

Chapter 1 : Wood Elves Warhammer Fantasy for sale | eBay

Why Play Wood Elves []. Wood Elves have been redone and almost completely rewritten. Everything has been turned on its head and old Wood Elf players have to adapt to the new changes.

The "good guys" of WHFB. Many 40k fans mistakenly confuse the Eldar lore with Elf lore. This is a major mistake, as Eldar are characterized as ultra-dick failures while no faction has a bigger ass-kicking and ass-saving record than the High Elves. High Elves defeated the first Chaos invasion into the world unknown to themselves that they had distant magical help from the Lizardmen and every invasion since. They established a network of Waystones which pull the excess magic which Daemons use to manifest into Ulthuan and shoot it back into the Warp. They patrol the world oceans in giant magical aircraft carriers that launch dragons, and wreck the shit of anyone trying to launch a Black Crusade. The Everqueen of the High Elves and the hereditary ruler who co-rules with her democratically elected male counterpart, the Phoenix King, is a being of IMMENSE magical power whose soul is made up of the combined souls of all her mothers leading back to the first Everqueen, who was the second daughter of Isha. The souls themselves reside with Isha, and as a whole they make up the Everqueen entity. Chaos is afraid of her read that again: Chaos Gods in 40k see the God Emprah as their greatest enemy and an equal. High Elves are ethnically divided into ten major groups by region. In addition, High Elves have districts within major trade cities in all the good factions. When they die, High Elves are first nabbed by their patron god if said god liked them enough. Next, they can corpse-run to a Waystone giant magical structures set up all over the world by their race to weaken Chaos and keep Daemons from manifesting where they get to chill and manifest semi-solid bodies which they will usually use to pick off troops from any evil races that wander by. Final thing that can happen is Slaanesh manages to snatch them from the material plane and either eats them or turns them into Daemonettes yes, in Fantasy he still does this. While Eldar must use soulstones to keep their soul safe, High Elves use them only to guard them in combat against Daemons and those who worship them. Otherwise, their only use is to link to the Waystone network and provide GPS navigation for the elves. Eldar are all-powerful psykers, although humanity has potential to make stronger psykers than the average Eldar. High Elves on the other hand are constantly bathed in magical energy, more so than the rest of the world, but you have to actually LEARN to be a psyker wizard. Eldar have a multitude of different styles of combat and war, and a multitude of different philosophies related to them. High Elves have three basic flavours of badass warriors: Every poet is also a Spearmanelf, every baker is also a wizard, and every secretary loads giant bolt throwers. They passed the point of desperation tens of thousands of years ago, putting High Elves in the position of Israelis. Dark Elves[edit] "We are the most civilized race in the entire world. We have more exquisite ways to kill than any other" Main article: Dark Elves Warhammer Edgier elves who get shit done without drugs and soul torture. How do they do this you might ask? They have a history of using slavery, violently suppressed the indigenous population when they colonized their new homeland, have no respect for the rest of the world, are embroiled in an ongoing war with a foreign nation, they spy on everyone including themselves, citizens can easily gain access to deadly weapons, their government is very corrupt, they built a fence a wall towers to keep people from a bordering nation out After being driven out of Ulthuan by the High Elves they fled to a new land they named Naggaroth in memory of their old homeland Nagarythe. Naggaroth is Warhammer North America but very cold with a network of underground rivers and a sea in the middle. The topography of the land is half mountains, half flat plains which are mostly covered in forests. The land is infested with all sorts of monsters, from Harpies and Cold Ones to Manticores and Hydras. Even worse than them are populations of Orcs descended from the spores of Orcs Dark Elves tried to use against the High Elves as slave soldiers, Beastmen because Chaos and Skaven because the rats can tunnel under oceans apparently, though the Dark Elves have a treaty with them. When Dark Elves die, they go first to their patron elf god if they manage to impress them unlike High Elves they worship the nastier elf gods, collectively called the Cytharai then to the same elf goddess who tried to seduce Asuryan then straight to Slaanesh. They recruit into their ranks by stealing babies and very young children. The girls are automatically raised as Witch Elves while the boys are thrown into a cauldron of boiling blood,

those that survive are trained as assassins. The Dark Elves raid the entire fucking world, constantly. They plan safaris into the Chaos Wastes to shoot Norsemen and bring them home to be stuffed and turned into trophies. But somehow, Dark Elves DO manage to replenish their population pretty good.

Chapter 2 : Wood Elves All-Tree Army in 8th Edition - Forum - DakkaDakka

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Lore of Fire Lore of Beasts While at least some of the eight main lores can be used by many armies of the Warhammer world many races have their own unique magical Lores. Lore of Athel Loren Wood Elves Lore of Ice Kislev Editions of the game[edit] Throughout the eight editions of the game, the core movement, combat and shooting systems have remained generally unchanged, with only minor revisions between editions. The most significant changes which ensure incompatibility between editions have been made to the magic, army composition systems, and specialist troop types. The starter armies in the box sets have gradually grown more detailed with each succeeding generation, and the 7th edition was the first to be titled as a scenario "The Battle for Skull Pass" instead of just Warhammer Fantasy Battle. Of the High Elves which have appeared in the 4th edition and 8th edition , while the 4th edition only contained Spearmen and Bowmen figures essentially, just two types of figurines plus a cardboard cutout for the general, [1] the 8th edition contains a more widely varied army including cavalry, Sword Masters, mage, and a general mounted on a griffon. Reaper is more a skirmish game for up to 30 miniatures rather than a large-scale wargame. First edition [edit] The first edition, written by Bryan Ansell , Richard Halliwell and Rick Priestley was published in and consists of a boxed set of 3 black and white books illustrated by Tony Ackland: Magic which explains rules for wizards of 4 different levels and the higher order arch magi. Higher level wizards have access to more powerful spells. Very little world background is given at all and the race descriptions are kept to a minimum, and most of the background given is in describing the origins of magic items. Some notable differences to later editions are the inclusion of Night Elves later Dark Elves , the appearance of Red Goblins - and that Citadel Miniatures order codes are given. Critical reaction[edit] Despite many rules inconsistencies, inadequate roleplaying rules, typing errors and poor presentation, the battle system was thought to be excellent [3] and exceptionally simple and playable in comparison to other miniatures games of the time. Second edition [edit] In the second edition was released, incorporating some of the Forces of Fantasy material, White Dwarf articles and Citadel Compendium material. This was again a boxed-set of three black and white books with colour covers. Combat explains the core rules and turn sequence; while Battle Magic largely retains the same system as the 1st Edition, as well as adding specialities of Illusionists, Demonologists, Elementalists, and removing the requirements for Amulets. The centre pages are an introductory scenario "The Magnificent Sven" for which cardstock figures were also supplied in the box. The Battle Bestiary book features descriptions of the races, monsters and includes several example army lists and a points system for players to develop their own open-ended armies. The pack Blood on the Streets was card buildings for terrain. It had the most in-depth and complex movement and manoeuvre system of any edition. Other changes included a variety of new specialist troop types, rules for war machines and a more finely tuned system of representing heroes and wizards. It kept the same magic system and open-ended army design system as the first two editions. However, by this stage the use of army lists was very much encouraged. This is partly because it was the last edition published before Games Workshop took a different commercial approach, leading to competition from former GW employees in the briefly published competing Fantasy Warlord. The third edition was expanded with the Realm of Chaos: The main differences to the 2nd edition noted were the rules on routing, charging and less clarity in the presentation, subsequently making the rules more complex to learn and use. Fifth edition in particular became known pejoratively as "Herohammer" because of the imbalance between the very powerful heroes, monsters and wizards in the game and blocks of troops which existed effectively as cannon fodder. The rules underwent a re-write compared to 3rd Edition. A completely re-worked magic system was produced which was available as a boxed expansion set. Rather than selecting spells they were drawn at random and the magic phase was based on the play of these cards, making magic a bit like a game within a game. The magic system was further expanded by the Arcane Magic box set and the magic element of the Chaos box set. The fourth edition was also the first edition to enforce the use of army lists in the form of separate Warhammer Army books for the separate racial groupings. These books prescribed for each army a

