

Spear Phalanx									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40)[250]	5	4+	-	4+	4	30	20/22	2	[200]
Indomitable Will									[10]
Pikes									[30]
Pipes of Terror									[10]
Special Rules: Phalanx, Indomitable Will, Ensnare, Brutal									
Keywords: Human									
Horde (40)[250]	5	4+	-	4+	4	30	20/22	2	[200]
Indomitable Will									[10]
Pikes									[30]
Hann's Sanguinary Scripture									[10]
Special Rules: Phalanx, Indomitable Will, Ensnare, Lifeleech(1)									
Keywords: Human									

Bowmen									Infantry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Troop (10)[75]	5	5+	5+	3+	1	8	9/11	2	[75]
Bows (24")									
Keywords: Human									
Troop (10)[75]	5	5+	5+	3+	1	8	9/11	2	[75]
Bows (24")									
Keywords: Human									
Troop (10)[75]	5	5+	5+	3+	1	8	9/11	2	[75]
Bows (24")									
Keywords: Human									
Troop (10)[75]	5	5+	5+	3+	1	8	9/11	2	[75]
Bows (24")									
Keywords: Human									

Knights									Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10)[220]	9	3+	-	5+	3	16	14/16	3	[190]
Indomitable Will									[10]
Brew of Haste									[20]
Special Rules: Headstrong, Thunderous Charge(2),Indomitable Will									
Keywords: Human, Knight									
Regiment (10)[235]	8	3+	-	5+	3	16	14/16	3	[190]
Indomitable Will									[10]
Wine of Elvenkind									[35]
Special Rules: Headstrong, Thunderous Charge(2),Indomitable Will, Nimble									
Keywords: Human, Knight									

Siege Artillery								War Engine	
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[90]	5	0+	5+	4+	0	2	9/11	2	[90]
Artillery Strike (48", Blast(D3+1),Indirect, Piercing(3),Reload, Ignores Obscured)									
<b>Keywords:</b> Artillery, Human									
1[90]	5	0+	5+	4+	0	2	9/11	2	[90]
Artillery Strike (48", Blast(D3+1),Indirect, Piercing(3),Reload, Ignores Obscured)									
<b>Keywords:</b> Artillery, Human									
1[90]	5	0+	5+	4+	0	2	9/11	2	[90]
Artillery Strike (48", Blast(D3+1),Indirect, Piercing(3),Reload, Ignores Obscured)									
<b>Keywords:</b> Artillery, Human									

Wizard								Hero (Infantry)	
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 2[130]	5	5+	-	4+	0	1	10/12	2	[50]
Shroud of the Saint									[25]
Knowledgeable[1]									[10]
Fireball (6)									[0]
Heal (5)									[20]
Barkskin[1](5)									[25]
<b>Special Rules:</b> Individual									
<b>Keywords:</b> Human									

General on Winged Beast								Hero (Monster)	
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1[225]	10	2+	-	5+	1	7	14/16	5	[190]
Brew of Sharpness									[35]
<b>Special Rules:</b> Crushing Strength(2),Fly, Nimble, Thunderous Charge(1),Very Inspiring									
<b>Keywords:</b> Beast, Human									

**Ally: Elves [420]**

Stormwind Cavalry									Cavalry
Unit Size	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10)[210]	9	3+	-	5+	3	16	14/16	3	[210]
Special Rules: Elite(Melee),Thunderous Charge(2)									
Keywords: Elf									
Regiment (10)[210]	9	3+	-	5+	3	16	14/16	3	[210]
Special Rules: Elite(Melee),Thunderous Charge(2)									
Keywords: Elf									

<b>Total Units:</b>	15	<b>Total Unit Strength:</b>	25
<b>Total Primary Core Points:</b>	1880 (81.7%)	<b>Total Ally Core Points:</b>	420 (18.3%)
<b>Artefacts Points:</b>	135		
<b>Troops &amp; Irregulars:</b>	4	<b>Allied Troops &amp; Irregulars:</b>	0
<b>Regiments:</b>	2	<b>Allied Regiments:</b>	2
<b>Infantry Hordes &amp; Legions:</b>	2	<b>Allied Infantry Hordes &amp; Legions:</b>	0
<b>War Engines:</b>	3	<b>Allied War Engines:</b>	0
<b>Heros:</b>	2	<b>Allied Heros:</b>	0
<b>Slots:</b> Any(2),Hero Only(2),War Engine Only(2),Monster/Titan Only(2),Large+ Horde Unlocks(0),Large+ Legion Unlocks(0)			
<b>Ally Slots:</b> Any(2),Hero Only(0),War Engine Only(0),Monster/Titan Only(0),Large+ Horde Unlocks(0),Large+ Legion Unlocks(0)			

Special Rule	Description
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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the Brutal and Dread special rules, the attacking player must choose which to use.
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.
Ensnare	Melee attacks against the target unit's front suffer an additional -1 to hit.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Headstrong	If a unit with this rule begins its turn Wavering, roll a die before declaring a Movement order (including Halt) for this unit. On a 3+ it shrugs off the effects of Wavering and is Disordered instead. Adjust any counters on the unit as required.
Ignores Obscured	Ranged attacks made by this unit do not suffer the -1 to hit modifier from Cover that is granted by targeting an Obscured Target (although the unit may still benefit from Cover from another source (e.g. by being Concealed)).
Indirect	The unit cannot make Ranged attacks on targets that are within 12".
Individual	See the Rules Chapter for Individuals
Indomitable Will	Once per game, during your turn, you may choose to make the unit Fearless and

gain the Inspiring (Self) special rule. Both of these last until the start of your next turn. In addition, if this unit is currently Wavered it becomes Steady. The unit's Indomitable Will is then depleted and cannot be used again for the remainder of the game.

Lifeleech	When this unit completes its to-hit and to-damage rolls in Melee combat, it regains one point of damage it has previously suffered for every point of damage it causes on the enemy unit, up to a maximum of n. Lifeleech has a maximum total of 3.
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.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly 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.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
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. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).

Spell	Description	Special Rules
<b>Fireball</b> Range: 12"  Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
<b>Heal</b> Range: 12"  Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
<b>Barkskin[1]</b> Range: 12"  Friendly, Self, CC	Unlike most spells that always hit on a 4+, this spell rolls to hit on a result equal to the target's Defence value (e.g. when targeting a Defence 5 unit, the spell will hit on a 5+ before any other modifiers are applied). For each hit scored, place a Barkskin token on the target unit (use a different coloured die or suitable markers). Whenever a unit with one or more Barkskin tokens would suffer damage, it instead removes one Barkskin token per point of damage taken. Once all Barkskin tokens	

have been removed, excess damage is suffered by the unit as normal. Removing a Barkskin token does not count as taking damage for the purposes of requiring a Nerve test or other special rules, but will still Disorder the target if the token was removed in Melee. At the start of the caster's following Turn, all remaining Barkskin tokens on the target unit are removed from play.

---

Artefact	Description
Hann's Sanguinary Scripture	The unit gains the Lifeleech (+1) special rule.
Pipes of Terror	This unit gains the Brutal special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 2.
Brew of Sharpness	The unit has a +1 to hit modifier with Melee attacks.
Wine of Elvenkind	The unit gains the Nimble special rule.