

Wood Elves

A Mordheim Warband by Stephen & Peter Houston
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Wood Elves skill table

	Combat	Shooting	Accademic	Strength	Speed	Special
Champion	✓	✓	✓		✓	✓
Wardancer	✓	✓			✓	✓
Beastmaster	✓		✓		✓	✓
Mage			✓		✓	

Choice of warriors

A Wood Elf warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

Wood Elf Champion: Each Wood Elf warband must have one Champion; no more, no less!

Wardancers: Your warband may include upto two Wardancers

Beastmasters: Your warband may include one Beastmaster.

Wood Elf Mage: Your warband may include one Elf Mage.

Wood Elf Scouts: Your warband may include upto five Scouts.

Wood Elf Warriors: Your warband may include any number of Elf Warriors.

Treeman Sappling: Your warband may include one Treeman Sappling.

Starting Experience

A **Wood Elf Champion** starts with 20 experience.

A **Wardancer** starts with 12 experience.

A **Beastmaster** starts with 8 experience.

All **Henchmen** start with 0 experience.

Special skills

Wardancers and Wood Elf Champions Only

Whirling Death: The warrior doubles his total attacks (including multiple weapon bonuses) when they charge.

Leap Over: The warrior can leap over any models in front of them, friend or foe.. The model must first move at least as far as he intends to leap. The model cannot move/leap further than he could normally run/charge. If the model has any move allowance left after the leap he can continue the run/charge. e.g. a model with Move 5, would have to move 5" before he could leap 5" (10" total) if he only wanted to leap 3" he could first move 7" (again total 10"), but if he could only move 3" he could only leap 3" but he could continue his charge by another 4" (3"+3"+4"= 10").

The model can only make one leap per movement phase.

Glide: The Elf uses a specialised cloak (he doesn't have to buy one) to glide from an elevated position upto a maximum distance equal to the height from where he starts. The model can first leap off the building (3") before he starts his glide. The warrior may land without penalty. If the warrior lands in base contact with an enemy, treat as if he charged (the is NOT a diving charge).

Beastmasters Only

Charm Animal: If the Beastmaster makes a successful Leadership roll, he can stop an Animal or Stupid warrior from attacking him. This action counts as one of the Beastmasters attacks, so goes in normal order of initiative.

Beastial Roar: Used as Fear, except the Beastmaster rolls 3D6 and any enemy with a Leadership lower than the roll are affected (except warriors Immune to Fear). This skill does not make the Beastmaster Immune to Fear.

Wood Elf equipment lists

The following lists are used by the Wood Elf warbands to pick their equipment.

Heroes Equipment List

Hand-to-Hand

Dagger	1st free/2 gc
Axe	5 gc
Club	3 gc
Sword	10 gc
Spear	10 gc
Ithilmar Sword	30 gc

Missile Weapons

Sling	2 gc
Throwing Knives	15 gc
Longbow	15 gc
Elf Bow *	35 gc

Armour

Shield	5 gc
Buckler	5 gc
Helmet	10 gc
Light Armour	20 gc
Ithilmar Armour	90 gc

Miscellaneous Equipment

Hunting Arrows **	15 gc
Elven Cloak ***	100 gc

Henchmen Equipment List

Hand-to-Hand

Dagger	1st free/2 gc
Axe	5 gc
Club	3 gc
Sword	10 gc
Spear	10 gc

Missile Weapons

Sling	15 gc
Longbow	15 gc
Elf Bow *	35 gc

Armour

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

* This item is a Rarity: 8 to find.

** This item is Common to find and is also available to Scouts (Henchmen)

*** This item is a Rarity: 9 to find.

Heroes

1 Wood Elf Champion

70 gold crown to hire

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

Weapons/Armour: A Wood Elf Champion may be equipped with weapons and armour chosen from the Heroes equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Wood Elf Champion may use his Leadership characteristic when taking Leadership tests.

0-2 Wardancer

50 gold crown to hire

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	4	4	3	3	1	5	2	7

Weapons/Armour: A Wardancer may be equipped with weapons and armour chosen from the Heroes equipment list.

0-1 Wood Elf Mage

50 gold crown to hire

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

Weapons/Armour: A Wood Elf Mage may be equipped with weapons and armour chosen from the Heroes equipment list.

SPECIAL RULES

Wizard: The Wood Elf Mage is a wizard and uses the Wood Elf Spells (See Wood Elf Spells)

0-1 Beastmaster

60 gold crown to hire

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

Weapons/Armour: A Beastmaster may be equipped with weapons and armour chosen from the Heroes equipment list.

SPECIAL RULES

Beastmaster: A Beastmaster can have several different animals, chosen from the following list, however only 5 animal points worth can be taken into battle at any one time (chosen before play begins).

Although these animals **do not** count towards the warbands numbers for play, they do count when working out wyrdstone value (all animals owned not just those in play) at a relative cost of 1 member per 5 animal points (rounded up).

Animals

SPECIAL RULES

Animal: Animals can not climb unless otherwise stated, and gain no Experience.