limited number of unit choices; specifying limits on the amount of points that could be spent on "characters", troops and monsters and so on. The books also included background on the particular army, illustrations and photographs showing models and have remained with the game though updated with the rules. The multiple card packs of the Colours of Magic system was replaced by 20 Battle Magic spell cards but the Colour Magic spells were in the rule book for players to use if they wanted. Several boxed campaign packs were produced, Tears of Isha for example, gave a campaign for High Elves and included a card "building" to assemble. The fourth edition featured High Elves versus Goblins. The fifth edition, released in , re-introduced the Bretonnian forces, which had been left out of the 4th edition, and re-worked the Slann heavily to create the Lizardmen armies. The Rulebook was also available for separate sale, hard-cover in the first printing and soft-cover after that. There was also an all-new magic system based on dice rolling. It was available in two forms: The smaller rulebook from the boxed set was approximately half the size of the large book both in size of the cover and page count. The two books had different front pieces and the larger rulebook has two extensive addition sections "The Warhammer World" 68 pages and "The Warhammer Hobby" 56 pages plus slightly expanded appendices. On Friday 23 July , Games Workshop began posting an "unboxed" series detailing the contents of the new game box called "A Blog of Two Gamers" [10] The first army to be introduced to 8th edition was Orcs and Goblins. They are one of the most popular Warhammer Fantasy armies, but their release in 8th edition was not totally expected, as at the time there were four Dwarfs, Wood Elves, Tomb Kings and Bretonnia Warhammer army books which had not been updated since 6th edition. The Skaven armybook however, still has not been updated since 7th edition. Another one was released, called Blood in the Badlands shortly afterwards it included some special scenarios and introduced rules for siege warfare. Another series of five books in , entitled The End Times, saw the appearance of every major character of the setting. The last book Archaon described the end of the Warhammer world. Derivative games[edit] Games based on the core Warhammer mechanics and rules include: Intended to simulate armies of the real world of the Ancient and Medieval periods. A science fiction based skirmish wargame using similar rules was developed as Warhammer 40, Rogue Trader by Games Workshop and released in Originally using a minor variation of the 2nd edition Warhammer Fantasy Battle rules, the two games have subsequently taken different development paths. This has since developed into the separate Warhammer 40, setting. The first edition of Blood Bowl uses the same basic turn system and character statistics as Warhammer to simulate a fantasy American football game. Rules for ranged combat applied to ball throwing. Since the second edition of Blood Bowl the game has taken its own development path. A card game inspired by the game has also been developed. It is set in the destroyed city of Mordheim. It uses the same basic rules as Warhammer, but modified to support activation of individual models in a small gang. It also has a campaign system which you use to improve your warband as they gain experience. The Warhammer Fantasy Battles rules led to Warhammer Fantasy Roleplay in , again using the same statistics, although presented as percentiles rather than 1â€”10 to give more detail and differentiation between characters than is required in a wargame. In Black Industries released a second edition and Fantasy Flight Games now owns the rights to the 2nd edition game. In Fantasy Flight Games discontinued active support for the second edition due to the release of the 3rd edition. Dark Heresy another Role-playing game was released by Black Industries in using a variation on 2nd edition Warhammer Fantasy Roleplay. Games Workshop release Judge Dredd: Inquisitor is a detailed, percentage based miniatures game set in the derivative Warhammer 40K setting. Games based on the Warhammer setting, but not sharing the rules, include: Warmaster , representing very large-scale, epic battles. In , Games Workshop released a strategic wargame of empire building, Mighty Empires , intended both as a stand-alone game and as a way to manage a campaign of miniature battles. This was followed in by Dragon Masters, an introductory game reusing some Mighty Empires assets in which players take the role of competing Elven princes in Ulthuan. Shadow of the Horned Rat , its sequel Warhammer: Dark Omen , Warhammer: Age of Reckoning which was released on 18 September It was released in Warhammer Quest card game has been released [16].

Chapter 3 : The Dice Odyssey: The Problem with Wood Elves

The last 8th edition army book was printed in for Wood Elves, the first army book for The Empire was printed for 4th edition rules in spanning some 21 years of printing of Warhammer army books for The Game of Fantasy Battles (formerly known as Warhammer Fantasy Battle).

