

**Wargames Unlimited Presents**

# **Warriors Of the Wood**

**By Tim Gittins**

**An Army List For No Quarter**

**The Fantasy Battles Miniatures Wargame**

## Warriors of the Wood

West of the lands of men, spread across hundreds of miles from the windswept mountains in the north to the rolling seas in the south, lie great expanses of forest, home to the Elves of the woods. Within these green expanses, well hidden from prying eyes by the walls of tree and brier, the Elves have created a vast realm with great cities and huge citadels. At the heart of the realm is the Royal Court, overseen by the Elven King.

Just like any realm there is a continual internal struggle for power as the nobility strive for the kings favour and control over the forest's resources. This creates friction between the clans that sometimes results in bloodshed. However one thing above all unities these people and that is their home, the forest.

When the forest is threatened, the Elven King can summon troops from far and wide to its aid. From the wild clan Elves of the north who roam the pine forests that wash up against the base of the mountains too those Elves who inhabit the deciduous hunting forests of the south, all are part of the Elven Kings noble realm.

### Composition

One elite unit per core unit.  
One support unit per elite or core unit.

One of the character or individual models must be selected as the army General.

## Individuals & Leaders

### Elven King

Individual

Deep in the southern forests, built amongst the living canopy of the trees, there sprawls a huge city. At its centre the mighty citadel of the Royal Court. Above all others the Elven King has power to call to arms the forces of the realm. Grim from the weight of his duties, the kings noble house has remained in place for many centuries.

Name	AC	RA	CC	ST	T	W	CO
Elven King	10	7	7	5	5	3	8
Weapons	Master Crafted Sword (UC5, ST+2) Longbow (Points Included)						
Armour	Leather Armour, Shield (AR3)						
Special Rules	Extra Attack (x3) Proud Dodge						
Structure	Individual						
Points Cost	121 Points						

### Woodland Noble

Individual

Nobles conform to a strict structure originally devised by the Elven Kings of old. Each Noble rules over a wood or forest, and one or more clans. When a Noble dies, the title becomes free. Those wishing to claim the vacant title must vie for the Kings favour.

Name	AC	RA	CC	ST	T	W	CO
Noble	10	7	7	5	5	2	7
Weapons	Master Crafted Sword (UC5, ST+2) Longbow (Points Included)						
Armour	Leather Armour, Shield (AR3)						
Special Rules	Dodge Proud Extra Attack (x2)						
Structure	Individual						
Points Cost	92 Points						

### Clan Leader

Individual

Each clan has a clan leader responsible for the welfare of the tribe.

When summoned by the King or the Nobles, the clan leader will gather his warriors and respond to the call.

Name	AC	RA	CC	ST	T	W	CO
Clan Leader	9	6	6	4	5	2	7
Weapons	Sword (UC3, ST+0) Longbow						
Armour	Heavy Armour, Shield (AR5)						
Special Rules	Wall Of Invulnerability Infamous Fighters						
Structure	Individual						
Points Cost	55 Points						

### Totem Bearer

Individual

When the Wood Warriors go into battle they often carry an emblem of their home with them as inspiration to those who defend the Green Realm.

Name	AC	RA	CC	ST	T	W	CO
Totem Bearer	9	6	6	4	5	1	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Leather Armour (AR2)						
Special Rules	Battle Standard Dodge Proud						
Structure	Individual						
Points Cost	59 Points						

## **Elven Warlock**

Individual

When the Wood Warriors go into battle they often carry an emblem of their home with them as inspiration to those who defend the Green Realm.

Name	AC	RA	CC	ST	T	W	CO
Warlock	9	6	6	4	5	1	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Leather Armour (AR2)						
Special Rules	Battle Standard Dodge Proud						
Structure	Individual						
Points Cost	59 Points						

## **Elven Sorceress**

Individual

When the Wood Warriors go into battle they often carry an emblem of their home with them as inspiration to those who defend the Green Realm.

Name	AC	RA	CC	ST	T	W	CO
Sorceress	9	6	6	4	5	1	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Leather Armour (AR2)						
Special Rules	Battle Standard Dodge Proud						
Structure	Individual						
Points Cost	59 Points						

## **Elven Witch**

Individual

When the Wood Warriors go into battle they often carry an emblem of their home with them as inspiration to those who defend the Green Realm.

