

Right, before I start I'm supposed to write a little bit about myself – the writing guidelines state that you're all terribly interested so look sharp! I've been a key-timer at the Warhammer World store for over two years now, but have been into Games Workshop stuff since I was a kid (not that long ago, I'll have you know!) and I'm afraid I play all of them – it's as simple as that. The whole tactics and grand strategy thing involved in Warmaster is still a little over my head, but I'm working on it! Anyway, on with the article...

## THE FAIR FOLK

It is probable that any Warmaster gamer reading this article is also a Warhammer player of some form, and so is likely to be aware of the existence of the reclusive race of Elves who inhabit the enchanted forest of Loren – the Wood Elves.

Elves first settled in the forest of Loren long before the civilised realms of man came into being in the Old World, during the great period of war between the Elves and the Dwarfs known as the War of the Beard. The first Elven settlers of Loren sought to protect this beautiful forest realm from the ravages of the Dwarfs, who would have felled the mighty trees to fuel their furnaces and provide timber to build their war machines. After many years of fighting, the War of the Beard finally ended with the Dwarfs retreating to their mountain halls and the Elven colonists abandoning the Old World to protect their homeland of Ulthuan.

However, not all of the Elves returned home with the armies and ships. Some could not bear to leave their newly founded homes, whilst others were unwilling to return to the decadence and intrigue of the noble courts of their homeland. Whatever their reasons, a small number of the Elven settlers remained in the Old World, and without the Phoenix King's armies to protect them, they soon took refuge with the guardians of Loren, and made the forest their new home. The descendants of these first colonists are the race of Wood Elves, and they continue to protect their forested home to this very day.



It is safe to say that the Wood Elves are not the most active campaigners in the Warhammer world; rather the vast majority of their battles are fought in the defence of Loren – a cause to which they are dedicated with single-minded determination. Due mainly to their small numbers, the Wood Elves prefer to deal with their enemies using deception and guile rather than attacking head-on. Death through traps, ambushes and the unseen arrow all await the unwary intruder into the enchanted forest kingdom of the Wood Elves. Indeed, a large Wood Elf host will only be assembled to fight an open, pitched battle under the direst of circumstances, most often to repel a determined invading army. In such times as these, the Wood Elf warriors will fall upon their opponents with all the savagery of the Wild Hunt, slaying all who would seek to despoil their beloved forest. Often all that remains of the invaders are several large cairns, beneath which lie the bodies of fallen enemies. These serve as a grim warning to all who trespass beyond the boundary stones marking the edge of the realm – you are not welcome here, death awaits.



### WOOD ELVES FOR WARMASTER?

Why not? Wood Elves fight large battles too you know, just not as frequently as other races (in fact they go out of their way to avoid them), which is probably why they weren't chosen as one of the six armies to be described in the Warmaster rulebook. Ok then, I'll admit it – I did a Wood Elf army for the simple reason that I really really like Wood Elves! They are my Warhammer army of choice (not my only Warhammer army by any means, but my army of choice) and I saw no reason why I should be denied the opportunity to wield my favourite Warhammer fighting force on the fields of a Warmaster battle. I scoffed in the faces of those who told me that it was a crazy idea, citing the fact that there were no models for the Wood Elves in Warmaster and that I would have to convert all my own. Later, in the quiet of my own home, I realised that they may have a point...

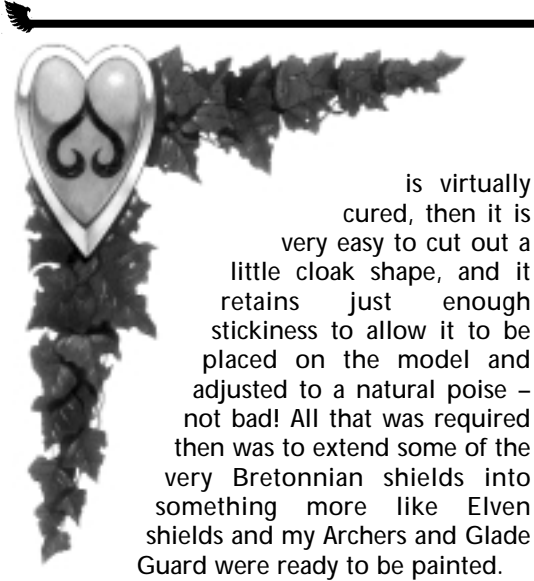
### Tiny Wood Elves!

Right then, so how exactly did I go about modelling an entire army in Warmaster scale? Well, it wasn't the easiest modelling project I've ever undertaken, but it was made a whole lot easier by spending a lot of time searching for just the right miniatures to base the army on. The breakthrough came when I managed to blag a number of test pieces of Warmaster scale Bretonnians from Matt Fletcher, one of the guys in charge of Warhammer World. These made an ideal base to work from in the creation of my Archers and Glade Guard, though High Elf infantry would be just as suitable if you don't mind all your models wearing little skirts!



