

# Wood Elf Playbook – Leap to Victory

*By Tom Picard (Garion)*



*(all miniatures and photographs courtesy of Mikkel Nyboe)*

## **INTRODUCTION**

Wood Elves are one of the fastest teams in the game, and like all elves they have Agility 4 on all their players. They have the best rookie player in the game - the Wardancer, the highest moving thrower, the fastest of all elf linemen, the only elf catcher to start with Dodge and they are also the only elf team that has an optional big guy. On the flip side, they have very expensive players and low Av.

Wood Elves are in my opinion one of the best teams in the game at all TV ranges but they are in no way my favourite team to play with. They may struggle in the battle of attrition when playing against high TV bash teams; however that will usually not stop them from winning the game.

## **THE WOOD ELF WAY**

There are two main schools of thought on how to play with Wood Elves – ultra aggressive, or a more measured approach. Neither is the correct way and both have their pros and cons though the cautious more measured players will generally have the greater success over the longer periods of time. This playbook will look at both approaches throughout the various sections. The other bone of contention is whether or not to take a Treeman, more on this later.

## **STARTING ROSTERS TV 1000k**

For me there is only one Wood Elf roster worth considering. This roster means you start with your two best players and have a Catcher with Dodge coverage who is great for ball retrieving and distribution. The Catcher also adds a little extra Ma to the team and is also useful for SPP farming. 2 Re-rolls is just about enough to get by with, though the first thing I buy is a third RR, and then I buy an apothecary. Other people will buy the apothecary first then the RR. Either way is fine, I just prefer to have that important third RR as soon as possible, for re-rolling failed leaps mainly. Also the apothecary isn't very reliable in this edition anyway so I don't think they are as vital as they once were.

2	Wardancers	240k
1	Catcher	90k
8	Linemen	560k
2	Re-rolls	100k
Total		990k

Another alternative is swapping a Catcher for a Thrower. This is my second favourite roster of the three. It basically functions in the same way as the first roster, except your Thrower is best used as a ball retriever and distributor instead of the Catcher. Having a Thrower does give you extra options in your play style early on and it gives you the chance to get a Leader Re-roll very early on which can be helpful, but I prefer the versatility the Catcher offers with his extra movement and with Dodge for protection. The Catcher is also a better player to have for SPP farming than the Thrower.

2	Wardancers	240k
1	Thrower	90k
8	Linemen	560k
2	Re-rolls	100k
Total		990k

For those people with a burning desire to use a Treeman the roster below is the one I would use. Starting with a Treeman does work; it just isn't as effective as the roster above. That said it is a lot more fun in my opinion, especially in very small leagues or a one off game. Choosing between the Catcher and Thrower is down to your play style, but I prefer starting with the Catcher.

1	Treeman	120k
1	Wardancer	120k
1	Catcher/Thrower	90k
8	Linemen	560k
2	Re-rolls	100k
Total		990k

## **GENERAL TACTICS**

The key to playing effectively with Wood Elves in their early games is all about Re-roll control, when to use them and when to let your turn over happen. 2 Re-rolls for most teams can be a tricky juggling act, but for a team with such low Av that relies on a lot of 2+ and 3+ rolls to succeed can be very tricky. The key to good Re-roll management is having well structured turns.

The first thing to do is move all your free players, when your receiving move two players to protect the ball first incase you suffer a turnover before picking the ball up. When defending move your free standing players into a good defensive line and provide assists to your players that will allow them to get 2 dice blocks, also stand up your players and move them to safety if they are not in a tackle zones. Next do your Blitz action with your Wardancers; they have Block so the probability of causing a turn over is very slim. Use your Blitz action to free up as many players as possible each turn, first Blitzing a player free then using the remainder of their movement to provide an assist for another of your players to get a two dice block and free them self up from a tackle zone. Never Re-roll pushbacks; this is a rookie error, even if you only roll pushbacks all game consider this a good result. If you fail a 2 dice block getting double skulls or the like then you must weigh up whether or not to use a Re-roll. Do I have many players in bad positions? How many players are in tackle zones? Will this cause a big problem if my turn ends now? Is it too early in the game to drop a Re-roll?

Once you have blocked all your players free then Dodge your remaining players away from your opponents' players. Again if you fail a Dodge it is probably best not to use your Re-roll unless you feel failing this dodge will cause you big problems in a positional sense or if you still have most of your team stuck in tacklezones.

Finally weigh up the pros and cons of standing up prone players that are in tacklezones and dodging them away from their marker; it is often best just leaving the players prone rather than standing them up and risking a 2+ Dodge. Sometimes leaving a player prone can be more advantageous than standing them up at all. If your prone player is in a position you believe your opponent wants to move his cage towards or over it can help force your opponent to make a sideways move rather than move their cage forward for fear of leaving your prone player inside their loose cage or next to their ball carrier.

Finally try and pick the ball up if you are receiving the kick off, again if you fail the pick up in your first turn or two it is often best not to use a Re-roll to pick it up, as long as you feel you have protected the ball well enough from your opponent then let your player fumble the ball and try and pick it up the following turn.

I often quite like picking the ball up with a spare lineman and then throwing the ball to my Catcher early on in the game, it is a good way to farm SPP and increases the likelihood you will skill your players up after each match because 1 completion plus MVP is enough for a skill. So if you are successful with the pass and the catch then I also hand off the ball to another lineman so he can get a completion the following turn. This is a risky thing to do but as long as you are not playing other Elves, Skaven, or any other fast race you should be able to get a couple of players some SPP. Don't waste your Re-rolls SPP farming and know when to stop. Basically once your opponents' players get too close then it's time to stop.

The reason it is so vital you play with this mind set early on in your teams career is you start with few Re-rolls and it is best to only use these Re-rolls for decisive moments in the game like - when you are going for the opponent's ball carrier and you need to Re-roll a failed Leap or Block to knock a player down.

As said there are two main approaches to playing with Wood Elves aggressive or conservative neither is correct and both have their pros and cons.

## The measured approach

Out of the two approaches, the measured player will probably have the greatest success for the longest periods of time, and they will likely suffer fewer casualties than the more aggressive Wood Elf players. However you will also be less likely to win games by large margins and it may take a little longer to skill up your players.

## Defending

So how do you achieve this play style? First of all I generally feel it is best to defend first when playing in a conservative way. The reason for this is - it is harder to defend when your numbers are reduced than it is to score with fewer numbers. So set up, kick deep (if you have obtained the Kick skill) and try and play a zonal defence. Limit your opponent to only one Blitz a turn and no Blocks and either force your opponent into scoring quickly so you can pull one back before the end of the half, or force your opponent into leaving their ball carrier exposed then Blitz the ball carrier, grab the loose ball then stall till turn 8 before scoring the touchdown. When playing in this style, using Leap should be a rarity and you should really only be using it in emergencies.

