

Stefan Donovan (Elves)

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
Therennian Sea Guard							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(40)	6	4+	5+	4+	25	21/23	280
- Wine of Elvenkind							40
Forest Shamblers							Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(3)	6	4+	-	5+	9	-/14	125
- Orcish Skullpole							5
Drakon Riders							Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	10	3+	-	5+	18	15/17	270
- Brew of Strength							30
War Chariots							Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	8	4+	4+	4+	16	16/18	215
- Fire-Oil							5
Army Standard Bearer							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	5+	-	4+	1	10/12	50
- Lute of Insatiable Darkness							25
Noble War Chariot							Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	8	3+	4+	4+	4	11/13	90
- Hero (LrgCav), Base Size: (50x100mm), Bows (Range 24"), Elite, Nimble, Thunderous Charge (2)							
(1)	8	3+	4+	4+	4	11/13	90
- Hero (LrgCav), Base Size: (50x100mm), Bows (Range 24"), Elite, Nimble, Thunderous Charge (2)							
Forest Warden							Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	3+	-	5+	3	11/13	75
- Blizzard (2) (L)							30

- Inspiring Talisman

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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	

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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.
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.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Fire-Oil	Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
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.
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.

Lute of Insatiable Darkness	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
Nimble	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.
Orcish Skullpole	The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
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.
Shambling	The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
Surge	Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
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.
Wine of Elvenkind	The unit has the Nimble special rule.