

Elves (Good)							
Kindred Archers							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(40)	6	5+	4+	4+	20	21/23	250
- Heart-seeking Chant							30
Horde(40)	6	5+	4+	4+	20	21/23	250
- Jar of the Four Winds							35
Forest Shamblers							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(3)	6	4+	-	5+	9	-/14	125
							Crushing Strength (1), Pathfinder, Shambling, Vanguard
Stormwind Cavalry							Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(10)	9	3+	-	5+	16	14/16	215
- Brew of Strength							30
							Elite, Thunderous Charge (2)
Drakon Riders							Large Cavalry
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 Sharpness							45
Elven Mage							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	5+	-	4+	1	10/12	75
							Hero (Inf), Elite, Fireball (10), Heal (3), Individual
- Fireball (10)							10
- Shroud of the Saint							25
(1)	6	5+	-	4+	1	10/12	75
							Hero (Inf), Blizzard (2), Elite, Heal (3), Individual
- Blizzard (2) (L)							30
- Inspiring Talisman							20
Dragon Kindred Lord							Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	10	3+	-	5+	10	17/19	310
							Hero (Mon), Breath Attack (10), Crushing Strength (3), Elite, Fly, Inspiring
- Dwarven Ale							10
(1)	10	3+	-	5+	10	17/19	310
							Hero (Mon), Breath Attack (10), Crushing Strength (3), Elite, Fly, Inspiring
- Brew of Haste							15
Mystical Dragon Kindred Lord							Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	10	3+	-	5+	10	18/20	340
							Hero (Mon), Base Size: (75x75mm), Brutal, Crushing Strength (3), Elite, Fireball (15), Fly, Inspiring
- Boots of Levitation							30

Blizzard	36" Range, Blast (D6). Indirect.
Boots of Levitation	This artefact can only be used by Heroes. The Hero can Advance and then shoot as if it had Halted that turn. It can also move At the Double and shoot as if it had Advanced that turn.
Breath Attack	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+.
Brew of Haste	The unit has +1 Speed.
Brew of Sharpness	The unit has +1 to hit in melee.
Brew of Strength	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
Brutal	When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Dwarven Ale	The unit has the Headstrong special rule.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Fireball	Spell. Range 12". When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
Fly	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.
Heal	Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
Heart-seeking Chant	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.
Individual	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. Move Individuals have the Nimble special rule. 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. 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.

Inspiring 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.

Inspiring Talisman This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

Jar of the Four Winds The unit's 'normal' ranged attacks gain 12" to their range.

Pathfinder The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.

Shambling The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.

Shroud of the Saint Users with the Heal spell only. This item increases the unit's Heal (n) value by 3. For example: Heal (3) becomes Heal (6).

Thunderous Charge 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.

Vanguard The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.