

HEATH BARNES ELVES BHAM BULL RUN



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]
Elite (Melee), Phalanx Keywords: Elf, Kindred									

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]
Crushing Strength (1), Elite (Melee) Keywords: Elf									

Kindred Gladestalkers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
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]
Elite, Pathfinder, Scout Bows (24", Steady Aim) Keywords: Elf, Kindred, Tracker									

Silverbreeze Cavalry*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	4	4	3	1	7	11/13	[130]
Nimble Shortbows (18", Elite (Ranged), Steady Aim) 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
Maccwar's Potion of the Caterpillar									
Crushing Strength (1), Elite (Melee), Fly, Thunderous Charge (1) Keywords: Elf									
Horde(6)	10	3	-	5	4	3	18	15/17	275
Staying Stone									
Crushing Strength (1), Elite (Melee), Fly, Thunderous Charge (1) Keywords: Elf									
									5
									[280]

Elven Archmage

Hero (Inf)
Spellcaster: 3

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	4	2	0	1	11/13	60
Lightning Bolt (5) Bane Chant (2)									35
Individual, Master of Magic Spells: Lightning Bolt (5), Bane Chant (2) Keywords: Elf									20
									[115]
1	6	5	-	4	2	0	1	11/13	60
Library Mindfog (2) Library Alchemist's Curse [1](4)									10
Individual, Master of Magic Spells: Mind Fog (2), Alchemist Curse [1] (4) Keywords: Elf									35
									[105]
1	6	5	-	4	2	0	1	11/13	60
Lightning Bolt (5)									35
Individual, Master of Magic Spells: Lightning Bolt (5) Keywords: Elf									[95]

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									



FORCES OF NATURE

NEUTRAL

Naiad Heartpiercers

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	5	4	3	2	2	10	13/15	[160]
Regeneration (4+) Harpoon-gun (18", Piercing (1), Steady Aim) Keywords: Naiad									

Beast of Nature

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	5	1	7	15/17	150
Upgrade with Wings, increasing Speed to 10 and gaining Fly and Nimble Increase Attacks to 7									40
Crushing Strength (2), Pathfinder, Vicious, Fly, Nimble Keywords: Beast, Verdant									15
									[205]

Total Unit Strength: 24

Total Core: 1935 (84.1%)

Total Ally: 365 (15.9%)

Total Units: 13



SPECIAL RULES AND SPELLS:

Alchemist Curse [1]	Spell: 12", Enemy, Modifiers: Piercing (4), Hits on a 5+ against units in Cover - Add the target's Defence value to the (n) value of this spell.
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.
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.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Maccwar'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, 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.
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. Modifiers: Shattering
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.
Regeneration	Every time this unit receives a Movement order (including Halt), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of (n) or higher, the unit recovers one point of damage previously suffered.
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.
Staying Stone	The unit gains +1 to its Wavering stat value.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.