Special Eternal Guard Overview: A nice solid unit of 30 or so is needed to fully take advantage of their stats and Stubbornness. A Battle Standard Bearer usually in the unit with a magic banner is a must. The unit should position itself somewhere in the centre, to receive a charge from something big that needs tying up, like Heavy Cavalry. Counter-charges should be arranged. The Razor Standard is very popular, giving them Armour Piercing. Infantry, Cavalry Weak Against: War Machines, Magic Recommended Against: Wardancers are a dangerous offensive unit with the defensive capabilities of a wet tissue. They suffer a bit from 8th Edition generally, although they can afford to receive charges now and are still one of the best damage-dealers in the Wood Elf army. As with many other Wood Elf units, a small unit size is best for Wardancers. I tend to use around 8. The Champion is worth taking, because her extra attack is actually an extra chance at a Killing Blow when you really need it; the Musician, on the other hand, is basically useless, but the model rocks so I field her anyway. Infantry, Heavy Cavalry Weak Against: Warhawk Riders are overpriced Flyers, designed for taking out War Machines and light units. Minimum unit size, no upgrades. Unfortunately, minimum unit size is still 3, which makes them very expensive. Place them on a flank, and try to get into a position first turn where they can charge a War Machine, and hopefully overrun into another one or something else interesting. Shooting, Magic Recommended Against: Anyone with War Machines: See note above, use Eagles if possible Wild Riders Overview: Wild Riders are Medium Cavalry. They are designed to hit hard like Heavy Cavalry, but lack the survivability. True Line of Sight makes them more vulnerable to shooting. They also suffer the same troubles as Glade Riders, as stated above. Wild Riders only really work now when they have plenty of time and space to manoeuvre before charging, so that you can have a nice combined multi-unit charge. A unit of 10 is usually right: A Musician is essential due to their special rules, a Champion is recommended you need the extra attack, but a Standard is not usually a good idea. Wild Riders should be deployed on a flank and manoeuvred into a flank or rear charge. Infantry, War Machines Weak Against: Not recommended for tournaments. A new leader in 8th Edition, Treekin are now stapled to many Wood Elf army lists. They are Monstrous Infantry at their finest, with great stats, and excellent synergy with Life magic. The only disadvantage is the models are ugly and are very expensive to buy: A unit of 6 is optimal. More than that is overdoing it, and less tend to die a bit too fast: A Battle Standard Bearer is highly recommended to make the most of their survivability. War Machine hunters will be required, since they go down fast to enough Cannon or Bolt Thrower shots. Treekin should be fielded in the centre. They can either be used defensively, to take down incoming attackers like Heavy Cavalry, or you can move them forward and use them as extremely effective shock troops. Just about everything Weak Against: Waywatchers are extremely dangerous Scouts, and can help psych out your opponent. One or two small units of 5 or 6 is best: The Champion upgrade is completely unnecessary: Waywatchers should be placed in the best Scouting location possible, making sure they can shoot at Heavy Cavalry or something else vulnerable to Killing Blow even a Rider on a Monster, like a Dragon, is an okay target. In a pinch, they can be used to take out War Machines, in which case they should Charge in. A resilient Monster, the Treeman can tie up hard-hitting enemies whilst Wardancers and other units perform counter-charges. A Battle Standard Bearer should stand nearby. If Eternal Guard are being fielded, they should stick with the Treeman to form a tough and Stubborn battle line. If War Machines are involved, the Treeman needs to either hide behind something until the War Machines are down, or get into combat as fast as possible. If Flaming Cannons are involved the Treeman should just hide, since a single hit can kill it. All armies except Dwarves because Flaming Cannonballs hurt too much. With the new percentage system, you can now take them in addition to Waywatchers and Treemen. Two Great Eagles are often taken. Like all War Machine hunters, they should deploy somewhere where, after their first move, they can see their target, but preferably have cover against incoming shooting. Regardless, the most important factor is to get the Eagles

into combat with the War Machines in turn 2. They can spend the rest of the game picking at fleeing troops and lone characters, or can join up and take out some Archers or something. War Machines Weak Against: Other Considerations The Blood and Glory scenario throws a bit of a spanner in the works, requiring banners. Some people like trying to put a Standard on Scouts or Glade Riders and running it around the table out of range of everything. Some fancy tactics can get more out of weaker units than others: However, most armies will find the general advice given to be pretty reliable. Conclusion The Wood Elf army is pretty down on its luck with 8th Edition. Many of their units suffer from being weaker or more expensive than the equivalents from other races. However, with solid army choices, and strong usage of Characters and tactics, they can be an extremely competitive army. Characters and tactics will be covered in Part 2 and Part 3, respectively.

Chapter 4 : Warhammer Armies: Wood Elves (8th Edition) - Warhammer - Age of Sigmar - Lexicanum

Warhammer Wood Elves: 8th Edition Review I never used to make a point of reviewing new army books, however I did it for the new Dwarf book and that post is now one of the most-read on the blog. Wood Elves are another of my armies that has been waiting for an update for an extremely long time, so I might as well repeat the process.

Tuesday, 6 May Warhammer Wood Elves: Wood Elves are another of my armies that has been waiting for an update for an extremely long time, so I might as well repeat the process. A word of warning: How things were First, a few words on how things stood before this new book arrived. The previous Wood Elf book was almost 10 years old, having arrived toward the end of 6th edition. People have been waiting a long time for its replacement to arrive, and there will doubtless be a level of disappointment after so much anticipation. This may particularly be the case given that the old book was competitive enough when it first arrived, but it had fallen well behind the curve a long time ago. You have people sick of an old and relatively under-powered or at least mono-faceted list, expecting their time in the sun. Given that the old days of power creep where each new book is pretty much guaranteed to be the most powerful seem to be behind us, so there was never any guarantee that the new book would give Wood Elf players the power to strike fear into all who oppose them. In the previous book, Wood Elves had clear strengths and weaknesses. Glade Guard were a core unit who were potent archers with strength 4 longbows at short range, and the whole army could move and shoot without penalty. So your basic building block was archers that could be fielded en masse, and who had the ability to move into position or back off as they shot. There was no armour to speak of all the cavalry was light-weight and fast , and your only ranked infantry option was Eternal Guard, who at strength 3 were little threat to many things. What resilience and staying power the army had came from Forest Spirits. Treekin were tough, relatively powerful at strength 5, and offered the only other ranked unit you would ever really see though at 65 points per model, you never really saw more than a single unit of 8. Treemen were the stand-out with a decent armour save, high strength and toughness, and stubborn. Only lord-level Spellweavers could access Lore of Magic other than the Lore of Athel Loren , and even then they only had the choice of Beasts and Life. So the magical support for the army was limited, though vitally important. Many players relied on a level 4 Life mage to hold their lines together and give them another ranged weapon in the Dwellers Below. Besides this spell and Amber Spear from the Lore of Beasts, the army was entirely reliant on its bows to bring down the enemy. How things have changed As you might expect when the book is replacing something so long in the tooth, the updated list is significantly different. A new release always means new models, but there rules have had a complete revamp. General rules The Elf units in the army all share a rule called Forest Stalker. This gives them Forest Strider, and rules that are the equivalent to the racial traits of the High Elves and Dark Elves Martial Prowess and Murderous Prowess respectively when at least half the unit is in a forest. This means they will shoot and fight in an extra rank, and can re-roll 1s to wound in close combat. All the Elves in the army now have Always Strikes First, to bring them in line with the other Elven races. What they do not have is the ability to move and shoot without penalty “ this is gone, although it can effectively be replaced using special arrows as discussed below. So their ward save is weaker, but they will always get it. Wood Elf spears are Armour Piercing. Apparently they are sharper than those made by High Elves and Dark Elves. My theory for this is that all Elf spears are made equal, but High and Dark Elf spears are blunted from constantly stabbing High and Dark Elves. Wood Elf longbows or Asrai Longbows, as they are rightly called are also Armour Piercing, however they are no longer Strength 4 at short range for Glade Guard. Many units in the army also have the choice of upgrading their arrows, however the arrow rules then replace the Armour Piercing of the bow itself although most include it anyway. Whole units can buy these arrows, but they pay per model anything up to 5 points and the cost will stack up: Wood Elves still bring a free forest with them before deployment, and it is placed anywhere in their half of the table. The player may also choose the flavour of the forest from the Mysterious Terrain chart, meaning we may well see a lot of Venom Thickets springing up across the battlefields of the Old World. The specifics So those are effectively the army-wide rule changes. Now assume that almost every unit has also changed in some way or another, and you will start to see how

