



ELVES

GOOD

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
Staying Stone Crushing Strength (1), Elite (Melee) Keywords: Elf									5 [270]

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									

Therennian Sea Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	4	5	4	2	4	25	21/23	260
Chalice of Wrath Elite (Melee), Phalanx Bows (24", Steady Aim) Keywords: Elf									15 [275]

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 Elite (Melee), Thunderous Charge (2), Nimble Keywords: Elf									20 25 [260]

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									
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
Sir Jesse's Boots of Striding Crushing Strength (1), Elite (Melee), Fly, Thunderous Charge (1) Keywords: Elf									15 [290]

Lord on Drakon										Hero (LrgCav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	4	1	5	13/15	160	
Blade of Slashing										5
Crushing Strength (1), Elite (Melee), Fly, Inspiring, Nimble, Thunderous Charge (1)										[165]
Keywords: Draconic, 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	
Lightning Bolt (5)										35
Mount on a Horse, increasing Speed to 9 and changing to Hero (Cav - Height: 3)										25
Library Alchemist's Curse [1](4)										35
										[155]
Individual, Master of Magic										
Spells: Lightning Bolt (5), Alchemist Curse [1] (4)										
Keywords: Elf										
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	
Amulet of the Fireheart										10
Bane Chant (2)										20
Lightning Bolt (5)										35
										[125]
Individual, Master of Magic										
Spells: Bane Chant (2), Lightning Bolt (5)										
Keywords: Elf										
Nimue Waydancer [1]										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	12/14	150	
Cloak of Death, Individual, Inspiring, Stealthy, Wanderer of the Ways										
Spells: Fireball (10), Heal (4), Surge (4), Wind Blast (5)										
Keywords: Elf, Verdant										

Total Unit Strength: 23
Total Core: 2300 (100%)

Total Units: 12



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.
Amulet of the Fireheart	Once per game, immediately after casting a spell, the unit may cast a second, different spell. The unit cannot use this artefact to cast more than two spells in a single 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.
Blade of Slashing	Whenever the unit rolls to hit in Melee, it can re-roll one of the dice that failed to hit.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
Cloak of Death	In the Movement phase, after the unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
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.
Fireball	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .

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.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
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.
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.
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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Surge	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal. This spell has no effect on units with Speed 0.
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).
Wanderer of the Ways	Once per game, before Nimue Waydancer is given an order, she increases her Speed to 10 and gains the Fly special rule until the end of the turn. In the turn this ability is activated, Nimue Waydancer may still cast spells even if she was given an At The Double order.
Wind Blast	Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrains and friends. This spell has no effect on Speed 0 units.