

Elf Warband												
Unit	Sp	Me	Ra	Ar	Ne	Wn	H	R	M	Type	Qty	Pts
Prince	6	3+	4+	4+	4+	4	2	2D8	4D8	Command	1	44
6th Sense, Crushing Strength(1), Inspiring												
BATTLE RAGE (2) - If this model can Engage an enemy model with a follow-up move, it may Engage that model and initiate another Melee by using the ability to go into a Battle Rage. This model will not get any bonus dice for charging however. Once this second Melee has been resolved, mark this model as Fatigued.												
Rare Long Bow (Range 15")												
Guardian Shambler	5	5+	-	3+	5+	6	3	-	3D8	Large	1	35
Crushing Strength(2), Steady												
Battle-mage	6	5+	4+	6+	4+	3	2	1D8	2D8	Spellcaster	1	38
Heal (short), Lightning Bolt (long), Mind Storm (long)												
RANGE BOOST(2) - Use this ability to increase the range of one of the caster's spells by 6" (where a Range is specified). The RANGE BOOST must be paid for during the caster's activation just before the chosen spell is cast.												
Lucky Charm												
Kindred Archer	6	6+	4+	5+	5+	2	2	2D8	1D8	Warrior	2	32
Bow (Range 12")												
Kindred Tallspear	6	4+	6+	5+	5+	2	2	1D8	2D8	Warrior	2	26
Spear												
Citizen Levy	6	5+	6+	5+	5+	1	2	1D8	2D8	Grunt	1	8
Battle-cat	7	5+	-	6+	5+	2	2	-	3D8	Support	1	13
Bloodlust												