

## Elliot Baker

### Elves (Good)

<b>Elves (Good)</b>									
<b>Kindred Tallspears</b>									<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	4	-	4	2	1	12	10/12	[90]
Elite (Melee), Phalanx Keywords: Elf, Kindred									
Troop(10)	6	4	-	4	2	1	12	10/12	[90]
Elite (Melee), Phalanx Keywords: Elf, Kindred									
Regiment(20)	6	4	-	4	2	3	15	14/16	140 30 [170]
Brew of Strength  Elite (Melee), Phalanx Keywords: Elf, Kindred									
<b>Palace Guard</b>									<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	3	-	4	2	1	10	11/13	105 10 [115]
Pipes of Terror  Crushing Strength (1), Elite (Melee) Keywords: Elf									
<b>Kindred Archers</b>									<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	5	5	4	2	2	10	14/16	[120]
Elite (Ranged) Bows (Range 24") Keywords: Elf, Kindred									
Regiment(20)	6	5	5	4	2	2	10	14/16	[120]
Elite (Ranged) Bows (Range 24") Keywords: Elf, Kindred									
Regiment(20)	6	5	5	4	2	2	10	14/16	[120]
Elite (Ranged) Bows (Range 24") Keywords: Elf, Kindred									
<b>Kindred Gladestalkers*</b>									<b>Infantry</b>
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									
Regiment(20)	6	4	4	3	2	2	10	14/16	175 5 [180]
Healing Brew  Elite, Pathfinder, Scout Bows: (24", Steady Aim) Keywords: Elf, Kindred, Tracker									
<b>Bolt Thrower</b>									<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	-	4	4	2	0	2	10/12	[90]
Bolt Thrower: (48", Blast (D3), Elite (Ranged), Piercing (2), Reload) Keywords: Elf, Kindred									

<b>Elven King</b>										<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	2	0	5	13/15	100	
Sabre-Toothed Hunting Cat										10
Crushing Strength (1), Elite (Melee), Individual, Inspiring, Mighty, Duelist										[110]
Keywords: Elf										
<b>Army Standard Bearer</b>										<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	4	2	0	1	10/12	[60]	
Elite (Melee), Individual, Inspiring										
Keywords: Elf										
<b>Noble War Chariot</b>										<b>Hero (LrgCav)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	8	3	4	4	3	1	3	11/13	[100]	
Elite, Nimble, Thunderous Charge (2)										
Shortbow (18", Steady Aim)										
Keywords: Elf										

#### Special Rules and Spells:

<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Duelist</b>	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Healing Brew</b>	Once per game, when given a Movement order, the unit may roll a single die. On a 1-3 it regains one point of damage it previously suffered. On a result of 4-6 it regains two points of damage it previously suffered.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	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.
<b>Mighty</b>	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
<b>Nimble</b>	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.
<b>Pathfinder</b>	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.
<b>Phalanx</b>	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
<b>Pipes of Terror</b>	This unit gains the <i>Brutal</i> special rule.
<b>Scout</b>	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.
<b>Thunderous Charge</b>	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 recuses this bonus by one when Hindered (to a minimum of zero).