



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
Brew of Sharpness									45
Elite (Melee), Phalanx									[275]
Keywords: Elf, Kindred									

Palace Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	4	2	3	12	15/17	160
Staying Stone									5
Crushing Strength (1), Elite (Melee)									[165]
Keywords: Elf									

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									
Regiment(20)	6	5	5	4	2	2	10	14/16	[120]
Elite (Ranged)									
Bows (Range 24")									
Keywords: Elf, Kindred									

Hunters of the Wild*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	4	-	4	2	3	15	14/16	[160]
Pathfinder, Scout									
Keywords: Verdant									

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
Sir Jesse's Boots of Striding									15
Elite (Melee), Thunderous Charge (2)									[230]
Keywords: Elf									
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									

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
The Shardblade [1] - Increase Melee to 2+									15
Crushing Strength (1), Elite (Melee), Individual, Inspiring, Mighty									[150]
Keywords: Elf									

Army Standard Bearer										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	4	2	0	1	10/12	60	
Lute of Insatiable Darkness										25
Elite (Melee), Individual, Inspiring										[85]
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
Bane Chant (2)										20
Lightning Bolt (5)										35
Individual, Master of Magic										[145]
Spells: Bane Chant (2), Lightning Bolt (5)										
Keywords: Elf										

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										

Total Unit Strength: 21
Total Core: 2000 (100%)

Total Units: 11



SPECIAL RULES AND SPELLS:

Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
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.
Fly	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.
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.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
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.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Nimble	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.
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.
Phalanx	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.
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 *Scout* 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 *Strider* special rule until the end of the Turn.

Staying Stone

The unit gains +1 to its Wavering stat value.

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 *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).