

Chris Lynch

Elves (Good)

Forest Guard										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	6	3	-	4	2	1	10	11/13	[105]	
Elite (Melee), Pathfinder, Thunderous Charge (1) Keywords: Elf, Tracker										
Troop(10)	6	3	-	4	2	1	10	11/13	[105]	
Elite (Melee), Pathfinder, Thunderous Charge (1) Keywords: Elf, Tracker										
Palace Guard										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Horde(40)	6	3	-	4	2	4	25	22/24	265	
Maccwar's Potion of the Caterpillar										
Crushing Strength (1), Elite (Melee) Keywords: Elf										
20										
[285]										
Kindred Gladestalkers*										Infantry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Troop(10)	6	4	4	3	2	1	8	10/12	[130]	
Elite, Pathfinder, Scout Bows: (24", Steady Aim) Keywords: Elf, Kindred, Tracker										
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										
Elite (Melee), Thunderous Charge (2) Keywords: Elf										
15										
[230]										
Silverbreeze Cavalry*										Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(10)	10	4	4	4	3	2	14	14/16	[200]	
Nimble Shortbows: (18", Elite (Ranged), Steady Aim) 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	
Inspiring Talisman										
Bane Chant (2)										
Mind Fog (2)										
Individual, Master of Magic Spells: Bane Chant (2), Mind Fog (2) Keywords: Elf										
20										
20										
15										
[115]										
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	
Pipes of Terror										
Crushing Strength (3), Elite (Melee), Fly, Inspiring, Nimble Dragon's Breath (12", Steady Aim) Keywords: Draconic, Elf										
10										
[325]										

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.
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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Macewar'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.
Mind Fog	Spell: 36", Enemy - Instead of causing damage, if one or more hits are scored, make a Nerve test for the target at the end of the Ranged phase as though damage had been caused.
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.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
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 <i>Scout</i> 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 <i>Strider</i> special rule until the end of the Turn.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).