

ELVES

Alignment: Good

Army Special Rules

Unless otherwise specified, all units are *Elite*.

Elven Sabre-Toothed Pussycat

Meeoww!

Mark a Hero that is accompanied by a sabre-toothed pussycat with an Elven cat model. The Hero then counts as being equipped with a throwing weapon that can be used only once per game (remove the cat once it has been unleashed). This weapon can only be used against Heroes or Monsters, War Engines and units of Infantry or Cavalry of 10 models or less. The cat, with typical feline obedience, refuses to attack any body of troops larger than that.

When you send the cat to seek its prey, roll 5 dice to hit, regardless of the firer's Attacks. The cat always hits on 4+, regardless of modifiers, and has the *Piercing (1)* rule. Then, for any point of damage caused, roll to hit and to damage again, as the cat has its way with the victims. Repeat this process again and again until you fail to score any damage, at which point the cat has been slain or has wandered off to lick the gore off its paws.

Palace Guard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	3+	-	4+	5	10/12	35
Half-Regt. (10)	6	3+	-	4+	10	11/13	65
Regiment (20)	6	3+	-	4+	10	14/16	120

Special: *Crushing Strength (1)*

Options: Banner (+15 pts); Musician (+10 pts)

Sea Guard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	6	4+	4+	4+	10	14/16	200
Horde (40)	6	4+	4+	4+	20	21/23	380

Special: Bows, *Phalanx*

Options: Banner (+15 pts); Musician (+10 pts)

Spearmen

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	-	4+	10	11/13	60
Regiment (20)	6	4+	-	4+	10	14/16	110
Horde (40)	6	4+	-	4+	20	21/23	210

Special: *Phalanx*

Options: Banner (+15 pts); Musician (+10 pts)

Bowmen

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	4+	10	11/13	90
Regiment (20)	6	4+	4+	4+	10	14/16	160
Horde (40)	6	4+	4+	4+	20	21/23	305

Special: Bows

Options: Banner (+15 pts); Musician (+10 pts)

The Green Lady [1] H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	-	-	6+	-	14/16	200

Special: *Fly*, *Heal (8)*, *Inspiring*, *Regeneration*

Options: Up to 2 Sabre-Toothed Pussycats (+50 pts each)

Stormwind Cavalry Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	3+	-	5+	8	11/13	95
Regiment (10)	9	3+	-	5+	16	14/16	170

Special: *Crushing Strength (2)*

Options: Banner (+15 pts); Musician (+10 pts)

Forest Shamblers Large Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	5+	3	-/12	40
Troop (3)	6	4+	-	5+	9	-/14	90
Regiment (6)	6	4+	-	5+	18	-/17	160

Special: *Shambling*, *Crushing Strength (1)*, *Vanguard*. This unit is not *Elite*.

Drakon Riders Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	3	10/12	70
Troop (3)	10	3+	-	5+	9	12/14	160
Regiment (6)	10	3+	-	5+	18	15/17	305

Special: *Crushing Strength (2)*, *Fly*

Options: Banner (+15 pts); Musician (+10 pts)

Scouts Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	4+	4+	3+	10	11/13	90
Regiment (20)	6	4+	4+	3+	10	14/16	140

Special: Bows. A Troop has *Nimble* & *Vanguard*

Options: Banner (+15 pts); Musician (+10 pts)

Bolt Thrower War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	-	4+	4+	2	10/12	75

Special: *Blast (D3)*, *Piercing (2)*

Sylvan Folk Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	6	4+	-	4+	10	10/12	40
Half-Regt. (10)	6	4+	-	4+	20	11/13	75
Regiment (20)	6	4+	-	4+	20	14/16	140

Special: *Vanguard*. This unit is not *Elite*.

Dragon Breath War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	-	-	4+	*	10/12	60

Special: *Breath Attack (20)*

Elven King H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	5	14/16	120

Special: *Crushing Strength (1)*,
Individual

Options: Mount on a horse,
increasing Speed to 9 (+20 pts);
Sabre-Toothed Pussycat (+50 pts)

Elven Mage-Queen H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	1	11/13	120

Special: *Heal (3)*, *Individual*, *Zap! (5)*

Options: Mount on a horse,
increasing Speed to 9 (+10 pts);
Sabre-Toothed Pussycat (+50 pts)

Elf Lord on Drakon H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	5	14/16	150

Special: *Crushing Strength (2)*, *Fly*, *Inspiring*

Tree Herder H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	6+	5	18/20	300

Special: *Crushing Strength (2)*, *Vanguard*.
A Tree Herder is not *Elite*.

Elf Army Standard Bearer H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	4+	-	4+	1	10/12	30

Special: *Individual*, *Inspiring*

Options: Mount on a horse, increasing Speed
to 9 (+5 pts)

Elven Prince H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	3	11/13	60

Special: *Crushing Strength (1)*,
Individual

Options: Mount on a horse,
increasing Speed to 9 (+10 pts);
Sabre-Toothed Pussycat (+50 pts)

Elf Lord on Battle Dragon H/M

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	10	3+	-	5+	8	17/19	350

Special: *Breath Attack (15)*, *Crushing Strength (3)*
Fly, *Inspiring*