



## ELVES

**GOOD**

### Kindred Tallspears

**Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	4	-	4	2	4	30	21/23	230
Hammer of Measured Force									20
Elite (Melee), Phalanx									[250]
Keywords: Elf, Kindred									

### Palace Guard

**Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	3	-	4	2	4	25	22/24	[265]
Crushing Strength (1), Elite (Melee)									
Keywords: Elf									

### 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									

### Battlecats\*

**Swarm**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	4	-	2	1	1	9	10/12	[80]
Elite (Melee - Swarms only), Nimble, Vicious (Melee)									
Keywords: Beast									

### Drakon Riders\*

**Large Cavalry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	10	3	-	5	4	3	18	15/17	[275]
Crushing Strength (1), Elite (Melee), Fly, Thunderous Charge (1)									
Keywords: Elf									

### 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
Mount on a Horse, increasing Speed to 9 and changing to Hero (Cav - Height: 3)									35
Sabre-Toothed Hunting Cat									10
The Shardblade [1] - Increase Melee to 2+									15
Crushing Strength (1), Elite (Melee), Individual, Inspiring, Mighty, Duelist									[160]
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	
Shroud of the Saint Heal (4)  Individual, Master of Magic Spells: Heal (4) Keywords: Elf									30 30 [120]	

  

Dragon Kindred Lord										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	4	5	6	1	10	17/19	[315]	
Crushing Strength (3), Elite (Melee), Fly, Inspiring, Nimble Dragon's Breath (12", Steady Aim) Keywords: Draconic, Elf										

  

Argus Rodinar[1]										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	-	-	5	2	0	-	-/13	[70]	
Altar of the Elements, Individual, Inspiring Keywords: Elf, Shrine										

Total Unit Strength: 19  
 Total Core: 2000 (100%)

Total Units: 10



## SPECIAL RULES AND SPELLS:

<b>Altar of the Elements</b>	As long as this unit is present and in play on the table, at the start of each of your ranged phases you may select a single Friendly Core unit on the battlefield regardless of range or line of sight. The unit is granted the Inspiring special rule until the start of your next turn.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Duelist</b>	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Fly</b>	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Hammer of Measured Force</b>	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	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.
<b>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<b>Master of Magic</b>	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.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
<b>Phalanx</b>	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
<b>Sabre-Toothed Hunting Cat</b>	The unit gains Duelist.
<b>Shroud of the Saint</b>	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.

---

**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 *Crushing Strength* (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).

---

**Vicious**

Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.