

Ben Hart-Shea Sylvan Kin (Neutral)

Boskwraiths										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	6	4	-	3	2	2	25	14/16	175	
Brew of Haste										20
Elite (Melee), Fury, Wild Charge (D3)										[195]
Keywords: Boskwraith, Elf, Verdant										
Forest Guard										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	6	3	-	4	2	3	12	15/17	165	
Mead of Madness										10
Elite (Melee), Pathfinder, Thunderous Charge (1)										[175]
Keywords: Elf, Tracker										
Kindred Gladestalkers*										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	6	4	4	3	2	1	8	10/12	[130]	
Elite, Pathfinder, Scout										
Bows (24", Steady Aim)										
Keywords: Elf, Kindred, Tracker										
Kindred Archers										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(20)	6	5	5	4	2	2	10	14/16	[120]	
Elite (Ranged)										
Bows (Range 24")										
Keywords: Elf, Kindred										
Stormwind Cavalry*										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	9	3	-	5	3	3	16	14/16	215	
Maccwar's Potion of the Caterpillar										20
Elite (Melee), Thunderous Charge (2)										[235]
Keywords: Elf										
Regiment(10)	9	3	-	5	3	3	16	14/16	215	
Sir Jesse's Boots of Striding										15
Elite (Melee), Thunderous Charge (2)										[230]
Keywords: Elf										
Master Hunter										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	3	4	2	0	4	11/13	[115]	
Elite, Individual, Inspiring (Tracker only), Pathfinder, Scout, Stealthy										
Bows (24", Piercing (1))										
Keywords: Elf, Tracker										

Elven King										Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	2	-	5	3	0	5	13/15	100	
Blade of the Beast Slayer									20	
Mount on a Horse, increasing Speed to 9 and changing to Hero (Cav - Height: 3)									35	
The Shardblade [1] - Increase Melee to 2+									15	
Crushing Strength (1), Elite (Melee), Individual, Inspiring, Mighty									[170]	
Keywords: Elf										
Elven Archmage										Hero (Inf) Spellcaster: 2
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	11/13	60	
The Boomstick									30	
Lightning Bolt (5)									35	
Individual, Master of Magic									[125]	
Spells: Lightning Bolt (5)										
Keywords: Elf										

Special Rules and Spells:

Blade of the Beast Slayer	The unit gains the <i>Crushing Strength</i> (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fury	While Wavering, this unit may still declare a Counter Charge.
Individual	See page 34.
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Master of Magic	This unit can re-roll all to hit rolls of a natural, unmodified 1 with Bane Chant, Heal, Hex, Lightning Bolt, Mind Fog and Wind Blast.
Mead of Madness	The unit gains the <i>Wild Charge</i> (+1) special rule.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Scout	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 3.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and recuses this bonus by one when Hindered (to a minimum of zero).
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and <i>Wild Charge</i> (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. <i>Wild Charge</i> (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.