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Your Wooden Fairy in sigmar's time rules. Warscrolls[edit] Heroes[edit] Glade Captain Battle Standard Bearer: The BSB gives your Wanderers within 8 bonuses that save 4+ on spells. So, you take mortal wounds from spells, you get 4+ saves instead of taking the wound automatically. If he doesn't move, he can increase the range to 16. Unfortunately many of the sources of many mortal injuries in AoS come from special shooting/melee capabilities, and banners do not help against them. He's situational but can sometimes make a big difference. Glade Lord: Lord has three load-outs: He can be armed with Blade and Spear, which are far and away from the worst option. Sure, six strikes, but that's six meh attacks. He can also be armed with Bow and Greatblade, which makes him scary at close range and at close range (albeit more in close proximity), or you give him Bow, Blade, eagle hunting and the ability to once per game fire 3D6 shots instead of 3. Yikes. His Commanding Ability allowed the Wanderers to reroll the 1s for Hit as long as they were within 8 of him when they were activated. Notably, it doesn't specify melee or shooting, so wherever you put that person, he helps your soldiers. Take the Greatblade and have him swing in concert with your Rangers, grab a shot and plonk him down between your Glade Guard and your Waywatchers, it's your rodeo. Glade Lord in Great Eagle: The biggest ride you can take without being considered a monster. Combines strong mobility and Great Eagle melee with a nice shot from the Warhawk Riders. His Commando ability provides +2 for a fee for the Wanderers, or +4 for Warhawk Riders. Also, 7 Wounds make him surprisingly tough. Do not use it as a general, instead of using it to blow up a weak unit of the goal, take the back line, and become a very mobile threat. Paired very well with Shadowdancer, which can make it fly a whopping 32 inches in one turn. Glade Lord in Great Stag: Slower, just as tough and much harder than the Eagle version. His Commando abilities are also very similar, only determining Wild Riders instead of Warhawk Riders. Too bad Wood Elf doesn't get any additional attack skills with each melee weapon, because in this guy it will be funny. If you somehow manage to get a buff like that on him, he's a real powerhouse. Glade Lord on Purebred Steed: Glade Lord on Forest Dragon: The strangest dragon in the game. His breath attack makes him so that the enemy in 3 dragons can only attack after all the other units have attacked. This sounds useless, but it can actually undermine the whole strategy, because of Sigmar is mainly about choosing the most appropriate unit to attack. Also it means your Dragon can tear off new bastard enemies in peace without being knocked down by previous pegs. That really could be, with a bunch of powerful attacks. 12 Wounds with rerollable 4+ save is also really hard to kill, kill. If you have one of those BSB hiding behind him. His Commando ability is also quite sweet, letting wanderer's friendly unit reroll 1s for Hit and Luka (again, not specifying melee or shooting, so it works for both). The only thing he lacks is a bow, but that's really nothing you should complain about. Shadowdancer: Shadowdancer has a very specific role. She's fragile and not too 'killy', so basically you want to use her like a witch to support other units. The main use for it though comes from allowing other units to snipe purposes. When Shadowdancer uses its unique spell to double the movement of other units (and give it a fly) for a turn, you can really surprise your opponent by throwing the unit somewhere far enough away. The best units to pair are the guys like Orion, Glade Lord in the Great Eagle, Wild Riders/ Sisters, or the Warhawks. For example, Glade Lord in great eagle can suddenly move 32 inches in one turn with this spell, allowing her to cross HUGE differences and hit weak points or clear weak units holding a goal. The value of this spell clearly rises with a higher unit of basic movement. If you don't take the unit fast, don't bother with Shadowdancer. Avatar of the Hunt: He shoots superbly, making him the most shooting monster by a wide margin, he swings 4 times with a range of 3 at 3 +/3+/-2/3, which is very solid, almost the same as Archaon Everchosen, although keep in mind Archaon can't shoot, no problem shooting this well. He also healed the wound turn, which made his 8 Cuts at 4+ even harder and him and all wanderers in 8 can reroll the failed charge. And on top of that he gained his Commanding Ability, which gave rerolls To Luka to all wanderers in 16 but only in battle. If a Glade Lord on foot is the jack of all trades, then Orion is king of all trades, doing all that God does but way better. Oh, and he's moving 12 that's too fast, almost fast enough to keep up with Wild Riders, whose presence buffs. Twilight Sisters on Forest Dragon: Troops[edit] Glade Riders: Worse rescues, worse mounts and worse personal attacks than Wild Riders, but they get a bow and can actually run and shoot with it, so they can be very useful. High Elf Ellyrian Reavers are just straight up better, as it moves after they