**Zonal Defending** - What is zonal defending and how do you achieve it? First of all the basic idea behind it is keeping all of your players out of tacklezones each turn, this can be achieved in a few ways, first of all by blocking all your players free and using your Blitz to free up your players as well. Secondly by Dodging your players out of your opponent's tacklezones, which is the more risky action to take. You then typically move your players into a defensive line, usually with a side bias to try and dictate the direction your opponent's offensive cage moves in. You need to try and keep your players 1 square away from your opponent's players with a player directly behind your front line player so your opponent cannot follow up the block without putting them self in a tackle zone the following turn.

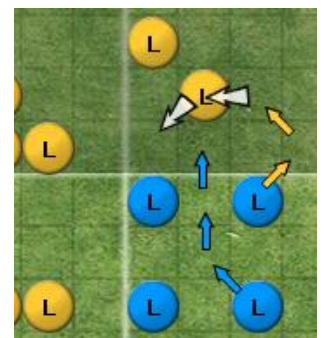


<<This picture gives you a rough idea of how to zonal defence, in the course of a game it is unlikely that your defence will be as neat as this but it gives you a rough idea of what you are aiming for. As you can see the Wood Elves are lined up in two banks. There are two squares between each pair of Wood Elves, this means that it will be very tough for any opponent to Dodge their way through your ranks. As you can also see there is a side bias in this diagram. This will encourage the opponent's players to move down the wing at the bottom of the picture, which is where you want them to be. By congesting them self into a small area it becomes a lot easier to defend against either stopping them dead in their tracks or forcing them into a risky play which will often leave their ball carrier exposed which is when you strike.

Forcing a team down one wing like this also gives you the possibility to surf players. This is made even easier once one of your players has the Frenzy skill. Another positive of forcing a team down a wide zone into a congested area is your opponent may try and deploy a side line half cage, leaving their ball carrier next to the edge of

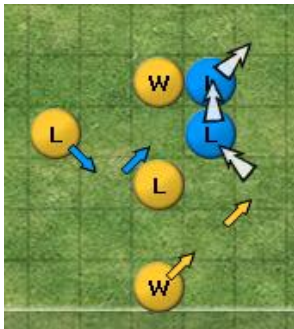
the pitch, if this happens then it is time to get your Wardancer to Leap into the sideline half cage and surf the ball carrier. However doing this is risky, if your Wardancer doesn't have Side Step yet, your opponent may be able to surf him the following turn, so make sure you can apply enough tackle zones to the cage to prevent your opponent getting a one or two dice block on your Wardancer in their next turn.

One thing to be careful of when zonal defending is leaving player in a position where they can be Blitzed into another players tackle zone, this can give your opponent an extra block that could've been avoided. As you can see in this diagram >>, a blue player moves to provide a tackle zone, then another blue player Blitzes your lineman - if they just roll pushbacks they can push your lineman into another players giving them a free block. So watch out for this because you want to limit your opponent to



make as few blocks as possible against your squishy elves. To avoid this it is sometimes best to leave two squares of space at certain points of your zonal defensive line.

If you can get your self into a good zonal defensive line early on it is entirely possible to out block your opponent, as said it is possible to limit your opponent to only 1 Blitz a turn, if this happens there will come a point in the half when your opponent will purposefully leave their players in your players tackle zones so you have to try and block them away, They of course will be hoping you fail some blocks here and suffer a turn over, which statistically is bound to happen at some point, however your opponent will be giving you more blocks than they are making so you will also have the better odds of removing their players from the pitch, even if they have a higher Av than you. When your opponent does start leaving players in your tacklezones at the end of their turn keep a look out for possible chain-pushes, a well placed Blitz can free a few of your players up in one roll of the dice.



**Chain-pushing** - << In this diagram you can see how a chain-push can easily be achieved. First the Lineman moves into position to make the chain-push possible. Your Wardancer then Blitzes the blue lineman pushing him into his team mate who is then chain-pushed away from your other Wardancer, even if you don't knock the first player down, you should still be in a position to 2 dice block him away with your other Wardancer. Clearing your opponent's players out of your tackle zones like this is a very nice tactic and will mean you don't have to make too many blocks each turn which would increase the probability of you suffering a turn over from over blocking.

The final thing to be mindful of when blocking opponent's players is whether or not to follow up, generally speaking if you knock a player down then follow up, unless you will follow up into another player's tackle zone, if you push them back then don't follow up. When knocking players down try and knock them down so they are prone and in one of your players tackle zones. If you can get a few of your opponents' players in this position then they will be forced into either leaving them prone - so you can't knock them down again, standing them up - which potentially gives you a free block the following turn or dodging them away – which will risk a turn over and only Ag4 players with Dodge can do this with any sort of reliability. Of course generally speaking one of these players will stand up to get an assist then another player will Blitz you, but this is unavoidable, and you can cleverly dictate who your opponent blitzes by leaving just one prone opponent player in your tackle zone then you can pretty much guarantee that player will stand up and another opponent player with Blitz him free.

Because Wood Elves can't really pack a punch except for the Treeman and are unlikely to win any battle of attrition, it is usually best to target the weakest players in your opponent's team first. Target players with niggling injuries, low Av, no Block or Dodge skill etc... and try Blitzing them every turn with your Wardancers. If your opponent loses any players at all then it will be a huge help to you, no team can deal with losing numbers as well as Wood elves can except for Skaven. So if you manage to take 2 players out and your opponent takes 4 of yours out, then things will start getting a lot easier for you and a lot harder for them.

**Going for the ball** -The final part of your defensive game plan is - knowing when to pounce, when to go all out for the ball and go for the touchdown. Hopefully through your zonal defending an opportunity will arise where you can reach the opponent's ball carrier without having to Leap with a Wardancer, they may either be exposed because they left players in your tackle zones at the end of their turn which you blocked clearing a path for a Blitz on the ball carrier, another possibility is that you managed to shepherd your opponents cage into a cul-de-sac and they couldn't move their cage forward any further, this may force them into a tricky pass or a succession of Dodges to try and score or it may just force their ball carrier to leave the cage, either way your opponent will either score quickly because the pressure is too great giving your time to pull one back or you will be presented with a chance to Blitz the ball carrier again.



If none of this comes to pass and your opponent skilfully zigzags their cage slowly down the field towards your end zone methodically Blocking and Blitzing your players out of the way then you need a change of strategy. First of all try Blitzing the corners of his cage away leaving the ball carrier exposed, then move a number of your elves in to your opponents' tacklezones, generally it is a good idea to mark the corners of the cage as well as any prone players that could cause problems the following turn, try and put one or two tackle zones on the ball carrier them self, so they can't just blitz them self free with ease. If done properly this will give your opponent a lot to think about, they will have to block your players marking the cage away and try and set up another cage to keep the ball carrier safe, what often happens is they clear all your players away but their ball carrier is then left open for the following turn which is when you pounce, get the ball, run it down field make a hand off and run the clock down.



**Pressing a cage** - This diagram gives you a rough idea of how to pressure a cage, move all the linemen into position so all the corners of the cage are being marked and then block away one corner leaving one or two players in the ball carrier's tackle zone. This is obviously a massively simplified version of events and getting into this sort of position will be tricky in its self, but this is what you should be aiming for.