Both the Archers and the Glade Guard were made in much the same way. This involved removing anything blatantly Bretonnian in origin from the models (stuff like kettle helmets, excessive chainmail, that sort of thing) and then modelling on lots of little cloaks made out of Green Stuff. Now, when you are faced with sculpting forty-two individual, minute little cloaks just to create one unit of Glade Guard you are obviously keen to find a quick way of doing this! I discovered that if you stretch the Green Stuff out so that it is flat and then leave it until it

## Wood Elves



is virtually cured, then it is very easy to cut out a little cloak shape, and it retains just enough stickiness to allow it to be placed on the model and adjusted to a natural poise – not bad! All that was required then was to extend some of the very Bretonnian shields into something more like Elven shields and my Archers and Glade Guard were ready to be painted.

At this point in time, prior to painting, I'm afraid to say that my creations didn't look very much like Wood Elves. In fact, they looked more like hacked-up Bretonnians, with little Green Stuff cloaks and shields, and I was told as much by many of my colleagues at Warhammer World. Luckily, as is often the case with miniatures this small, a great deal of the finished creation relied upon the painting. By using a carefully chosen selection of very natural and 'Wood Elfy' colours, mainly dark greens

and browns, (in fact, largely the same colour scheme as for my Warhammer army) I managed to create the illusion that these were indeed Wood Elf warriors, and not just a bunch of disfigured peasants from the fields of Bretonnia as previously supposed!



The Glade Riders were created in exactly the same way as the other units, except that they were based upon High Elf Reaver Knights. My first attempt at creating a Glade Rider involved cutting up a Bretonnian Knight, an Empire Archer and a Kislev Horse Archer (again, all test pieces), and then indulging in lots of sculpting! Thankfully for my sanity I decided to stop at one of these hellishly over-complicated creations, and painted it up as a mounted Wood Elf Hero instead. I decided quickly that it would be wise to seek other means of modelling Glade Riders!

## Forest Dragon

Go on; admit it – the High Elf Dragonrider model is crying out to be converted into a Forest Dragon! It's so long and sinuous, with a perfect long, heavily beaked head and even the scales are roughly the same shape (ok ok, so all scales are 'roughly' the same shape when they're that size, but hey – any excuse!). This model was in fact the first thing to make me think of going for a Wood Elf army. It was a case of 'Hey, that dragon could be made into a Forest Dragon... yeah, I could make a whole army of Wood Elves... yeah...' Unfortunately by then it was already too late to turn back and I was soon adding extra large hands (from a Warhammer Harpy), more horns and a whole host of other minor little conversions (including extensive re-modelling of the rider into a Wood Elf Lord). The model was painted as close to the Studio Warhammer Forest Dragon as I could get it, as I don't have one in my own Warhammer army (I find dragons a little too unwieldy for most games of Warhammer) but I wanted something visual to confirm that this was a Forest





Dragon you were looking at, not just some converted High Elf Dragon!

### Treeman

My Treeman was probably the model I spent most time on in the production of my army. It was created by singing a tiny Bonsai tree into shape over a period of several weeks using my mastery of the ancient Wood Elf art of tree singing. Back in the real world, I think it's pretty obvious that the Treeman is based largely on Warhammer Dryads. In fact, mainly just one Dryad, with its legs

shortened and its arms lengthened (using the bits taken out of the legs) and a certain amount of repositioning and sculpting. The large areas of pale bark for which Trish Morrison's Treemen are so famous were replicated in Warmaster scale using Green Stuff, in the same way as the Wood Elf cloaks described earlier.

*What follows is Rob's Wood Elf army list and whilst this is unofficial do feel free to playtest it and tell us of your findings, which we might feature in future issues of WarMag – Ed.*

Wood Elves

# WOOD ELF ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
<i>Glade Guard</i>	Infantry	3	3	6+	-	3	55	2/-	*1
<i>Archers</i>	Infantry	3/1	3	0	-	3	75	2/-	*1*2
<i>Glade Riders</i>	Cavalry	3/1	3	6+	-	3	110	-/3	*2
<i>Chariots</i>	Chariot	3	3	5+	-	3	95	-/3	-
<i>Giant Eagles</i>	Monster	2	3	6+	-	3	70	-/1	*4
<i>Treeman</i>	Monster	4	6	4+	-	3	125	-/1	*5
<i>General</i>	General	+2	-	-	10	1	150	1/1	-
<i>Heroes</i>	Hero	+1	-	-	8	1	80	-/1	-
<i>Mage</i>	Wizard	+0	-	-	8	1	80	-/1	*6
<i>Giant Eagle</i>	Monstrous Mount	+2	-	-	-	-	+20	-/1	*7
<i>Forest Dragon</i>	Monstrous Mount	+3	-	-	-	-	+100	-/1	*8
<i>Chariot</i>	Chariot Mount	+1	-	-	-	-	+10	-/1	*9

## Special Rules

**1. Woodland Folk.** Due to living amongst the forests of Loren their entire lives, all Wood Elves can move through woodland with exceptional skill and swiftness. Therefore Archers and Glade Guard do not suffer the usual -1 Command penalty when within woodland. When fighting within the forests Wood Elves are near impossible to see and count as Fortified rather than Defended.

