

WARHAMMER ARMIES

WOOD ELVES



The history of the Wood Elves is really all about the forest of Athel Loren. Ages ago, the High Elves had established colonies in the Old World, but these were forsaken after the War of the Beard against the Dwarfs. The High Elves all sailed back to their island of Ulthuan except for one contingent that stayed.

Settling in the virgin forest of Athel Loren, the Wood Elves (as they came to be called) have cut off all allegiance to the Phoenix King of Ulthuan and have been there ever since. Over the years, the Wood Elves have developed their own culture and befriended many of the forest creatures and beasts. Still, the armies of the Wood Elves must stay on constant alert to repel all invaders who attempt to conquer their no-longer peaceful forest.

THE WOOD ELF WARRIOR

Like their High Elf cousins, Wood Elves make excellent warriors. Tall, agile and quick, all Wood Elves are trained with spears made from long staves of Ash trees. Having spent their lives in a forest habitat, Wood Elves may move through even the thickest of woods without any movement penalty whatsoever, giving them a huge tactical advantage.



Where the Wood Elves truly excel is in archery. The keen eyesight and the superior Wood Elf longbow combine for what is arguably the best aim and without a doubt the longest range in the Warhammer World.



WOODLAND ALLIES

Over the years the Wood Elves established a trust level and befriended many of the forest's native inhabitants - all manner of magical creatures, savage beasts, and giant birds.

Perhaps strangest of all are the Treemen and Dryads. The Treemen are extremely large and powerful, with trunk-like legs and mighty

branching arms. They are exceptionally strong and very protective of their forest home! Dryads are tree spirits - magical beings who dwell in trees and are capable of shape-shifting into several forms. In combat they assume different tree-like aspects and deliver savage attacks.

WARDANCERS

While the Wood Elves may often call on their woodland friends for aid, do not be fooled into thinking that they have no fearsome troops of their own! The Wardancers are certainly one of the most colorful and dangerous units in the Warhammer game!

Every kindred has a band of ritual dancers - these are the Wardancers who are swift and agile, even for a race that is legendary for its speed and dexterity! In warfare, these wild-haired troops can accomplish an awe-inspiring amount of special battlefield manoeuvres, such as springing over their own troops and charging the foe, leaping over an enemy (very useful for weeding out those skulking sorcerers!), doubling their attacks in combat, distracting enemy units from fighting at all, and even more!



SNIPERS IN THE FOREST?

One of the main reasons the forest of Athel Loren have never been invaded is undoubtedly the keen-eyed protection of the Waywatchers and Scouts. These troops are incredibly effective at camouflaging themselves and either leaping out to ambush unwary foes, or using

their matchless ballistic skills to pincushion the enemy with arrows.

AERIAL ATTACK

Some of the creatures of the forest that the Wood Elves have befriended and enlisted into their armies are the Warhawks and Great Eagles.



Warhawks are large birds of prey that Wood Elves ride into combat. Armed with spears or bows, whole units of Warhawk riders can swoop out of the skies for flanking attacks or to punish lone characters.

Great Eagles are an ancient and proud race that sometimes fly to the aid of embattled Wood Elf armies. For a truly lethal combination it is possible for a hero to ride on the Great Eagle's back.

BUILDING YOUR OWN ARMY

If you want to field a Wood Elf Army then the best place to start is with the Warhammer Armies Wood Elf book. With a full history of the forest-dwelling race, as well as a complete bestiary of all the woodland creatures from the Forest Dragons to the Treemen, this book has everything you need to play. There are even special characters: the god-like King and Queen in the Wood, Skaw the Falconer, Thalador Doomstar and more.