If they manage to clear your players out the way and get the ball carrier to safety then repeat this process again till you make it count. The problem with pressing/man marking tactic is you are likely to suffer casualties when playing like this, so if your numbers start dropping then it may well be time to throw caution to the wind and leap into that cage with your Wardancer and try and knock the ball free. For the cautious player this should be saved as a last gasp attempt. When you do leap, pressure the cage in the same way as above and try and keep your Catcher free to pick up the loose ball. Hopefully it will bobble out of the cage all together making your pick up an easy job, however sometimes it will be in multiple tackle zones, picking the ball up in these circumstances is in my opinion a good time to use a Re-roll as even a 5+ pick up it a 55% chance of picking it up with a Re-roll and if you are using your Catcher to do this job which I suggest you do then you will have Dodge which gives you great odds for escaping with the ball. Make sure you have a Lineman, Wardancer or another Catcher further up the field in position to receive the Hand-Off who can then run the ball to safety. If the ball scatters to the heart of the cage and seems to be unobtainable, then just pressure all your opponent's players around the ball with tackle zones, so that picking up the ball is extremely difficult. If done in the correct way then you should get another chance to pick it up in the following turn.

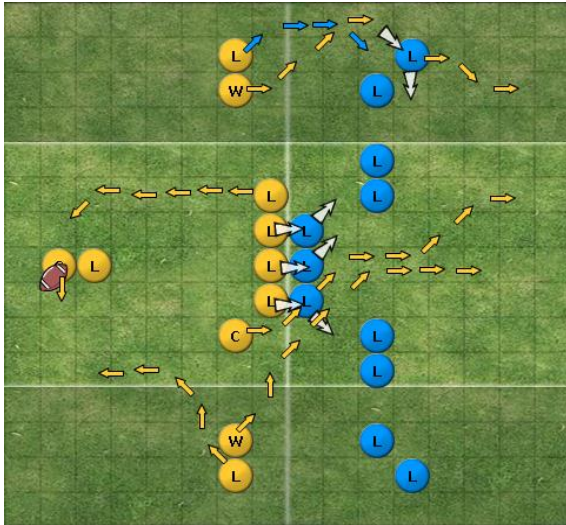
## Attacking

If everything has gone to plan while defending then you should be 1-0 up at half time. In this case it is best to just score an easy two turn touchdown with your Catchers or Wardancers. A 2-0 lead 2 turns into the second half is an insurmountable lead for most races to overcome.

If you force your opponent into an early score and pull the game level at half time then you will need to Elf stall and score in turn 8 of your drive to win 2-1. So how do you achieve an Elf stall? Well there are two main ways of doing this – you can either spread the play, run your thrower deep into your own half (or other ball carrier if you don't have a thrower) and make in roads into your opponent's half and play the passing game, or you can play with a loose cage and try and slowly zigzag your loose cage up the field and set up camp in your opponent's half, much like a bashy team scores.

**The Passing Play** - To score via the passing game you will need to commit players in to your opponent's half early on and spread your runners out as deep in your opponents half as possible, forcing your opponent to back track, pushing his players deeper in to his own half to cover your runners and put them in tackle zones. Your opponent will also be likely to send a couple of players after your ball carrier so it is best to leave two players back with your Thrower/Ball Carrier to offer

them protection otherwise it is too easy for your opponent to force your Thrower/Ball Carrier into making an early pass making you score quickly, which is not your goal here.



<< This diagram shows how you can flood the opponent's backfield in one turn; you will need a little bit of good luck to knock down the three LoS players in this example. The Blitz by the Wardancer is a two dice block assuming you have one player with Guard, if you do not have any Guard player, then a 1 dice Blitz will usually be enough to get the pushback needed, target the wing that is the softest, if one player has no skills and one player has Block, then Blitz the player with no skills to maximised your chances of breaking into their half. Two players move back to protect your ball carrier, but you can move another one or two of your free players forward in to your opponents half so you have 4 or 5 players in their half making it harder for them to defend.

If your opponent defends the centre of the pitch better then you can overload one wing. Again move one or two players back to defend your ball carrier, use your Guard player to get a Blitz with your Wardancer and then you can move a further 3 players into your opponent's half and with a few GFIs from your spare Linemen and Catcher you can shield that side of the field very effectively, making it easier for your players to spread out the following turn.

Not matter how your opponent sets up it will almost always be possible to flood their back field in one or two turns, once this is achieved you just need to keep your opponent at arms length, Dodge your player's in their half away from their markers each turn, Blitzing a player free as well, after a few turns of this both teams players should be very spread out which always plays into the hands of the elf teams.

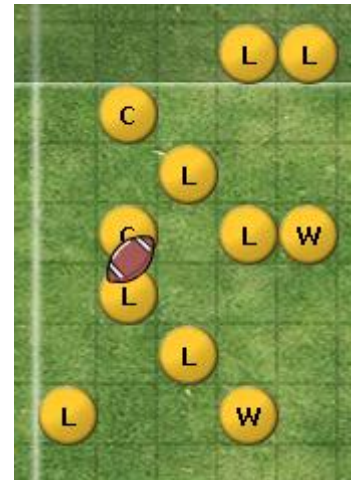
Just continue to draw your opponents' players from one side of the pitch to the other, moving them deeper into their own half, then in the last turn or second last turn, move one player into a scoring position, and either Pass or Hand Off the ball to the player you want to score and it is game over.

While this is an effective elf tactic it will be a lot trickier to achieve this with a rookie team due to the lack of Dodge on your Linemen, however once your team is more developed this is quite an easy play to run. This play is also a great one to use when your teams numbers are severely depleted, playing a running game with very low numbers will make it quite easy for your opponent to defend against your loose cage, while playing this passing game will mean even when you are low in numbers you can still spread your opponent's players out nicely and open up space to exploit. This tactic is also best employed against bashy races, against other Elves or Skaven they will be able to get to your ball carrier too quickly and will also be able to keep up with your players and trap them with skills like Diving Tackle. So against other elf teams it is often best to elf stall via the running game rather than the passing game.





**The running game** - The elf stall running game works in much the same way as bash teams 2-1 grind. Basically you start off with a blocking battle in the midfield and as you start to get outnumbered or out muscled you build a loose cage or shield and manoeuvre your players around the pitch, slowly zigzagging up the pitch, until you can create a gap with which to run your team through your opponent's defensive line. A loose cage is very difficult to show via a diagram because it is so dependant on the position of your opponent's players but it should look something like the picture to the right. As you can see the ball carrier is being protected by lines of defence. The reason this is so effective is - even when your opponent Blitzes the first line of your cage wall they cannot put a tackle zone on your ball carrier, the best they can do is leave their players in your tackle zones which means you may get a few free blocks each turn. To make this work you need to move your cage from one wing to the other shuffling your opponent's defensive line across the field. Over the period of a few turns you need to move players out of the loose cage into positions that can score, that way your opponent will usually have to weaken their defensive line by committing one or two players to marking yours. Because of the speed and agility of elves, you never need to get too close to the end zone to score in the final turn, just make sure you have a clear path to the end zone for at least one of your players.



