



Forest Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160]	6	3+	-	4+	3	12	16/17	2	[155]
Staying Stone									[5]
Special Rules: Elite(Melee),Pathfinder, Thunderous Charge(1) Keywords: Elf, Tracker, Warhost									

Sylvan Gladestalkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [185]	6	4+	4+	3+	2	12	14/16	2	[185]
Bows (24", Steady Aim)									
Special Rules: Elite, Pathfinder, Scout, Stealthy Keywords: Elf, Kindred, Tracker									
Inf Regiment [185]	6	4+	4+	3+	2	12	14/16	2	[185]
Bows (24", Steady Aim)									
Special Rules: Elite, Pathfinder, Scout, Stealthy Keywords: Elf, Kindred, Tracker									
Inf Regiment [185]	6	4+	4+	3+	2	12	14/16	2	[185]
Bows (24", Steady Aim)									
Special Rules: Elite, Pathfinder, Scout, Stealthy Keywords: Elf, Kindred, Tracker									

The Windborne [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop Spellcaster 0 [135]	10	4+	-	4+	1	7	11/13	3	[135]
Wind Blast (7)									[0]
Special Rules: Elite, Nimble, Windborne Arrows Keywords: Elf									

Wild Gur Panthers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop [85]	10	4+	-	3+	1	6	9/11	2	[85]
Special Rules: Nimble, Pathfinder, Vicious(Melee) Keywords: Beast									

Silverbreeze Cavalry*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [185]	10	4+	4+	4+	2	14	14/16	3	[180]
Fire-Oil									[5]
Shortbows (18", Elite(Ranged),Steady Aim)									
Special Rules: Nimble, Crushing Strength(+1 vs. units with Regeneration),Piercing(+1 vs. units with Regeneration) Keywords: Elf									

Stormwind Cavalry*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment [250]	9	3+	-	5+	3	16	15/17	3	[210]
Quicksilver Lancers									[25]
Sir Jesse's Boots of Striding									[15]
Special Rules: Elite(Melee),Thunderous Charge(2),Nimble Keywords: Elf									
Cav Regiment [260]	9	3+	-	5+	3	16	14/16	3	[210]
Gain Pathfinder									[15]
Wine of Elvenkind									[35]
Special Rules: Elite(Melee),Thunderous Charge(2),Pathfinder, Nimble Keywords: Elf									

Elven King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [115]	7	3+	-	4+	0	7	13/15	2	[100]
Wanderer									[0]
Bow									[0]
Scythe of the Harvester									[15]
Bow (24", Ra: 4+)									
Special Rules: Crushing Strength(1),Elite, Individual, Inspiring, Mighty, Pathfinder, Rampage(D3) Keywords: Elf, Warhost									
Hero (Inf) 1 [125]	7	2+	-	4+	0	7	13/15	2	[100]
The Shardblade									[15]
Wanderer									[0]
Bow									[0]
Gnome-Glass Shield									[10]
Bow (24", Ra: 4+)									
Special Rules: Crushing Strength(1),Elite, Individual, Inspiring, Mighty, Pathfinder Keywords: Elf, Warhost									
Hero (Inf) 1 [115]	7	3+	-	4+	0	7	13/15	2	[100]
Wanderer									[0]
Bow									[0]
Axe of the Giant Slayer									[15]
Bow (24", Ra: 4+)									
Special Rules: Crushing Strength(1),Elite, Individual, Inspiring, Mighty, Pathfinder, Slayer(D3) Keywords: Elf, Warhost									

Dragon Kindred Lord	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Titan) 1 [315]	10	3+	4+	5+	2	10	17/19	6	[305]
Mead of Madness									[10]
Dragon's Breath (12", Steady Aim)									
Special Rules: <i>Crushing Strength(3),Elite(Melee),Fly, Inspiring, Nimble, Wild Charge(1)</i> Keywords: <i>Draconic, Elf</i>									

Total Units: 13 **Total Unit Strength:** 21
Total Primary Core Points: 2300 (100.0%)

Custom Rule	Description
Windborne Arrows	For each hit caused with this unit's Wind Blast spell, in addition to moving the target, roll to damage as normal.
Special Rule	Description
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. This includes Difficult Terrain the unit started in. 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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Mighty	Individuals with the Mighty 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. When Disordered by a unit in Melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following Turn.
Pathfinder	The unit may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, Difficult Terrain.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
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 on its profile until the end of the Turn.
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 Scout 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.
Slayer	When attacking an enemy unit with the Large Infantry, Monstrous Infantry, Large Cavalry, Monster or Titan unit types, a unit with this Special Rule gains (n) additional attacks on its profile until the end of the Turn.
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.
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 Crushing Strength (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.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
Wind Blast	For each hit the target enemy unit is pushed 1inch directly backward if the spellcaster is in the	

Range: 18"
Enemy

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 1inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.

Artefact	Description
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).
Staying Stone	The unit gains +1 to its Wavering stat value.
Gnome-Glass Shield	Individuals only. The unit's Defence is increased by 2 to a maximum of 6. Immediately after the unit suffers damage for the first time (from any source) the Gnome-Glass Shield shatters and its Defence returns to normal for the rest of the game.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
Axe of the Giant Slayer	Individuals only. The unit gains the Slayer (D3) special rule.
Scythe of the Harvester	Individuals only. The unit gains the Rampage (D3) special rule.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Wine of Elvenkind	The unit gains the Nimble special rule.