different this book is. Spellweavers and Spellsingers can now use any of the Lore of Battle Magic, with the Spellweaver also having access to High and Dark Magic albeit with Wood Elf-specific lore attributes. This obviously adds an enormous level of flexibility in terms of what Wood Elf players can try to do with their magic. The Kindred rules for characters are gone, although you can now buy a couple of specialist heroes as separate choices. The Shadowdancer is basically just a Wardancer hero with 2 hand weapons, but he can become a level 1 Shadow wizard should you so choose, and can spend only 25 points on magic items, thus limiting his options. There is nothing stating he has to join Wardancers, however. The Waystalker is a Waywatcher hero with only a single Attack on his profile, but he is a Sniper and can also try to make use of 25 points of magic items. In a rather cruel blow, just about all Forest Spirits have lost a point of Strength. Dryads gain Hatred as some form of consolation, but they are also now a ranked unit, which feels strange despite the fact that they were a ranked unit back in 5th edition. Treekin are basically unchanged apart from the loss of Strength, and they are 20 points cheaper per model to compensate for this. At the cheaper price it will be much easier to field a solid block of them, so they will probably be a more popular choice than Dryads. The Treeman makes a single attack and if it hits, the target must take an initiative test or suffer D6 wounds with no armour save. Treeman Ancients are still tough, but are terrible fighters. Apparently they get old and bored, and stop paying attention. On the up-side, Treeman Ancients are wizards now, using the Lore of Life. Branchwraiths have a similar stat line to the previous book, although they are now Ld 9 and are automatically Level 1 Life wizards. This is funny, because they are only 10 points more expensive than they used to be. And they even start to look half-decent when you compare their Strength of 4 to the suddenly less-formidable Dryads around them. Glade Riders are significantly cheaper than before, despite being more capable in combat than they used to be with their Armour Piercing spears and ASF. However, they now have to Ambush, which feels like a major blow to their versatility. I guess it will stop them being shot off the table in the first turn, but it would have been nice to have the choice. Eternal Guard have an unchanged stat line from the previous book, however their weapons are now regular sharp spears. They are a proper core choice now, and their Stubborn is unconditional previously there had to be a character in the unit for them to protect. All in all, they are a far superior unit to Dryads, and are the same price until you buy them shields. Wardancers have lost their Magic Resistance and the extra Strength on the charge from their Wardancer Weapons, but they are cheaper, come with ASF and their dances have been tweaked a bit. All in all, they have come out ahead. Scouts are a separate special choice now, and when compared with Glade Guard they effectively lose their core status and pay 1 point for the addition of the Scout and Skirmishers special rules. So whether they are worth it will depend upon whether a player buys archers in order to fill up minimum core, or really wants bows in the army. Wildwood Rangers are a completely new unit. Wood Elves with great weapons? Clearly outrageous, and obviously a printing error. But it is a surprise to see it. And they get an extra Attack fighting anything that causes Fear or Terror. The great weapons will lose the unit any potential re-rolls to hit that they might have had, but in an army that is a bit thin for high-Strength attacks, they will doubtless have a place in many armies. The Warhawks gain Armour Piercing to match the pointy spears and tricky bows of their riders, and the birds also gain Killing Blow on the charge, because apparently they understand how to swoop on prey better than Great Eagles. Wild Riders have an identity issue. They used to be Forest Spirits, but presumably they heard the rumours about Forest Spirits becoming all sickly and weak in the new book, so they jumped ship. Even their steeds are Strength 4. In Wood Elf terms, they hit like a runaway freight train. Which is admittedly how they might behave with that Frenzy steering them around. For all of that, they are surely a must-have unit for their sheer punch on the charge. Their armour penetration is now the best in the army, outstripping even that of the Treemen. Sisters of the Thorn are a special unit and read like an admission of guilt in regard to Dark Elf Sisters of the Thorn Doomfire Warlocks. Here we present the exact same unit, with nearly everything about it hit with a big Nerf stick. Nor do they get the ward save against miscasts. As I say, the unit feels like an apology for what we found in the Dark Elf book. Finally we have Waywatchers. They now cost 20 points and can choose from 2 firing modes. They can rapid fire 2 shots each, or they can go for power, in which case their shots ignore armour saves. This could make them a significant inclusion in many Wood Elf armies, although the question then becomes whether you could get the job done with cheaper Glade Guard or Scouts using

Arcane Bodkins you save 2 or 3 points per model, but lose a BS and only apply a -3 save modifier. Since I seem to have gone through most of the book, I might as well briefly mention the magic items of note. There are 10 in the book, but these are the ones that stand out. The Spirit Sword costs 85 points, ignores armour saves and if one or more wounds are taken, the wielder and victim both roll 2D6 and add their Leadership values. If the wielder loses, nothing happens. If the victim loses, they take an extra wound for each point they lost by, with no armour saves. Given a Glade Lord is Ld 10 and the variation possible in a 2D6 roll, this might be worth it for a crack to remove something significant. Although he does have to land a wound at Strength 4 first. Acorns of the Ages cost points, but allow the player to place an additional D3 forests in his or her table half before deployment. This would allow you to carpet the centre of the field with forests, which could be significant given the number of advantages the Wood Elves can get whilst fighting in them. Of course it means you just fielded a naked Lord-level character. The Moonstone of the Hidden Ways is also still there, and can be used more than once. Conclusion So, what to make of all that?

Chapter 5 : Warhammer Army Book - Wikipedia

Contents *The Lords of Athel Loren. Gives the history and origins of the Asrai, as well as a timeline. The Deepwood Host. Contains rules and descriptions of all the Wood Elf units.*

Mossy Troggoth The Dankhold Everybody above has made great points, particularly about cluster of radiants being pretty much a must, and the size of the treekin units. To address your original post questions: I have yet to take her, but I am starting to think she is very essential. However, if your opponents are rocking any initiative-based spells or flaming spells both rather common your treekin and treemen are in for a world of hurt. So I am starting to think more and more that she is needed for a tree army. After feeling rather lonely taking treekin in 7th edition I can emphatically say YES! I also just tried out a unit of 8 4x2 this weekend for more oomph. Unfortunately, treekin have a max unit size of 12, so putting them in horde formation 6-wide does not help, since they would need to be a unit of 18 to benefit from the extra rank of attacks. They would be an ungodly expensive unit as well! That was the motivation for me to try a unit of 8 treekin. I would not take any less than 6, though! Try to fit in 2 units of 6 or 8. I keep seeing these highly recommended. In 8th edition, I find wildriders and cavalry in general, especially fast cavalry that cannot flee like wildriders! For this reason, and also because I wanted to run all-trees, I shelved them. You NEED 2 treemen. Tree armies truly are one-dimensional. Dryads can tear up lighter targets with their high initiative and 2 attacks each. Treekin and treemen used together can take on all but the strongest enemy units. If they have a deathstar, you need to decide whether to hit it with everything or try to completely avoid it. However, for anything smaller, hit it with 2 of your units at once! Generally, I think your list should consist of: Dryads run no wider than 6 or 7 wide. I prefer 6x2 formations. Treekin run 3 or 4 wide, and 2 deep. People fear these guys now! And since treemen draw all the heavy firepower, they often make it to combat relatively intact. However, as this army excels against gunlines dryads ftw!!! But since you can take on just about anything else, it becomes a bit of a cat-and-mouse game about who to charge and who to avoid and with what. This message was edited 2 times.