The important thing to remember when forming a loose cage is - don't commit to it too soon, block your opponent's players and try to draw them into a blocking battle that you have no intention of taking part in. If you do this your opponent will commit more and more players to the blocking battle in the centre of the pitch until you have space to run in behind them with your loose cage. Then Dodge your team away moving your team in behind your opponent's defensive line and the job from here is easy. Sometimes it is a good idea to leave a few of your Linemen in the tackle zones of your opponents most threatening players, tying them up for just one turn will usually be enough to give you safe passage to the end zone. You may lose some a few players doing this, but such is the life of a Wood Elf lineman.

### **The aggressive approach**

The more aggressive approach to playing with Wood Elves is in my mind the way Wood Elves should be played, it's by no means the most successful way but for me at least it is the most fun. Nothing gives me more pleasure than throwing my players at my opponent and going gung-ho for the ball from the off. It is likely to give the willies to even the most experienced of coaches and it is loads of fun.

**Two Turn Touchdown** - First of all it is best to receive first when playing in this way. Score a simple two turn touchdown, moving your players into a formation something like the one shown in the diagram >>. You just blitz a hole in the defence, hand the ball off to your Wardancer or Catcher, run them deep into your opponent's half and create a basic line of defence so no one can Blitz your ball carrier. Your opponent will not really be able to do anything to stop you scoring so just run the ball home in your second turn.



**Defending** - Next you are defending. Use the asymmetrical defence (in set ups section) kick the ball deep if you have the Kick skill and your opponent's team will be split in two, half their team



or more dealing with your LoS players and the remaining players will have gone to pick the ball up.

Basically your job now is to keep their team divided like this and get to the ball carrier as quickly as possible. Apply tackle zones to all their players deep in their own half so they can only one dice block you away. This will stop them progressing up the field unless they are willing to leave their ball carrier unsupported. Your following turn is to mark any players required so you can get a one dice block on your opponent's ball carrier using the Wardancers Leap. Next Blitz with your Wardancer one dice block gives you a 75% chance of knocking an unskilled player down if you have a Re-roll, When the ball is free pick it up with your catcher and run it in for the touchdown. That is basically it, just repeat this again and again to rack up the score. Playing this way will mean you lose players, if you are lucky most of time your armour is broken it will just result in a Stun or a KO if this is the case then scoring quickly will give you plenty of chances to get them back in the game. Going for high score wins will also increase your odds of getting Blitz on the Kick-Off Table, the more times you score the more chances you get and when you do get Blitz on the Kick-Off Table it is almost as good as a free touchdown.

If you start suffering too many casualties and you are already sure of the win, then it can be a good idea to just run away, give the ball to a Wardancer and just run your whole team away from your opponent every turn. It is cowardice but conservation of your good players is also very important. Another cowardly tactic is to foul every turn with your best player until he is sent off, that way you know he will live to fight another day, then just use your expendable players to take hits and run down the clock.

These polar opposites are not clean cut, obviously you can mix and match how you play with Wood Elves at the drop of a hat, and any "rule" by which to play by that I have written are all made to be broken. If you can only win by rolling a 6+ give it a go. Even though I say never pass, sometimes passing is the only option. The most important rule of Wood Elves is - be flexible in your approach.

## **PLAYERS**

### **Wardancers**



Wardancers are the best starter player in the game. They are very fast, have Ag4 and start with Blodge and Leap. So they can pretty much get anywhere they want on the board with little effort and can basically do whatever they want. They have low Av and a huge target on their head, so expect them to get hunted every game, they will get Blocked, Blitzed and probably Fouled every chance your opponent gets. This can be quite worrying at times because they are quite expensive and fragile, though they are worth their cost and then some. Even when your opponent spends all game trying to kill them - Wardancers will not go down very often because of Blodge which is a nightmare for any rookie team to deal with. Also because of their high movement and free Re-rolls on dodges they are extremely hard to pin down

At rookie level your Wardancers will do pretty much everything, they are your Blitzers, ball retrievers and ball carriers though their most important role in the team is their ball wining ability. Wardancers are capable of leaping into the middle of a cage and blocking your opponent's ball carrier with fairly good odds of success if you have a Re-roll at hand. However just because this is possible does not mean it should be done every turn. Try to wait for an opportunity where you can get round the back of the cage to pick up the loose ball no matter where it lands and

then give the ball to another player who can run the ball to safety. Leaping is by no means a sure thing, with a RR it is 88.8% chance of success and without it is a 66.6%, and if your Wardancer fails his leap then he will take an armour roll, and if he stays on the pitch he will usually be in a prime position for a good fouling. That said I have played many opponents that play an ultra aggressive style with Wardancers who will Leap and Blitz most turns until the ball is free. This is a high risk high reward strategy and there is very little that can be done to stop them succeeding other than hoping they fail their rolls. On the other hand I have played this ultra aggressive style before as well and while it does work most of the time, I have also had Wardancers killed from failing leaps and while you only have 2 RR to start off with you will burn through them very quickly if you play this way.

By your second game you should have skilled up at least one of your Wardancers with Strip Ball, this makes leaping in to cages and popping the ball free even easier and a Strip Ball Wardancer is an absolute nightmare to deal with for any team that has no players with Sure Hands. Only Dwarves, Humans, Khemri, Orcs and Skaven have this luxury to start with, so having a very competent ball winner so early is a huge advantage. As your league or tournament progresses, getting that ball free will become a lot harder as more teams chose Sure Hands on their players and ball carriers will start being protected by players with Guard and Mighty Blow. So as other teams advance always check the players in the cage for Guard and mark the players you need to get that one or two dice block on the ball carrier.

There are a few different ways to build Wardancers but since they start with Leap they are best developed as ball sackers. There are two main different schools of thought for their early development though both selection paths ultimately end up quite similar.

Giving Frenzy to a Wardancer isn't to everyone's taste but personally I like Frenzy on a Wardancer for surfing players. If you do take it one Wardancer do not give it to the other, it is too much of a risk giving your two best players Frenzy. Not only is Frenzy great for surfing players but it also forces your opponent into playing an even tighter formation and keeps them more central for fear of players being pushed away from their cage into areas of the pitch they don't want to be in. Forcing teams to play in this congested way makes it a lot easier to stop their cage moving forward altogether and will eventually force them into making a risky play to try and score. Frenzy is also very useful for picking off players that try and make a break for it to score a touchdown, essentially giving you another pop at knocking them down, so if you have a Re-roll left that could be a 6 dice attempt at rolling the result you need to get the player down.

## **Conservative Wardancer**

### **Single rolls**

Strip Ball, Side Step, Diving Tackle, Tackle, Dauntless/Jump Up/Shadowing/Fend/Frenzy

### **Double rolls**

Guard, Mighty Blow

### **Stat increase**

+Ag, +St, +Ma



The more conservative approach to building your Wardancer is to build them as a multi functional player early on in their development. The focus is more on surviving and dissuading your opponent from Blocking/Blitzing them (Side Step) and making your opponent stay away from them so they cannot get a tackle zone on your ball carrier (Diving Tackle).

