

1 *Sergent Chapareillan* 31 pts

Elf, Regular, Light Inf., Experienced

DF
2

Wounds
2

Moral
+3

Melee
+4



Equipment: High Elf Musket, Bayonet

Movement	P			W R		
Rates	3	6	12	18	24	36

Weapon	0-5	6-15	16-30	31-45	46-60	61-75	R
Musket	80/5	70/4	60/3	45/3	25/2	15/2	1

2 *Caporal Maximin* 32 pts

Elf, Regular, Light Inf., Experienced

DF
2

Wounds
2

Moral
+3

Melee
+5



Equipment: High Elf Musket, Sword

Spells: Light fire, Distort appearance

Movement	P			W R		
Rates	3	6	12	18	24	36

Weapon	0-5	6-15	16-30	31-45	46-60	61-75	R
Musket	80/5	70/4	60/3	45/3	25/2	15/2	1

6 *Voltigeur Correnc* 20 pts

Elf, Regular, Light Inf., Raw

DF
2

Wounds
2

Moral
-1

Melee
0



Equipment: High Elf Musket, Bayonet

Special: Always gets the aimed bonus

Movement	P			W R		
Rates	3	6	12	18	24	36

Weapon	0-5	6-15	16-30	31-45	46-60	61-75	R
Musket	80/5	70/4	60/3	45/3	25/2	15/2	1

5 *Voltigeur Devreux* 24 pts

Elf, Regular, Light Inf., Average

DF
2

Wounds
2

Moral
+1

Melee
+2



Equipment: High Elf Musket, Bayonet

Movement	P			W R		
Rates	3	6	12	18	24	36

Weapon	0-5	6-15	16-30	31-45	46-60	61-75	R
Musket	80/5	70/4	60/3	45/3	25/2	15/2	1

7 *Voltigeur Alphonse* 20 pts

Elf, Regular, Light Inf., Raw

DF
2

Wounds
2

Moral
-1

Melee
0



Equipment: High Elf Musket, Bayonet

Movement	P			W R		
Rates	3	6	12	18	24	36

Weapon	0-5	6-15	16-30	31-45	46-60	61-75	R
Musket	80/5	70/4	60/3	45/3	25/2	15/2	1

8 *Voltigeur Escargot* 20 pts

Elf, Regular, Light Inf., Raw

DF
2

Wounds
2

Moral
-1

Melee
0



Equipment: High Elf Musket, Bayonet

Movement	P			W R		
Rates	3	6	12	18	24	36

Weapon	0-5	6-15	16-30	31-45	46-60	61-75	R
Musket	80/5	70/4	60/3	45/3	25/2	15/2	1

9 *Voltigeur Lorain* 20 pts

Elf, Regular, Light Inf., Raw

DF
2

Wounds
2

Moral
-1

Melee
0



Equipment: High Elf Musket, Bayonet

Movement	P			W R		
Rates	3	6	12	18	24	36

Weapon	0-5	6-15	16-30	31-45	46-60	61-75	R
Musket	80/5	70/4	60/3	45/3	25/2	15/2	1

10 *Voltigeur Lyonel* 20 pts

Elf, Regular, Light Inf., Raw

DF
2

Wounds
2

Moral
-1

Melee
0



Equipment: High Elf Musket, Bayonet

Spell: Heal 1 wound (himself or other)

Movement	P			W R		
Rates	3	6	12	18	24	36

Weapon	0-5	6-15	16-30	31-45	46-60	61-75	R
Musket	80/5	70/4	60/3	45/3	25/2	15/2	1

3 *Voltigeur Mareau* 24 pts

Elf, Regular, Light Inf., Average

DF
2

Wounds
2

Moral
+1

Melee
+2



Equipment: *High Elf Musket, Bayonet*

Movement		P			W	R
Rates	3	6	12	18	24	36

Weapon	0-5	6-15	16-30	31-45	46-60	61-75	R
Musket	80/5	70/4	60/3	45/3	25/2	15/2	1

4 *Voltigeur Rochette* 24 pts

Elf, Regular, Light Inf., Average

DF
2

Wounds
2

Moral
+1

Melee
+2



Equipment: *High Elf Musket, Bayonet*

Special: 40% to ignore leader's death moral check

Movement		P			W	R
Rates	3	6	12	18	24	36

Weapon	0-5	6-15	16-30	31-45	46-60	61-75	R
Musket	80/5	70/4	60/3	45/3	25/2	15/2	1