



Wood Elves

Who are the Wood Elves?

Getting Started

Wood Elves Miniatures

Gaming

Painting and Modeling

Scenery and Terrain

Extras



RESOURCES

Errata

Conquest of the New World

Storm of Chaos

Lustria

Nemesis Crown

Skirmish

ARMIES

Beasts of Chaos

Bretonnians

Chaos Dwarfs

Dark Elves

Dogs of War

Dwarfs

Empire

High Elves

Hordes of Chaos

Kislev

Lizardmen

Ogre Kingdoms

Orcs & Goblins

Skaven

Tomb Kings

Vampire Counts

Wood Elves

ARIEL: QUEEN OF ATHEL LOREN

Ariel is the Queen of Athel Loren and presides over the realm together with Orion. Ariel acquired the Aspects of Isha, the ancient Elven goddess of nature, through the strange magic of the Oak of Ages at the same time as Orion gained the Aspects of Kurnous. Thus, the magical force of nature flows through Ariel as if she were the goddess Isha herself.

Ariel wields immense natural forces and weaves them according to her will. She commands the trees of the forest to grow, and vegetation to spring forth from the ground. It is Ariel who weaves enchantments around the Forest of Loren to delay and mislead intruders, or lure them onwards to their doom! If Ariel perishes in battle, the Elves will carry her away and seal her within the Oak of Ages to be reborn again in the spring.

When enemies enter the Forest of Loren, Ariel shifts shape into her sylph-like War Aspect. She grows almost twice the height of an ordinary Elf and unfolds huge wings like those of a gigantic moth, covered in tiny scales of shimmering, iridescent colours. Upon her wings are strange markings known as the Eyes of Isha, and the Spirals of Isha can also be seen in the patterns of her wings. Sometimes, Ariel's wings display the markings of the death's-head moth to indicate that she is enraged and in a vengeful mood. Moth-like antenna emerge from Ariel's head, but her face remains that of a beautiful she-Elf with piercing eyes. The upper part of her body is clad in shimmering scales of incandescent green, while the lower part trails away into infinity — like an ethereal or elemental being. She appears to glow with an inner light like the moon and trails raw magic in a shower of glittering stardust. In this form, Ariel can fly around the battlefield wielding her magic. The wafting of her huge wings over the heads of the enemy fills them with both dread and awe.



Ariel counts as a Lord and a Hero choice in a Wood Elves army. She must be used as presented here and may not be given any additional equipment, magic items, or Spites. Ariel will always be the army General, even if Orion is also present. No model currently exists in the Warhammer Wood Elf range for Ariel — you'll have to convert up your own representation of him.

NAME	POINTS	M	WS	BS	S	T	W	I	A	Ld
Ariel, Queen of Athel Loren	600	5	5	5	4	3	4	7	2	10

MAGIC

Ariel is a Level 4 Wizard and knows all of the spells from the Lore of Athel Loren. In addition, she gets +1 to cast any spells from the Lore of Athel Loren.

SPECIAL RULES

Ariel has the following common special rules: **Fly, Forest Spirit, Terror**

Elemental Form. Ariel is no longer a mortal Elf and is bound to the natural world with ancient and unbreakable ties. If she chooses to move using her ground movement, she may move through all forms of Difficult Terrain without penalty.

Aura of the Fey Queen. Ariel is one of the truly legendary individuals in the Warhammer world. All friendly units within 6" of Ariel are **Immune to Panic**.

Earthbind. If Ariel is endangered, the land itself will rise to protect her by entangling those who would threaten her. Any units declaring a charge on Ariel count as moving through Difficult Terrain for the duration of the turn. In addition, if Ariel flees from combat, any

enemies attempting to pursue her roll an extra D6 when determining their pursuit distance and discard the highest result.

MAGIC ITEMS

The Heartstone of Athel Loren. *A physical representation of the many ties that bind Ariel to the forest of Athel Loren, this gemstone protects her from the effects of hostile magics.*

This item grants Ariel a Magic Resistance of 2. In addition, if she successfully resists a spell targeted at her, the casting Wizard must immediately take a Leadership test. If he fails, he immediately loses a magic level and may not cast that spell for the remainder of the game.