



**NEUTRAL**

## Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	4	-	4	2	4	25	21/23	[200]
Elite (Melee) Keywords: Elf, Kindred									

## Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	4	4	3	2	3	12	14/16	[175]
Elite, Pathfinder, Scout, Stealthy Bows (24", Steady Aim) Keywords: Elf, Kindred, Tracker									
Regiment(20)	6	4	4	3	2	3	12	14/16	[175]
Elite, Pathfinder, Scout, Stealthy Bows (24", Steady Aim) Keywords: Elf, Kindred, Tracker									

## Large Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	10	3	-	4	3	2	9	-/14	[130]
Fly, Nimble, Pathfinder, Shambling Keywords: Airbound, Elemental									
Regiment(3)	10	3	-	4	3	2	9	-/14	[130]
Fly, Nimble, Pathfinder, Shambling Keywords: Airbound, Elemental									

## Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	4	4	3	1	7	11/13	[130]
Nimble									
Shortbows (18", Elite (Ranged), Steady Aim)									
Keywords: Elf									

## Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	3	-	5	3	3	16	14/16	215
Brew of Strength									30
Gain Pathfinder									15
Elite (Melee), Thunderous Charge (2), Pathfinder									[260]
Keywords: Elf									
Regiment(10)	9	3	-	5	3	3	16	14/16	215
Chant of Hate									20
Gain Pathfinder									15
Elite (Melee), Thunderous Charge (2), Pathfinder									[250]
Keywords: Elf									
Regiment(10)	9	3	-	5	3	3	16	15/17	215
Upgrade to Quicksilver Lancers [1] (Regiment only) - Gain Nimble and increase									25
Waver/Route values +1									
Gain Pathfinder									15
Elite (Melee), Thunderous Charge (2), Nimble, Pathfinder									[255]
Keywords: Elf									

Greater Air Elemental									Monster Spellcaster: 0
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	4	5	1	10	-/18	180
Wind Blast (6)									25
Crushing Strength (1), Fly, Nimble, Pathfinder, Shambling, Thunderous Charge (1)									[205]
Spells: Wind Blast (6)									
Keywords: Airbound, Elemental									
Master Hunter									Hero (Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	7	3	3	4	2	0	4	11/13	115
Scythe of the Harvester									15
Deathroot Arrows									5
Elite, Individual, Inspiring, Pathfinder, Scout, Stealthy									[135]
Bows (24", Piercing (1))									
Keywords: Elf, Tracker									
Army Standard Bearer									Hero (Cav)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	9	4	-	4	3	0	1	10/12	60
Tome of Darkness									20
Mount on a Horse, increasing Speed to 9 and changing to Hero (Cav - Height: 3)									25
Elite (Melee), Individual, Inspiring									[105]
Keywords: Elf									
Nimue Waydancer [1]									Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	4	2	0	1	12/14	[150]
Cloak of Death, Individual, Inspiring, Stealthy, Wanderer of the Ways									
Spells: Fireball (10), Heal (4), Surge (4), Wind Blast (5)									
Keywords: Elf, Verdant									

Total Unit Strength: 25  
Total Core: 2300 (100%)

Total Units: 13



## SPECIAL RULES AND SPELLS:

<b>Brew of Strength</b>	The unit gains the <i>Crushing Strength</i> (+1) special rule.
<b>Chant of Hate</b>	The unit gains the <i>Vicious</i> special rule.
<b>Cloak of Death</b>	In the Movement phase, after the 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 <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Deathroot Arrows</b>	Once per game, when the unit rolls to damage with a ranged weapon, you may choose to reroll up to 3 dice that score a natural, unmodified 1. The unit's Deathroot Arrows are then destroyed and cannot be used again for the remainder of the game.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<b>Fly</b>	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.
<b>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)

<b>Inspiring</b>	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.
<b>Nimble</b>	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.
<b>Pathfinder</b>	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.
<b>Piercing</b>	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
<b>Scout</b>	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.
<b>Scythe of the Harvester</b>	Individuals only. The unit gains the Rampage (D3) special rule.
<b>Shambling</b>	The unit cannot be given an At the Double Movement order, except when carrying out a <i>Scout</i> move.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Surge</b>	<p>Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. If this movement brings it into contact with an Enemy unit, treat this as a successful Charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken in the previous Ranged phase.</p> <p>If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack.</p> <p>If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged.</p> <p>If the Surge move took the unit over an Obstacle or through Difficult Terrain, then it will be Hindered in the ensuing combat as normal.</p> <p>This spell has no effect on units with Speed 0.</p>
<b>Thunderous Charge</b>	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).
<b>Tome of Darkness</b>	The unit gains the Surge (5) spell, or if the unit already has a Surge spell, its value is increased by 3.
<b>Wanderer of the Ways</b>	Once per game, before Nimue Waydancer is given an order, she increases her Speed to 10 and gains the Fly special rule until the end of the turn. In the turn this ability is activated, Nimue Waydancer may still cast spells even if she was given an At The Double order.
<b>Wind Blast</b>	<p>Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from 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 1" away from enemy units or just out of contact with blocking terrains and friends.</p> <p>This spell has no effect on Speed 0 units.</p>