Name	AC	RA	CC	ST	T	W	CO
Elven Witch	9	6	6	4	5	1	6
Weapons	Hand Weapon (UC3, ST+0)						
Armour	Leather Armour (AR2)						
Special Rules	Dodge Proud						
Structure	Individual						
Points Cost	59 Points						

## **Elven Sorceress on Unicorn**

Individual

The Elven sorceress of the deep woods have a great empathy with the spiritual creatures. The light unicorn is one of the most reclusive and proud creatures of the wood.

Name	AC	RA	CC	ST	T	W	CO
Elven Sorceress	10	4	5	4	5	3	7
Light Unicorn		2	6	5			
Weapons	Sword (UC4,ST+1)						
Armour (AR)	Magic Tattoos (AR3)						
Special Rules	<u>Elven Sorceress</u> <ul style="list-style-type: none"> <li>• Magic User (Level 2)</li> <li>• Adept</li> </ul> <u>Light Unicorn</u> <ul style="list-style-type: none"> <li>• Cavalry</li> <li>• Horn (UC4, ST+1)</li> <li>• Nemesis (Dark Unicorn)</li> </ul>						
Structure	Individual						
Points Cost	124 Points						

## Core Units

### The Wild Born

Core

Some Elves in the realm belong to no clan and roam free. These elves often find companionship with the animals in the wood. Although difficult to lead these Elves and their beasts can make effective troops.

Name	AC	RA	CC	ST	T	W	CO
Wild Born	9	4	5	4	5	1	5
Weapons	Hand Weapon (UC3, ST+0)						
Armour	None						
Special Rules	Extra Attack (x2)						
Structure	5+ per unit (at least one Wild Born per 2 beasts)						
Points Cost	33 Points						

### Beasts

Core

The many and varied beasts of the forest will come to the aid of the Wood Elves in dire times.

Name	AC	RA	CC	ST	T	W	CO
Bear (Beast)	9	0	4	5	5	2	5
Weapons	Natural (UC3, ST+0)						
Armour	Thick Hide (AR2)						
Special Rules	Extra Attack (x2)						
Structure	3+ per unit (at least one Wild Born per 2 beasts)						
Points Cost	33 Points						

Name	AC	RA	CC	ST	T	W	CO
Boar (Beast)	9	0	4	4	5	1	5
Weapons	Natural (UC3, ST+0)						
Armour	Thick Hide (AR2)						
Special Rules	Armoured Hide						
Structure	5+ Models per unit (at least one Wild Born per 2 beasts)						
Points Cost	31 Points						

Name	AC	RA	CC	ST	T	W	CO
Wild Cat (Beast)	10	0	5	4	3	2	5
Weapons	Natural (UC3, ST+0)						
Armour	None						
Special Rules	Cavalry Extra Attack (x2)						
Structure	5+ Models per unit (at least one Wild Born per 2 beasts)						
Points Cost	27 Points						

### Fae Lorn

Core

The Fae Lorn are Elves punished for their misdeeds. No longer trusted by their kinsmen, they are sent to keep watch on the borders of the kingdom and beyond, until their debt is paid. There is little trust of the neighbouring kingdoms in the green realm.

Name	AC	RA	CC	ST	T	W	CO
Fae Lorn	9	4	4	4	4	1	5
Weapons	Hand Weapon (UC3, ST+0) Bow						
Armour	Shield (AR1)						
Special Rules	Infiltrate						
Structure	2 to 6 per unit						
Points Cost	32 points						

### Schiltrons

Core

From the dense woods to the east come Elves expert in hunting with spear and javelin. These troops form into tight defensive formations wielding their favoured weapons.

Name	AC	RA	CC	ST	T	W	CO
Schiltrons	9	4	4	4	4	1	6
Weapons	Spear (UC4, ST+1)						
Armour	Light Armour, Shield (AR3)						
Special Rules	Team Work						
Structure	8+ models per unit						
Points Cost	33 points						

### Woodfolk

Core

From the dense woods to the east come elves expert in hunting wild boar with spear and javelin. These troops form into tight defensive formations wielding their favoured weapons.

Name	AC	RA	CC	ST	T	W	CO
Woodsfolk	9	4	4	4	4	1	6
Weapons	Longbow (Points Included) Hand Weapon (UC3, ST+0)						
Armour	Leather Armour (AR1)						
Special Rules	None						
Structure	8+ per unit						
Points Cost	28 points						

## Lesser Tree Spirit

Core

From a time before the elves, magical beings roamed the woods but now they rest in a deep slumber. When the need arises the elves can awaken these creatures to help defend their realm.