Strip Ball is still the preferred first pick even for the more conservative approach because that is still the Wardancers primary roll. Side Step helps protect the Wardancer from multiple blocks once they have leapt into a cage and is also very effective when zonal defending which can be used to force your opponent's play into the areas you want them to be. It also doubles up brilliantly with Diving Tackle making him a player you can't dodge away from confidently and also a player that you cannot block away from you with ease.

Guard is the preferred double on this player type as he is less of an impact player than the aggressive Wardancer below and more of a team player. It also doubles up very nicely with Side Step.

All stat increases are great for Wardancers other than +Av. Personally I just wouldn't bother with it. +Ma is more useful and your Wardancer should not be getting knocked over often enough to make the Av increase worth it.

### **Aggressive Wardancer**

#### **Single rolls**

Strip Ball, Wrestle, Tackle, Side Step, Frenzy/Dauntless /Jump Up/Diving Tackle

#### **Double rolls**

Mighty Blow, Guard, Juggernaut

#### **Stat increase**

+Ag, +St, +Ma

The aggressive Wardancers build is pretty similar to the conservative one though differs in a few key ways. First of all the big difference is Wrestle as the second skill choice. This pick is very much a double edged sword.

The negatives are – you are using a skill choice on a skill that is similar to Block anyway in that it keeps you protected from a "Both Down" roll. Using Wrestle to wrestle the ball from an opponent will also leave your player prone, which isn't an ideal situation for a Wardancer to be in as it will invariably lead to a foul.

The positives are - Leap, Wrestle and Strip Ball is the most effective skill combination in the game for Elves. With Wrestle and Strip ball you have a 98% chance of successfully forcing the opponent to drop the ball on a 2 dice block providing that player does not have Sure Hands, and the same odds for a 1 dice block with Re-roll, even on a half dice block (two dice your opponent chooses) you have a 64% chance of knocking the ball free or a 90% chance with Re-roll. These are odds that just cannot be ignored. It is just an incredibly effective combination, and once the ball is free your opponent is in real trouble.

Tackle is the obvious third choice for dealing with Dodge players, after that Side Step and Dauntless would be my preferred choices, Side Step so you live a little longer and Dauntless so you can bring down St 4 or 5 ball carriers with greater success.

*Note -I tend not to Re-roll Dauntless if I fail the roll; instead I save the Re-roll for the half dice block or 1 dice block.*



## Treeman

I love the Treeman, he is great fun and very annoying against any team that doesn't have the Claw, Mighty Blow, Pilling On combination but is he effective? On the whole, probably not. Agile teams will just stay away from him until he takes root and any bash teams that have access to Claw will be able to remove him from the pitch with ease. However, in a short league environment or any league that doesn't contain lots of CPOMB players they can be a great asset. First of all they add some much needed muscle to your team, getting 3 dice blocks with them is pretty easy and Mighty Blow is a useful skill for removing players from the pitch. If your Treeman removes any players from the pitch his job is done, no opponent can cope with having players removed from the pitch as well as Wood Elves can. The Treeman's most important roll is not inflicting damage it is tying up opponents' players and should be developed in such a way to maximise its ability to do this.



### Single rolls

Grab/Guard/Multiblock

### Double rolls

Block, Dodge, Pro

### Stat increase

+St, +Ma

In previous editions of Bloodbowl, Guard would always be my first skill choice for a Big Guy without question. But this changed when Grab was introduced. I would now recommend Grab first for the Treeman because it fits his primary role perfectly which is keeping players next to him and away from your squishy elves. In previous editions of Bloodbowl it was often best not to Block with your Treeman instead just leaving him alone so he can stop players leaving his tacklezones. Now Grab allows you to Block your opponent's players and keep them in your Treeman's tacklezone. Guard would be my second choice and then Multiblock last. They really don't ever need more than 3 skills anyway unless they get a double, so it may be a good idea to retire them and re-train a new tree if you are playing in a perpetual league environment and have surplus money.

## Catchers



Wood Elf Catchers are great utility players for the Wood Elves. They specialise in pouncing on loose balls and being in the right place to receive a hand off for a break away touchdown. But they can also function very effectively in other rolls depending on how you develop them. They have low St, but this is more than made up for by starting with the Dodge skill. Dodge offers them great protection early on in your team's development but this does not mean you should be leaving these players in a position where they can be hit every turn. They are very fragile and getting 3 dice blocks on them isn't too hard. Fortunately they are very fast and Dodge helps them escape tackle zones effectively and run away to safety.

Wood Elves have access to four Catchers but like Humans I would not recommend playing with all four. Three Catchers should be sufficient for causing your opponent a headache while you are attacking without weakening your team too much when you are defending.

## **Ball Retriever**

### **Single rolls**

Block, Sure Hands, Side Step, Leap/Fend

### **Double rolls**

Guard

### **Stat increase**

+Ag, +St, +Ma

The First Catcher I like to develop is the ball retriever; this is because they work brilliantly in unison with your Wardancers' early on in your team's development. Your Wardancers' will specialise in getting the ball free and having a player that can pick the ball up in multiple tackle zones effective very early on is incredibly useful.

Block is preferred over Sure Hands as the first skill, purely for protection because your catcher will not be doing too much Blitzing or Blocking. Second pick is Sure Hands so you can maximise your odds of picking the ball up in multiple tacklezones. Side Step is the best skill to pick next, this is a great asset in case you fail to pick the ball up and end your turn in a tackle zone. It will protect you from being blocked multiple times and help you move to safety while potentially still protecting the ball with a tacklezone. It will also prevent your opponent pushing you on the square the ball is in if that may be advantageous to them. The final skill I would recommend would be Leap just so capitalising on loose balls is even easier. Some people may prefer to pick Fend at this point for added protection but I am not a big fan of Fend on this player type even though it is helpful for keeping your players alive a little longer. I prefer taking Leap so they can maximise their effectiveness in this role instead of worrying about the possibility of being killed which will inevitably happen sooner or later anyway. Also Catchers are incredibly easy to skill up very quickly so death or serious injury doesn't worry me too much

## **Utility Player**

### **Single rolls**

Block, Side Step, Diving Tackle, Jump Up

### **Double rolls**

Guard

### **Stat increase**

+Ag, +St, +Ma



My second Catcher typically develops in the form of a Blodger, Side Step, Diving Tackle player. Essentially functioning in the same way a Gutter Runner might in a Skaven team. These players are very useful for annoying the ball carrier or any player that has moved into a position they can receive a Pass/Hand Off and score. Jump up is my preferred 4<sup>th</sup> skill as it works very nicely in unison with Diving Tackle especially when you have just pulled down a ball carrier and you can just hop up, grab the ball and run away to your full movement allowance. I also find JU very useful when scoring two turn touchdowns as well, it provides you with more options for potential scorers and usually means your opponent will have to commit extra players to your prone Catcher in defence or better still forget he has Jump up and leave him prone with no tackle zones on him, then watches in horror as he Jumps Up, runs into the end zone and receive a Pass/Handoff for a touchdown.

