

Elves (Good)							
Kindred Archers							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(10)	6	5+	4+	4+	8	10/12	115 Bows (Range 24"), Elite
Troop(10)	6	5+	4+	4+	8	10/12	115 Bows (Range 24"), Elite
Regiment(20)	6	5+	4+	4+	10	14/16	150 Bows (Range 24"), Elite
- Fire-Oil							5
Therennian Sea Guard							Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(40)	6	4+	5+	4+	25	21/23	280 Bows (Range 24"), Elite, Phalanx
- Hammer of Measured Force							20
Silverbreeze Cavalry							Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop(5)	10	5+	4+	4+	7	11/13	145 Bows (Range 24"), Elite, Nimble
- Piercing Arrow							10
Drakon Riders							Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(6)	10	3+	-	5+	18	15/17	270 Crushing Strength (1), Elite, Fly, Thunderous Charge (1)
- Maccwar's Potion of the Caterpillar							20
Horde(6)	10	3+	-	5+	18	15/17	270 Crushing Strength (1), Elite, Fly, Thunderous Charge (1)
- Brew of Strength							30
Horde(6)	10	3+	-	5+	18	15/17	270 Crushing Strength (1), Elite, Fly, Thunderous Charge (1)
- Chant of Hate							25
Dragon Breath							War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	6	-	-	4+	15	10/12	90 Breath Attack (15), Elite
Army Standard Bearer							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	9	5+	-	4+	1	10/12	50 Hero (Inf), Elite, Individual, Inspiring
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15
- Diadem of Dragon-kind							30
Elven Mage							Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	9	5+	-	4+	1	10/12	75 Hero (Inf), Elite, Heal (3), Individual
- Bane Chant (2)							15
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15
- Inspiring Talisman							20
Tree Herder							Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts

(1)	6	3+	-	6+	7	18/20	260	Hero (Mon), Crushing Strength (3), Inspiring, Pathfinder, Surge (8), Vanguard
- Healing Brew							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+)

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- 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.
- 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.
- Chant of Hate** The unit has the Vicious special rule.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Diadem of Dragon-kind** The unit has the Breath Attack (10) rule.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Fire-Oil** Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
- 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.
- Hammer of Measured Force** This unit will always damage the enemy on a 4+ in melee, regardless of modifiers.
- 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.
- 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.
- 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.
- Phalanx** Units that charge this unit's front cannot use the Thunderous Charge special rule.
- Piercing Arrow** Whenever the unit rolls to damage with a 'normal' ranged attack, it can re-roll one of the dice that failed 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.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
- 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.