Remember the elves Copy

2750 / 2750 VALID

1st Battalion

Drakon Lord	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Lrg Cav)	10	3+	-	5+	2	5	16	4	[180]
Special Rules: *Crushing Strength(1),Elite(Combat),Fly, Inspiring, Thunderous Charge(1)*									

Army Standard Bearer [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	6	4+	-	4+	1	1	12	2	[80]
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	[120]
Blizzard(4)									[40]
Special Rules: *Elite(Spells),Individual, Yielding* ***Traits:*** *Spellcaster*									
Champion Hero (Cav)	**9**	5+	-	4+	1	1	13	**3**	[165]
Horse									[15]
Inspiring Talisman									[30]
Bane Chant (2)									[20]
Heal (4)									[20]
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*									
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	6	3+	-	5+	4	25	25	2	[290]
Chant of Hate									[25]
Special Rules: *Crushing Strength(1),Elite(Combat),Vicious* ***Traits:*** *Kindred*									
Core Inf Horde	6	3+	-	5+	4	25	25	2	[265]
Special Rules: *Crushing Strength(1),Elite(Combat)* ***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*									
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)*									

Air Elementals [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	10	3+	-	4+	2	24	17	3	[225]
Hammer of Measured Force									[20]
Special Rules: *Fearless, Fly, Leaper, Shambling*									

Drakon Riders	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Cav Regiment	9	3+	-	5+	2	18	17	4	[250]
Special Rules: *Crushing Strength(1),Elite(Combat),Fly, Thunderous Charge(1)*									
Specialist Lrg Cav Regiment	9	3+	-	5+	2	18	17	4	[250]
Special Rules: *Crushing Strength(1),Elite(Combat),Fly, Thunderous Charge(1)*									

Total Units:	16	**Total Unit Strength:**	33
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
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.
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.
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
Bane Chant Range: 12" Friendly, CC	If any hits are scored, instead of causing damage, for the rest of the Turn the unit gains Crushing Strength (+1). This effect only applies once – multiple castings on the same target have no additional effect.

Blizzard Range: 30" Magical Missile	Blast (D3),Frostbite, Piercing (1).
Heal Range: 12" Friendly, Self, CC	For each hit scored, instead of causing damage, remove a point of damage from the target unit.

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.
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.
Inspiring Talisman	The hero gains the Inspiring special rule.