the depths of the wild woods. Alone, this young girl stumbled through the dense undergrowth, led by glowing faerie lights and darting spites. Deep into the darkness she was led, into a place that even the Waywatchers feared to go.

The family of the girl-child were distraught, but accepted that she had been claimed by Athel Loren. Many years passed before a battle was fought at the feet of the Grey Mountains. Foul Beastmen had lit great pyres, and the trees of Athel Loren cried out silently in pain as they were torn from the earth and heaved onto the blaze. Drawn by the ripples of pain that spread through the forest, the Wood Elves assailed the despoilers the next morn, but they were too few in number to prevail. Hundreds were slain by Elven arrows, and Wychwethyl the Wild led his Wardancers in acrobatic dances that slew countless more, but it was not enough to halt the creatures. Brutal Gors fought their way through the hail of bowfire, and began hacking apart the Elven archers, spilling much precious blood. Amidst the carnage a pair of Elven maidens appeared, descending into the clearing crouched upon the back of an ancient dragon of the deep forests.

The warrior maidens were identical in all ways but one – where one had hair as dark as night, the other had hair of purest white. The ancient dragon tore through the Beastmen, scattering those that it did not rip limb from limb. The warrior maidens fired their bows, as entangling briars sprung up to halt those who sought to flee and great magical fires consumed those who fought on. The dark-haired Elf-maiden leapt gracefully to the ground to tend the wounded, while the pale-haired twin, still upon the back of the great dragon, launched into the air in pursuit of the fleeing beasts, intent on slaying every last one.

It slowly became apparent that in the depths of the magical dark woods the girl child Naestrahan had become something altogether different and strange, and that these two war maidens were linked somehow to her. Some speculated that one was the real girl while the other was a merely a powerful changeling, yet the wisest Spellweavers said that it was as though the one child had been split into two separate beings. Each sister represented the divided, yet balanced, nature of the Wood Elves themselves. Where one sister is light, one is dark. Where one is filled with anger and lethal destructiveness, the other is calm and serene. They reflect opposing, yet harmonious aspects of Athel Loren itself.

The sister-twins are masters of the wild beasts that dwell within Athel Loren. These creatures adore Naestra and will do as she wishes out of love, while they fear Arahan and so do as she wills out of respect. In times of strife and need, the sisters ride forth from their mountain eyrie borne upon the back of one of these faithful beasts. Arahan takes savage pleasure in cutting down her foes, while Naestra does so with tears in her eyes.

Arahan and Naestra count as a single Lord choice in a Wood Elves army. They must be used as presented here and may not be given any additional equipment, magic items or Spites. Neither Arahan nor Naestra may be the army general.

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

Points: 275 for Arahan and Naestra – they must ride either Ceithin-Har (a Forest Dragon, +320 points – uses an additional Hero choice) or Gwindalor (a Great Eagle, +50 points).

Special Rules

Sister-twins

The sisters are bound by ancient magics, as old and unknowable as the forest itself. While one still draws breath, both endure – no matter the harm inflicted upon them. 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 either sister is still alive at the end of a phase, both are restored to their starting number of Wounds. In the event of a challenge, both sisters must fight.