Chapter 6 : Warhammer Fantasy 9th Edition - Forum - DakkaDakka

Warhammer Fantasy Battles - Warhammer Armies - Wood Elves - - 8th Edition Warhammer Fantasy Battle - Armybook - The Empire[ENG] Warhammer Fantasy Battles - Army Book - Dwarfs.

Warhammer 8th Edition - Description Warhammer, subtitled "the game of fantasy battles", started as a system to play battles with role playing game fantasy miniatures and subsequently evolved into perhaps the most widely known and most successful tabletop battle game in the world. The game is designed for regiments of miniatures of various fantasy races such as humans The Empire, Bretonnia, Kislev , Elves Dark Elves, High Elves, Wood Elves , Dwarfs, Undead, and Orcs and Goblins, as well as some more unusual types such as Lizardmen, Skaven and the daemonic forces of Chaos, with each race having its own unique strengths and weaknesses. Warhammer has been periodically updated and re-released since first appearing in , with changes to the gaming system and army lists. The eighth edition, released on 10 July , was the final version.

Warhammer Fantasy Editions First edition The first edition, written by Bryan Ansell, Richard Halliwell and Rick Priestley was published in and consists of a boxed set of 3 black and white books illustrated by Tony Ackland: Magic which explains rules for wizards of 4 different levels and the higher order arch magi. Higher level wizards have access to more powerful spells. Very little world background is given at all and the race descriptions are kept to a minimum, and most of the background given is in describing the origins of magic items. Some notable differences to later editions are the inclusion of Night Elves later Dark Elves , the appearance of Red Goblins - and that Citadel Miniatures order codes are given. Expansion The first edition was extended with Forces of Fantasy boxed set in Second edition In the second edition was released, incorporating some of the Forces of Fantasy material, White Dwarf articles and Citadel Compendium material. This was again a boxed-set of three black and white books with colour covers. Combat explains the core rules and turn sequence; while Battle Magic largely retains the same system as the 1st Edition, as well as adding specialities of Illusionists, Demonologists, Elementalists, and removing the requirements for Amulets. The centre pages are an introductory scenario "The Magnificent Sven" for which cardstock figures were also supplied in the box. The Battle Bestiary book features descriptions of the races, monsters and includes several example army lists and a points system for players to develop their own open-ended armies. The pack Blood on the Streets was card buildings for terrain. Third edition The Third Edition of the game was published as a single hardback book in It had the most in-depth and complex movement and manoeuvre system of any edition. Other changes included a variety of new specialist troop types, rules for war machines and a more finely tuned system of representing heroes and wizards. It kept the same magic system and open-ended army design system as the first two editions. However, by this stage the use of army lists was very much encouraged. This is partly because it was the last edition published before Games Workshop took a different commercial approach, leading to competition from former GW employees in the briefly published competing Fantasy Warlord. The third edition was expanded with the Realm of Chaos: Fifth edition in particular became known pejoratively as "Herohammer" because of the imbalance between the very powerful heroes, monsters and wizards in the game and blocks of troops which existed effectively as cannon fodder. Both editions of the game were sold as box sets containing not only the rulebooks and a variety of other play aids but also sufficient plastic miniatures to be able to play the game "out of the box". The rules underwent a re-write compared to 3rd Edition. A completely re-worked magic system was produced which was available as a boxed expansion set. Rather than selecting spells they were drawn at random and the magic phase was based on the play of these cards, making magic a bit like a game within a game. The magic system was further expanded by the Arcane Magic box set and the magic element of the Chaos box set. The fourth edition was also the first edition to enforce the use of army lists in the form of separate Warhammer Army books for the separate racial groupings. These books prescribed for each army a limited number of unit choices; specifying limits on the amount of points that could be spent on "characters", troops and monsters and so on. The books also included background on the particular army, illustrations and photographs showing models and have remained with the game though updated with the rules. The magic system was reworked and re-released in December as a single

box covering the magic for all the armies. The multiple card packs of the Colours of Magic system was replaced by 20 Battle Magic spell cards but the Colour Magic spells were in the rule book for players to use if they wanted. Several boxed campaign packs were produced, Tears of Isha for example, gave a campaign for High Elves and included a card "building" to assemble. The fourth edition featured High Elves versus Goblins. The Rulebook was also available for separate sale, hard-cover in the first printing and soft-cover after that. After the fifth edition, this edition put the emphasis back on troop movement and combat: There was also an all-new magic system based on dice rolling. It was available in two forms: The smaller rulebook from the boxed set was approximately half the size of the large book both in size of the cover and page count. The two books had different front pieces and the larger rulebook has two extensive addition sections "The Warhammer World" 68 pages and "The Warhammer Hobby" 56 pages plus slightly expanded appendices. A condensed mini-rulebook, as well as 10 standard dice, one scatter and one artillery die, two 18 inch rulers, and three blast templates are included in the box. The first army to be introduced to 8th edition was Orcs and Goblins. They are one of the most popular Warhammer Fantasy armies, but their release in 8th edition was not totally expected, as at the time there were three Dwarfs, Wood Elves, and Bretonnia Warhammer army books which had not been updated since 6th edition. The Dwarf and Wood Elf army books have since been replaced with newer versions. Another one was released, called Blood in the Badlands shortly afterwards it included some special scenarios and introduced rules for siege warfare. Another series of five books in , entitled The End Times, saw the appearance of every major character of the setting. The last book Archaon described the end of the Warhammer world.

Chapter 7 : Hobby Post : Wood Elves for Warhammer Fantasy Battle and beyond - My Wargame

Warhammer Armies Wood Elves 4th Edition Games Workshop Warhammer Fantasy 4th Edition. nd edition D&D, old school magic cards, or OOP high value RPG's. Examples would be high grade 1.

