

## Nick Mole

### Elves (Good)

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<b>Kindred Tallspears</b>									<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	4	-	4	2	1	12	10/12	[90]
Elite (Melee), Phalanx Keywords: Elf, Kindred									
<b>Forest Guard</b>									<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(10)	6	3	-	4	2	1	10	11/13	[105]
Elite (Melee), Pathfinder, Thunderous Charge (1) Keywords: Elf, Tracker									
<b>Palace Guard</b>									<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	3	-	4	2	4	25	22/24	[265]
Crushing Strength (1), Elite (Melee) Keywords: Elf									
<b>Kindred Archers</b>									<b>Infantry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	5	5	4	2	2	10	14/16	[120]
Elite (Ranged) Bows (Range 24") Keywords: Elf, Kindred									
<b>Stormwind Cavalry</b>									<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	3	-	5	3	3	16	14/16	215
Sir Jesse's Boots of Striding Elite (Melee), Thunderous Charge (2) Keywords: Elf									
									15
									[230]
<b>Silverbreeze Cavalry*</b>									<b>Cavalry</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Troop(5)	10	4	4	4	3	1	7	11/13	[130]
Nimble Shortbows: (18", Elite (Ranged), Steady Aim) Keywords: Elf									
Regiment(10)	10	4	4	4	3	2	14	14/16	[200]
Nimble Shortbows: (18", Elite (Ranged), Steady Aim) Keywords: Elf									
<b>Lord on Drakon</b>									<b>Hero (LrgCav)</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	4	1	5	13/15	[170]
Crushing Strength (1), Elite (Melee), Fly, Inspiring, Nimble, Thunderous Charge (1) Keywords: Draconic, Elf									
<b>Elven Archmage</b>									<b>Hero (Inf) Spellcaster: 2</b>
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	4	2	0	1	11/13	60
Bane Chant (2) Lightning Bolt (5) Individual, Master of Magic Spells: Bane Chant (2), Lightning Bolt (5) Keywords: Elf									
									20
									35
									[115]

Argus Rodinar[1]										Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	-	-	5	2	0	-	-/13	[70]	
Altar of the Elements, Individual, Inspiring										
Keywords: Elf, Shrine										

#### Special Rules and Spells:

<b>Altar of the Elements</b>	As long as this unit is present and in play on the table, at the start of each of your ranged phases you may select a single Friendly Core unit on the battlefield regardless of range or line of sight. The unit is granted the Inspiring special rule until the start of your next turn.
<b>Bane Chant</b>	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
<b>Crushing Strength</b>	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
<b>Elite</b>	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
<b>Fly</b>	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
<b>Individual</b>	See page 34.
<b>Inspiring</b>	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
<b>Lightning Bolt</b>	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
<b>Master of Magic</b>	This unit can re-roll all to hit rolls of a natural, unmodified 1 with Bane Chant, Heal, Hex, Lightning Bolt, Mind Fog and Wind Blast.
<b>Nimble</b>	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
<b>Pathfinder</b>	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. <i>Pathfinder</i> units are not Hindered when making a Charge though Difficult Terrain.
<b>Phalanx</b>	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
<b>Sir Jesse's Boots of Striding</b>	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
<b>Thunderous Charge</b>	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and recuses this bonus by one when Hindered (to a minimum of zero).