Masters of the Wild

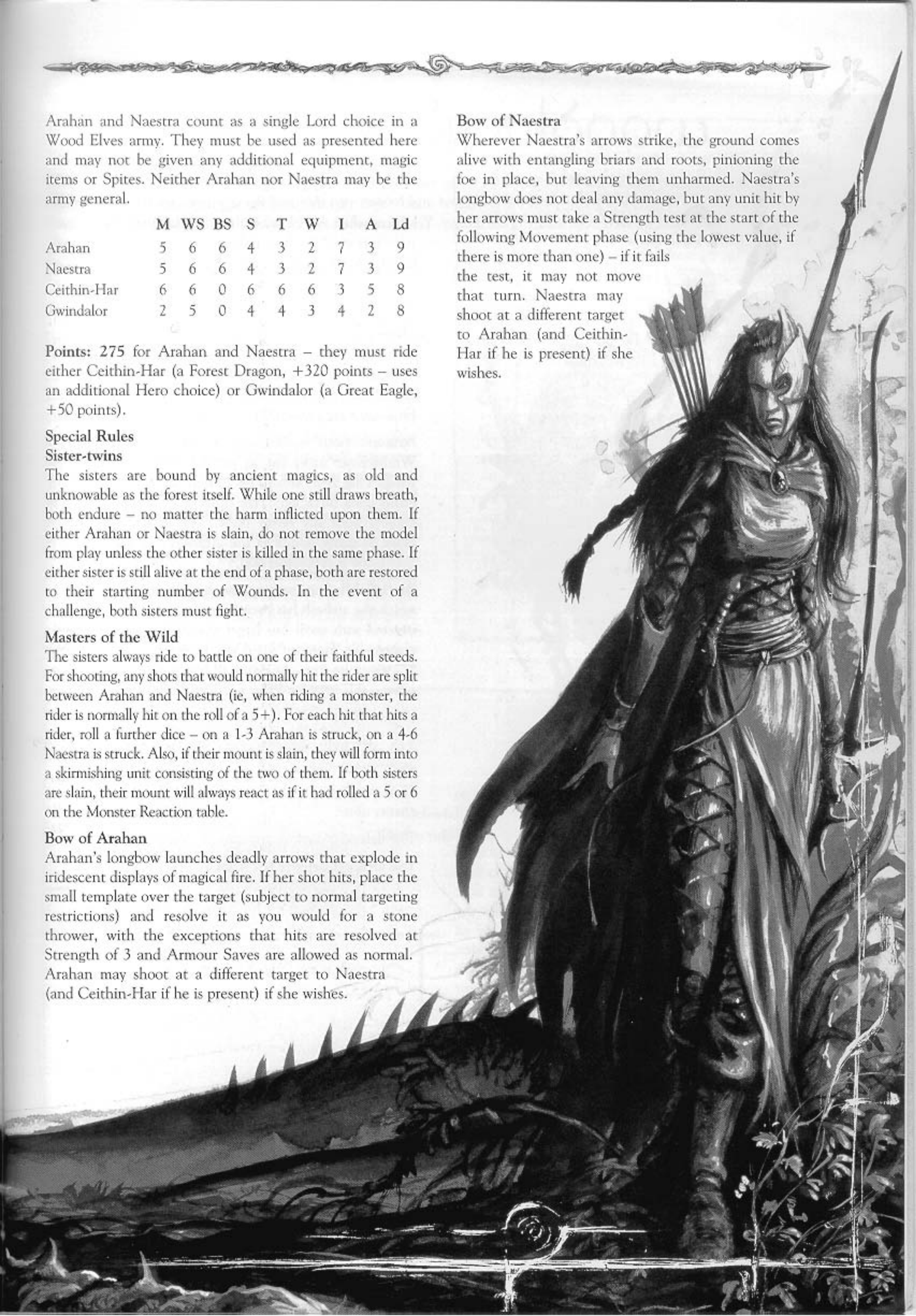
The sisters always ride to battle on one of their faithful steeds. For shooting, any shots that would normally hit the rider are split between Arahan and Naestra (ie, when riding a monster, the rider is normally hit on the roll of a 5+). For each hit that hits a rider, roll a further dice – on a 1-3 Arahan is struck, on a 4-6 Naestra is struck. Also, if their mount is slain, they will form into a skirmishing unit consisting of the two of them. If both sisters are slain, their mount will always react as if it had rolled a 5 or 6 on the Monster Reaction table.

Bow of Arahan

Arahan's longbow launches deadly arrows that explode in iridescent displays of magical fire. If her shot hits, place the small template over the target (subject to normal targeting restrictions) and resolve it as you would for a stone thrower, with the exceptions that hits are resolved at Strength of 3 and Armour Saves are allowed as normal. Arahan may shoot at a different target to Naestra (and Ceithin-Har if he is present) if she wishes.

Bow of Naestra

Wherever Naestra's arrows strike, the ground comes alive with entangling briars and roots, pinioning the foe in place, but leaving them unharmed. Naestra's longbow does not deal any damage, but any unit hit by her arrows must take a Strength test at the start of the following Movement phase (using the lowest value, if there is more than one) – if it fails the test, it may not move that turn. Naestra may shoot at a different target to Arahan (and Ceithin-Har if he is present) if she wishes.



