

Elves (Good)								
Palace Guard								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	3+	-	4+	12	15/17	150	Crushing Strength (1), Elite
- Diadem of Dragon-kind							30	
Therennian Sea Guard								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	5+	4+	25	21/23	280	Bows (Range 24"), Elite, Phalanx
- Chant of Hate							25	
Kindred Tallspears								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	4+	-	4+	15	14/16	140	Elite, Phalanx
- Fire-Oil							5	
Regiment(20)	6	4+	-	4+	15	14/16	140	Elite, Phalanx
Drakon Riders								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	10	3+	-	5+	18	15/17	270	Crushing Strength (1), Elite, Fly, Thunderous Charge (1)
- Healing Brew							5	
War Chariots								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	8	4+	4+	4+	16	15/17	215	Base Size: (50x100mm), Bows (Range 24"), Elite, Thunderous Charge (2)
- Maccwar's Potion of the Caterpillar							20	
Dragon Breath								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	-	4+	15	10/12	90	Breath Attack (15), Elite
(1)	6	-	-	4+	15	10/12	90	Breath Attack (15), Elite
Army Standard Bearer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	5+	-	4+	1	10/12	50	Hero (Inf), Elite, Individual, Inspiring
- Healing Charm							30	
Elven Mage								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	5+	-	4+	1	10/12	75	Hero (Inf), Elite, Heal (3), Individual
- Bane Chant (2)							15	
- Fireball (10)							10	
- Inspiring Talisman							20	
Dragon Kindred Lord								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	10	17/19	310	Hero (Mon), Breath Attack (15), Crushing Strength (3), Elite, Fly, Inspiring

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
Boots of Levitation	This artefact can only be used by Heroes. The Hero can Advance and then shoot as if it had Halted that turn. It can also move At the Double and shoot as if it had Advanced that turn.
Breath Attack	The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier.
Chant of Hate	The unit has the Vicious special rule.
Crushing Strength	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
Diadem of Dragon-kind	The unit has the Breath Attack (10) rule.
Elite	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
Fire-Oil	Against units with the Regeneration rule this unit gains an additional Piercing (1) on 'normal' ranged attacks, and Crushing Strength (1) in melee.
Fireball	Spell. Range 12"
Fly	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule.
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.
Healing Charm	This artefact can only be used by Heroes. The Hero has the Heal (3) spell.
Individual	<p>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.</p> <p>Move Individuals have the Nimble special rule.</p> <p>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.</p> <p>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</p>

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.

**Inspiring
Talisman** This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

**Maccwar's
Potion of
the
Caterpillar** The unit has the Pathfinder special rule.

Phalanx Units that charge this unit's front cannot use the Thunderous Charge special rule.

**Thunderous
Charge** 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.