

<b>Elves (Good)</b>							
<b>Kindred Archers</b>							<b>Infantry</b>
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
- Healing Brew							5
<b>Therennian Sea Guard</b>							<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Horde(40)	6	4+	5+	4+	25	21/23	280 Bows (Range 24"), Elite, Phalanx
- Brew of Strength							30
Horde(40)	6	4+	5+	4+	25	21/23	280 Bows (Range 24"), Elite, Phalanx
- Hammer of Measured Force							20
<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>War Chariots</b>							<b>Large Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment(3)	8	4+	4+	4+	8	13/15	140 Base Size: (50x100mm), Bows (Range 24"), Elite, Thunderous Charge (2)
- Pipes of Terror							15
Regiment(3)	8	4+	4+	4+	8	13/15	140 Base Size: (50x100mm), Bows (Range 24"), Elite, Thunderous Charge (2)
- Fire-Oil							5
<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!
(1)	6	-	4+	4+	2	10/12	90 Blast (D3), Elite, Piercing (2), Reload!
<b>Army Standard Bearer</b>							<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	9	5+	-	4+	1	10/12	50 Hero (Cav), Elite, Individual, Inspiring
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15
- Lute of Insatiable Darkness							25
<b>Elven Prince</b>							<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	9	3+	-	5+	3	11/13	60 Hero (Cav), Crushing Strength (1), Elite, Individual
- Mount on a horse, increasing Speed to 9 and changing							15

to Hero (Cav)

15

- Brew of Haste

**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+)

**The Windborne: Legendary Silverbreeze Cavalry[1]**

**Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	10	5+	-	4+	7	11/13	170	Elite, Nimble, Windborne Arrows

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<b>Blast</b>	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.
<b>Brew of Haste</b>	The unit has +1 Speed.
<b>Brew of Strength</b>	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
<b>Fire-Oil</b>	Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
<b>Fly</b>	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.
<b>Hammer of Measured Force</b>	This unit will always damage the enemy on a 4+ in melee, regardless of modifiers.
<b>Heal</b>	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.
<b>Healing Brew</b>	Once per game, when given an order, this unit may remove D2 points of damage previously suffered.
<b>Individual</b>	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.
<b>Inspiring</b>	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.

<b>Lute of Insatiable Darkness</b>	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
<b>Maccwar's Potion of the Caterpillar</b>	The unit has the Pathfinder special rule.
<b>Nimble</b>	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. When Disordered by a unit in melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following turn.
<b>Pathfinder</b>	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.
<b>Phalanx</b>	Units that charge this unit's front cannot use the Thunderous Charge special rule.
<b>Piercing</b>	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Pipes of Terror</b>	The unit has the Brutal special rule.
<b>Regeneration (5+)</b>	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.
<b>Reload!</b>	The unit can fire only if it received a Halt order that turn.
<b>Thunderous Charge</b>	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 when Hindered.
<b>Windborne Arrows</b>	This is a Windblast(8) spell. For each hit caused, in addition to moving the target, roll to damage as normal.