Woodland Ambush

'There was no warning sir, none at all. What happened to our outriders I can only guess, for we were given neither alarm nor alert. They attacked in silence, like ghosts from the woodland and I regret, sir, that half the regiment was struck down with black-shafted arrows before we were even aware of the danger. Yet it was when they closed with us, quicker than my eye could follow, that the real killing began,'

- from the report of Captain Gustav Svarld, Averland Militia

While the Wood Elves of Athel Loren are not averse to bringing their deadly skill to the battlefields of the Old World and beyond, their chief way of warfare does not lie with formed battle lines and streaming banners, but with stealth, guile and ambush. Few orders of march can help but to take an army past areas of woodland, and it is at this point that it is most vulnerable to attack from the forces of Athel Loren. To the Elven Spellweavers, all forests are as one, connected to each other with hidden paths. There is never any warning that such an ambush is about to take place, for unusual signs rarely register within the wood until a hail of arrows pours forth, striking with deadly accuracy at the most vulnerable points in the unwary column, sowing disarray and panic in their wake. Then, hard on the heels of the first deadly volley, Dryads and Wardancers burst from the wood, cutting down their foes with precise and fluid strikes even as more arrows lance over their heads. For larger ambushes, the Wood Elves may be accompanied by more powerful allies, such as Tree Kin or a great Forest Dragon, all the swifter to break the spirit of the enemy and leave their fleeing forms to the mercy of the Glade Riders' pursuit.

Overview: The Wood Elves have sprung a deadly ambush upon a travelling army, with the intent of defeating and scattering it before it can interfere with the fate of Athel Loren. The defender must endure the Wood Elf assault long enough to see off the attack.

Armies: Both armies are chosen from the relevant Warhammer army list as normal, to an agreed points value. One army should be chosen from the Wood Elves Army book (attackers), the other side (defenders) can be chosen from any Army book. The defender may have twice as many points as the attacker – a points ratio of 500:1,000 is recommended.

Battlefield: Representing the border of the forest from which the ambush has been sprung, the bulk of the board is covered with small (no larger than 6" in diameter or of a comparable 'footprint' area) woods. A clear channel at least 12" wide runs from the centre of one long board edge to the other – this represents the defender's route of march.

Deployment.

The defender deploys his army in the defender's deployment area.

The attacker deploys his army at least 20" away from enemy units.

The defender deploys any scouts.

The attacker deploys any scouts.

'Be sure, my son, when you swing your axe,
That the bough you strike is dead
For though winter is come, and the wind doth blow
Though the air is bitter and the fire is low
You may find that the bough swings back,
To crush your skull and break your back.
So you pay heed to what I've said.
And be sure the bough is dead.'

- from a Bretonnian peasant's working song

Who goes first?
The attacker goes first.

Length of Game. Six turns.

Victory Conditions. Both players score Victory Points as normal (see the Warhammer rulebook). In addition, the Wood Elf player scores an additional 50 Victory Points each time an enemy unit flees as the result of a failed Panic test.

