

<b>Elves (Good)</b>								
<b>Kindred Archers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20) - Brew of Keen-eyeness	6	5+	4+	4+	10	14/16	150	Bows (Range 24"), Elite 30
Horde(40) - Heart-seeking Chant	6	5+	4+	4+	20	21/23	250	Bows (Range 24"), Elite 30
<b>Kindred Tallspears</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40) - Chant of Hate	6	4+	-	4+	30	21/23	230	Elite, Phalanx 25
<b>Stormwind Cavalry</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10) - Brew of Strength	9	3+	-	5+	16	14/16	215	Elite, Thunderous Charge (2) 30
<b>Drakon Riders</b>								<b>Large Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6) - Brew of Haste	10	3+	-	5+	18	15/17	270	Crushing Strength (1), Elite, Fly, Thunderous Charge (1) 15
Horde(6)	10	3+	-	5+	18	15/17	270	Crushing Strength (1), Elite, Fly, Thunderous Charge (1)
<b>Bolt Thrower</b>								<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	4+	4+	2	10/12	90	Blast (D3), Elite, Piercing (2), Reload!
(1)	6	-	4+	4+	2	10/12	90	Blast (D3), Elite, Piercing (2), Reload!
(1)	6	-	4+	4+	2	10/12	90	Blast (D3), Elite, Piercing (2), Reload!
<b>Elven Mage</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1) - Fireball (10) - Mount on a horse, increasing Speed to 9 and changing to Hero (Cav) - Drain Life (6) - Guiding Light (2) (L) - Blood Boil (L)	9	5+	-	4+	1	10/12	75	Hero (Cav), Blood Boil, Drain Life (6), Elite, Fireball (10), Guiding Light (2), Heal (3), Individual 10 15 25 15 30
(1) - Bane Chant (2) - Lightning Bolt (5) - Blood Boil (L)	6	5+	-	4+	1	10/12	75	Hero (Inf), Bane-chant (2), Blood Boil, Elite, Heal (3), Individual, Lightning Bolt (5) 15 45 30

- Shroud of the Saint

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**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
- Brew of Sharpness							45	

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- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- Blast** If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
- Blood Boil** 12" range. When rolling to hit, roll a number of dice equal to the amount of damage on the target unit. Roll to damage with Piercing(1). When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.
- 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 Keen-eyeness** The unit has +1 to hit with 'normal' ranged Attacks. May not be used by Hordes or Legions.
- 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.
- Chant of Hate** The unit has the Vicious special rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Drain Life** 6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.
- 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.

**Guiding Light** 12" Range. Hits don't inflict damage. Instead, if one or more hits are scored, for the remainder of the Shoot phase any War Engines with the Indirect Fire or Reload! special rules gain +1 to hit when targeting the unit this spell has been cast on. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.

**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.

**Lightning Bolt** Spell. Range 24". Piercing (1) – roll to damage as normal. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

**Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.

**Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

**Reload!** The unit can fire only if it received a Halt order that turn.

**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.