shoot. Since these people will roam beyond the reach of your General Command capabilities, you might as well proxy them as Reavers. Warhawk Riders: Strangely tough for elves Warhawk Riders are basically Glade Riders with slightly better mileage, better rescues, two cuts and the ability to fly and fly long distances. They also get some special rules that are fun. First, they always run an extra 6 inches, no need for dice, although with their 20 bows this will rarely see usage. Then you get +1 to Luka if they are charged, which makes them pretty decent in a big unit. Finally Finally have special rules that are strange but potentially devastating. If there are no enemies in 3 of them after they attack, they can pile on 6 and attack again. Potentially cool, but requires a pretty precise position and a bit of luck to look at. This can make the spell value of Regrowth Spellsinger skyrocket, as it restores the model and the Warhawks have 4 piece cuts. Wardancers: Wardancers are basically chaff units now. They CAN do decent damage or are durable enough hanging to turn on the dance you are using. They move faster than any other infantry in the game at 8pm (seriously, Chaos has some things fitted that are slower). The low cost points and high movements make them quite useful for contest purposes, especially since the dance allows you to turn off or be durable depending on the needs. At worst they are speedbumps against elite enemy units, and for the points they charge, it's actually a good way to use them. Observer Way: They are very similar to their Lord, although their attack statistics are basically -1 from God all the way across. at 80 points for 3, this is a fantastic way to pay battle line tax if you don't want to take the Glade Guard. In small units 3 they have 7 (sometimes more) attacks with quick shots, making them dangerous enough to need attention, but cheap enough not to lose much if they die. It is very useful to harass the enemy or finish off the unit/character with a few wounds left. Big Eagle: Fragile, strong on cost and with basically a Hit and Run 40k rule, which helps a lot because eagles get bonuses for charging. Don't expect them to survive the shooting, because everyone and their dogs will hunt your eagle. Hunting Sniffer Dogs: Funny. They're fast, tough chaff with meh attacks that only get good if you get Orion nearby. But there's one awesome thing about them: They can be called upon. Casting a score of 5, setting 5 and Orion can cast this spell at any turn even though he is not a Wizard, but all Wanderer Wizards know his spell. They are not the most powerful units called, but being able to make your own husks is remarkable for a fragile army. Tree Kin: External Links[edit] The rule is here[1] Share Aelves is one of the smartest races living among the Mortal Realm. They are tall and slender humanoids known for their powerful and inherent magical abilities and very long lives. Most of Aelves calls The World of Hysh and Ulgu home. History During the destruction of that world, Slaanesh devoured himself almost to death on the souls of people called Elves, will be Aelvenkind. When the gods discovered the Mortal Realm during the Mythical Age, only a few free Aelves could be found, most of which settled in the Azyr Realm. Towards the end of the Mythical Age, the gods of Aelven discovered Slaanesh and hatched a plan to free Aelven's souls from the Darkness Essence. Teclis, Tyrior, Malerion and Morathi team up to drag Slaanesh to Uhl-Gysh and begin extracting souls from his stomach. These souls were divided between four gods, which they formed according to their needs, creating new variations of the Aelven people. [2] After the Age of Chaos, the Aelves civilization split up and diverged. Highborn retreated to Azyrheim or retained their own pockets.[4] while the Wanderers and Exiles traveled throughout the Mortal Realm. [6] When Aelven's souls are freed from the essence of Slaanesh, they are tainted by the experience of being part of the substance of God Chaos and becoming something other than Aelves. Morathi's free souls were made by him to Scathborn, such as Melusai and Khinerai. Every soul of Aelven that was too weak or corrupted became leathanam, the working slave class. [1] Teclis created Cythai, but when they rejected his teachings, they became Idoneth Deepkin. [2] Although not really Aelven himself, Sylvaneth imitated the World's Wooden Fairy, which they called the Protector. [3] The new Aelven Gods Pantheon Aelven of the Mortal Realm Many gods gave refuge to Aelves; And among them was one of them, and among them was one of them. Morathi now holds Khaine's iron heart, the only vestige of him in the Mortal Realm, but the Princess's prayers and offerings give her strength instead. Mathlann: Mathlann saved the souls of the last Aelven of the World before Time, but to no avail. He died with the last of Aelvenkind. The Idoneth Deepkin can channel the souls of those who have died alongside old memories of him to call mathlann eidolon. [2] New Aelven Pantheon Source Community Content is available under CC-BY-SA unless otherwise stated. Note.

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