Snake (Animal Points : 2)

15 gold crowns to train (Rarity : 5)

SPECIAL RULES

Poisonous Bite: This animal gives the Beastmaster +1 Attack at Strength of 4, no effect if target is Immune to Poison.

Eagle (Animal Points : 1)

10 gold crowns to train (Rarity : 5)

SPECIAL RULES

Eagle Eye: This animal allows the Beastmaster to see any hidden or out of sight warriors.

Wild Cat (Animal Points : 4)

80 gold crowns to train (Rarity : 8)

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	4	3	1	4	2	4

SPECIAL RULES

Independent: This animal acts independently of the Beastmaster, and is represented by its own model.

Leaping: This animal can jump twice the normal distance.

Hunting Dog (Animal Points : 3)

30 gold crowns to train (Rarity : 6)

Profile	M	WS	BS	S	T	W	I	A	Ld
	8	4	0	3	4	1	4	2	4

SPECIAL RULES

Independent: See *Wild Cat* entry for details.

Wild Hog (Animal Points : 4)

60 gold crowns to train (Rarity : 7)

Profile	M	WS	BS	S	T	W	I	A	Ld
	7	4	0	3	4	1	3	1	3

SPECIAL RULES

Independent: See *Wild Cat* entry for details.

Rummage: If used in a battle, you may re-roll 1 dice when searching for wyrdstones.

Great Bear (Animal Points : 5)

150 gold crowns to train (Rarity : 10)

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

SPECIAL RULES

Independent: See *Wild Cat* entry for details.

Climbing: This animal can climb as normal.

Henchmen

(Bought in groups of 1-5)

0-5 Wood Elf Scouts

40 gold crown to hire

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	4	3	3	1	5	1	7

Weapons/Armour: Wood Elf Scouts may be equipped with weapons and armour chosen from the Henchmen equipment list.

SPECIAL RULES

Trick Shot: The rules for Trick Shot are explained in the Mordheim Rulebook under Shooting Skills.

Wood Elves

25 gold crown to hire

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	3	3	3	1	5	1	7

Weapons/Armour: Wood Elves may be equipped with weapons and armour chosen from the Henchmen equipment list.

0-1 Treeman Sapling

210 gold crown to hire

Profile	M	WS	BS	S	T	W	I	A	Ld
	5	3	0	5	5	3	3	2	6

Weapons/Armour: Treemen do not need or use equipment.

SPECIAL RULES

Fear: The sight of a walking tree causes fear in most enemies.

Vulnerable to Fire: Treemen suffer a -2 Toughness against Fire based attacks.

Cannot Run: Treemen cannot run, but if they walk into combat it is treated as a charge.

Woody Skin: Treemen get a 5+ Saving roll due to their thick bark.

Immune to Psychology: Treemen are immune to the effects of psychology.

Wood Elf Spells

D6 Result

1 Flying Thorns

Difficulty: 7

Hail of thorns from the sky, Raining down where enemies lie.

This spell summons 2D6+2 Flying Thorns which the mage can use to shoot against 1 enemy model, following the rules for normal shooting, the thorns have a range of 24". Use the mages own BS to determine whether he hits or not, but ignore movement, range or cover penalties. The thorns cause one Strength 2 hit each.

2 Entangle

Difficulty: 7

Root and vine, from the ground, nature brings attackers down.

When cast, all enemies within a 4" Radius of the mage must roll Strength or under on 1D6 or lose 1 Attack for the next combat phase. If the attacks fall to 0 then the victim is *knocked down*, the Jump Up skill is ignored.

3 Chameleon Skin

Difficulty: 6

Like a Chameleon in the night, hide away in plain sight.

While active, all missile attacks targeted at the mage are at -2 to hit. The mage must make a leadership roll in the recovery phase or Chameleon Skin is dispelled.

4 Wall of Thorns

Difficulty: 9

Bramble bush, Wall of Thorn, Attackers rush, Flesh is torn.

Once cast, this spell stays dormant until needed. When the mage is charged, he can opt to activate the Wall of Thorns (in the attackers turn) the result is one automatic hit on the attacker at strength equal to his base movement (e.g. Move 4 = Strength 4). This only effects charging models. The damage for this spell is worked out before any other combat.

5 Presence of the Treeman

Difficulty: 9

Stength of the oak and canopy tall, Under the leaves the enemies fall.

This spells acts as Heavy Armour 5+ Save, but adds cumulatively to the mages existing armour. i.e. if the mage is wearing Light Armour or Shield he has a 4+ Save, if the mage is wearing Light Armour and a Shield he has a 3+ Save. However the mage does not incur a movement penalty. While active the mage also causes fear (but he is not immune to it). Roll 1D6 in the recovery phase, on a roll of 1 or 2 effect are dispelled.

6 Replanting

Difficulty: 8

Sow the seeds of life, Watch the saplings grow, Everywhere there is life, Wherever you may go.

The mage may move, upto his Natural Running Distance, in any direction in a straight line (even upwards). If the mage arrives in combat count as a charge, but the mage attacks first, even before spears, and also gets a +1 Attack due to the suprise.