

<b>Elves (Good)</b>								
<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>Therennian Sea Guard</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	5+	4+	25	21/23	280	Bows (Range 24"), Elite, Phalanx
- Dwarven Ale							10	
<b>Silverbreeze Cavalry</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	10	5+	4+	4+	7	11/13	145	Bows (Range 24"), Elite, Nimble
<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)
- Maccwar's Potion of the Caterpillar							20	
<b>War Chariots</b>								<b>Large Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	8	4+	4+	4+	16	16/18	215	Base Size: (50x100mm), Bows (Range 24"), Elite, Thunderous Charge (2)
<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>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
- War-bow of Kaba							5	
<b>Dragon Kindred Lord</b>								<b>Hero (Mon)</b>
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
<b>The Green Lady[1]</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	-	-	6+	-	14/16	200	Hero (Inf), Elite, Fly, Heal (8), Individual, Inspiring, Pathfinder, Regeneration (5+)

<b>Blast</b>	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.
<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>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Dwarven Ale</b>	The unit has the Headstrong special rule.
<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>Heal</b>	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.
<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>	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.
<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>Maccwar's Potion of the Caterpillar</b>	The unit has the Pathfinder special rule.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing

any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting. When Disordered by a unit in melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following turn.

- 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.
- 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.
- Regeneration (5+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- 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.
- War-bow of Kaba** The unit has a ranged attack for which you roll a single die, regardless of the Attacks value of the unit. This attack has a range of 24" and, when rolling to hit, the unit uses a basic Ra value of 4+, regardless of its actual Ra value. The roll to hit is affected as normal by to-hit modifiers, and if a hit is scored, it is resolved at Piercing (1).