

# ELF ARMIES

## Elf Army Special Rules

**Alignment: Good**

**Battle Hardened**  
All units in this list have Elite, unless specified otherwise.

**Elven Sabre-Toothed Pussycat**  
*Meeoww!*

Mark a Hero that is accompanied by a sabre-toothed pussycat with an Elven cat model. The Hero has a ranged attack with a range of 12" 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 Troops. 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.

### Kindred Tallspears Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	-	4+	10	10/12	100
Regiment (20)	6	4+	-	4+	15	14/16	140
Horde (40)	6	4+	-	4+	30	21/23	230

**Special**  
Phalanx

### Palace Guard Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	3+	-	4+	10	11/13	105
Regiment (20)	6	3+	-	4+	12	15/17	150

**Special**  
Crushing Strength (1)

### Kindred Archers Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	5+	4+	4+	8	10/12	115
Regiment (20)	6	5+	4+	4+	10	14/16	150
Horde (40)	6	5+	4+	4+	20	21/23	250

**Special**  
Bows

### Kindred Gladestalkers Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	4+	3+	8	10/12	130
Regiment (20)	6	4+	4+	3+	10	14/16	175

**Special**  
Bows, Pathfinder, Vanguard

### Hunters of the Wild Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	6	4+	-	4+	20	10/12	135
Regiment (20)	6	4+	-	4+	25	14/16	190

**Special**  
Vanguard, Pathfinder. This unit is not Elite.

## Forest Shamblers Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	-	5+	9	-/14	125
Horde (6)	6	4+	-	5+	18	-/17	190

### Special

Crushing Strength (1), Pathfinder, Shambling, Vanguard. This unit is not Elite.

## Stormwind Cavalry Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	9	3+	-	5+	8	11/13	140
Regiment (10)	9	3+	-	5+	16	14/16	215

### Special

Thunderous Charge (2)

## Bolt Thrower War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	-	4+	4+	2	10/12	90

### Special

Blast (D3), Piercing (2), Reload!

## Elven King Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	3+	-	5+	5	13/15	120

### Special

Crushing Strength (1), Individual, Inspiring

### Options

- Mount on a horse, increasing Speed to 9 (+20 pts) and changing to Hero (Cav)
- Sabre-Toothed Pussycat (+10 pts)

## Elven Prince Hero (Inf)

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

### Special

Crushing Strength (1), Individual

### Options

- Mount on a horse, increasing Speed to 9 (+15 pts) and changing to Hero (Cav)
- Sabre-Toothed Pussycat (+10 pts)

## Army Standard Bearer Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	5+	-	4+	1	10/12	50

### Special

Individual, Inspiring

### Options

- Mount on a horse, increasing Speed to 9 (+15 pts) and changing to Hero (Cav)

## Elven Mage Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	5+	-	4+	1	10/12	75

### Special

Heal (3), Individual

### Options

- Lightning Bolt (5) for +45 pts
- Wind Blast (5) for +30 pts
- Fireball (10) for +10 pts
- Bane Chant (2) for +15 pts
- Mount on a horse, increasing Speed to 9 (+15 pts) and changing to Hero (Cav)
- Sabre-Toothed Pussycat (+10 pts)