

# 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