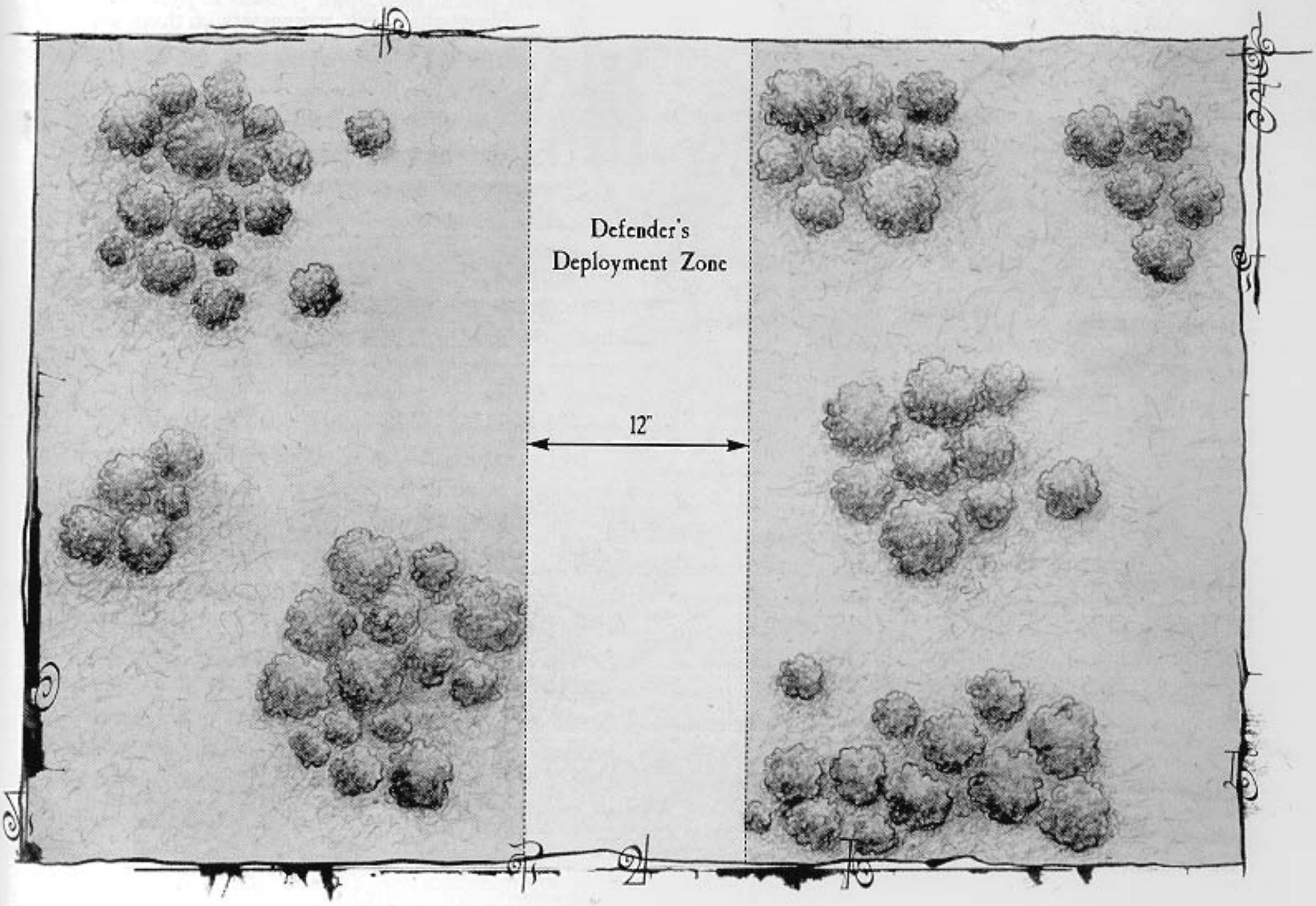
Special Rules. To represent the sudden and terrifying nature of Ambush, all defending units suffer a -1 penalty to their Leadership for the first two game turns.

Pre-emptive Strike. If you wish, you can play this scenario as a precursor to a large game of Warhammer. If this is the case, the defender can choose 1,000 points from his army list to take part in this game, while the attacker may choose up to 500 points from his army list. Both sides may only include a single Hero choice, and must have more Core choices than they have a combination of Special and Rare choices. Any models killed in this scenario will not be available in the game to follow (ie, a unit of 20 Halberdiers that suffers 5 casualties in this scenario will begin the main battle with 15 models) and any wounds inflicted will likewise be carried over (a Treeman who has suffered 3 wounds in this scenarios will start the next game on 3 wounds, rather than 6).

Orcs and their Goblin kin are our enemies, for they are the defilers of glades and murderers of our folk. Beastmen, the children of Chaos and Long Night are our enemies. They fight us for our right to exist in the woodlands and forests. Skaven of the Underworld are our enemies, for they gnaw the roots of our world and bring pestilence and death to our forests. Dwarfs are our enemies, for they cut down trees to fill their furnaces and to power their infernal machines, and many times they have waged war against us. Kegh-mon, the hairy Humans are our enemies, for they are war-like and greedy, and would drive us from our homes if they could. Many, many of them have turned to worship of the Dark Powers. Halflings are our enemies, for they clear trees away for their fields to grow crops which they then consume with unsatisfiable hunger. They would eat the whole world if they could. Elves of Naggaroth and far-off Ulthuan are our enemies, for they have turned their backs on Isha and Kurnous, and betrayed their Elf heritage.

These are your enemies, child. Know them well and keep your bow and arrow ready.

– common Wood Elf teaching.



Fey Magic of the Wood Elves

The Elves are able to manipulate the winds of magic with a grace, ease and flair unmatched by any of the younger, cruder races. Wood Elves are no exception, and there are many skilled practitioners of their own particular fey strand of magic within the bounds of Athel Loren. Wood Elf mages tend to follow the path of the ancient Elven god of renewal and rebirth, Isha, and are sometimes known as the Handmaidens or Stewards of Ariel. Skilled in the arts of spell-weaving, they are able to manipulate the energies of Athel Loren in many varied ways.

