

## WILD ELVEN FACTION RULES (MAY 2022)

The Wild Elves are mysterious beings that hail from the misty forests of Caledon, a large and unexplored island to the north-west of Albionnica. Up to seven feet tall and imbued with magical energy, Elves are a dangerous, war-like race who have little empathy for those not of their kin. In recent years ancient Elven portals have been discovered all over Upper ArcWorlde, from the frozen mountains of Njorsvald to the depths of the Mildaark forest.

The Elves are growing in strength, invading lands which belonged to them millennia ago and stopping at nothing in reclaiming their realms. The blood-magic of the Elves forces nature to warp to their will, and summoned creatures of wood and ensorcelled bone fight with them against all who stand in their way.

### FACTION SPECIFIC RULES:

#### Fae Beings

Elves are mercurial creatures of magic, and on occasion temporarily ally with those whose magical prowess they respect. The Wizards of Mt Orion are known to liaise and trade with the Elves, and Dark Lords have been seen fighting with Wild Elven warriors beside them. When constructing your Warband, you may use Characters from the Wizards and Dark Lords Factions.

#### Summoner/Summoned

Characters with this Trait are not deployed on the battlefield. A Character with the Summoner Trait may attempt to bring them to 'life' on the battlefield by attempting a Feat:

- **Easy:** If successful, place the Summoned Character within 6" of the Summoner. This Character is Inactive and can be Activated later in the Round.
- **Medium:** If successful, place the Summoned Character within 12" of the Summoner and Activate it immediately after the Summoner's Activation ends.

Summoned Characters may pick up Items or Equipment but may not use them unless the rules specifically state so. Also, if they ever fail a Bravery Test, they are Knocked Out as the magic that binds them crumbles. If a Summoned model is ever Knocked Out, they can be re-Summoned as many times as the Wild Elf player wishes.

#### Sacrifice

Once per Activation, a Character with this Trait may attempt to Sacrifice an enemy Character on a same sized base or smaller on a Medium Feat. A Sacrifice can be attempted if the target is at 25% of their HP or less, and in base contact. If successful, the enemy Character is Knocked Out, and is replaced with an Arcanite Token.

#### Agile

A Character with this Trait may re-roll a single failed Leg It roll per Round.

In addition to the Items and Equipment found in the Common Armoury (see the Common Armoury list), the Wild Elves have their own objects of war:

<b>WILD ELVEN ARMOURY</b>			
<b>NAME</b>	<b>TYPE</b>	<b>COST</b>	<b>DESCRIPTION</b>
<b>BLOOD STONE</b>	<b>Item</b>	<b>10GP</b>	A crimson shard from the depths of the Mildaark, thrumming with the magic that sustains the Elves and their creations. One use only. If consumed, a Character regains D6HP. A Character can use a Blood Stone to heal a friendly Character in base contact.
<b>WILD ELVEN RANGED WEAPON</b>	<b>Equipment</b>	<b>15GP</b>	The Wild Elves use all manner of ranged weapons, from wicked throwing spears to bows the size of men. If equipped, a Character may make this Attack: ● <b>(Ranged) Shot: Power – 6</b> <b>Special Rules:</b> 16” range.
<b>SACRIFICIAL BLADE</b>	<b>Equipment</b>	<b>20GP</b>	A blood-stained weapon used in the Elves’ secret ceremonies. If equipped, a Character gains the Sacrifice Trait. If the Character already has the Sacrifice Trait, they may re-roll a failed attempt per Round.
<b>WILD ELVEN MOUNT</b>	<b>Equipment</b>	<b>30GP</b>	Wild Elves have been known to ride to war upon their summoned creatures, some even constructing swift hooved bodies for themselves out of wood and bone. May only be used by Characters with the Summoner trait. If mounted, a Character gains +5HP and +4 Movement. They now have a 50mm base size.
<b>STRONGBOW</b>	<b>Equipment</b>	<b>30GP</b>	The most skilled Elven archers carry these gigantic weapons into battle. Not even three men would have the strength to pull back the string. If equipped, a Character may make this Attack: ● <b>(Ranged) Shot: Power – 10</b> <b>Special Rules:</b> 20” range. Requires a Medium Feat to shoot.

<p><b>FAEBLADE</b></p>	<p><b>Equipment</b></p>	<p><b>30GP</b></p>	<p>A shimmering ethereal blade that, if thrown, seeks out prey and returns to the hand as if with a mind of its own. Counts as a Two-Handed Weapon (see Common Armoury). Also, once per Round the Character may make this Attack:</p> <ul style="list-style-type: none"> <li>• <b>(Ranged) Faebblade: Power – 8</b></li> </ul> <p><b>Special Rules:</b> 12” range. If the Target is Knocked Out, any leftover Damage is dealt as Hits to another enemy Character within 6”.</p>
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## SPELL LIST – THE LORE OF THE DARKWOOD

The magic of the Elves is inextricably linked to the dark forests in which they dwell. The mysterious Druids siphon the life energy of their sacrificial victims and use its power to warp the wood to their will.

