

WOOD ELVES SPECIAL RULES

Special Rules:

- ❑ Special ability of the Wood Elves: See the special rules inserted in the F.W. Companion by Nick Lund (page 29)
- ❑ Wood Elves are light troops and are not suitable for positional warfare, so they can not take advantage of pavises and mantlets.
- ❑ Archers of Wood Elves will not use poisoned arrows.
- ❑ Choosing the terrain.
 - ❑ The armies of the Wood Elves rarely perform invasions against other peoples — more often defending themselves.
 - ❑ They therefore can make use of their knowledge of their territory to lure enemies into deadly ambushes.
 - ❑ Therefore if an army of Elves out-scout their opponent they may add a woodland to the terrain already on the field.
 - ❑ If they outmaneuver their opponent, they may place two woodlands.
 - ❑ The woods must be placed at least 30 cm from the edge of the deployment zone of the opponent.
- ❑ Moving in the woods.
 - ❑ Units of the Wood Elves can move in the woods and forests at maximum speed without disorganized.
- ❑ Fight in the woods.
 - ❑ Units of Wood Elves will carry out attacks with missile weapons in a wood without suffering penalties from the terrain.