



ELVES

GOOD

Palace Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	-	4	2	3	12	15/17	[160]
Crushing Strength (1), Elite (Melee) Keywords: Elf									
Regiment(20)	6	3	-	4	2	3	12	15/17	[160]
Crushing Strength (1), Elite (Melee) Keywords: Elf									

Kindred Archers

Infantry

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 (24") Keywords: Elf, Kindred									

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
Maccwar's Potion of the Caterpillar									
									20
									[235]
Elite (Melee), Thunderous Charge (2) Keywords: Elf									

Forest Shamblers*

Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	6	4	-	5	3	2	9	-/14	[120]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									
Regiment(3)	6	4	-	5	3	2	9	-/14	[120]
Crushing Strength (1), Pathfinder, Scout, Shambling Keywords: Verdant									

Drakon Riders*

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	10	3	-	5	4	3	18	15/17	275
Brew of Sharpness									
									45
									[320]
Crushing Strength (1), Elite (Melee), Fly, Thunderous Charge (1) Keywords: Elf									

Army Standard Bearer

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	4	-	4	3	0	1	10/12	60
Lute of Insatiable Darkness									
									25
Mount on a Horse, increasing Speed to 9 and changing to Hero (Cav - Height: 3)									25
									[110]
Elite (Melee), Individual, Inspiring Keywords: Elf									

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	
Mead of Madness										10
Crushing Strength (3), Elite (Melee), Fly, Inspiring, Nimble										[325]
Dragon's Breath (12", Steady Aim)										
Keywords: Draconic, Elf										
1	10	3	4	5	6	1	10	17/19	315	
Dwarven Ale										15
Crushing Strength (3), Elite (Melee), Fly, Inspiring, Nimble										[330]
Dragon's Breath (12", Steady Aim)										
Keywords: Draconic, Elf										

Total Unit Strength: 20

Total Core: 2000 (100%)

Total Units: 10



SPECIAL RULES AND SPELLS:

Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Dwarven Ale	The unit gains the <i>Headstrong</i> special rule.
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.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mead of Madness	The unit gains the <i>Wild Charge</i> (+1) special rule.
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.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
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).