

<b>Elves (Good)</b>								
<b>Kindred Archers</b>								<b>Infantry</b>
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	
<b>Palace Guard</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	3+	-	4+	12	15/17	150	Crushing Strength (1), Elite
- Banner of the Griffin							25	
<b>Kindred Gladestalkers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	4+	4+	3+	8	10/12	130	Bows (Range 24"), Elite, Pathfinder, Vanguard
- Staying Stone							5	
<b>Hunters of the Wild</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	4+	-	4+	25	14/16	190	Pathfinder, Vanguard
- Chalice of Wrath							15	
<b>Forest Shamblers</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	18	-/17	190	Crushing Strength (1), Pathfinder, Shambling, Vanguard
- Brew of Strength							30	
<b>Stormwind Cavalry</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	9	3+	-	5+	16	14/16	215	Elite, Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20	
<b>Bolt Thrower</b>								<b>War Engine</b>
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!
<b>Elven Mage</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	5+	-	4+	1	10/12	75	Hero (Inf), Elite, Heal (3), Individual
- Bane Chant (2)							15	
- Martyr's Prayer (7)							25	
- Inspiring Talisman							20	
(1)	6	5+	-	4+	1	10/12	75	Hero (Inf), Elite, Heal (3), Individual
- Martyr's Prayer (7)							25	
- Myrddin's Amulet of the Fire-heart							10	
<b>Dragon Kindred Lord</b>								<b>Hero (Mon)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)	10	3+	-	5+	10	17/19	310	Hero (Mon), Breath Attack (15), Crushing Strength (3), Elite, Fly, Inspiring
- Boots of Levitation							30	
(1)	10	3+	-	5+	10	17/19	310	Hero (Mon), Breath Attack (15), Crushing Strength (3), Elite, Fly, Inspiring
- Healing Brew							5	
<b>The Windborne: Legendary Silverbreeze Cavalry[1]</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	10	5+	-	4+	7	11/13	170	Elite, Nimble, Windborne Arrows
							<u>2500</u>	

- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.
- 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.
- 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.
- Boots of Levitation** This artefact can only be used by Heroes. The Hero can Advance and then shoot as if it had Halted that turn. It can also move At the Double and shoot as if it had Advanced that turn.
- 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 Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Chalice of Wrath** The unit gains the Fury Special Rule.
- 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.
- 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.
- Healing Brew** Once per game, when given an order, this unit may remove D2 points of damage 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.

**Inspiring Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

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

**Martyr's Prayer (7)** Please refer to the Clash of Kings 2018 book page 63

**Myrddin's Amulet of the Fire-heart** Once per game, after using a ranged attack or spell, this unit may immediately use another different ranged attack or spell it possesses, against the same or a different target.

**Nimble** The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.

**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.

**Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.

**Reload!** The unit can fire only if it received a Halt order that turn.

**Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.

**Staying Stone** The unit has +1 to its Waver/Nerve value.

**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 (to a minimum of zero) when Hindered.

**Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one

of their Vanguard units first, then the players alternate until all Vanguard units have been moved.

**Windborne Arrows** This is a Windblast(8) spell. For each hit caused, in addition to moving the target, roll to damage as normal.