

Elves (Good)								
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)

Forces of Nature (Neutral)								
Forest Shamblers								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	6	4+	-	5+	9	-/14	125	Crushing Strength (1), Pathfinders, Shambling, Vanguard
Regiment(3)	6	4+	-	5+	9	-/14	125	Crushing Strength (1), Pathfinders, Shambling, Vanguard

Centaur Bray-Striders								
								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	8	3+	-	4+	6	11/13	100	Crushing Strength (1), Pathfinders, Thunderous Charge (1)
Troop(5)	8	3+	-	4+	6	11/13	100	Crushing Strength (1), Pathfinders, Thunderous Charge (1)

Sylph Talonriders*								
								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	10	4+	4+	3+	12	15/17	210	Bows (Range 24"), Elite (Melee attacks only), Fly, Pathfinders, Thunderous Charge (1)
Horde(6)	10	4+	4+	3+	12	15/17	210	Bows (Range 24"), Elite (Melee attacks only), Fly, Pathfinders, Thunderous Charge (1)

Forest Warden								
								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	5+	3	11/13	75	Hero (LrgInf), Crushing Strength (2), Mind Fog (1), Nimble, Pathfinders, Surge (3), Vanguard
- Mind Fog (1)							10	

Wardens Watch[1]								
								Formation
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	25	Formation: Wardens Watch

- 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.
- Formation:** Formation must contain:
Wardens 2x Forest Shambler Regiments
Watch 1x Forest Warden
 Each unit in this formation gains +1 Speed. The Forest Warden in this formation is granted the Inspiring (Forest Shamblers only) special rule.
- Mind Fog** 30" range. Instead of causing damage, if one or more hits are scored, the target must take a Nerve Test at the end of the Shoot Phase. The Nerve test should be treated as if the target had taken damage in the Shoot phase.
- 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. 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.
- Pathfinders** 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.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- 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 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.