

| Elves (Good) | | | | | | | | |
|-------------------------|----|----|----|----|----|-------|------|---|
| Kindred Archers | | | | | | | | Infantry |
| 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 | |
| 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) |
| - Orcish Skullpole | | | | | | | 5 | |
| Horde(6) | 10 | 3+ | - | 5+ | 18 | 15/17 | 270 | Crushing Strength (1), Elite, Fly, Thunderous Charge (1) |
| - 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 | Base Size: (50x100mm), Bows (Range 24"), Elite, Thunderous Charge (2) |
| Horde(6) | 8 | 4+ | 4+ | 4+ | 16 | 16/18 | 215 | Base Size: (50x100mm), Bows (Range 24"), Elite, Thunderous Charge (2) |
| - Fire-Oil | | | | | | | 5 | |
| Horde(6) | 8 | 4+ | 4+ | 4+ | 16 | 16/18 | 215 | Base Size: (50x100mm), Bows (Range 24"), Elite, Thunderous Charge (2) |
| - Wine of Elvenkind | | | | | | | 40 | |
| Dragon Breath | | | | | | | | War Engine |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| (1) | 6 | - | - | 4+ | 15 | 10/12 | 90 | Breath Attack (15), Elite |
| (1) | 6 | - | - | 4+ | 15 | 10/12 | 90 | Breath Attack (15), Elite |
| (1) | 6 | - | - | 4+ | 15 | 10/12 | 90 | Breath Attack (15), Elite |
| Army Standard Bearer | | | | | | | | Hero (Inf) |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| (1) | 6 | 5+ | - | 4+ | 1 | 10/12 | 50 | Hero (Inf), Elite, Individual, Inspiring |
| - Diadem of Dragon-kind | | | | | | | 30 | |
| Elven Mage | | | | | | | | Hero (Inf) |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| (1) | 6 | 5+ | - | 4+ | 1 | 10/12 | 75 | Hero (Inf), Blizzard (2), Elite, Heal (3), Individual |
| - Blizzard (2) (L) | | | | | | | 30 | |
| | | | | | | | 2000 | |

| | |
|------------------------------|---|
| Blizzard | 36" Range, Blast (D6). Indirect. |
| 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 Strength | The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1. |
| Crushing Strength | All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. |
| Diadem of Dragon-kind | The unit has the Breath Attack (10) rule. |
| 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. |
| 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. |

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.

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.

Wine of Elvenkind The unit has the Nimble special rule.