

Elves (Good)								
Spearmen								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	6	4+	-	4+	10	14/16	110	Elite, Phalanx
- Banner							15	
- Musician							10	
Regiment(20)	6	4+	-	4+	10	14/16	110	Elite, Phalanx
- Banner							15	
- Musician							10	
Bowmen								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	4+	4+	4+	10	11/13	120	Bows, Elite
Troop(10)	6	4+	4+	4+	10	11/13	120	Bows, Elite
Scouts								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(10)	6	4+	4+	3+	10	11/13	105	Bows, Elite, Nimble, Vanguard
Stormwind Cavalry								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	9	3+	-	5+	8	11/13	95	Crushing Strength (2), Elite
Bolt Thrower								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	-	4+	4+	2	10/12	75	Blast (D3), Elite, Piercing (2)
(1)	6	-	4+	4+	2	10/12	75	Blast (D3), Elite, Piercing (2)
Elven Mage-Queen								Hero
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	4+	1	11/13	120	Elite, Heal (3), Individual, Zap! (5)
- Mount on a horse, increasing Speed to 9							10	
- Talisman of Inspiration							10	
							1000	

- Banner** When testing the Nerve of an enemy unit that has a banner, you suffer from -1 penalty to your total, as the enemy will be braver under the colours of their lord. Note that this does not apply to Heroes that carry banners.
- Blast** This rule is used for all weapons that explode on impact with the target or otherwise inflict massive amounts of damage with a single hit. If the unit's ranged attack hits the target, roll a die as indicated in the bracket and multiply the hit by the result of the die. For example, if a unit suffers a hit from a Blast (D6) ranged attack, it will suffer from one to six hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused.
- Crushing Strength** Used to represent the devastating effects of melee hits from creatures of terrible strength or that are equipped with very heavy close combat weapons or even magical weaponry. All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Elite** Creatures with this rule are supremely skilled – true masters of the art of war. Whenever the unit rolls to hit, it can re-roll one of the dice that failed to hit.
- Heal** Some magical beings can help battered and demoralised regiments, healing individual warriors and shoring up the unit's courage. For Undead wizards, 'healing' involves raising fallen warriors (from both sides!). The unit has a ranged attack that can only target friendly units, including when in melee with the enemy (and not the healing unit itself). You roll (n) dice for this ranged attack rather than using the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. For every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.
- Individual** A single guy running around the battlefield benefits from having much greater freedom of movement than regimented troops, and is difficult to pinpoint in the confusion of battle (unless he's sitting on a huge flying beast, that is). Units with this rule are normally made of a single model representing a roughly mansized individual. These obviously behave in a very different manner from regimented units or very large creatures. The following rules represent this:
The individual does not have any flank or rear facings. Consequently, it is able to see, and therefore shoot and charge, all around.
The individual can make any number of pivots around its centre as it moves, including At The Double!
Enemies never double/treble their Attacks when fighting the individual, regardless of their position. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however.
When shooting against the individual, enemies suffer an additional -1 penalty on their rolls to hit.
When charging the individual, move into contact with it normally, but after making contact, turn the individual to face the front of one of the units you charged it with rather than the other way around. In addition, if the individual is routed and the charger decides to advance D6" directly forward, it can make contact with another enemy unit. This is treated as a successful charge and the charger is lined up against the new enemy as normal and can immediately attack again! This rule represents the fact that an individual is often not enough to completely stop a charging unit in its tracks. Note that this rule applies to charging individuals as well.
- Musician** When testing the Nerve of an enemy unit in combat with one or more of your units containing a musician, you can add +1 to your total, as the terrifying effects of the instrument take their toll on the foe's morale.
- Nimble** Used for flyers, single individuals and lightly armed units like skirmishers and scouting cavalry, this rule makes the unit considerably more manoeuvrable. The unit can make a single extra pivot of up to 90 degrees around its centre at any point during its movement, even At The Double!
- Phalanx** From the front, these units look like a forest of sharp spikes pointing at you – not the most

inviting of proposals for a charging horse... or anyone else really. The unit rolls an extra 5 Attacks in melee if it is a Regiment, or 10 extra Attacks if it is a Horde. These attacks are added after multiplying the Attacks for flank/rear charges. In addition, Cavalry units and units with the Fly special rule that charge this unit's front suffer from a -1 penalty on their rolls to hit.

Piercing This rule is used for all ranged attacks that can penetrate armour with ease (such as shots from rifles and war engines), as well as spells and other magical ranged attacks. All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage. In addition, ranged attacks with a Piercing value of at least (3) are so powerful that they can punch their way through cover easily, so they never suffer the -1 penalty for soft cover on their rolls to hit. They also suffer a -1 rather than -2 to hit when shooting at targets in hard cover.

Talisman of Inspiration This artefact can only be used by Heroes. The Hero has the Inspiring special rule.

Vanguard This unit is trained to range ahead of the main force, scouting the terrain and gathering information about the enemy. The unit can make a single At the Double move after set-up is finished, but before the players roll to decide who goes first. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of his Vanguard units first, then the players alternate until all Vanguard units have been moved.

Zap! This represents all sorts of assorted sorcerous nastiness – "Fireballs from his eyes and bolts of lightning from his..." ahem... The unit has a ranged attack. You roll (n) dice for this ranged attack rather than using the Attacks value of the unit. This attack has a range of 24", always hits on 4+ (regardless of modifiers) and is Piercing (1).