

THE ELVES

ALIGNMENT: GOOD

SPEARMEN

SPEARMEN TROOP Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	6	4+	-	4+	10	3

Special: Elite

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: Elite, 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: Elite, Phalanx

Can have banner (+20 pts), musician (+15 pts)

SEA GUARD

SEA GUARD REGIMENT Cost: 160 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	4+	4+	4+	10	6

Special: Elite, Bow, Phalanx

Can have banner (+15 pts), musician (+10 pts)

SEA GUARD HORDE Cost: 305 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	6	4+	4+	4+	20	13

Special: Elite, Bow, Phalanx

Can have banner (+20 pts), musician (+15 pts)

BOWMEN TROOP Cost: 85 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	6	4+	4+	4+	10	3

Special: Elite, Bow

Can have banner (+10 pts), musician (+5 pts)

BOWMEN

BOWMEN REGIMENT Cost: 150 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	4+	4+	4+	10	6

Special: Elite, Bow

Can have banner (+15 pts), musician (+10 pts)

BOWMEN HORDE Cost: 285 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	6	4+	4+	4+	20	13

Special: Elite, 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: Elite, 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: Elite, 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: Elite, 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: Elite, 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: Elite, 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+	7	3

Special: Elite, 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+	12	6

Special: Elite, Crushing Strength (1)

Can have banner (+20 pts), musician (+15 pts)

WAR ENGINES

BOLT THROWER Cost: 75 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	6	-	4+	4+	10	2

Special: Elite, Piercing (1)

DRAGON BREATH Cost: 75 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	6	-	-	4+	*	2

Special: Elite, Breath (20)

HEROES/MONSTERS

LORD ON BATTLE DRAGON Cost: 300 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	10	3+	-	5+	10	9

Special: Elite, Inspiring, Fly, Crushing Strength (2), Breath (15)

KING Cost: 120 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	6	3+	-	5+	5	6

Special: Elite, Individual, Inspiring, Crushing Strength (1). Can have an Elven Saber-toothed Pussy for +50 pts.

MAGE-QUEEN Cost: 120 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	7	4+	4+	4+	1	3

Special: Elite, Individual, Zap! (10), Healer (3)

PRINCE Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	6	3+	-	5+	3	3

Special: Elite, 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: Elite, Individual, Inspiring

THE UNDEAD

ALIGNMENT: EVIL

SKELETONS

SKELETON TROOP Cost: 50 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	5	5+	-	4+	10	3

Special: Evil Dead, Shambling

Can have banner (+10 pts), musician (+5 pts). Can have Undead Giant Rats (Dogs?) for +20 pts.

SKELETON REGIMENT Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	5	5+	-	4+	10	6

Special: Evil Dead, Shambling

Can have banner (+15 pts), musician (+10 pts). Can have spears, gaining the Phalanx rule, for +15 pts. Can have Undead Giant Rats (Dogs?) for +40 pts.

SKELETON HORDE Cost: 170 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	5	5+	-	4+	20	13

Special: Evil Dead, Shambling

Can have banner (+20 pts), musician (+15 pts). Can have spears, gaining the Phalanx rule, for +25 pts. Can have Undead Giant Rats (Dogs?) for +60 pts.

SKELETON ARCHERS

SKELETON ARCHERS TROOP Cost: 50 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	5	5+	-	3+	10	3

Special: Evil Dead, Shambling, Bow

Can have banner (+10 pts), musician (+5 pts)

SKELETON ARCHERS REGIMENT Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	5	5+	-	3+	10	6

Special: Evil Dead, Shambling, Bow

Can have banner (+15 pts), musician (+10 pts).

SKELETON ARCHERS HORDE Cost: 170 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	5	5+	-	3+	20	13

Special: Evil Dead, Shambling, Bow

Can have banner (+20 pts), musician (+15 pts).

