

Elves (Good)								
<b>Kindred Archers</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	5+	4+	4+	20	21/23	250	Bows (Range 24"), Elite
- Heart-seeking Chant							30	
<b>Palace Guard</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	3+	-	4+	10	11/13	105	Crushing Strength (1), Elite
Troop(10)	6	3+	-	4+	10	11/13	105	Crushing Strength (1), Elite
<b>Kindred Tallspears</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	-	4+	30	21/23	230	Elite, Phalanx
- Brew of Strength							30	
<b>Hunters of the Wild</b>								<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	4+	-	4+	20	10/12	135	Pathfinder, Vanguard
- Helm of the Ram							15	
<b>Forest Shamblers</b>								<b>Large Infantry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	18	-/17	190	Crushing Strength (1), Pathfinder, Shambling, Vanguard
<b>Stormwind Cavalry</b>								<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	9	3+	-	5+	16	14/16	215	Elite, Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20	
<b>Bolt Thrower</b>								<b>War Engine</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	4+	4+	2	10/12	90	Blast (D3), Elite, Piercing (2), Reload!
<b>Army Standard Bearer</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	5+	-	4+	1	10/12	50	Hero (Inf), Elite, Individual, Inspiring
- Lute of Insatiable Darkness							20	
<b>Elven Mage</b>								<b>Hero (Inf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	5+	-	4+	1	10/12	75	Hero (Inf), Elite, Heal (3), Individual
- Bane Chant (2)							15	
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15	
- Inspiring Talisman							20	
<b>Forest Warden</b>								<b>Hero (LrgInf)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	5+	3	11/13	75	Hero (LrgInf), Crushing Strength

								(2), Nimble, Pathfinder, Vanguard
- Crystal Pendant of Retribution							50	
<b>Tree Herder</b>								<b>Hero (Mon)</b>
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	6+	7	18/20	260	Hero (Mon), Crushing Strength (3), Inspiring, Pathfinder, Surge (8), Vanguard
- Healing Brew							5	
							<u>2000</u>	

- Bane-chant** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, for the rest of the turn all of the unit's melee and ranged attacks increase their Piercing and Crushing Strength
- 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.
- Brew of Strength** The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Crystal Pendant of Retribution** When the unit is Routed, all units in base contact with it suffer 2D6 hits at Piercing (3). These hits are resolved by the player that Routed the unit with the Crystal, which now has to (grudgingly, we're sure) resolve the hits against their own unit(s). After the damage has been resolved, no Nerve test is taken by the damaged units – they proceed to Regroup, but cannot move directly forward D6" for their Regroup action, deterred by the huge explosion.
- Elite** Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
- Heal** Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Healing Brew** Once per game, when given an order, this unit may remove D3 points of damage previously suffered.
- Heart-seeking Chant** The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.
- Helm of the Ram** This unit gains the Thunderous Charge (1) Special Rule, or increases the value of its Thunderous Charge by 1.
- Individual**  
Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.  
Move Individuals have the Nimble special rule.  
Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.  
Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual (including against Individual War Engines). Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6 directly forward
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.

<b>Inspiring Talisman</b>	This artefact can only be used by Heroes. The Hero has the Inspiring special rule.
<b>Lute of Insatiable Darkness</b>	This artefact can only be used by Heroes. The Hero has the Bane Chant(2) spell.
<b>Maccwar's Potion of the Caterpillar</b>	The unit has the Pathfinder special rule.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In addition, the unit does not suffer from the -1 to hit modifier for moving and shooting.
<b>Pathfinder</b>	The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
<b>Phalanx</b>	Units that charge this unit's front cannot use the Thunderous Charge special rule.
<b>Piercing</b>	All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Reload!</b>	The unit can fire only if it received a Halt order that turn.
<b>Shambling</b>	The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
<b>Surge</b>	Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). 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 previously in that Shoot phase. 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 a speed of 0.
<b>Thunderous Charge</b>	All melee hits inflicted by the 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 or during Hindered charges.
<b>Vanguard</b>	The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.