The Elves Are Back in Town

2750 / 2750 VALID

1st Battalion

Nimue Waydancer [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	8	5+	-	4+	2	1	14	2	[200]
Fireball (5)									[0]
Heal (4)									[0]
Surge (4)									[0]
Wind Blast (5)									[0]

Special Rules: *Cloak of Death, Elite, Individual, Inspiring, Stealthy* ***Traits:*** *Spellcaster*

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[100]
Zephyr Crown									[20]
Wind Blast (5)									

Special Rules: *Elite(Combat),Individual, Very Inspiring, Yielding*

Mage [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	5+	-	4+	1	1	13	2	[150]
Inspiring Talisman									[30]
Blizzard(4)									[40]

Special Rules: *Elite(Spells),Individual, Yielding, Inspiring* ***Traits:*** *Spellcaster*

Kindred Archers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	6	5+	5+	4+	4	20	23	2	[215]
Bows (24")									

Special Rules: *Elite(Ranged)* ***Traits:*** *Kindred*

Palace Guard	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Horde	**7**	3+	-	5+	4	25	25	2	[285]
Brew of Haste									[20]

Special Rules: *Crushing Strength(1),Elite(Combat)* ***Traits:*** *Kindred*

Core Inf Horde	6	3+	-	5+	4	25	25	2	[290]
Chant of Hate									[25]

Special Rules: *Crushing Strength(1),Elite(Combat),Vicious* ***Traits:*** *Kindred*

Critters	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]

Special Rules: *Fly, Height(1),Pathfinder, Vicious(Combat)* ***Traits:*** *Sylvan*

Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]

Special Rules: *Fly, Height(1),Pathfinder, Vicious(Combat)* ***Traits:*** *Sylvan*

Core (Aux) Lrg Inf Troop	6	5+	-	2+	1	12	11	1	[65]

Special Rules: *Fly, Height(1),Pathfinder, Vicious(Combat)* ***Traits:*** *Sylvan*

Stormwind Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Cav Regiment	9	3+	-	5+	2	18	16	3	[235]
Sir Jesse's Boots of Striding									[15]

Special Rules: *Elite(Combat),Thunderous Charge(3)*

Kindred Gladestalkers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Inf Troop	6	4+	5+	3+	1	10	12	2	[120]
Bows (24")									

Special Rules: *Elite, Pathfinder, Scout* ***Traits:*** *Kindred, Sylvan*

Specialist Inf Troop	6	4+	5+	3+	1	10	12	2	[120]
Bows (24")									

Special Rules: *Elite, Pathfinder, Scout* ***Traits:*** *Kindred, Sylvan*

Air Elementals [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	10	3+	-	4+	2	24	17	3	[245]
Hammer of Measured Force									[20]
Wind Blast (6)									[20]
Special Rules: *Fearless, Fly, Leaper, Shambling*									
Specialist Lrg Inf Regiment	10	3+	-	4+	2	24	17	3	[265]
Brew of Strength									[40]
Wind Blast (6)									[20]
Special Rules: *Fearless, Fly, Leaper, Shambling, Crushing Strength(1)*									

Drakon Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Lrg Cav Troop	9	3+	-	5+	1	9	14	4	[165]
Special Rules: *Crushing Strength(1),Elite(Combat),Fly, Thunderous Charge(1)*									
Support Lrg Cav Troop	9	3+	-	5+	1	9	14	4	[165]
Special Rules: *Crushing Strength(1),Elite(Combat),Fly, Thunderous Charge(1)*									

Total Units: 16 **Total Unit Strength:** 29
Total Points: 2750

Command Order	Target	Description
Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Hunting Cat	4	Units with the Kindred Trait only. The unit may make a ranged attack with the following profile (12", Att: 6) and this hits on a 3+ regardless of modifiers.
Rodinar's Presence	4	The unit gains the Headstrong and Inspiring (Self) special rules until the start of its next Turn.

Special Rule	Description
Cloak of Death	In the Movement Phase, after this 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 Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Fly	When executing an order other than Withdraw!, the unit can move and pivot over anything (Blocking Terrain, enemy units, friendly units when charging, etc.),as long as the flying unit’s entire Movement Order ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it starts or ends the move within or touching them.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. 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.
Leaper	When drawing Line of Sight from this unit, treat it as 1 point of Height higher than normal (modified by terrain as normal).
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. 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 as normal.
Shambling	The unit cannot be given an At the Double! movement order. In addition, it can only make a single pivot as part of an

	Advance! movement order instead of two.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat 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 Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
Yielding	Both friendly and enemy units can always choose to ignore this unit, just as if it was not there, when moving and shooting (even if Engaged with it). They must however still end their Movement Order clear of this unit. It is assumed that the Yielding unit moves aside and lets the enemy pass by before returning to its position. If your unit(s) Routs a Yielding unit and chooses to move Forward!, and this random movement would bring them into contact with another enemy unit, treat this as a successful Charge against the facing that your unit(s) started its Forward! move in (if possible, otherwise against the facing contacted). If the Forward! move took your unit(s) over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing Combat as normal.

Spell	**Description**
Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Fireball Range: 12" Magical Missile	Blast (D3),Shattering (1).
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.
Surge Range: 12" Friendly, Shambling only	For each hit scored, instead of causing damage, the friendly Shambling unit moves straight forward a full inch (stopping in contact with friendly units and Blocking Terrain). If applicable, the Fly special rule is not in effect for this movement. This spell has no effect on units with Speed 0. If this movement brings the target unit into contact with an enemy unit treat this as a successful Charge against the enemy facing that the unit contacted. If a corner is contacted, use the arc that the unit was in before it started its Surge move. If there is not enough space for your unit to physically move into contact with the enemy unit contacted by moving as described in the Moving Chargers section on page 18 then the target unit stops in contact with, but not Engaged with, the enemy unit. If it brings the target unit into contact with more than one enemy unit simultaneously then the player whose turn it is chooses which unit is being charged. If it turns out there is not enough space to physically move into contact as described above you can choose a different target from the enemy units you made contact with. If it turns out you cannot physically move into contact with any of the enemy units then the target unit stops in contact with, but not Engaged with, the enemy units. If the Surge move took the target unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the following Combat phase.. Note that the charged unit will not take any Nerve tests for any damage it might have taken in this Ranged Phase. Note that a unit cannot be the target of a Surge in the same Turn in which it has been ordered to Withdraw!
Wind Blast Range: 18" Target	For each hit scored, instead of causing damage, the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways (on the side opposite 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 just out of contact with enemy units (so it is not Engaged) or just in contact with Blocking Terrain and friendly units. This spell has no effect on Speed 0 units.

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder and Strider special rules until the end of the Turn.
Brew of Haste	This unit increases its Speed stat by +1.
Hammer of Measured Force	In Combat, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
Chant of Hate	The unit gains the Vicious special rule.
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.
Zephyr Crown	The unit gains the Wind Blast (5) spell, or if the unit already has a Wind Blast spell, its value is increased by 3.

Inspiring Talisman	The hero gains the Inspiring special rule.