REVENANTS

REVENANT TROOP Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	5	5+	-	5+	10	3

Special: Evil Dead, Shambling

Can have banner (+10 pts), musician (+5 pts)

REVENANT REGIMENT Cost: 105 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	5	5+	-	5+	10	6

Special: Evil Dead, Shambling

Can have banner (+15 pts), musician (+10 pts)

REVENANT HORDE Cost: 200 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (40)	5	5+	-	5+	20	13

Special: Evil Dead, Shambling

Can have banner (+20 pts), musician (+15 pts)

WRAITHS

WRAITHS Cost: 100 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (5)	10	4+	-	6+	5	2

Special: Evil Dead, Shambling, Fly, Crushing Strength (1)

GHOULS

GHOUL TROOP Cost: 45 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (10)	6	4+	-	3+	10	1

Special: Evil Dead

GHOUL REGIMENT Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (20)	6	4+	-	3+	10	4

Special: Evil Dead

ZOMBIES

ZOMBIE REGIMENT Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (30)	5	5+	-	3+	15	8

Special: Evil Dead, Shambling

ZOMBIE HORDE Cost: 170 pts

Type	Sp	Me	Ra	De	At	Ne
Inf (50)	5	5+	-	3+	30	15

Special: Evil Dead, Shambling

REVENANT CAVALRY

REVENANT CAVALRY TROOP Cost: 75 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (5)	8	5+	-	5+	7	3

Special: Evil Dead, Shambling, Crushing Strength (1)

Can have banner (+15 pts), musician (+10 pts)

REVENANT CAVALRY REGIMENT Cost: 140 pts

Type	Sp	Me	Ra	De	At	Ne
Cav (10)	8	5+	-	5+	12	6

Special: Evil Dead, Shambling, Crushing Strength (1)

Can have banner (+20 pts), musician (+15 pts)

WAR ENGINES

BALEFIRE CATAPULT Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	5	-	6+	4+	12	2

Special: Evil Dead, Shambling, Indirect Fire, Piercing (2)

HEROES/MONSTERS

MHORGOTH THE FACELESS [1] Cost: 300 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	10	4+	3+	6+	5	7

Special: Evil Dead, Inspiring, Fly, Crushing Strength (1), Zap! (6), Breath (15), Healer (6)

VAMPIRE LORD ON PEGASUS Cost: 300 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	10	3+	3+	5+	10	6

Special: Evil Dead, Inspiring, Fly, Crushing Strength (1), Zap! (3), Healer (2)

REVENANT KING Cost: 110 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	4+	-	5+	5	6

Special: Evil Dead, Individual, Inspiring, Crushing Strength (1)

LICHE KING Cost: 150 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	5+	3+	4+	1	6

Special: Evil Dead, Individual, Zap! (5), Healer (5)

NECROMANCER Cost: 110 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	5+	3+	4+	1	3

Special: Evil Dead, Individual, Zap! (3), Healer (3)

ARMY STANDARD BEARER Cost: 25 pts

Type	Sp	Me	Ra	De	At	Ne
H/M	5	5+	-	4+	1	2

Special: Evil Dead, Shambling, Individual, Inspiring

THE DWARFS

ALIGNMENT: GOOD

IRONCLAD

IRONCLAD TROOP							Cost: 60 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (10)	4	4+	-	5+	10	3	
Special: Headstrong							
Can have banner (+10 pts), musician (+5 pts). Can have Dwarven Throwing Mastiffs for +30 pts.							

IRONCLAD REGIMENT							Cost: 110 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (20)	4	4+	-	5+	10	6	
Special: Headstrong							
Can have banner (+15 pts), musician (+10 pts). Can have Dwarven Throwing Mastiffs for +30 pts.							

IRONCLAD HORDE							Cost: 210 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (40)	4	4+	-	5+	20	13	
Special: Headstrong							
Can have banner (+20 pts), musician (+15 pts). Can have Dwarven Throwing Mastiffs for +60 pts.							

IRONWATCH

IRONWATCH TROOP							Cost: 60 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (10)	4	4+	5+	4+	10	3	
Special: Headstrong, Crossbow							
Can have banner (+10 pts), musician (+5 pts). Can exchange crossbows with rifles, gaining the <i>Piercing (1)</i> rule, for +15 pts.							

IRONWATCH REGIMENT							Cost: 115 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (20)	4	4+	5+	4+	10	6	
Special: Headstrong, Crossbow							
Can have banner (+15 pts), musician (+10 pts). Can exchange crossbows with rifles, gaining the <i>Piercing (1)</i> rule, for +20 pts.							

