

2250 Pts - Wood Elves - Un-named Army

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
Noble (1♠, 77 Pts)																	
Wood Elf Noble	1	5	6	6	4	3	2	7	3	9	6+		1				77
Composition: Hero Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Longbow: 30" Range, Strength 3. Light Armour: 6+ Armour save.																	
Spellsinger (1♠, 125 Pts)																	
Spellsinger	1	5	4	4	3	3	2	5	1	8	-		1	2	2	1	125
Composition: Hero Level 2 Upgrade Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Longbow: 30" Range, Strength 3.																	
Glade Guard (30♠, 360 Pts)																	
Glade Guard	10	5	4	4	3	3	1	5	1	8	-		1				120
Composition: Core Glade Guard Longbows: Strength 4 at short range. Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Longbow: 30" Range, Strength 3.																	
Glade Guard	10	5	4	4	3	3	1	5	1	8	-		1				120
Composition: Core Glade Guard Longbows: Strength 4 at short range. Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Longbow: 30" Range, Strength 3.																	
Glade Guard	10	5	4	4	3	3	1	5	1	8	-		1				120
Composition: Core Glade Guard Longbows: Strength 4 at short range. Hand Weapon: +1 Armour save bonus in combat when on foot and fighting with a shield; no effect if mounted. Longbow: 30" Range, Strength 3.																	
Dryads (24♠, 288 Pts)																	
Dryads	8	5	4	-	4	4	1	6	2	8	-	5+*	1				96
Composition: Core Forest Spirit: Attacks are magical. 5+ Ward Save vs nonmagical attacks. Immune to Psychology. Causes Fear Skirmishers																	
Dryads	8	5	4	-	4	4	1	6	2	8	-	5+*	1				96
Composition: Core Forest Spirit: Attacks are magical. 5+ Ward Save vs nonmagical attacks. Immune to Psychology. Causes Fear Skirmishers																	
Dryads	8	5	4	-	4	4	1	6	2	8	-	5+*	1				96
Composition: Core Forest Spirit: Attacks are magical. 5+ Ward Save vs nonmagical attacks. Immune to Psychology. Causes Fear Skirmishers																	

Name	#	Mv	WS	BS	St	To	Wo	In	At	Ld	Sv	WSv	US	Mgc	Cast	Disp	Cost
Wild Riders (183, 651 Pts)																	
Wild Riders of Kurnous	5	5	5	4	4	3	1	5	1	9	5+	5+*, 6+	2				242
Composition: Special Wild Hunt: Causes Fear when charging with a musician; Fury of Kurnous: +1 Attack when NOT charging; Forest Spirit: Attacks are magical. 5+ Ward Save vs nonmagical attacks. Immune to Psychology. Musician \mathcal{D} : +1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10). Standard Bearer \mathcal{S} : +1 to Combat Resolution; Standard can be captured if unit Flees. Spear: May fight in two ranks to the front if on foot; +1 Strength when mounted and charging. Light Armour: 6+ Armour save. Fast Cavalry Magic Resistance (1)																	
Wild Hunter	1	5	5	4	4	3	1	5	2	9	5+		2				[44]
Spear: May fight in two ranks to the front if on foot; +1 Strength when mounted and charging. Light Armour: 6+ Armour save.																	
<i>Faoghir - the Banner of Dwindling</i>	1	Enemies roll 1 less dice when fleeing from this unit.															[50]
Elven Steed	6	9	3	-	3	3	1	4	1	5	-						[0]
Wild Riders of Kurnous	5	5	5	4	4	3	1	5	1	9	5+	5+*, 6+	2				217
Composition: Special Wild Hunt: Causes Fear when charging with a musician; Fury of Kurnous: +1 Attack when NOT charging; Forest Spirit: Attacks are magical. 5+ Ward Save vs nonmagical attacks. Immune to Psychology. Musician \mathcal{D} : +1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10). Standard Bearer \mathcal{S} : +1 to Combat Resolution; Standard can be captured if unit Flees. Spear: May fight in two ranks to the front if on foot; +1 Strength when mounted and charging. Light Armour: 6+ Armour save. Fast Cavalry Magic Resistance (1)																	
Wild Hunter	1	5	5	4	4	3	1	5	2	9	5+		2				[44]
Spear: May fight in two ranks to the front if on foot; +1 Strength when mounted and charging. Light Armour: 6+ Armour save.																	
<i>War Banner</i>	1	+1 Combat Resolution.															[25]
Elven Steed	6	9	3	-	3	3	1	4	1	5	-						[0]
Wild Riders of Kurnous	5	5	5	4	4	3	1	5	1	9	5+	5+*, 6+	2				192
Composition: Special Wild Hunt: Causes Fear when charging with a musician; Fury of Kurnous: +1 Attack when NOT charging; Forest Spirit: Attacks are magical. 5+ Ward Save vs nonmagical attacks. Immune to Psychology. Musician \mathcal{D} : +1 to combat resolution in a tie. +1 Leadership when attempting to Rally (may not exceed 10). Standard Bearer \mathcal{S} : +1 to Combat Resolution; Standard can be captured if unit Flees. Spear: May fight in two ranks to the front if on foot; +1 Strength when mounted and charging. Light Armour: 6+ Armour save. Fast Cavalry Magic Resistance (1)																	
Wild Hunter	1	5	5	4	4	3	1	5	2	9	5+		2				[44]
Spear: May fight in two ranks to the front if on foot; +1 Strength when mounted and charging. Light Armour: 6+ Armour save.																	
Elven Steed	6	9	3	-	3	3	1	4	1	5	-						[0]
																Total Cost:	1501

Roster Design Information

Asrai Archery

Wood Elf Longbows (including magical longbows) do not suffer a -1 to hit for moving and shooting.

Forest Walkers

All models in the Wood Elf army, apart from flyers using their Flying movement, may ignore movement penalties for moving through woods.

Woodland Ambush

In Pitched Battles, you can place an extra wood (no larger than 6" in diameter) anywhere on your half of the table.

Validation Report

Edition: 7th Edition; Game Type: Normal Game; Profile Options: Show Points; Special Rules: Forbid Special Characters, Forbid Storm of Chaos, Forbid Albion, Forbid Lustria; Army Subtype: Wood Elf Army

Exactly one character must be the general

Roster Statistics

Casting Dice: 4

Dispel Dice: 3

General's Ld: 0

Models: 74

Total Characters: 202.0
 Total Core: 648.0
 Total Magic Items: 75.0
 Total Rare: 0.0
 Total Special: 651.0
 % Characters: 13.5
 % Core: 43.2
 % Magic Items: 5.0
 % Rare: 0.0
 % Special: 43.4

Group	Min	Max	Used
Heroes	0	4	2
Lords	0	1	0
Core	3	Unlimited	6
Special	0	4	3
Rare	0	2	0
Points of Characters	0	!!	202
Points of Core	0	!!	648
Points of Special	0	!!	651
Points of Rare	0	!!	0
Points of Magic Items	0	!!	75