

# 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)

## Starter Force Lists

These are a selection of army stats. For the full listings, including those right, pick up your copy of the *Kings of War Second Edition Rulebook*.

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Therennian Sea Guard, Silverbreeze Cavalry, Drakon Riders, War Chariots, Dragon Breath, Drakon Rider Lord, Dragon Kindred Lord, Noble War Chariot, Master Hunter, Forest Warden, Tree Herder, Argus Rodinar, The Green Lady