

## Vanguard for Vanguard!!! Greek's Army

Elves (Good)								
Kindred Archers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	5+	4+	4+	20	21/23	250	Bows (Range 24"), Elite
- Heart-seeking Chant							30	
Kindred Tallspears								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	6	4+	-	4+	30	21/23	230	Elite, Phalanx
- Brew of Strength							30	
Forest Shamblers								Large Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	6	4+	-	5+	18	-/17	190	Crushing Strength (1), Pathfinder, Shambling, Vanguard
- Whip of Celerity							10	
Stormwind Cavalry								Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(10)	9	3+	-	5+	16	14/16	215	Elite, Thunderous Charge (2)
Regiment(10)	9	3+	-	5+	16	14/16	215	Elite, Thunderous Charge (2)
Drakon Riders								Large Cavalry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(6)	10	3+	-	5+	18	15/17	270	Crushing Strength (1), Elite, Fly, Thunderous Charge (1)
- Chant of Hate							25	
Army Standard Bearer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	5+	-	4+	1	10/12	50	Hero (Cav), Elite, Individual, Inspiring
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15	
- Lute of Insatiable Darkness							25	
Elven King								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	3+	-	5+	5	13/15	120	Hero (Cav), Crushing Strength (1), Elite, Individual, Inspiring
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							20	
- Sabre-Toothed Pussycat							10	
- Orcish Skullpole							5	
Elven Prince								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	9	3+	-	5+	3	11/13	60	Hero (Cav), Crushing Strength (1), Elite, Individual
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15	
- Sabre-Toothed Pussycat							10	

(1)	9	3+	-	5+	3	11/13	60	Hero (Cav), Crushing Strength (1), Elite, Individual
- Mount on a horse, increasing Speed to 9 and changing to Hero (Cav)							15	
- Sabre-Toothed Pussycat							10	
Forest Warden								Hero (LrgInf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	5+	3	11/13	75	Hero (LrgInf), Crushing Strength (2), Nimble, Pathfinder, Surge (3), Vanguard
Tree Herder								Hero (Mon)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	6+	7	18/20	260	Hero (Mon), Crushing Strength (3), Inspiring, Pathfinder, Surge (8), Vanguard
- Brew of Haste							15	
Kings Champions[1]								Formation
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(0)	-	-	-	-	-	-/-	20	Formation: Kings Champions
								2250

<b>Brew of Haste</b>	The unit has +1 Speed.
<b>Brew of Strength</b>	The unit has Crushing Strength (1), or if the unit already has Crushing Strength, it is increased by 1.
<b>Chant of Hate</b>	The unit has the Vicious special rule.
<b>Crushing Strength</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it can re-roll all dice that score a natural, unmodified 1.
<b>Fly</b>	The unit can move over anything (blocking terrain, enemy units, friendly units when charging, etc.), but still cannot land on top of them. The unit does not suffer hindered charges for moving over difficult terrain or obstacles, unless it ends the move within or touching them. The unit also has the Nimble special rule. While Disordered, units lose the Fly special rule including the Nimble that it grants. If the unit has Nimble for a different reason (ie: Individual) then they will remain Nimble while Disordered.
<b>Formation: Kings Champions</b>	Formation must contain: 2x Stormwind Cavalry Regiments 1x Elven King (Mounted) Each unit in this formation is granted the Headstrong special rule. The Elven King in this formation increases its Melee to 2+.
<b>Heart-seeking Chant</b>	The unit's ranged attacks and spells have the Piercing (1) special rule, or if the unit already has Piercing, it is increased by 1.
<b>Individual</b>	Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks. Move Individuals have the Nimble special rule. Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier. Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
<b>Inspiring</b>	If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
<b>Lute of Insatiable Darkness</b>	This artefact can only be used by Heroes. The Hero has the Bane-Chant (2) spell.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any move order, including a Charge! It cannot make this extra pivot when ordered to Halt. In

addition, the unit does not suffer from the –1 to hit modifier for moving and shooting. When Disordered by a unit in melee with either the Phalanx or Ensnare special rule, this unit loses the Nimble special rule until the end of its following turn.

<b>Orcish Skullpole</b>	The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
<b>Pathfinder</b>	The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.
<b>Phalanx</b>	Units that charge this unit's front cannot use the Thunderous Charge special rule.
<b>Sabre-Toothed Pussycat</b>	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.
<b>Shambling</b>	The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
<b>Surge</b>	Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
<b>Thunderous Charge</b>	All melee hits inflicted by the unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any), however, the unit loses this bonus when Disordered and reduces this bonus by 1 when Hindered.
<b>Vanguard</b>	The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
<b>Whip of Celerity</b>	While declaring and measuring a charge, the unit has an additional 1" added onto their maximum charge distance. For example, a unit with Speed 5 has a maximum charge distance of 11".