



Wood Elves

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Skaw the Falconer

It is said that Skaw dwells in an eyrie in the topmost branches of an old pine tree, hidden away on the slopes of the Grey Mountains. Here, he speaks with the birds of prey that dwell within the forest of Athel Loren, from the lowliest falcon to the mightiest of eagles. Though he cares little for the company of other Elves, Skaw shares their tie to the great forest and fights alongside them in its defence. In battle, Skaw directs his falcons against the foe, their razor-sharp claws and beaks tearing away gobbets of flesh with each strike. These keen-eyed living missiles are more deadly than arrows and always return to their master with blood dripping from their wicked hooked beaks and sharp talons. Once the foe is vanquished, Skaw always returns to his mountain perch without a word. Indeed, many of the Asrai believe him to have forgotten the Elven mode of speech, so long it has been since Skaw was heard to utter any word in a tongue other than that used by the birds of prey.



Skaw counts as a Hero choice in a Wood Elves army. He must be used as presented here and may not be given any additional equipment, magic items, or Spites. Skaw may never be the army General. No model currently exists in the Warhammer Wood Elf range for Skaw — you'll have to convert up your own representation of him.

NAME	POINTS	M	WS	BS	S	T	W	I	A	Ld
Skaw	175	9	6	6	4	3	2	9	4	9
Skaw's Hawks		-	4	-	4	-	-	6	3	-

SPECIAL RULES

The Falconer. Skaw is a member of an Alter Kindred (his profile increases are included above) and so may not join units. In addition, such is Skaw's distance from Asrai society that he will never use the Leadership of the army General.

Hawks. Skaw has three birds of prey that he uses as missile weapons and as weapons in hand-to-hand combat. The range of each bird is 24", and they will always hit on a 2+ at a Strength of 4. In hand-to-hand combat, the birds give Skaw an additional 3 Attacks at a Strength and Weapon Skill of 4.

MAGIC ITEMS

The Cape of Feathers. *Crafted by Skaw himself from literally hundreds of shed eagle feathers, the weave of this cloak is incredibly resilient to arrows and other missiles.*

This item grants Skaw a 4+ Armour Save against all shooting attacks.

The Lash of Claws. *Each of the three thongs of this whip is tipped with the talons of gigantic, and now extinct, birds of prey. Lighter than a normal lash, this weapon is a deadly tool in the hands of one such as Skaw, who is able to lacerate the flesh of a foe with the lightest stroke.*

This whip allows Skaw to always strike first — if another Character has this ability, resolve the Attacks in Initiative order. In addition, any model hit by the flail 1 one Attack (down to a minimum of 1) for the remainder of that turn.