## Backup Wardancer

### Single rolls

Wrestle, Strip Ball, Dauntless, Leap

### Stat increase

+Ag, +St, +Ma

### Double rolls

Guard

The third and final Catcher I usually try and develop is the Backup Wardancer, basically creating a ball sacker with Dauntless to make up for the lower St of your Catcher. Having a Catcher than can perform this job as well as a Wardancer or maybe better because of Wrestle is very useful and will often catch your opponent out while they over crowd their defence in fear of your Wardancers. I also like having this player because I don't mind throwing him into very dangerous situations that I would not like to put my Wardancers' in like a Dwarf cage for example. In short they are a lot more expendable than your Wardancers' are, as said before they are very easy to skill up again so losing one is not such a big deal compared with a Wardancer.

## Throwers



Wood Elf throwers are the fastest throwers in the game of Bloodbowl. They come with the Pass skill and also access to passing skills like all throwers. However the movement of Wood Elf linemen is 7 and the Catchers and Wardancers have a movement of 8. So this really begs the question – do Wood Elves need a thrower?

There are arguments for and against having a thrower, personally I never start with one and if I am playing in a short league or tourney they will never get a place in my team. If I am playing in a long league or perpetual league environment I will probably buy one at some point but they are very low on my list of priorities.

Why don't you need a thrower? First of all Wood Elves are one of the fastest teams in the game and one of the best teams at playing the running game. At a rookie level I generally use the Catcher as the ball retriever anyway because of their high movement. They are also very effective as you ball carriers - Dodge offers them protection that the Thrower does not start with and they are also faster than the Thrower. The biggest reason though is throwing the ball is just too much of a risk even with a RR and you can usually get the same effect from a hand off which is one less 2+ roll to make.

One benefit to the thrower is they can get the Leader skill quickly to increase your Re-roll count without increasing your TV too much. The other positive is they have Pass, so if you are throwing the ball you can do so more reliably. But is this really that big an advantage? They are a very expensive player and passing the ball is never a good idea unless you are left with no other possibilities.

When I do get a thrower it will generally be when my team is already fairly well developed and probably around the 1500+ TV mark. This way you can finally start using them to their fuller potential, offering your team an alternate way of playing rather than just playing the running game all the time. This can be especially useful in tight games for scoring one or two turn touchdowns and for playing the passing game when your team has severely depleted numbers.

Again - all stat increases are valuable other than +Av which I never bother with. However unlike the other positionals if you roll +St early on I would basically develop the player as an over priced Linesman.



When developing my thrower I prefer to develop them as a team player rather than an out and out passing specialist, below are the two main ways of developing them.

### **Pass Specialist**

#### **Single rolls**

Accurate, Dodge, Leader, Sure Hands,

#### **Stat increase**

+Ag, +Ma

#### **Double rolls**

Strong Arm,

The pass specialist as the name suggests is a Thrower developed for a passing game straight off the bat. So Accurate first or Strong Arm if they roll a double. Later skills can include Safe Throw, Nerves of Steel or Dump Off, though I generally find these skills to be a waste of TV and would always rather they have more useful skills like Dodge, Block and Sure Hands so the player can be used effectively throughout the game and not just as a ball retriever and distributor in your drive. The 3 aforementioned passing skills are all very situational and in the vast majority of your games they will never get used, so it is best to leave them alone and go for the more widely used skills. Dodge is preferred over Block as it not only offers protection but also helps out if your thrower ends up in a tackle zone. Leader is a good skill to give your Thrower as it makes them worth their extra cost; it is a 20k TV increase for a RR which would normally be 50k. This essentially makes them 10k cheaper than a linesman except they have pass.

### **Team Player**

#### **Single rolls**

Leader, Dodge, Accurate/ Block/Sure Hands

#### **Stat increase**

+Ag, +St, +Ma

#### **Double rolls**

Strong Arm/Guard

This is my preferred method of building a thrower in a longer league environment; it doesn't differ too much from thrower focused on passing, only the order of skills picked really changes. Opting for Leader first gives your team a much needed extra Re-roll. The next skill I would go for is Dodge for protection. Then Accurate, Block or Sure Hands would be my third skill. I would usually go for Accurate first out of the 3 as it opens up new tactical options, then Block for protection unless I don't have any Sure Hands on my Catchers yet then I might be tempted to take that first.

### **Linemen**

Woodelves have the most expensive linemen in the game, with Ag4 and Ma7 they are very mobile and very easy to skill up, however they are very squishy. Av7 and no Block or Dodge mean they will be injured easily and often. Their high movement and agility can keep them out of harms way quite effectively but you also need them to protect your more important positional players, so unfortunately these expensive players are also your expendable ones and you will have to leave them in harms way from time to time to make sure you can score or to protect your even more expensive players. Because of this it stands to reason the best way to develop them is for self preservation and for protecting your positional players.



## Single rolls

Dodge/Wrestle/Block, Side Step, Kick/Fend, Diving Tackle/Tackle

## Double rolls

Guard

## Stat increase

+Ag, +St, +M

First of all Guard is the only double worth considering on a Wood Elf lineman. An elf team with a couple of Guard player is truly a nightmare for any team to deal with. You can use it to shepherd your ball carrier toward the end zone. It can be the difference between a half dice block on your opponent's ball carrier and a two dice block, and when used effectively can actually help you out block your opponent when defending against a typical grind.

For normal rolls, Dodge or Wrestle is generally the best first pick. Unless I know I have a game against some Dwarves or Chaos Dwarves coming up then I will usually go for Dodge on most of my linemen first. If know I am facing a team with a lot of tackle in my next few games then I will take Wrestle but Dodge is generally the better pick as it helps keep your players alive longer as it offers protection and also helps them run away. It also stops you wasting RR on failed dodges too which is very beneficial.

When choosing between Block or Wrestle I generally only take Wrestle on my Wood Elf Lineman because it keeps them alive a little longer and also helps reduce the number of standing players on the pitch each turn, but if any of them get Guard first then I give them Block next so they can stay on their feet more effectively.

Apart from Blodge, or Wrodge the only other skills I will give my Linemen are Side Step, Fend and Kick. Diving Tackle and Tackle are also good skill choices if a lineman lives long enough to get them. Finally Frenzy is also a nice pick if you prefer not to have Frenzy on your Wardancers.

Side Step is great on elf Linemen as it dissuades your opponent from Blocking them or Blitzing them in case they fail to knock them over and push your linemen into an even more advantageous position. It is also useful to have on your LoS players so they can avoid being pushed along the LoS and blocked 3 or 4 times until they are knocked over.

Fend is the least useful of the skills shown and is really only there to protect your players from Pilling On. But your linemen will rarely live till their 4<sup>th</sup> skill anyway, so you will rarely have a chance to pick it.

Kick is extremely useful for Wood Elves. If you set up an asymmetrical defence when kicking and kick deep to the opposite corner then you can give your self a great chance of getting to the ball/ball carrier before your opponent can safely cage it and start grinding their way down the field.