IRONWATCH HORDE							Cost: 225 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (40)	4	4+	5+	4+	20	13	
Special: Headstrong, Crossbow							
Can have banner (+20 pts), musician (+15 pts). Can exchange crossbows with rifles, gaining the <i>Piercing (1)</i> rule, for +40 pts.							

IRONGUARD

IRONGUARD TROOP							Cost: 35 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (5)	4	3+	-	5+	5	2	
Special: Headstrong							
Can have banner (+10 pts), musician (+5 pts)							

IRONGUARD HALF-REGIMENT							Cost: 65 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (10)	4	3+	-	5+	10	3	
Special: Headstrong							
Can have banner (+15 pts), musician (+10 pts)							

IRONGUARD REGIMENT							Cost: 130 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (20)	4	3+	-	5+	10	6	
Special: Headstrong							
Can have banner (+20 pts), musician (+15 pts)							

SHIELDBREAKERS

SHIELDBREAKERS TROOP							Cost: 35 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (5)	4	3+	-	4+	5	2	
Special: Headstrong, Crushing Strength (1)							
Can have banner (+10 pts), musician (+5 pts)							

SHIELDBREAKERS HALF-REGIMENT							Cost: 60 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (10)	4	3+	-	4+	10	3	
Special: Headstrong, Crushing Strength (1)							
Can have banner (+15 pts), musician (+10 pts)							

SHIELDBREAKERS REGIMENT							Cost: 115 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (20)	4	3+	-	4+	10	6	
Special: Headstrong, Crushing Strength (1)							
Can have banner (+20 pts), musician (+15 pts)							

BERSERKERS

BERSERKERS TROOP							Cost: 50 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (5)	5	4+	-	3+	10	4	
Special: Headstrong							
Can have banner (+10 pts), musician (+5 pts)							

BERSERKERS HALF-REGIMENT							Cost: 90 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (10)	5	4+	-	3+	20	6	
Special: Headstrong							
Can have banner (+15 pts), musician (+10 pts)							

BERSERKERS REGIMENT							Cost: 170 pts
Type	Sp	Me	Ra	De	At	Ne	
Inf (20)	5	4+	-	3+	25	12	
Special: Headstrong							
Can have banner (+20 pts), musician (+15 pts)							

WAR ENGINES

IRONBELCHER CANNON							Cost: 75 pts
Type	Sp	Me	Ra	De	At	Ne	
War Eng	4	-	5+	5+	6	2	
Special: Headstrong, Elite (only if within 6" of a Warsmith), Piercing (2)							

IRONBELCHER ORGAN GUN							Cost: 75 pts
Type	Sp	Me	Ra	De	At	Ne	
War Eng	4	-	5+	5+	12	2	
Special: Headstrong, Elite (only if within 6" of a Warsmith), Range 24", Piercing (1)							

FIRE BELCHER							Cost: 75 pts
Type	Sp	Me	Ra	De	At	Ne	
War Eng	4	-	-	5+	*	2	
Special: Headstrong, Elite (only if within 6" of a Warsmith), Breath (20)							

HEROES/MONSTERS

KING							Cost: 130 pts
Type	Sp	Me	Ra	De	At	Ne	
H/M	4	3+	-	6+	5	6	
Special: Headstrong, Individual, Inspiring, Crushing Strength (1)							

BERSERKER LORD							Cost: 130 pts
Type	Sp	Me	Ra	De	At	Ne	
H/M	5	3+	-	4+	8	9	
Special: Headstrong, Individual, Crushing Strength (1), Inspiring (Berserkers only)							

WARSMITH							Cost: 50 pts
Type	Sp	Me	Ra	De	At	Ne	
H/M	4	4+	-	5+	2	2	
S p e c i a l : Headstrong, Individual, Crushing Strength (1)							

ARMY STANDARD BEARER							Cost: 30 pts
Type	Sp	Me	Ra	De	At	Ne	
H/M	4	4+	-	5+	1	2	
Special: Headstrong, Individual, Inspiring							