Named Characters[edit] Note: Under the current edition, named characters tend to be overpriced; you can pretty easily emulate most named characters from scratch and save yourself some points. That said, a few named characters do have abilities and wargear or wargear combos unique to them, so if you absolutely need to have them, go ahead. Orion, The King of the Woods: Orion is what in general is referred to as a Glass Cannon: Incredibly expensive, requires a massive tax on your resources, can be incredibly powerful and yet is very fragile. Orion costs points. Also comes with two War Beasts for 20 pts that share his Frenzy and Unbreakable rule. He will drop like a fly to high volume S4 and above attacks. Not great but has potential. He is basically a Greater Daemon with leafy clothing that gives units within 6" of him Devastating Charge Everyone of your units gets DC. Including mount every turn. Charge him along with your Wild Riders or Warhawk Riders into something. Nothing but the Dice Gods will stop you. That, or Phoenix Guard. Giggle like an Elf if you get to fight in a forest. Orion is fighty, the Twins are shooty, Drycha is weird. Araloth, Lord of Talsyn: This is Skaw the Falconer reborn. Sadly, Matt Ward clearly hates him and has not only changed his name but made him the only Wood Elf whose sole purpose is to be repurposed for conversions. Wild Riders, meanwhile, go around bare chested and count as wearing them, armed with an amazing-looking spear that is At least 60pts overpriced. The bird is a free S4 hit on one model within 18", and functions like a weird Killing Blow that causes blindness instead of death somehow it makes the model worse in combat but not at shooting Actually, I have found skaryn to be a pretty effective character hunter. The six to wound comes up much more often than you might think one in three chance of any sort of wound blinding a T 4 model and if your opponent skimped on armour for that bsb then they just became a lot less effective. Also, this guy combined with a waystalker or two can make a trolltastic wizard sniping team. Still overpriced, but not entirely useless. Once again a recycled character from the far distant past which is bad. The greatest of the Treemen can die from a single flaming bolt thrower if it gets lucky, let alone a flaming cannonball. To add salt into the wound he is only a level 1 Lore of Beasts wizard, has a pretty hand weapon of no significance save fluff, and a 2d6 str 2 killing blow ranged attack which is awesome since he has BS7. All of this is for pts. Naestra and Araham, The Sisters of Twilight: As for the girls, they can be hilarious. For points you get the pair on the back of Gwindalor the Great Eagle and for a few more can have them ride the forest dragon Ceithin-Har. Why you ever would take them on a dragon is a mystery since the eagle gives them more wounds and t4 thanks to it being monstrous cavalry, while also allowing them to reroll failed to hits. They also have 2 special bows. Naestra has a str 5 d6 wound long bow which gives her mount a wound back if she wounds with it and Araham has a bow which fires 2d6 str 1 poisoned shots. Between them have good shooting and survival thanks to their previous rules and weapons and stats: These compete badly with the waystalker, lvl 1 spellsinger and BSB in the Heroes section so chose wisely. Alright, someone explain this to me. Since the three birds are counted as one model, have practically no saves AND you have to use the profile with the most wounds which is 3 for Big G, how does this work? Are they able to survive a cannon ball to the face, or does the entire model die after 3 wounds? So long as one twin survives then your foe's cannon ball was for naught. In melee, you have to allocate attacks, as you would do with two normal characters. Quite worthy of the points you pay to field them. Generic Characters[edit] Note: While named characters are judged against their generic counterparts, generic characters are examined based on their role in your army. He also got an extra point of BS, probably to compensate for the loss of free moving and shooting. If your foe has a caster lord as his general then I guess it will force him to deploy further back so not bad. Should not be your first Lord choice, but is by far not the worst. This should be your first Lord choice. Level 4 at points now, a variety of magic items to make her better, the only character who can take the Acorn of Eternity technically, the Glade Lord can take it too, but naked combat lord suffers much more than naked wizard lord and most importantly, access to all rulebook lores and Dark and High Magic. If you want a Lord choice, this is the one you should go for in almost every

situation. While Treemen are alright, Treemen Ancients fail for many reasons. Ws4, Str5, A3, I2. I guess old age shows? Also, being an old coot, he gets the 75mm long side of his base pointed forwards for some insane reason. The best thing that can be said about them is probably that they are large targets with Ld This is the generic combat and battle standard bearer character for wood elves. Also he shares the Arrow of Kurnous with your general so you are not punished for taking a caster lord. Overall, while not having as much access to armour as the Dark Elf Master, this hero is a decent battle standard bearer, especially if you spend a few points to make him tougher. Consider adding a dragon helm, helm of the hunt or any cheap magic armour to make him less squishy. Keep in mind, that most Wood Elf lists are quite mobile if not outright full-cavalry and have good Ld, so BSB might not be the best investment. For pts you get a ws8 s4 I8 a4 two hand weapons Always Strike Firsts combat character, with the amazing new wardancer dances. Hit hard, hit fast. For those enterprising gentle Use the Dance of the Woven Mist to rob a horde of their rank bonus and watch them lose instantly. Put her with Eternal Guard or, better, with Dryads - her attacks and dances will help them overcome their downsides. Arguably, making her a level 1 wizard is a pretty bad choice, as you can no longer take magical armor. This leaves you with 25 points to either make her your walking dispell scroll slot or give her the Bow of Loren. Also, as she is only a level 1, you get one spell, and there is no grantee you can actually get it off On the other side, give her Mystifying Miasma and watch a unit of Chosen get slaughtered at M1 by your archers with starfire arrows. Unless you are really in need of saving points, you are probably better off buying a Level 2 Spellsinger if you want the Lore of Shadow. Is a hero version of the Waywatchers. Just think of this guy as the replacement for the waywatcher kindred hero sadly there is no replacement for the alter kindred. He has bs 7, a bow and a 25pts weapons allowance. Bow of Loren is an option that allows you to fire 2 ignores armour shots which can also be combined with the Savage Beast of Horos from the Beasts lore to grant 5 ignores armour sniper shots that do suffer from multiple shots penalty though with BS7 will you care. The guy is dirt cheap, only points with the bow of loren, 90 without. Amazing, when compared to the old wizards. Now has access to all battle rule book lores but not to the Wood Elf specific lores ie the opposite of its sixth edition form. The Branchwraith has 2 advantages: She is 75pts and a level 1 Lore of Life wizard. You know it, you love it. M9 Forest Strider, 20pts for lords, half that for heroes, and allows you to keep pace with all your cavalry. Take it for your mages to hide with your cavalry. One of the better mounts. Worth taking to make your models more mobile for 50 pts. A mage on a unicorn may be able to scare away some chaff. It gives you movement 10 and still can skewer some models but is outshone by the elven steed easily. Magic Resistance 2 may seem nice, but it is better to just put your mounted wizard with Sisters of the Thorn and give them Lichebone Pennant. Plus, Helm of the Hunt. Core Units[edit] Currently, all Wood Elf Core units are kind of sub-optimal and are no no-brainers. But on the other hand, none of them are precisely duds either, and most can find uses and you might as well, since you HAVE to take them. Tailor your tactics and choose wisely. Ironically, our Core units now feel more like Specials, role-wise. Dryads went from being overpowered to good to one of the weaker units in the game is the initial impression, but in reality Dryads are just trash if you try to use them in their old role. People tend to judge them based on their old profile, understandably. The Dryads can still be good, and do have a place in combat armies which are a thing these days and we now have 10 lores of magic to back them up. Seriously, you can make them tough or strong - they work well with either buff. Most armies would kill for toughness 4 core with a ward save and 2 attacks.