## **STAR PLAYERS**

Wood Elves like all the Elf teams don't have the greatest selection of star players to use. They have no secret weapons, fairly expensive star players some of which have fairly useless skills and none of which can be used with any reliability because of loner which is problematic for Elves. However they do have a few great star players that more than make up for the others. Zara is excellent in any team and Jordell is a great player, but Eldril is the real star of the show, when picking inducements for Elves the only ones worth consideration are generally a Wizard, Babes and Eldril. The Wizard and Eldril are real game winners and if you ever have the chance to take both do it!

### **Dolfar Longstride- 150k**



Dolfar is basically an Elf lineman with a highly suspect set of skill choices. First of all he has Diving Catch, not that useful a skill for an Elf at the best of times, especially on a player with loner who you should never be passing the ball too anyway. He also doesn't have Catch for the free Re-roll that would have made the skill somewhat useful. On the plus side Diving catch does double up well with Kick-Off Return and means Dolfar will be very adept at retrieving kicks, but with no Block, Dodge or Sure Hands he is an easy target for your opponent and not someone I would ever want carrying the ball anyway.

Hail Mary Pass is pretty much worthless in an Elf team as you have the speed and agility to move the ball from one end of the field to the other anyway.

Passblock is very situational and you will not get the chance to use it against good coaches anyway, also most races will never or very rarely pass the ball anyway so it offers little help there.

Kick is a useful skill to have in your armoury but to waste 150k of inducements on a player for Kick does not seem worthwhile to me. Personally I would never bother with Dolfar. If you only have 150k for inducements you are better off spending it on two Babes and a 50k card.

### **Willow Rosebark – 150k**

Another very questionable skill set given to what could have been a great player for Wood Elves.

St4, Av8 and Thick Skull are great assets to a Wood Elf team. Willow is capable of tying a few players up which can provide a bit of extra space on the pitch for your good players to exploit. Willow is basically a punching bag and nothing more. The low movement, average agility and no Block means she/he (I'm not sure) cannot do anything reliably other than be hit, but that should not be undervalued in a Wood Elf team.

Dauntless is a strange choice on a player with St4, though it does mean Willow is quite good at dealing with Big Guys, though without Block Willow cannot use Dauntless with any sort of confidence.

Side Step is also a fine skill for a St 4 player to have and may make your opponent think twice before block him/her, however with no Block, Wrestle or Dodge they usually will not have to think too hard before knocking him/her to the floor.







### **Eldril Sidewinder – 200k**

Eldril Sidewinder is amazing, one of the very best star players in the game and an absolute steal at 200k. The main reason why he is so good is because he has Hypnotic Gaze. Hypnotic Gaze is one of the very best skills in the game. It gives you the chance to remove tackle zones from opponent's players which is hugely advantageous for elves that thrive on any small gaps left in cages.

Apart from Hypnotic Gaze Eldril also has Dodge which gives him some much needed protection, and means he can dodge out of tackle zones without fear of failing. Eldril also has Ma8 which means he can hide back field very effectively until you want to pounce and use Hypnotic Gaze. He also has Pass Block and Nerves of Steel which is a nice skill combination, although Pass Block will very rarely get used as it is so situational and against good coaches you should never get the chance to pull it off.

When using Eldril make sure you always keep him protected, he is a hugely valuable asset, but with Av7 he is quite fragile. He also has a big target on his head, so keep him protected

and don't let him get caught up in tacklezones. Make sure you choose when you use hypnotic gaze carefully. Do not go using it every turn because you have to leave him in a tacklezone to pull it off. The threat of Hypnotic Gaze is often such a big threat for your opponent it will force them to play in a more conservative way and often force them into playing a tighter more congested cage so that you cannot use Hypnotic Gaze to break it. When this happens it becomes a lot easier to bring your opponent's cage to complete standstill and stop them scoring all together. When you force your opponent into a stalemate situation like this it often leads to them taking risks to score which is when you strike and where Wood Elves excel. If you have enough inducements for Eldril and a Wizard take him. However if you have to chose between a Wizard and Babes or Eldril I would take the Wizard and Babes.

### **Jordell Freshbreeze– 260k**

Jordell is an amazing player, but that extra 60k over Eldril is not worth it ever, in my opinion. That said he is still an excellent player, Blodge, Side Step is an incredibly effective skill combination for holding players up and annoying the hell out of your opponent.

Ag5 is great but because of Loner you cannot take full advantage of it and put a string of Dodges together comfortably in case you use the Dodge Re-roll early. Similarly Leap is a nice skill for an Ag5 player but because of Loner I would not risk trying it unless it was an absolute emergency. You already have two players with Leap anyway so there should never be the need really.

Would I ever bother taking Jordell? Probably not, he is expensive and the priorities are Wizard, Eldril, and Babes.





### **Zara the Slayer– 270k**

Zara is another very good player, St4 and Blodge adds some much needed muscle to your team, and can make her very annoying for your opponent to deal with.

Dauntless and Block also means she is quite effective at dealing with Big Guys.

Stab can be useful at times, if dealing with low armoured teams with Blodge, like Amazons, but you will rarely get chances to use her in those circumstances because of her cost. Stakes is useful again Khemri, Necromantic, Undead and Vampire teams as it essentially gives her Might Blow for stab attacks against those races, which is especially useful against Ghouls. But again I wouldn't take her if I was given the chance, she is more expensive than Jordell and less effective, because he has Side Step and most importantly, she is no Eldril. As said before - Eldril, Wizard and Babes are your priority.

### **Morg**

As much as I love Morg, sadly he will never get a place in a Wood Elf team. He is just far too expensive. Your inducement money can be used to far greater effect getting a Wizard, Eldril, Babes, Jordell or Zara or even an extra Apothecary.



## **SETUPS**

Wood Elves main concern when setting up for offence or defence is keeping their key players safe. Your Linemen as always are you most expendable players and as such should lead the line in defence and offence protecting your more important players who hide behind them.

### **Defensive Asymmetrical Setup – Rookie Roster**



This is the typical asymmetrical set up I use against almost all teams while using a rookie Wood Elf roster. As you can see the Catcher and two Wardancers are protected by a shield of Linemen so they cannot be Blitzed, but they are still close enough to the LoS to capitalise on a Blitz on the Kick-Off Table. If one of your linemen has Kick make sure you place them in the Lineman position directly behind the 3 LoS players for their protection.

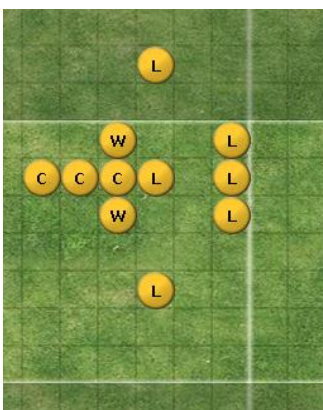
When using Kick I find it is generally best to kick diagonally, deep in to my opponent's half so they are forced into retreating to get the ball. This often splits your opponents' offence into two main sections, the players dealing with your LoS players who have been dragged to one corner of their half and the players that have gone to protect the ball, who have been dragged to the opposite corner of the pitch. This makes it easier for you to keep your opponents players divided and get to the ball with greater ease.

