



ELVES

GOOD

Kindred Tallspears

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	4	-	4	2	4	30	21/23	230
Brew of Strength									40
Elite (Melee), Phalanx									[270]
Keywords: Elf, Kindred									

Palace Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	3	-	4	2	1	10	11/13	[105]
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	4	3	2	2	10	14/16	[140]
Elite (Ranged)									
Bows (24")									
Keywords: Elf, Kindred									
Regiment(20)	6	5	4	3	2	2	10	14/16	[140]
Elite (Ranged)									
Bows (24")									
Keywords: Elf, Kindred									

Kindred Gladestalkers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	3	4	3	2	1	10	10/12	[130]
Elite, Pathfinder, Scout									
Bows (24", Steady Aim)									
Keywords: Elf, Kindred, Tracker									
Troop(10)	6	3	4	3	2	1	10	10/12	[130]
Elite, Pathfinder, Scout									
Bows (24", Steady Aim)									
Keywords: Elf, Kindred, Tracker									
Troop(10)	6	3	4	3	2	1	10	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	15/17	215
Maccwar's Potion of the Caterpillar									20
Upgrade to Quicksilver Lancers [1] (Regiment only) - Gain Nimble and increase Waver/Route values +1									25
									[260]
Elite (Melee), Thunderous Charge (2), Nimble									
Keywords: Elf									

Bolt Thrower

War Engine

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									

Elven King										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	2	-	5	2	0	5	13/15	100	
Sabre-Toothed Hunting Cat The Shardblade [1] - Increase Melee to 2+									10	
Crushing Strength (1), Elite (Melee), Individual, Inspiring, Mighty, Duelist Keywords: Elf									15	
									[125]	

Elven Prince										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	3	-	5	2	0	3	11/13	[55]	
Crushing Strength (1), Elite (Melee), Individual Keywords: Elf										

Army Standard Bearer										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	4	2	0	1	10/12	60	
Lute of Insatiable Darkness									25	
Elite (Melee), Individual, Inspiring Keywords: Elf									[85]	

Tydarion Dragonlord[1]										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	4	5	6	1	10	18/20	[335]	
Brutal, Crushing Strength (4), Elite, Fly, Nimble, Very Inspiring Dragon's Breath (12", Att: 12, Steady Aim) Keywords: Draconic, Elf										

Total Unit Strength: 16
 Total Core: 1995 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Blast	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. Once this is done, roll damage as normal for all of this hits caused.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy <i>Individuals</i> in Melee, this unit doubles its number of Attacks.
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 (page 30 in gamers edition)
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.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
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.
Phalanx	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.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
Sabre-Toothed Hunting Cat	The unit gains Duelist.

Scout	The unit can make a single <i>At the Double</i> or <i>Advance</i> order after set-up is finished but before the first Turn of the first Round begins. If moving <i>At the Double</i> as part of this order, the unit treats <i>Obstacles</i> and <i>Difficult Terrain</i> as <i>Open Terrain</i> 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.
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 <i>Disordered</i> and reduces this bonus by one when <i>Hindered</i> (to a minimum of zero).
Very Inspiring	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> <i>Inspiring</i> : 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.