Chapter 8 : oh-WHFB Rules & Errata |

The Wood Elves, known as the Asrai in some tales, or as the Fay Folk of Athel Loren, are a reclusive, secretive and highly isolationist race of Elves that have long ago voluntarily split off from the rest of their kin, preferring instead to live out their lives in Nature's embrace beneath the.

This is the most important rule. Wood Elves cannot win a fair fight. They have the best manoeuvrability in the game, and lots of special rules to exploit. They have the ability to choose their fights: Catching Wood Elves should be like catching the breeze. Your aim is not to run forwards and have your biggest unit clash with their biggest unit, with various characters doing dramatic deeds. Your aim is to wipe the enemy out at all costs, using any methods available to you. Terrain Wood Elves are very dependant on terrain. They need it for cover, and Forests are the focus of several items and spells. If you have any control over the terrain deployment, you should try to maximize the amount of terrain, and place it in useful locations. If you are using the Moonstone of the Hidden Ways, you really want a Forest in the enemy deployment zone. Other than that, you need to try to position terrain in places that your Scouts and Waywatchers can deploy, and to provide cover for soft units like Wardancers and Wild Riders as they move up the board. Buildings are surprisingly handy for us because they can give Glade Guard and similar units considerable more staying power. Know your Obscure Rules There are lots of little rules that Wood Elves can and should use to their advantage. Technicalities of charging, fleeing from a charge, redirecting a charge, and how chargers must line up with their target Champions can refuse challenges Skirmishers in a Forest are Stubborn, and other units are never Steadfast in a Forest Skirmisher and Fast Cavalry rules in general Always round up Units can move backwards and sideways at half their Movement. Supporting attacks and Spears can only be used when fighting to the front, so on the Flank and Rear, only one rank fights Multiple Small Units MSU Wood Elves will often have lots of small units rather than big ones. Whilst some people like fielding big blocks of Glade Guard and Eternal Guard, most units, like Dryads, Glade Riders, and Wardancers, perform best when they are in relatively small units. Also, many Wood Elf units are still very effective in small numbers: Small units also mean you can sacrifice them without worrying about the points too much. Using Multiple Small Units is harder than in previous editions due to larger blocks of enemy troops and changed Victory Points rules. Units need to work together to be effective, performing joint charges and focusing shooting. Movement and Charging Careful Planning In 8th Edition, you can pre-measure as much as we like, so do so. Work out where you want your unit to be, what you want them to charge, and how far the enemy can move. Think of how likely the enemy is to be able to charge you, and check the ranges of their shooting units and some War Machines especially Hellblaster Volley Guns and Organ Guns. You want to try and get your shooters into positions where they can fire, preferably unobstructed, and you want to get vulnerable units either out of sight of enemy shooting or at least behind cover. Treemen should try to hide from cannons until you can take them out. Running Circles Around People If an enemy approaches your Wardancers or another Skirmishing unit, then Skirmishers are so manoeuvrable that you can simply run around the side of the unit and out of their charge arc. You set them up for a Flank or Rear charge, and then enemy must either accept that or turn to face. It may seem silly, but it works really well. Since Wood Elves have the manoeuvrability to do so, try to charge the Flank and the Rear if possible. In order to take out more powerful enemy units, you need to charge with multiple units and wipe them out as fast as possible. Overkill is a good idea. A unit of Wardancers or Wild Riders that do not wipe out or break their enemy in the first round of combat is in trouble. The trick is to focus your shooting on key targets. Waywatchers obviously can shoot Heavy Cavalry due to Lethal Shot. Prime targets for Glade Guard are those units which are dangerous in close combat, but weak enough defensively to take serious casualties from shooting. A perfect example is High Elf Swordmasters: They should be wiped out by shooting before they get a chance to engage. Some targets are an all or nothing deal, such as War Machines. Either you wipe them out, or your entire shooting is useless. You should only shoot at these targets if you have no other way of dealing with them, because otherwise they are just soaking your shooting up and protecting other units. Your troops tend to be pretty good at dealing a lot of damage. Well, there is a solution: Just be a bit careful with the

positioning of your Glade Guard. Try to stay just at the edge of short range, or slightly further away and move closer when you shoot. Direct Damage spells are often great for this because they feel very dangerous, but are often less important than Augmentation spells. People tend to think moving Forests is pretty useless, and will save their Dispel Dice for later, but if you cast Tree Singing last then they may have a couple of Dice left over, and will gladly throw them at the spell. The same applies for other seemingly innocent spells. Note that the save can and will fail: On the bright side, the target Silver Helms were basically all wiped out. For example, the Beast spell The Amber Spear is extremely effective against Heavy Cavalry and can be effective against a Steam Tank, whilst the Life spell The Dwellers Below can seriously hurt Hordes and also cause serious problems for many other units. The Lore of Beasts has some amazing spells for buffing characters, and the Life spell Flesh to Stone is great: T8 Dryads can take on just about anything. Casting Regrowth on Treekin extremely effective and has the potential to reduce your opponent to tears. You want to trick your opponent into making mistakes. You also want to draw their attention away from your more important units, and get them to focus on less valuable ones. A classic example is using Scouts. You want to deploy them in a location that is annoying. You want to force Leadership tests for Marching. You always want to shoot, because despite them doing little it almost always annoys people. You want to get behind their units, and generally follow them around and avoid being charged. Any time an enemy unit turns to face a unit annoying it: As mentioned in the Movement section above, Skirmishers can easily dance around enemy units, annoy them, and attract lots of attention: Okay, also In-Game Getting the enemy to fail Psychology tests is extremely unreliable, especially in these days of Battle Standard Bearers working on Panic tests, and a few armies are simply Immune to Psychology across the board. Generally, Panic tests are a bit of a side note. Your aim is to wipe things out, and the Panic tests are an added bonus. You giggle if they fail, but really, do not rely on them. An interesting aside is that a Panic test from massive casualties such as from shooting or Magic makes the unit flee directly away from the source, but if you wipe out a unit or a fleeing unit passes through a unit, and a Panic test is failed, then the unit flees from the nearest enemy. If you have an Eagle in strange places, you can manipulate the direction of fleeing units. Note also that fleeing units must always flee a charge, so you can use this too to manipulate the movement of fleeing units. Specific Tactics Hammer and Anvil A standard popular tactic both for Wood Elves and in Warhammer as a whole, the Hammer and Anvil involves taking a charge with a tough unit the Anvil, and then counter-charging with other units the Hammers. The Hammer and Anvil is an easy way for us to set up multiple charges, and generally cause problems for hard-hitting enemy units. The Anvils must be tough enough to survive the charge. The Hammers must deal lots of damage. Here is an illustration of the Hammer and Anvil tactic: The basic idea is to draw the enemy towards you and then hit them in the flanks. Some sort of bait is handy for this: A Pincer movement is extremely effective and is an excellent use of our manoeuvrability. Our Skirmishers and cavalry can easily get into flanking positions, and our Flyers can easily charge the rear. A Pincer looks basically like this: Feigned Flight The idea of Feigned Flight is you purposely stick a unit where it can be charged, and then flee from the charge. The idea is this will put the charging unit in an inconvenient location or facing in a poor direction. Fast Cavalry are also allowed to Move and Shoot after reforming from a Feigned Flight, but unlike previous editions they no longer automatically Rally, so bring a Musician. Under previous rules, the best use of a Feigned Flight was to get an enemy unit trapped in a Forest, because it was really hard to get out. Whilst terrain no longer slows units, it can still be useful to do this, either because you can then cast Tree Singing and similar spells to hurt the unit, and Cavalry and Chariots will have to take Dangerous Terrain Tests. Refused Flank Used as a deployment strategy, the Refused Flank is where you basically ignore half of the board and thus concentrate your units in one area. You want to deploy something manoeuvrable to that flank to give the appearance that you are deploying evenly. A Refused Flank will basically look something like something like this: The Glade Riders and Eagle on the right would be deployed early, thus drawing the opponent to place units on the right-hand side. They are both very fast, and in the first turn of the game they can move up to behind the building in the centre. Thus, the four enemy units on the right hand side have nothing to attack, and need to move a long way to be able to do anything. Other Known Military Tactics The previous four tactics have been used by real-world forces for thousands of years. For example, forming a flying wedge to break a battle-line does kind of work, but while you destroy one unit