This strategy is obviously less effective against other Elves or Skaven who have the speed and agility to reform their offence with ease, but it is very useful against bashy teams particularly Dwarves who are very slow and putting them on the back foot so early on can be a real game changer.

Against some teams I like to kick short rather than deep, generally speaking I will do this against Khemri, Chaos and sometimes Chaos Dwarves, basically those teams with low agility that may struggle to pick the ball up. The reason I prefer to kick short against Chaos Dwarves is - they want their Bull Centaurs to be carrying the ball and if the ball is only a few squares away from your Elves they may get worried and pick the ball up with the a weaker Hobgoblin. Or they will try and pick it up with their Bull Centaur anyway which is a risky 4+ roll. The reason I like to kick short against Chaos is they tend not to have any ball handling skills and getting the ball off them is easy, however I never kick short against Nurgle. The reason I don't is because they can often put the Beast next to the ball which will make life very difficult for you if you want to pick it up because you will not be able to Dodge away from him reliably because of his Tentacles.

*Note: Remember that kick is optional so if not using kick leaves the ball even deeper in the opponents half then opt not to use it.*

### **Defensive Asymmetrical Setup - Full Roster- Against Slow Bashy teams**



This is not technically a full roster, but it is what I would consider to be a full roster. It works on the same principle as the setup above - protecting all your key players from Blitzes and kicking diagonally deep in to your opponents' half. If you have a Treeman stick him in the middle of the 3 LoS players, unless playing against CPOMB teams in which case stick 3 Linemen on the LoS with the Treeman directly behind them so they have to think twice about following up to take advantage of Pilling On. Your Kicker is the lineman directly behind the 3 LoS players, however if you have a Thrower in your team stick him in that square and move your Kicker into the other lineman position in the central section of the field. This set up is very useful against slow teams, but any quick teams can really exploit the space



you leave at the bottom of the picture. Also teams like Humans, Norse and Amazons will be able to swarm your congested players from the off and make life very tricky for you.

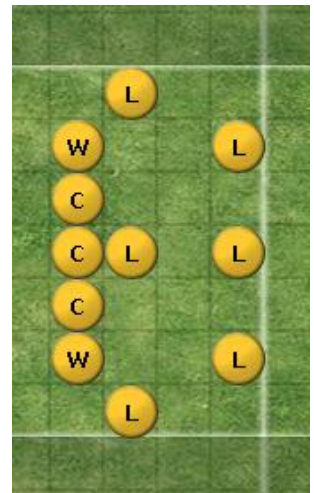
### Defensive Setup - Full Roster- Against fast teams



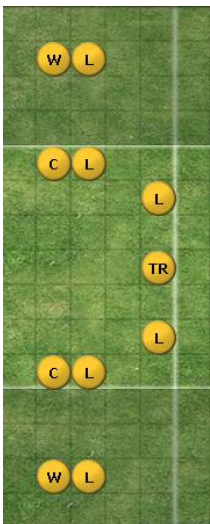
<< This set up does not keep your key players protected, though spreading your LoS players out will often mean your opponent will need to commit an extra player or two to them to ensure they can get two dice blocks on all of them. If you have a Treeman I generally like to stick him where shown in the diagram, this will protect the Catcher behind him as no one will want to stand next to a Treeman. I will generally only use this setup against other Elf teams because they usually lack Might Blow, Tackle, Pilling On Players so you can often afford to leave some players exposed.

>> This set up works in much the same way as the first it keeps your players a little more protected at the cost of making your set up more congested and leaving more room on the flanks to exploit. I prefer this set up against versatile teams like Amazons, Norse, Humans, and Lizardmen. I also use this set up against Skaven however I will usually move my Wardancers move central and further back to pick up any Gutter Runners that try and go for a two turn touchdown.

Neither of these set ups keep your Wide Zones fully protected, this is intentional, if you can force your opponent into scoring quickly then the game should be as good as won, letting a couple of players run deep into your half then pressurising the opponent's ball carrier, will often lead to a quick score, after which you can run a typical elf stall and score in turn 8 of the half tying 1-1 at half time then go on to win 2-1.



### Defensive Setup – Anti Two Turn Touchdown



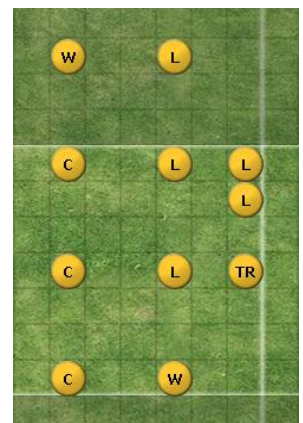
<< This is my preferred setup for preventing a two Turn Touchdown. I have removed one of the 3 Catchers for an extra Lineman. The Treeman in the centre of the LoS should make it difficult for your opponent to attack down the middle of the pitch, if you don't have a Treeman, then replace this player with another lineman. By doubling up your players in the Wide Zones it keeps your Wardancers protected and makes it near impossible for you opponent to attack down the wing, forcing your opponent to try and play through the middle. This will not be easy with a Treeman guarding the LoS and Your Wardancers should easily be able to pick off any players that break through your ranks. Use Kick if you have it to kick deep.

### Defensive Setup – Anti One Turn Touchdown

>> This is my preferred method of preventing opponents from scoring one turn touchdowns. Ideally your Wardancers will have Diving Tackle.

This set up will only work against those teams that are trying to achieve a OTTD via chain pushes. Against players like Gutter Runners with MA+, Sprint and Sure feet you are better off just lining your players up along the field so the player has to make 3 Dodges.

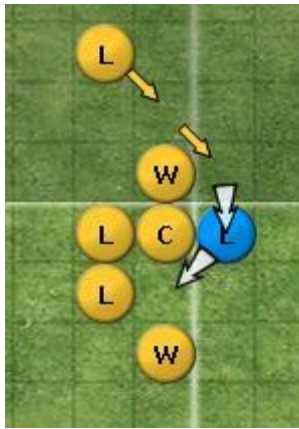
If you have 2 Elves with Side Step then it could be best to line them up centrally on the LoS with a gap of one space between each of them. This should only be considered if those players are completely expendable, like the final turn of the final game in a tournament, if you want to keep you them alive then it is not advisable. If you have two Side Step Elves and a Treeman, then your opponent will not be able to score a One Turn Touchdown.



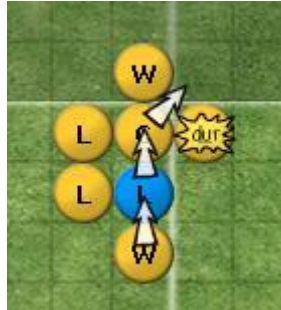


## One Turn Touchdown

This is the standard Wood Elf OTT it requires 7 players including a Wood Elf Catcher in the roster.



1. Use your Wardancer to Blitz the player on the LoS in to the gap then follow up.



2. Block with the Wardancer - chain pushing the Catcher into the opponents half



3. Block with another player chain pushing your Catcher another square into the opponent's half. This will leave the Catcher requiring 3 GFI's to score.

*Thanks for reading.*