

Elves (Good)								
<b>Kindred Archers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	5+	4+	4+	20	21/23	250	Bows (Range 24"), Elite
- Heart-seeking Chant							30	
<b>Palace Guard</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	3+	-	4+	12	15/17	150	Crushing Strength (1), Elite
Regiment(20)	6	3+	-	4+	12	15/17	150	Crushing Strength (1), Elite
<b>Stormwind Cavalry</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	9	3+	-	5+	16	14/16	215	Elite, Thunderous Charge (2)
Regiment(10)	9	3+	-	5+	16	14/16	215	Elite, Thunderous Charge (2)
<b>Drakon Riders</b>								<b>Large Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	10	3+	-	5+	18	15/17	270	Crushing Strength (1), Elite, Fly, Thunderous Charge (1)
- Brew of Haste							15	
<b>Dragon Breath</b>								<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	-	4+	15	10/12	90	Breath Attack (15), Elite
<b>Army Standard Bearer</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	5+	-	4+	1	10/12	50	Hero (Inf), Elite, Individual, Inspiring
<b>Drakon Rider Lord</b>								<b>Hero (LrgCav)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	5	13/15	160	Hero (LrgCav), Crushing Strength (1), Elite, Fly, Inspiring, Thunderous Charge (1)
- Staying Stone							5	
							<u>1600</u>	

<b>Breath Attack</b>	The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
<b>Brew of Haste</b>	The unit has +1 Speed.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
<b>Fly</b>	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
<b>Heart-seeking Chant</b>	The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.
<b>Individual</b>	<p>Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.</p> <p>Move Individuals have the Nimble special rule.</p> <p>Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.</p> <p>Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.</p>
<b>Inspiring</b>	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
<b>Staying Stone</b>	The unit has +1 to its Waver/Nerve value.
<b>Thunderous Charge</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered.