

ELVES TRAVEL NORTH TO WAR



ELVES

GOOD

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									
Regiment(20)	6	3	4	3	2	3	12	14/16	[175]
Elite, Pathfinder, Scout Bows (24", Steady Aim) Keywords: Elf, Kindred, Tracker									
Regiment(20)	6	3	4	3	2	3	12	14/16	[175]
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Hunters of the Wild*

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	5	3	-	5	2	1	12	10/12	[90]
Pathfinder, Scout Keywords: Verdant									

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 Upgrade to Quicksilver Lancers [1] (Regiment only) - Gain Nimble and increase Waver/Route values +1									
									20
									25
									[260]
Elite (Melee), Thunderous Charge (2), Nimble Keywords: Elf									
Regiment(10)	9	3	-	5	3	3	16	14/16	215
Brew of Strength									
									30
									[245]
Elite (Melee), Thunderous Charge (2) Keywords: Elf									

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
Chant of Hate									
									30
									[305]
Crushing Strength (1), Elite (Melee), Fly, Thunderous Charge (1) Keywords: Elf									

Elven King

Hero (Cav)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	2	-	5	3	0	5	13/15	100
Scythe of the Harvester									
Mount on a Horse, increasing Speed to 9 and changing to Hero (Cav - Height: 3)									
The Shardblade [1] - Increase Melee to 2+									
									15
									35
									15
									[165]
Crushing Strength (1), Elite (Melee), Individual, Inspiring, Mighty Keywords: Elf									

Elven Archmage										Hero (Cav) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	5	-	4	3	0	1	11/13	60	
Bane Chant (2) Mount on a Horse, increasing Speed to 9 and changing to Hero (Cav - Height: 3) Library Veil of Shadows [1](2)									20 25 25	
Individual, Master of Magic Spells: Bane Chant (2), Veil of Shadows [1] (2) Keywords: Elf									[130]	
Argus Rodinar[1]										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	-	-	5	2	0	-	-/13	[70]	
Altar of the Elements, Individual, Inspiring, Master Strategist Keywords: Elf, Shrine										
Kal'ar's Hunters [1]										Formation
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Formation(1)									[0]	
Drakon Riders (F)										Large Cavalry
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
Regiment(3)	10	3	-	5	4	2	9	12/14	180	
Mead of Madness Crushing Strength (1), Elite (Melee), Fly, Nimble, Spellward, Thunderous Charge (1) Keywords: Elf									10 [190]	
Regiment(3)	10	3	-	5	4	2	9	12/14	180	
Pipes of Terror Crushing Strength (1), Elite (Melee), Fly, Nimble, Spellward, Thunderous Charge (1) Keywords: Elf									10 [190]	
Lord on Drakon (F)										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	5	13/15	170	
Mace of Crushing Crushing Strength (1), Elite (Melee), Fly, Inspiring, Nimble, Rampage (Melee - D3), Spellward, Thunderous Charge (1) Keywords: Draconic, Elf									5 [175]	

Total Unit Strength: 22
 Total Core: 2300 (100%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Altar of the Elements	As long as this unit is present and in play on the table, at the start of each of your ranged phases you may select a single Friendly Core unit on the battlefield regardless of range or line of sight. The unit is granted the Inspiring special rule until the start of your next turn.
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.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Chant of Hate	The unit gains the <i>Vicious</i> special rule.
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 (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.
Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Mace of Crushing	Whenever the unit roll to damage in Melee, it can re-roll one of the dice that failed to damage.
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, Surge and Wind Blast.
Master Strategist	As long as this unit is present and in play on the table, once per Turn the unit's player may re-roll a single dice that failed to either hit or damage with any Friendly Core unit, regardless of range and Line of Sight to Argus.
Mead of Madness	The unit gains the <i>Wild Charge</i> (+1) 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.
Pipes of Terror	This unit gains the <i>Brutal</i> special rule.
Rampage	When attacking an enemy unit with the Infantry, Heavy Infantry, Swarm or Cavalry unit type, a unit with this Special Rule gains (n) additional attacks.
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.
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) special rule.
Spellward	All spells, both Friendly and Enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
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).
Veil of Shadows [1]	Unique spell: Self - If one or more hits are scored, the spellcaster gains the Aura (Stealthy) special rule until the start of the player's next Turn.