

Wood Elves

By M. B. Hildreth

Important note: This army list is in no way official and does not have a supporting model range. These are house rules developed by the author and do not form part of the Warhammer Armies supplement.

Since the Wood Elf army book was released for Warhammer I have been waiting for a new Warmaster army list to appear that reflects the changes made to my favourite army. As one has not appeared I decided to write one myself. I hope this will be of use to all those that wish to represent 7th edition Warhammer Wood Elves in Warmaster.

Wood Elves Army Selector

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Dryads	Infantry	4	3	6+	-	3	70	-/-	1,2,3
Glade Guard	Infantry	3/1	3	0	-	3	70	2/-	2,3,4
Glade Riders	Cavalry	3/1	3	6+	-	3	90	1/-	2,3,4
Eternal Guard	Infantry	4	3	5+	-	3	75	-/4	2,5
Wardancers	Infantry	5	3	6+	-	3	115	-/1	2,3,6
Wild Riders	Cavalry	3	3	5+	-	3	100	-/2	1,2,3,7
Treekin	Infantry	4	4	4+	-	3	170	-/3	1,2,8
Warhawk Riders	Cavalry	2/1	3	6+	-	3	90	-/3	9
Waywatchers	Infantry	3/2	3	0	-	1	50	-/1	2,3,4,10
Treeman	Monster	5/2	6	4+	-	1	160	-/1	1,2,11
Giant Eagles	Monster	2	3	6+	-	3	70	-/1	12
General	General	+2	-	-	10	1	180	1	
Hero	Hero	+1	-	-	8	1	80	-/1	
Spell Weaver	Wizard	+0	-	-	8	1	80	-/1	
Branch Wraith	Wizard	+1	-	-	8	1	90	-/1	13
Giant Eagle	Mount	+2	-	-	-	-	+20	-/1	12
Dragon	Mount	+3	-	-	-	-	+100	-/1	14

Special Rules

1. **Forest Spirits.** Immune to terror. Cannot be brigaded with non forest spirits.
2. **Forest Walker.** can pass through woodland terrain normally and don't suffer the -1 command penalty
3. **Skirmsibers.** Alternative rule. See below
4. **Expert Archers.** +1 to hit on shooting attacks
5. **Eternal Guard.** If defeated in close combat while accompanied by a Hero or General then an Eternal Guard unit does not retreat but must stand it's ground instead. The unit does not move and a pursuing enemy gets no bonuses for pursuit or pursuit distance in the following round. Note that friendly units from the same combat must retreat as normal, and stands that are forced to retreat through the Eternal Guard unit will be destroyed (Blocked Retreat).
6. **Wardancers.** Immune to terror. Rolls of 6 to hit in close combat ignore armour.
7. **Wild Riders.** +1 attack the turn they charge.
8. **Treekin.** Flammable, take double hits from fire based attacks.
9. **Warhawk Riders.** can shoot up to 30cm in any direction. Flyers.
10. **Waywatchers.** Count as 'Fortified' in woods and 'defended in the open' against shooting attacks. Any rolls of 6 to hit when shooting ignore armour.
11. **Treeman.** Causes Terror. Shooting attack has 15cm range. Flammable, takes double hits from fire based attacks.
12. **Giant Eagles.** Flyers.
13. **Branch Wraith.** Cannot be given a Giant eagle or Dragon Mount.
14. **Forest Dragon.** Causes Terror. Corrosive breath attack of 3, range 20cm.

Common Special Rules

Woodland Folk. The Wood Elf player gets to place one free wood after terrain has been placed anywhere in his half of the table.

Forest Spirit Army. If you wish to field a Forest Spirit army Dryads become 3/- Min/Max. Glade Guard and Glade Riders become -/- Min/Max.

Alternative Skirmish Rules. Wood Elf armies contain skirmishers which are in my opinion not catered for sufficiently in Warmster. The following rules are taken directly from Warmaster Ancients. A system which portrays the role of skirmishers on the battlefield more accurately. If using this alternative Skirmish rule add +5pts to the cost of any unit with the Skirmish rule.

1. Skirmishers always move at up to full pace for their type regardless of formation or circumstances.
2. Skirmishing units can see all round - they can draw a line of



sight from any stand's edge. Their shooting zone extends all round to their front, side, and rear. Because they can see enemies to their side or rear they can charge, evade or otherwise react to such units.

3. Unless confused, skirmishers are allowed to evade from an enemy charge in the opposing Command phase.

4. Unless confused, skirmishers are allowed to evade instead of being driven back by shooting in the opposing Shooting phase.