the others have a whole turn to reform, counter-charge, and generally cause problems. There are also other strategies, particularly defensive ones, that are simply not very useful for Wood Elves, although other armies particularly Dwarves can use them very well. An example of the perfect manoeuvre we want to pull off is seen in the Battle of Cannae , a battle between Hannibal and the Romans in BC. Basically, the Carthaginians had the centre of their line fall back, pulling the Romans into a position where they were flanked on both sides, and then they were charged in the rear by Carthaginian cavalry. The Roman army was completely surrounded and pretty much wiped out. We actually have a greater ability to perform this kind of manoeuvre than any other Warhammer army due to our manoeuvrability. A Sethayla army is one that focuses on massively manoeuvrable units like Glade Riders, Warhawk Riders, and Waywatchers, and generally fills people with arrows which avoiding all but the most essential combats.

Chapter 9 : Warhammer/Tactics/8th Edition/Wood Elves - 1d4chan

Warhammer (formerly Warhammer Fantasy Battle) is a miniature wargame that simulates battles between terrestrial armies, with a medieval fantasy theme.. As in other miniature wargames, players use miniature models to represent warriors and artillery.

I started playing Warhammer in its 3rd edition. During this time thanks to the rulebook coming with paper cut out units in the back I played with just about every army there was and pretty large armies at that. Every army was in a single book to start with Warhammer Armies, see below so access to rules and lists for everything was made very easy. My first foray into actual miniatures was for Warhammer 40K, thanks to the likes of Space Hulk, but as I become more engrossed in the hobby I started considering collecting a fantasy army. I started collecting for Warhammer Fantasy with the skeleton army boxset but never really amassed a proper army due to cost and distraction of 40K which was having an explosive impact on the hobby with Rogue Trader and beyond. Undead inspired me thanks to Jason and the Argonauts. Wood Elves, well it was Lord of the Rings the cartoon version as much as the book that I drew me in as a young teenager. I loved the Mirkwood elves, the Tree Herders and the Eagles and here was an army with them all in. The book for wood elves was a long time coming, towards the very end of the 4th edition cycle of Warhammer. As a member of staff, I knew it was coming so started collecting the old metals before they disappeared from the shelves. I also picked up the original plastics from the Warhammer Regiments boxset. Above you can see these in white, with the next gen plastic archers, released with the first book. As a newly joined member of GW staff, I was introduced to the concept of painting over a black undercoat! This is part of my 25 strong spearman block. Its fair to say they are the most maligned and oft killed unit in my army. Still useful in an army, their role has changed dramatically. This is part of one of my 3 units of wardancers. These are actually circa 3rd edition elf warriors. My idea was to have these as trainee wardancers, the 3rd edition wardancers as another unit and the brand new at the time hah! I never got past using the one unit of 8 the rules reduced their usefulness with each edition. I also picked up the Warhammer Quest wardancer to use as Wychwethel based on the art in the book it was the same character. These are my Waywatchers, probably my favourite wood elf miniatures. I spent a lot of time painting these originally and for once it looks like they might actually understand how to hide in a forest. This is a bit of an exclusive! A pre-release from Krakon games , this is a Treant or some such spirit of the forest. I am not a fan of the current GW Treeman, I am hoping for a suitably awesome plastic release if they do a new book! Next to her is my frequent general of old, a Warhammer Quest High Elf converted to carry a bow. An exciting release at the time was flying cavalry! These are some of my warhawks, including a very old wizard model carrying the wand of Jet and the Orb of something cool I forget. GW did release a specific mage on warhawk shortly after I completed this chap I have him unbuilt in the event I ever needed 2! How times have changed! Alas no longer, I rarely take 1 let alone 5! Another look at how styles have changed over the years the wood elf steed went through a very donkey like phase. This is Ariel painted largely by my wife! I never used Ariel in a game I wonder if I ever will? The hounds are indeed GW from the very old wood elf beast handler models, who could also variously have cats and bears. This model may well get another lease of life with other projects I have on the go more on this later. I had ideas to collect pretty much every beastie available. Especially in character were Unicorns for wood elves this is one of about 4 I have knocking around. This ancient model is I think a green dragon by design, not just paint job. This is his 3rd paint job, its scary to think its much better than either of the previous attempts! I regularly used this as a mount for my general not shown when such things were allowed great model still I think. This really bothered me so basically some units got left out of my armies in this case the wild riders. Then after a while it dawned on my that I never played in a store nor played in official events, so why was I so hung up on their models? The idea of using centaurs was a strong lure, especially after the new Narnia films were released. I found some old Rakham models that looked suitable and managed to get 10 or so of these, plus a few from other ranges Heresy do a couple of nice ones. So after embracing the wider world of miniatures other, stranger thoughts started entering my head. Perhaps I

could play other games with my wood elves? So recently I have been enjoying Kings of War from Mantic and my wood elves have suddenly become fun to put on the table again. This is why I have bought some more dryads, this is why Orion may call the hunt once more and also why more Treants may need to awaken from their slumber. I also hope they sort the core Warhammer rules out, because currently its really not much fun for my wood elves or undead.