Elves (Good)

Stormwind Cavalry — Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	9	3+	-	5+	16	14/16	215	Elite, Thunderous Charge (2)
Regiment(10)	9	3+	-	5+	16	14/16	215	Elite, Thunderous Charge (2)

Drakon Riders — Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	10	3+	-	5+	18	15/17	270	Crushing Strength (1), Elite, Fly, Thunderous Charge (1)
Horde(6)	10	3+	-	5+	18	15/17	270	Crushing Strength (1), Elite, Fly, Thunderous Charge (1)
- Maccwar's Potion of the Caterpillar							20	

War Chariots — Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(3)	8	4+	4+	4+	8	13/15	140	Base Size: (50x100mm), Bows (Range 24"), Elite, Thunderous Charge (2)

Army Standard Bearer — Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	5+	-	4+	1	10/12	50	Hero (Cav), Elite, Individual, Inspiring
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15	
- Lute of Insatiable Darkness							25	

Elven Mage — Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	5+	-	4+	1	10/12	75	Hero (Cav), Bane-chant (2), Elite, Heal (3), Individual, Martyr's Prayer (7)
- Bane Chant (2)							15	
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15	
- Martyr's Prayer (7) (L)							25	

Elven King — Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	3+	-	5+	5	13/15	120	Hero (Cav), Crushing Strength (1), Elite, Individual, Inspiring
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							20	
- Mace of Crushing							5	

Dragon Kindred Lord — Hero (Mon)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	3+	-	5+	10	17/19	310	Hero (Mon), Breath Attack (10), Crushing Strength (3), Elite, Fly, Inspiring

The Green Lady[1] — Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	10	-	-	6+	-	14/16	200	Hero (Inf), Elite, Fly, Heal (8), Individual, Inspiring, Pathfinder, Regeneration (5+)

Kings Champions[1] — Formation

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	20	Formation: Kings Champions

Trident Realm (Neutral)

Naiad Wyrmriders — Large Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	9	3+	-	4+	18	15/17	240	Crushing Strength (1), Pathfinder, Regeneration (4+), Thunderous Charge (1)

Naiad Envoy — Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	4+	-	4+	1	9/11	60	Hero (Inf), Drain Life (6), Ensnare, Individual, Inspiring, Pathfinder, Regeneration (4+)
- Drain Life (6)							25	
							2350	

Bane-chant Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored (two or more for ranged attack/Piercing) from the same casting, for the rest of the turn all of the unit's melee and ranged attacks increase their Crushing Strength and Piercing by 1, or gain Crushing Strength(1) or Piercing(1) if they don't already have it. Note that multiple bane-chants hitting the same unit do not have cumulative effects.

Breath Attack The unit has a ranged attack for which you roll (n) dice rather than the Attacks value of the unit. This attack has a range of 12" and always hits on 4+, regardless of any modifier. When targeting enemy units in cover or with the Stealthy special rule, these attacks hit on a 5+ instead of 4+.

Crushing Strength All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.

Drain Life 6" range. May target enemy units that are engaged in combat. Roll to damage as normal with Piercing(1). If one or more points of damage are scored, choose either the caster or a single friendly non-allied unit with 6". Remove one point of damage from the chosen unit for each point of damage dealt to the target. If this is cast into melee, the target will not take a Nerve test at the end of the Shoot phase.

Elite Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.

Ensnare When attacking this unit in its front, enemies suffer an additional -1 to hit in melee.

Fly The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.

Formation: Kings Champions Formation must contain:
2x Stormwind Cavalry Regiments
1x Elven King (Mounted)
Each unit in this formation is granted the Headstrong special rule. The Elven King in this formation increases its Melee to 2+.

Heal Spell. Range 12". Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for every hit 'inflicted', the friendly unit removes a point of damage that it has previously suffered.

Individual
Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
Move Individuals have the Nimble special rule.
Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additionals -1 to hit modifier.
Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. 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. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.

Inspiring	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
Lute of Insatiable Darkness	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
Maccwar's Potion of the Caterpillar	The unit has the Pathfinder special rule.
Mace of Crushing	Whenever the unit rolls to damage in melee, it can re-roll one of the dice that failed to damage.
Martyr's Prayer	12" range. Target friendly units only, including units engaged in combat. Instead of causing damage, for each hit scored remove one point of damage which has been previously taken by the target and transfer it to the caster. The caster will not take a nerve test for damage taken in this way.
Pathfinder	The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
Regeneratio n (4+)	Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 4+, the unit recovers a point of damage.
Regeneratio n (5+)	Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.
Thunderous Charge	All melee hits inflicted by the 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 1 when Hindered.