5. Skirmishers can evade through other units. If these other units are not skirmishers, or if they are the second or subsequent unit evaded through regardless of whether they are skirmishers or not, then both units must test for confusion once the move is complete. Units become confused on the roll of a 6.

Wood Elf Spells

TREE SINGING

4+ to cast
Range 30cm

Can move one wooded terrain piece D6 cm. Can cause 3 shooting attacks on units within wooded terrain.

FURY OF THE FOREST

5+ to hit
Range 30cm

Three shooting attacks on enemy units within 10cm of wooded terrain. Units get no armour save if within wooded terrain.

6. Skirmishing infantry can support from the side only: they cannot support from behind.

7. Skirmishing infantry can move through some types of terrain that is otherwise impassable – notably rivers/deep water, forests, and cliffs.

Note: For the avoidance of doubt, skirmishing infantry are able to evade from charging cavalry, or other non-skirmishing units, even if these units have a greater move distance than they do. In this case, skirmishers are assumed to have already seen, reacted to, and taken steps to avoid their attackers well before they reach their position.

TWILIGHT HOST

5+ to cast
Range 30cm

A weird enchantment forms around the target unit and engulfs it. Unit causes terror until next magic phase.

CALL OF THE HUNT

6+ to cast
Range 30cm

Unit may make a full pace move into contact with the nearest enemy unit. Enemy may not shoot at chargers. Alternatively it can be cast into combat giving +1 Attack to stands in the target unit.

Designer's Notes

I am reasonably happy with the troops and their profiles. With the points cost for units I have tried to be as fair as I can using other army lists as a reference and taking into account special rules. But without any definitive guide as to how the points system works and how they are calculated I can't be 100%. If anyone has any constructive criticism of the points values please let me know. I have included more troop types than would probably be represented in Warmaster. Players can just exclude any that they think are not appropriate. If I had to drop any the Branch Wraith, Waywatchers and Wild Riders would probably go. Having said this however I plan to use all of them all as I think they are represented accurately enough to be justified.

The Dryads – These were difficult to put a points value to in Warmaster. The save represents the ward save and toughness 4 they have in Warhammer.

Glade Guard – Easy enough. I used the High Elf Archers as a reference bearing in mind the Forest Walker special rule and lack of armour.

Glade Riders – Another easy one. They are the same as most light cavalry but a little more expensive due to their having a 30cm shooting range (thanks to their long bows) and the Forest Walker special rule.

Sentinels – In Warhammer they are stubborn if joined by a Sentinel Hero so in Warmaster this is represented by their not being driven back by shooting if a Hero has joined the Unit.

Wardancers – I used Witch Elves as a reference for the Wardancers. Although it's debatable as to whether they would ever be fielded in such a large unit I thought they deserved to be represented and so included them but limited them to 1 Unit. The Dances of Loec were abstracted into their attack of 5, 6+ save, and the fact that enemy armour saves are ignored on a roll of 6 to hit.

Wild Riders – A little tricky because at the end of the day they are just light cavalry without bows. They are Forest Spirits however and in Warhammer they get an extra attack in all rounds after the first. I thought that giving them 4 attacks would make them too powerful in Warmaster and so just gave them the extra attack on the charge instead which seemed more fitting.

Treekin – fairly easy. I used Ogres as a reference point.

Warhawk Riders – 3 Attacks made them a bit too powerful in my mind so I dropped them to 2. Otherwise they would have been a much more attractive alternative to Glade riders and fewer points. I used the Tilean Birdmen as a reference. I still think they might be under priced. Either that or the Glade Riders are a little over priced...

Waywatchers – I almost didn't include these as they just wouldn't be fielded in significant numbers. However they are one of my favourite Wood Elf units and so I just had to. The extra shooting attack represents the fact that they are more accurate and so more shots would be on target and also makes a single stand a little more viable. I thought the 'Defended' and 'Fortified' rules represented their 'Forest Stalker' rule quite well and of course the 'Lethal Shot' ability is also represented. I imagine them taking up position in wooded terrain and sniping at units while avoiding combat. They shouldn't be able to take out a stand on their own but could make a nuisance of themselves or tip the balance when combined with the shooting attacks of other units.

Treeman – I used other similar Monsters as a reference. I decided not to give him Treelsinging but did keep his Strangleroots attack to distinguish him from other Monsters.

Giant Eagles – Same as the High Elf ones.

Forest Dragon – Corrosive Breath instead of flame breath but otherwise the same as the High Elf Dragon.

ABOUT THE AUTHOR

I have been playing GW products since about 1983 and have been playing Warmaster since I first eagerly bought the rulebook on the day of its release. My favourite Warhammer army is Wood Elves and wrote this article to enable me to represent them in Warmaster.