



ELVES

GOOD

Therennian Sea Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	4	5	4	2	4	25	21/23	[260]
Elite (Melee), Phalanx Bows (24", Steady Aim) Keywords: Elf									
Horde(40)	6	4	5	4	2	4	25	21/23	[260]
Elite (Melee), Phalanx Bows (24", Steady Aim) Keywords: Elf									
Horde(40)	6	4	5	4	2	4	25	21/23	[260]
Elite (Melee), Phalanx Bows (24", Steady Aim) Keywords: Elf									

Battlecats*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	4	-	2	1	1	9	10/12	[80]
Elite (Melee - Swarms only), Nimble, Vicious (Melee) Keywords: Beast									
Regiment(3)	7	4	-	2	1	1	9	10/12	[80]
Elite (Melee - Swarms only), Nimble, Vicious (Melee) Keywords: Beast									
Regiment(3)	7	4	-	2	1	1	9	10/12	[80]
Elite (Melee - Swarms only), Nimble, Vicious (Melee) Keywords: Beast									

Drakon Riders

Large Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	3	-	5	4	2	9	12/14	165 20 [185]
Maccwar's Potion of the Caterpillar Crushing Strength (1), Elite (Melee), Fly, Thunderous Charge (1) Keywords: Elf									
Regiment(3)	10	3	-	5	4	2	9	12/14	165 5 [170]
Fire-Oil Crushing Strength (1), Elite (Melee), Fly, Thunderous Charge (1) Keywords: Elf									
Horde(6)	10	3	-	5	4	3	18	15/17	275 30 [305]
Chant of Hate Crushing Strength (1), Elite (Melee), Fly, Thunderous Charge (1) Keywords: Elf									

Bolt Thrower

War Engine

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	-	4	4	2	0	2	10/12	[90]
Bolt Thrower (48", Blast (D3), Elite (Ranged), Piercing (2), Reload) Keywords: Elf, Kindred									
1	6	-	4	4	2	0	2	10/12	[90]
Bolt Thrower (48", Blast (D3), Elite (Ranged), Piercing (2), Reload) Keywords: Elf, Kindred									

Army Standard Bearer										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	4	-	4	2	0	1	10/12	60	
Lute of Insatiable Darkness									25	
Elite (Melee), Individual, Inspiring									[85]	
Keywords: Elf										
Elven Archmage										Hero (Inf) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	11/13	60	
Inspiring Talisman Bane Chant (2)									20	
Individual, Master of Magic									20	
Spells: Bane Chant (2)									[100]	
Keywords: Elf										
1	6	5	-	4	2	0	1	11/13	60	
Lightning Bolt (5) Library Alchemist's Curse [1](4)									35	
Individual, Master of Magic									35	
Spells: Lightning Bolt (5), Alchemist Curse [1] (4)									[130]	
Keywords: Elf										
Madriga the Elf [1]										Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	7	3	3	4	2	0	3	11/13	[125]	
Elite, Individual, Inspiring (Self only), Pathfinder, Scout, Stealthy, Trick Shot										
Bow (24", Piercing (2))										
Keywords: Elf, Tracker										

Total Unit Strength: 22
Total Core: 2300 (100%)

Total Units: 15



SPECIAL RULES AND SPELLS:

Alchemist Curse [1]	Spell: 12", Enemy, Modifiers: Piercing (4), Hits on a 5+ against units in Cover - Add the target's Defence value to the (n) value of this spell.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
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. Once this is done, roll damage as normal for all of this hits caused.
Chant of Hate	The unit gains the <i>Vicious</i> special rule.
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.
Fire-Oil	The unit gains both the <i>Crushing Strength</i> special rule (+1 - vs. units with <i>Regeneration</i> and the <i>Piercing</i> special rule (+1 - vs. units with <i>Regeneration</i>).
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. 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 <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" 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 <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.

Maccwar's Potion of the Caterpillar	This unit gains the <i>Pathfinder</i> special rule.
Master of Magic	This unit can re-roll all to hit rolls of a natural, unmodified 1 with Bane Chant, Heal, Hex, Lightning Bolt, Mind Fog, Surge and Wind Blast.
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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.
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 <i>Scout</i> 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.
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 <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Trick Shot	Once per game, Madriga can use the following ranged weapon - Trick Shot: 48", Att: 1, Blast (D6), Piercing (2), Ignores Cover.
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.