

Elves [1995]

Palace Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [160] Two-handed Weapons Special Rules: <i>Elite(Melee),Crushing Strength(1)</i> Keywords: <i>Elf, Warhost</i>	6	3+	-	4+	3	12	15/17	2	[160] [0]

Kindred Archers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde [210] Bows (24") Special Rules: <i>Elite(Ranged)</i> Keywords: <i>Elf, Kindred, Warhost</i>	6	5+	5+	4+	3	20	21/23	2	[210]

Therennian Sea Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment [150] Bows (24", Steady Aim) Special Rules: <i>Elite(Melee),Phalanx</i> Keywords: <i>Elf</i>	6	4+	5+	4+	3	12	14/16	2	[150]
Inf Regiment [150] Bows (24", Steady Aim) Special Rules: <i>Elite(Melee),Phalanx</i> Keywords: <i>Elf</i>	6	4+	5+	4+	3	12	14/16	2	[150]
Inf Regiment [150] Bows (24", Steady Aim) Special Rules: <i>Elite(Melee),Phalanx</i> Keywords: <i>Elf</i>	6	4+	5+	4+	3	12	14/16	2	[150]

Forest Shamblers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Inf Regiment [120] Special Rules: <i>Crushing Strength(1),Pathfinder, Scout, Shambling</i> Keywords: <i>Verdant</i>	6	4+	-	5+	2	9	-/14	3	[120]
Lrg Inf Regiment [120] Special Rules: <i>Crushing Strength(1),Pathfinder, Scout, Shambling</i> Keywords: <i>Verdant</i>	6	4+	-	5+	2	9	-/14	3	[120]

Bolt Thrower	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 1 [80] Bolt Thrower (48", Blast(D3),Elite(Ranged),Piercing(2),Reload) Special Rules: <i>Null Void Bolts</i> Keywords: <i>Elf, Kindred</i>	6	0+	4+	4+	0	2	10/12	2	[80]
WE 1 [80] Bolt Thrower (48", Blast(D3),Elite(Ranged),Piercing(2),Reload) Special Rules: <i>Null Void Bolts</i> Keywords: <i>Elf, Kindred</i>	6	0+	4+	4+	0	2	10/12	2	[80]

Elven Archmage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [125] Bane Chant (2) Alchemist's Curse[1](4) Special Rules: <i>Individual, Master of Magic</i> Keywords: <i>Elf</i>	6	5+	-	4+	0	1	11/13	2	[60] [20] [45]

Elf Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [60] Special Rules: <i>Aura(Rampage (Melee 3) - Warhost only),Elite(Melee),Individual, Very Inspiring</i> Keywords: <i>Elf, Warhost</i>	6	4+	-	4+	0	1	10/12	2	[60]
Hero (Inf) 1 [60] Special Rules: <i>Aura(Rampage (Melee 3) - Warhost only),Elite(Melee),Individual, Very Inspiring</i> Keywords: <i>Elf, Warhost</i>	6	4+	-	4+	0	1	10/12	2	[60]

[F] The Swirling Tempests, Drakon Riders (Kal'ar's Hunters) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [180] Special Rules: <i>Crushing Strength(1),Elite(Melee),Fly, Nimble, Spellward, Thunderous Charge(1)</i> Keywords: <i>Elf</i>	10	3+	-	5+	2	9	12/14	4	[180]

[F] The Swirling Tempests, Drakon Riders (Kal'ar's Hunters) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Regiment [180] Special Rules: <i>Crushing Strength(1),Elite(Melee),Fly, Nimble, Spellward, Thunderous Charge(1)</i> Keywords: <i>Elf</i>	10	3+	-	5+	2	9	12/14	4	[180]

[F] Kal'ar Drakonkin, Lord on Drakon (Kal'ar's Hunters) [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [170]	10	3+	-	5+	1	5	13/15	4	[170]
Special Rules: <i>Crushing Strength(1), Elite(Melee), Fly, Inspiring, Nimble, Rampage(Melee D3), Spellward, Thunderous Charge(1)</i> Keywords: <i>Draconic, Elf</i>									

Total Units:

15

Total Unit Strength:

24

Total Primary Core Points:

1995 (100.0%)

Special Rules, Spells and Artefact descriptions are available with a Kings of War Bronze, Silver or Gold subscription.