They are adept at creating powerful illusions and glamours, as well as being masters in the mystical arts of healing and regrowth. They are capable of weaving spells of confusion and trickery that can ensure that an intruder will be unable to discover an Elven hall, even if he walks only feet from its majestic doors; they can cast dangerous blasts that strip trespassers of their wits and memories, and heal grievous wounds with but the touch of a hand. They are capable of encouraging trees and undergrowth to spontaneous growth, which can then be directed to create elegant and artful forms. In this manner, the Elves can create beautiful artistry, such as delicately twisting pillars of living branches that form the basis of graceful monuments and structures.

Trees and foliage can be encouraged by skilful Wood Elf mages to uproot and move about, blocking off paths and creating new glades. This is often used as a subtle warning, and most will be so unnerved by this that they leave Athel Loren immediately, but those that choose to ignore such warnings are dealt with without mercy. Other Wood Elf mages specialise in learning the secret magical paths of Athel Loren, enabling them to disappear like smoke, only to reappear in a completely different location. Wood Elf mages are capable of all manner of fey sorceries and artful spells, and are rightly feared by all.

Lore of Athel Loren

To randomly generate a spell from the Lore of Athel Loren, roll a D6 and consult the chart below. If you roll the same spell twice, roll again. Any mage can swap one spell for *Tree Singing* if you so wish.

D6	Spell	Difficulty
1	Tree Singing	4+
2	Fury of the Forest	6+
3	The Hidden Path	7+
4	The Twilight Host	8+
5	Ariel's Blessing	9+
6	The Call of the Hunt	11+

Tree Singing **Cast on 4+**

The mage encourages the spirits of Athel Loren to make the forests shift and begin moving. The spell may be cast on any wood within 18" of the caster, provided there are no enemy models within it. The spell makes the chosen wood move D3 + 1" inches in a direction nominated by the caster before rolling. The wood can contain friendly units, but the units must be entirely within the woods – if one or more models in the unit is outside the wood, then the spell cannot be targeted on that wood. Friendly troops within the woods are moved with it, but must end their turn at least 1" away from enemy troops and count as having moved. The wood stops moving as soon as it comes in contact with any other unit or piece of terrain. A wood can be moved more than once in the same Magic phase.

Alternatively, the spell can be used to inflict D6 Strength 5 hits on a single enemy unit that is even partially within a wood or similar terrain feature.

Fury of the Forest **Cast on 6+**

Twisted branches and thorns burst into spontaneous growth, attacking the enemies of Athel Loren. This spell may be cast upon a single unengaged enemy unit within 18". If successfully cast, the spell causes D6 Strength 4 hits. If the target is within 6" of a wood, then this is increased to D6 Strength 5 hits.

The Hidden Path **Cast on 7+**

Using this spell, the caster moves a single friendly unit out of the corporeal world and beyond the reach of mortals. This spell may be cast upon a single unengaged friendly unit within 18". If the spell is successful, the unit treats all terrain as open ground and cannot be harmed by non-magical missile weapons until the start of the caster's next Magic phase. Should the unit become engaged in close combat, the spell ends instantly.

The Twilight Host **Cast on 8+**

The mage weaves a powerful illusion, and ghostly grey shapes appear at the side of the Wood Elves. *The Twilight Host* may be cast upon any friendly unit within 18" of the caster. This unit may be engaged in close combat. Until the caster's next Magic phase, the unit causes *fear*. If the unit would already cause *fear*, it instead causes *terror* until the caster's next Magic phase. A unit cannot cannot be affected by this spell twice in the same Magic phase.

Ariel's Blessing **Cast on 9+**

The caster calls upon the healing powers of Ariel, undoing even the most grievous injuries, and restoring life to those who have fallen. This spell may be cast upon a single friendly unit within 18", and may be targeted on a unit engaged in close combat (this could be the mage herself). This unit gains the Regeneration special rule until the start of the player's next Magic phase. This spell may be cast into combat.

The Call of the Hunt **Cast on 11+**

The spirit of Kurnous fills the target of the spell, infusing them with a part of his savagery, anger and power. This spell may be cast upon a single friendly unit within 18", and may be targeted on a unit engaged in close combat. If already engaged in combat, each model in the unit gains +1 Attack (does not affect steeds or ridden monsters). If the unit is not engaged in combat, it immediately makes a 2D6" move towards the nearest enemy unit that it can see – if it can see no enemy unit, then it will move straight forwards (for skirmishers nominate a direction before rolling). A unit that moves in such a way cannot shoot that turn. If this move brings the unit into contact with an enemy, it counts as charging in the subsequent Close Combat phase. An enemy charged in such a way may only choose hold as a charge reaction and must take any Psychology tests incurred as normal.