<p><b>SPELL NAME</b></p>	<p><b>REQUIRED DRAW</b></p>	<p><b>DESCRIPTION</b></p>
<p><b>TANGLEWEED</b></p>	<p><b>14</b></p>	<p>Barbed vines erupt from the earth and ensnare all who are unlucky enough to be in their grasp. All Characters within 6" of the caster have their Movement and Leg It rolls reduced by 2" until the caster's next Spell.</p>
<p><b>SPIRIT OF THE FOREST</b></p>	<p><b>16</b></p>	<p>The vitality of their victims fills the Druid with an unnatural vigour, and their eyes glow with the power of the dark woods. One friendly Character within 12" gains +2 AP for their next Activation. Whilst under the effects of this Spell, the target may not receive any other bonuses from Spells.</p>
<p><b>OMINOUS WHISPERS</b></p>	<p><b>19</b></p>	<p>With a hissed word in an unnatural tongue, the enemies of the Elves find their minds tortured by Fae laughter and malice. One enemy Character within 12" must pass a Bravery Test. If they fail, they lose 3 HP in addition to the regular effects of failure. All enemy models within 3"</p>

		of the original target, whether they passed their Bravery Test or not, must also take Bravery Tests.
THE MERCILESS WOOD	21	<p>The cold fury of the forest reclaims those who dare trespass. Their souls will be consumed, and their bones will nourish the earth.</p> <p>Choose a point within 12” of the caster. Every Character within 3" of the point suffers a Merciless Wood Attack.</p> <p><b>Merciless Wood: Power - 4</b></p> <p><b>Special Rules:</b> If any Characters are Knocked Out by the effects of this spell, they are replaced by a Woodfiend. This Character is controlled by the Elven player as normal and can be activated in the next Round.</p>

<b>WILD ELVEN WARCHIEF – 130GP</b>				
<b>CLASS</b>	<b>AP</b>	<b>MOVEMENT</b>	<b>BRAVERY</b>	<b>HP</b>
<b>COMMANDER</b>	<b>5</b>	<b>5</b>	<b>9</b>	<b>14</b>

### **ATTACKS:**

- **(2AP) Whirlwind: Power – 8**  
**Special Rules:** Each Critical Hit allows 1 more D6 to be rolled.
- **(1AP) Deadly Strike: Power – 5**  
**Special Rules:** Critical Hits ignore Armour
- **(2AP) Bloodlust: Power – 10**  
**Special Rules:** This Attack may only be made if the Warchief Knocked Out an enemy Character in the same Activation.

### **Traits & Equipment – Agile, Summoner, Sacrifice**

“Although all Elves are skilled in the arts of combat, the best amongst them is chosen as the Warchief. Deadly even by Elven standards, they are adorned in sacred relics and blessed by the entire clan as the leader of their warband.

With ancient weapons anointed in blood, the Warchief leads the charge against the enemies of the Elves. Their skill with spear and bow is matched only by their hatred of lesser races, and their determination to cleanse their realms from the vermin that have infested them.”

<b>WILD ELVEN DRUID – 145GP</b>				
<b>CLASS</b>	<b>AP</b>	<b>MOVEMENT</b>	<b>BRAVERY</b>	<b>HP</b>
<b>MAGE</b>	<b>5</b>	<b>5</b>	<b>8</b>	<b>12</b>

### **ATTACKS:**

- **(Ranged) Enchanted Vines: Power – 4**  
Special Rules: 8” range
- **(1AP): Ritual Blade: Power – 5**

**Traits & Equipment – Agile, Summoner, Sacrifice**

“Although magic flows through the veins of all Elves, there are those who are born exceptionally attuned to the arcane. These sacred children grow to be Druids, the spiritual leaders of the Elven clans.

Using the powers of blood magic, they warp the wilds to their whim. Trees come alive and attack intruders, roots erupt from the ground, and some poor souls are even transfigured into the very wooden beasts the Elves send to fight them.”

WOODFIEND – 45GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
UNIT	2	3	5	6

### ATTACKS:

- **(Ranged) Splinter: Power – 4**  
Special Rules: Range 8”.
- **(1AP) Razorbark: Power – 3**

**Traits & Equipment – Summoned, Flammable.**

### Shifting Forms

Woodfiends take many forms, oftentimes picked by the Elves to suit a certain purpose. When a Woodfiend is Summoned, choose which form it will take:

- **Warrior** – This Woodfiend takes the form of a shambling parody of a man. It gains +1 Power on all Attacks.
- **Bestial** – This Woodfiend takes the form of a creature that gallops upon rangy limbs. It gains +2 Move and the Agile Trait.
- **Barrier** – This Woodfiend takes the form of a protective shield of briars and thorns. If in base contact with a friendly Character, that Character gains +1 Armour. This does not stack, and only one Character can benefit per Round.

If a Woodfiend is Knocked Out, when it is re-Summoned you may choose again which form it will take.

