

(Kin) (Evil)								
Crossbowmen								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	5+	4+	4+	20	21/23	250	Light crossbows, Vicious
- Heart-seeking Chant							30	
Darkscythe Chariots								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	7	4+	4+	4+	9	14/16	135	Base Size: (50x100mm), Light crossbows, Thunderous Charge (2), Vicious
Regiment(3)	7	4+	4+	4+	9	14/16	135	Base Size: (50x100mm), Light crossbows, Thunderous Charge (2), Vicious
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Regiment(3)	7	4+	4+	4+	9	14/16	135	Base Size: (50x100mm), Light crossbows, Thunderous Charge (2), Vicious
Horde(6)	7	4+	4+	4+	18	16/18	210	Base Size: (50x100mm), Light crossbows, Thunderous Charge (2), Vicious
- Wine of Elvenkind							40	
Dark Lord on Black Dragon								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	10	17/19	310	Hero (Mon), Crushing Strength (3), Fly, Inspiring, Lightning Bolt (5), Vicious
- Brew of Haste							15	
(1)	10	3+	-	5+	10	17/19	310	Hero (Mon), Crushing Strength (3), Fly, Inspiring, Lightning Bolt (5), Veil of Shadows (3), Vicious
- Veil of Shadows (3) (L)							15	
- Whip of Celerity							10	
							2000	

Brew of Haste	The unit has +1 Speed.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
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.
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.
Light crossbows	Treat as bow. Range 24".
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+.
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.
Veil of Shadows	12" range. Friendly units only, including units engaged in combat. If one or more hits are scored, instead of causing damage, the unit gains the Stealthy special rule until the start of the player's next turn.
Vicious	Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.
Whip of Celerity	While declaring and measuring a charge, the unit has an additional 1" added onto their maximum charge distance. For example, a unit with Speed 5 has a maximum charge distance of 11".
Wine of Elvenkind	The unit has the Nimble special rule.