REFERENCE

LORDS	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Highborn	5	7	6	4	3	3	8	4	10	
Spellweaver	5	4	4	3	3	3	5	1	9	
Treeman Ancient	5	5	0	6	6	6	2	5	9	*Forest Spirit, Scaly Skin (3+), Stubborn, Strangle-roots, Flammable, Large Target, Tree Singing, Terror*

HEROES	M	WS	BS	S	T	W	I	A	Ld	
Noble	5	6	6	4	3	2	7	3	9	
Spellsinger	5	4	4	3	3	2	5	1	8	
Branchwraith	5	6	0	4	4	2	8	3	8	*Forest Spirit, Fear*

CORE	M	WS	BS	S	T	W	I	A	Ld	
Glade Guard	5	4	4	3	3	1	5	1	8	*Glade Guard Longbows*
Lord's Bowman	5	4	5	3	3	1	5	1	8	*Glade Guard Longbows*
Glade Rider	5	4	4	3	3	1	5	1	8	*Fast Cavalry*
Horsemaster	5	4	5	3	3	1	5	1	8	*Fast Cavalry*
Eternal Guard	5	5	4	3	3	1	5	1	9	*Eternal Guard Fighting Style, Bodyguard*
Guardian	5	5	4	3	3	1	5	2	9	*Eternal Guard Fighting Style, Bodyguard*
Dryad	5	4	0	4	4	1	6	2	8	*Skirmish, Forest Spirit, Fear*
Branchnymph	5	4	0	4	4	1	6	3	8	*Skirmish, Forest Spirit, Fear*

SPECIAL	M	WS	BS	S	T	W	I	A	Ld	
Wardancer	5	6	4	3	3	1	6	1	8	*Skirmish, Shadow Dances of Loec, Immune to Psychology, Talismanic Tattoos*
Bladesinger	5	6	4	3	3	1	6	2	8	*Skirmish, Shadow Dances of Loec, Immune to Psychology, Talismanic Tattoos*
Warhawk Rider	5	4	4	3	3	2	5	1	8	*Flying Cavalry, Hit-and-Run*
Wind Rider	5	4	4	3	3	2	5	2	8	*Flying Cavalry, Hit-and-Run*
Wild Rider	5	5	4	4	3	1	5	1	9	*The Wild Hunt, The Fury of Kurnous, Fast Cavalry, Forest Spirit, Talismanic Tattoos*
Wild Hunter	5	5	4	4	3	1	5	2	9	*The Wild Hunt, The Fury of Kurnous, Fast Cavalry, Forest Spirit, Talismanic Tattoos*
Tree Kin	5	4	0	5	5	3	3	3	8	*Forest Spirits, Scaly Skin (4+), Flammable, Fear*
Tree Kin Elder	5	4	0	5	5	3	3	4	8	*Forest Spirits, Scaly Skin (4+), Flammable, Fear*

RARE	M	WS	BS	S	T	W	I	A	Ld	
Waywatcher	5	4	5	3	3	1	5	1	8	*Skirmish, Lethal Shot, Forest Stalkers*
Shadow Sentinel	5	4	6	3	3	1	5	1	8	*Skirmish, Lethal Shot, Forest Stalkers*
Great Eagle	2	5	0	4	4	3	4	2	8	Fly
Treeman	5	5	0	6	6	6	2	5	8	*Forest Spirit, Scaly Skin (3+), Stubborn, Strangle-roots, Flammable, Tree Singing, Terror, Large Target*

STEEDS	M	WS	BS	S	T	W	I	A	Ld	
Elven Steed	9	3	0	3	3	1	4	1	5	*Fast Cavalry*
Warhawk	1	4	0	4	3	-	5	1	5	*Flying Cavalry, Hit-and-Run*
Unicorn	10	5	0	4	4	3	5	2	8	*Impale, Magic Resistance (2), Forest Spirit*
Great Stag	9	5	0	5	4	3	4	2	7	*Forest Spirit*
Forest Dragon	6	6	0	6	6	6	3	5	8	*Large Target, Terror, Fly, Poison Breath, Scaly Skin (3+)*