**“Although Elves are deadly combatants, they are wise enough to know to exhaust their opponents before engaging with them. Using their fell magics, creatures constructed from the forest detritus are summoned and sent into battle before them. These Woodfiends, mere puppets of the Elves that created them, shamble towards their foes and attack with splintered bark and bone.”**

<b>WILD ELVEN WARRIOR – 95GP</b>				
<b>CLASS</b>	<b>AP</b>	<b>MOVEMENT</b>	<b>BRAVERY</b>	<b>HP</b>
<b>ELITE</b>	<b>4</b>	<b>5</b>	<b>8</b>	<b>10</b>

### **ATTACKS:**

- **(2AP): Flurry of Blades: Power – 5**  
**Special Rules:** Each Critical Hit allows 1 more D6 to be rolled.
- **(1AP) Wicked Slash: Power – 5**  
**Special Rules:** Each Critical Hit ignores 1 Armour.

**Traits & Equipment – Agile, Summoner.**

“Fighting even the average Elf is a terrifying prospect for many on ArcWorlde. Towering two feet over even the tallest man, their lithe but heavily muscled limbs are lightning quick and capable of startling feats of athleticism. Each are skilled with all manner of weapons, and even a small force can wipe out an entire Warband in seconds.”



<b>BRIAR ELK – 200GP</b>				
<b>CLASS</b>	<b>AP</b>	<b>MOVEMENT</b>	<b>BRAVERY</b>	<b>HP</b>
<b>HEAVY/MONSTER</b>	<b>7</b>	<b>8</b>	<b>7</b>	<b>20</b>

**ATTACKS:**

- **(2AP) Impale: Power – 9**  
**Special Rules:** May only be used if a Charge was made in this Activation.
- **(2AP) Trample: Power – 4**  
**Special Rules:** If a Critical Hit is made, the target Character is Prone, and this Character may move out of combat without any penalties.
- **(2AP) Gore: Power – 6**

**Traits & Equipment – Flammable, Agile, Split Activation, Fearsome, Dwindling Strength (Monster), Death Throes (Monster) – See Bestiary Ruleset.**

**Monstrous Mount**

Some Monsters can be ridden into battle by brave, or foolhardy, Characters. If a Character chooses to ride a Monstrous Mount, the two combine to count as a single Character. The Monster’s Movement and movement-related Traits are used, and the rider may not make any movement Actions of their own. The two Characters are Activated separately, and both the rider and the mount can be targeted as normal in both Melee and Ranged combat. If either the rider or the mount are Knocked Out, replace the miniature on the board with one to represent the surviving Character.

**“Although smaller summoned creatures are commonplace, on occasion a particularly powerful Elf may bring a more monstrous creature to life. These constructs take many forms, from Unicorn-like monstrosities to even Trolls or Dragons, but those more commonly seen in the Mildaark resemble great elk constructed of wood and bone.**

**With so much magical energy contained within them, some of these creatures continue to live long after their creator has perished. They roam the forests of ArcWorlde, sustaining themselves on the life essence of their prey.”**

<b>WILD ELVEN BLADEMASTER – 115GP</b>				
<b>CLASS</b>	<b>AP</b>	<b>MOVEMENT</b>	<b>BRAVERY</b>	<b>HP</b>
<b>IRREGULAR</b>	<b>4</b>	<b>5</b>	<b>8</b>	<b>10</b>

### **ATTACKS:**

- **(2AP) Bladestorm: Power – 6**  
**Special Rules:** Each Critical Hit allows 2 more D6 to be rolled.
- **(1AP) Scissor Strike: Power – 5**  
**Special Rules:** Each Critical Hit breaks 1 Armour.

**Traits & Equipment – Agile, Dual Weapons.**

#### **Beserker**

This Character must always attempt to engage in Melee combat if possible. If they are already in base contact with an enemy Character, a Melee Attack must be made if there is AP to do so. If there is not an enemy Character in base contact, this Character must use their free movement, and attempt as many Leg It rolls as possible until they reach an enemy, or they fail a Leg It roll.

**“Combat is a sacred art for the Elves, and there are those who dedicate their lives to the mastery of the blade. These Blademasters hone their craft over countless years, and their ferocity with a sword is unmatched amongst their kin.**

**Before battle they are adorned in Arcanite warpaint mixed with the blood of their foes, the heady mixture whipping them up into a frenzy. They charge headlong into any fray, their swords leaving a trail of devastation in their wake.”**

<b>LICHENHAWK – 35GP</b>				
<b>CLASS</b>	<b>AP</b>	<b>MOVEMENT</b>	<b>BRAVERY</b>	<b>HP</b>
<b>BEAST</b>	<b>2</b>	<b>8</b>	<b>6</b>	<b>4</b>

### **ATTACKS:**

- **(1AP) Peck: Power – 4**
- **(2AP) Skydive: Power – 8**

**Special Rules:** May target Characters within 2”. After this Attack, move this Character in base contact with the target. If more Failures are rolled than Successes to Hit, this Character is Knocked Out.

**Traits & Equipment – Summoned, Flammable.**

**Fly**

This Character may move over terrain features unhindered.

“Some creatures summoned by the Elves are in the form of graceful birds, soaring upon wings of featherlike leaves. These beasts are often used to carry messages to other Elven clans and can soar for days before crumbling into the detritus they are made from.

In battle it is common for these Lichenhawks to soar into combat alongside their Elven masters, their sharp beaks and talons tearing at their foes’ weakest places.”