

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	
Therennian Sea Guard								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	5+	4+	25	21/23	280	Bows (Range 24"), Elite, Phalanx
- Brew of Strength							30	
Stormwind Cavalry								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	9	3+	-	5+	16	14/16	215	Elite, Thunderous Charge (2)
- Whip of Celerity							10	
Regiment(10)	9	3+	-	5+	16	14/16	215	Elite, Thunderous Charge (2)
- Pipes of Terror							15	
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)
- Maccwar's Potion of the Caterpillar							20	
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)
- Brew of Haste							15	
Bolt Thrower								War Engine
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!
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
- Lute of Insatiable Darkness							25	
Elven King								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	3+	-	5+	5	13/15	120	Hero (Cav), Crushing Strength (1), Elite, Individual, Inspiring
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							20	
- Blade of the Beast Slayer							20	
Kings Champions[1]								Formation
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

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Blade of the Beast Slayer This artefact can only be used by Heroes. The Hero has Crushing Strength (2) when attacking large infantry, large cavalry, monsters or heroes who do not have the Individual special rule. If the Hero already has Crushing Strength, it is increased by 2 when attacking those same targets.

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.

Brew of Haste The unit has +1 Speed.

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.

Elite Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.

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.

Formation: Formation must contain:
Kings Champions 2x Stormwind Cavalry Regiments
1x Elven King (Mounted)
Each unit in this formation is granted the Headstrong special rule. The Elven King in this formation increases its Melee to 2+.

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.

Lute of Insatiable This artefact can only be used by Heroes.
The Hero has the Bane-Chant (2) spell.

Darkness

**Maccwar's
Potion of
the
Caterpillar** The unit has the Pathfinder special rule.

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.

**Pipes of
Terror** The unit has the Brutal special rule.

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.

**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".