

THE ELVES

ALIGNMENT: Good

ARMY SPECIAL RULE: all units are *Elite*.

SPEARMEN

SPEARMEN TROOP Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	6	4+	-	4+	10	3

Special: Can have banner (+10 pts), musician (+5 pts)

SPEARMEN REGIMENT Cost: 110 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	4+	-	4+	10	6

Special: Phalanx

Can have banner (+15 pts), musician (+10 pts)

SPEARMEN HORDE Cost: 210 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	6	4+	-	4+	20	13

Special: Phalanx

Can have banner (+20 pts), musician (+15 pts)

SEA GUARD

SEA GUARD REGIMENT Cost: 200 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	4+	4+	4+	10	6

Special: Bow, Phalanx

Can have banner (+15 pts), musician (+10 pts)

SEA GUARD HORDE Cost: 380 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	6	4+	4+	4+	20	13

Special: Bow, Phalanx

Can have banner (+20 pts), musician (+15 pts)

BOWMEN

BOWMEN TROOP Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	6	4+	4+	4+	10	3

Special: Bow

Can have banner (+10 pts), musician (+5 pts)

BOWMEN REGIMENT Cost: 160 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	4+	4+	4+	10	6

Special: Bow

Can have banner (+15 pts), musician (+10 pts)

BOWMEN HORDE Cost: 305 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	6	4+	4+	4+	20	13

Special: Bow

Can have banner (+20 pts), musician (+15 pts)

SCOUTS

SCOUT TROOP Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	7	4+	4+	3+	10	3

Special: Bow, Nimble

Can have musician (+5 pts)

SCOUT REGIMENT Cost: 140 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	7	4+	4+	3+	10	6

Special: Bow

Can have banner (+15 pts), musician (+10 pts)

PALACE GUARD

PALACE GUARD TROOP Cost: 35 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	6	3+	-	4+	5	2

Special: Crushing Strength (1)

Can have banner (+10 pts), musician (+5 pts)

PALACE GUARD HALF-REGIMENT Cost: 65 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	6	3+	-	4+	10	3

Special: Crushing Strength (1)

Can have banner (+15 pts), musician (+10 pts)

PALACE GUARD REGIMENT Cost: 120 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	3+	-	4+	10	6

Special: Crushing Strength (1)

Can have banner (+20 pts), musician (+15 pts)

STORMWIND CAVALRY

STORMWIND CAVALRY TROOP Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (5)	9	3+	-	5+	8	3

Special: Crushing Strength (1)

Can have banner (+15 pts), musician (+10 pts)

STORMWIND CAVALRY REGIMENT Cost: 160 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (10)	9	3+	-	5+	16	6

Special: Crushing Strength (1)

Can have banner (+20 pts), musician (+15 pts)

WAR ENGINES

BOLT THROWER Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	6	-	4+	4+	6	2

Special: Piercing (2)

DRAGON BREATH Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	6	-	-	4+	*	2

Special: Breath Attack (20)

HEROES/MONSTERS

LORD ON BATTLE DRAGON Cost: 350 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	10	3+	-	5+	10	9

Special: Inspiring, Fly, Crushing Strength (2), Breath Attack (15)

KING Cost: 120 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	6	3+	-	5+	5	6

Special: Individual, Inspiring, Crushing Strength (1).

Can have an Elven Sabre-toothed Pussycat for +50 pts.

MAGE-QUEEN Cost: 120 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	7	4+	4+	4+	1	3

Special: Individual, Zap! (5), Healer (3)

PRINCE Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	6	3+	-	5+	3	3

Special: Individual, Crushing Strength (1)

ARMY STANDARD BEARER Cost: 30 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	6	4+	-	4+	1	2

Special: Individual, Inspiring