

| 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 | |
| Palace Guard | | | | | | | | Infantry |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Regiment(20) | 6 | 3+ | - | 4+ | 12 | 15/17 | 150 | Crushing Strength (1), Elite |
| Regiment(20) | 6 | 3+ | - | 4+ | 12 | 15/17 | 150 | Crushing Strength (1), Elite |
| Kindred Tallspears | | | | | | | | Infantry |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| Horde(40) | 6 | 4+ | - | 4+ | 30 | 21/23 | 230 | Elite, Phalanx |
| - Brew of Sharpness | | | | | | | 45 | |
| 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) |
| - Brew of Strength | | | | | | | 30 | |
| 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! |
| (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 |
| - Banner of the Griffin | | | | | | | 25 | |
| Dragon Kindred Lord | | | | | | | | Hero (Mon) |
| 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 |
| - Blade of Slashing | | | | | | | 5 | |
| The Green Lady[1] | | | | | | | | Hero (Inf) |
| 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+) |
| Honor Guard of the Green Lady[1] | | | | | | | | Formation |
| Unit Size | Sp | Me | Ra | De | At | Ne | Pts | |
| (0) | - | - | - | - | - | -/- | 40 | Formation: Honor Guard of the Green Lady |

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| Banner of the Griffin | This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2. |
| Blade of Slashing | Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit. |
| 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. |
| 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 Sharpness | The unit has +1 to hit in melee. |
| 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: Honor Guard of the Green Lady | Formation must contain: 1x Kindred Tallspears Hordes 2x Palace Guard Regiment 1x The Green Lady[1] Each unit in this formation except for The Green Lady is granted the Regeneration (5+) special rule. |
| 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.
- 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.