Name	AC	RA	CC	ST	T	W	CO
Lesser Spirit	8	0	4	5	5	2	6
Weapons	Natural (UC3, ST+0)						
Armour	Light Bark (AR2)						
Special Rules							
Structure	5+ Models per unit						
Points Cost	34 Points						

## Elite Units

### Greater Tree Spirits

Elite

From a time before the Elves, magical beings roamed the woods but now they rest in a deep slumber. When the need arises the elves can awaken these creatures to help defend their realm.

Name	AC	RA	CC	ST	T	W	CO
Greater Spirit	8	0	5	6	7	4	7
Weapons	Improvised (UC3, ST+0)						
Armour (AR)	Heavy Bark (AR5)						
Special Rules	Armoured Hide Mighty Strike						
Structure	1+ per unit						
Points Cost	107 points						

### Border Guard

Elite

Between the woods and forests, expanses of open grassland are patrolled by lightly armed elves on swift steeds. Playing a vital role in maintaining communication and trade between the living green islands, these elves form into units of light cavalry when danger threatens.

Name	AC	RA	CC	ST	T	W	CO
Border Guard	10	4	4	4	4	1	6
Weapons	Sword (UC4, ST+1) Bow						
Armour (AR)	Leather Armour, Shield (AR3)						
Special Rules	Cavalry						
Structure	4+ per unit						
Points Cost	41 points						

## Levy of Nobility

Elite

Each noble family must provide the king with trained and equipped warriors as part of the royal levy. These warriors are some of the best fighters from across realm, well armed and trained in the art of war each proud to defend their clansmen on the battlefield.

Name	AC	RA	CC	ST	T	W	CO
Levy	10	5	6	5	4	1	7
Weapons	Master Crafted Sword (UC5, ST+2)						
Armour (AR)	Leather Armour, Shield (AR3)						
Special Rules	Dodge Proud						
Structure	8+ per unit						
Points Cost	59 points						

### Wood Warriors

Elite

From the wild northlands come warriors infamous for their skill with the sword. Decorating their bodies with mystical tattoos before entering into battle, their skills with a weapon and fleetness of foot make them a powerful ally and a dangerous foe.

Name	AC	RA	CC	ST	T	W	CO
Wood Warriors	10	4	6	5	4	1	6
Weapons	Sword (UC4, ST+1)						
Armour	Magic Tattoos (AR4)						
Special Rules	Dodge Parry						
Structure	5+ per unit						
Points Cost	50 points						

### Eagle Riders

Elite

Where the green carpet of the forest washes against the base of the mountains, the northern clans have lived alongside the Great Eagles for centuries. Over time they have learned to cooperate in order to keep enemies at bay. Patrolling the sea of pine on wing, these masters of the air are a formidable foe.

Name	AC	RA	CC	ST	T	W	CO
Rider	11	4	5	4	4	2	7
Eagle		0	6	5			
Weapons	Sword (UC4, ST+1) Bow						
Armour (AR)	Leather Armour (AR2)						
Special Rules	Flying Eagle • Extra Attack (x2)						
Structure	1+ per unit						
Points Cost	103 points						

## **Huntsfolk**

Elite

Those elves with the keenest of vision and greatest skill in the bow are trained from an early age in the use of the longbow and are known throughout the realm as the Huntsfolk.

Name	AC	RA	CC	ST	T	W	CO
Huntsfolk	9	6	4	4	4	1	6
<b>Weapons</b>							
	Long Bow Hand Weapon (UC3, ST+0)						
<b>Armour (AR)</b>							
	Leather Armour (AR1)						
<b>Special Rules</b>							
	Infiltrate						
<b>Structure</b>							
	2 to 6 per unit						
<b>Points Cost</b>							
	36 points						

## **Clansfolk**

Elite

The elven clans of the north, being sturdier built than their southern cousins, favour hand weapons over the bow.

Name	AC	RA	CC	ST	T	W	CO
Clansfolk	9	4	5	5	5	1	6
<b>Weapons</b>							
	Sword (UC4, ST+1)						
<b>Armour (AR)</b>							
	Leather Armour, Shield (AR3)						
<b>Special Rules</b>							
<b>Structure</b>							
	8+ per unit						
<b>Points Cost</b>							
	36 points						