**2. Archers and Glade Riders.** Wood Elves are just as famed for their bow skills as their High Elf cousins, and as such these Elven units add +1 to their dice roll when making Shooting attacks. Therefore these units score a hit against targets in the open on a 3+, against defended targets on a 4+, and against fortified targets on a 5+.

**3. Glade Riders.** Glade Riders are accomplished light horsemen, who can move freely through wooded terrain features. Therefore they may enter wooded terrain and do not suffer the -1 Command penalty when within woods. Note that all other terrain features normally impassable

to Cavalry units remain impassable to Glade Riders.

**4. Giant Eagles.** These live in the peaks of the Grey Mountains surrounding Loren. They are intelligent creatures that exist in peace and harmony with the Wood Elves and are ready and willing to aid them in battle. Giant Eagles can fly.

**5. Treemen** are incredibly ancient creatures that have dwelled in the Forests of Loren since long before the arrival of the Elves. Over time, the Treemen came to trust the Wood Elves and will now aid them in the defence of their mutual forest home. Treemen are large creatures, often several times the height of an Elf, with huge, trunk-like limbs, gnarled bark-like skin and deep cracks in place of their eyes and mouth. When they remain stationary (the majority of the time!) they can easily be mistaken for a tree. A Treeman may not be Brigaded with any troops other than Treemen. Being the gigantic and imposing creatures that they are, Treemen cause *Terror* in their enemies. In addition, as the flesh of a Treeman is dry

and woody, they are especially susceptible to fire-based attacks, and as such any attack of this kind (such as Dragonfire or the Ball of Flame spell) that wounds the Treeman will inflict double damage – i.e, 2 wounds instead of 1 for each wound caused.

**6. Mages.** I would suggest using the High Elf spell selection for Wood Elf Mages (you could go to the lengths of re-naming them to add character – Awakening of the Woods, Call of the Wild Hunt etc.). Note that Wood Elf Mages do not get to use the High Elf Mage ability of re-rolling a failed attempt to cast a spell. This represents the fact that Wood Elf magic and learning is of a far more informal and intuitive structure than that of their High Elf cousins.

**7. Giant Eagle.** Generals, Mages and Heroes may ride a Giant Eagle. These creatures can be found in the Grey Mountains overlooking Loren and are an intelligent species, living in peace and harmony with the Wood Elves. An Eagle can *fly*, increasing its rider's Move from 60cm to 100cm, and it adds +2 Attacks to those of its rider.

**8. Forest Dragons** have lived in the remote and inaccessible Chasm Glades within the forest of Loren for centuries and have

evolved into a separate sub-species of Dragon. Unlike other Dragons, they are vegetarian, using their rows of saw-like teeth to rip up branches, logs and any other vegetation they feel like eating. However, they are similar to other Dragons in that they are intelligent and also immensely powerful creatures, capable of uprooting trees and tossing them about in a scarily casual manner when enraged. An exceptional Wood Elf Lord or Mage may succeed in winning the trust of one of these immense creatures, and in doing so will have secured himself a fearsome mount to ride into battle!

Generals, Mages and Heroes may ride Forest Dragons. A Forest Dragon can *fly*, increasing its rider's Move to 100cm, and adds +3 Attacks to those of its rider. Any unit joined by a character riding a Forest Dragon cause *Terror* in their enemies and so long as the Dragon is attached to a unit, it can use its Corrosive Breath attack. This is a shooting attack with a range of 20cm, which can be directed against one target as normal. The breath has 3 Attacks, which are worked out in the usual way.

**9. Chariot.** A General, Mage or Hero may ride a chariot. The character riding the chariot adds +1 to his Attacks.

## CONCLUSIONS...

The more astute amongst you will have noticed that I have not yet produced models for all of the troop types I have included in the army list. However, this is not through choice and is more to do with being a very busy man (honest!). Mainly Chariots and other characters. For the Chariots, I intended to re-model High Elf Chariots, possibly using some spare Bretonnian foot troops as crew, and replacing a lot of the High Elf imagery on the chariots themselves.

It may also not have escaped you that I have limited the choices in the army lists to reflect mainly 'core' troops from the Warhammer lists, and have missed out a lot of the more 'interesting' troop types. The specialist troop types that add spice to the way an army fights in Warhammer would realistically only come in very small numbers and probably not have any great effect on a big battle.

The other reason I have neglected to include rules/models for such troop types as

Wardancers and Dryads is that, at the time of writing at least, I have yet to think of an effective way to model any of them (ideas on a postcard please!).

Finally, I would like to say that this article has been left deliberately open-ended in places, as an encouragement for players to experiment with and tweak the rules I have provided. I myself have ideas for Wood Elf-specific magic, and ways of representing the fact that Wood Elves always endeavour to be close to woodland of some sort when they fight their battles, but without further playtesting they shall remain in idea form for now. I have no delusions of being a master games writer of Rick's standing and experience (after all, the first edition of Warhammer, co-written by the fellow, was released when I was but two years old!) and as such, please take these scribblings for what they are – merely my own thoughts on the matter...