

CHRIS LYNCH - FRANTICON SINGLES



ELVES

GOOD

Forest Guard

Infantry

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									
Troop(10)	6	3	-	4	2	1	10	11/13	[105]
Elite (Melee), Pathfinder, Thunderous Charge (1) Keywords: Elf, Tracker									

Palace Guard

Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	3	-	4	2	4	25	22/24	265
Chalice of Wrath									15
Crushing Strength (1), Elite (Melee)									[280]
Keywords: Elf									

Stormwind Cavalry

Cavalry

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									15
Elite (Melee), Thunderous Charge (2)									[230]
Keywords: Elf									

Silverbreeze Cavalry*

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	10	4	4	4	3	2	14	14/16	[200]
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									

Battlecats*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	7	4	-	2	1	1	9	10/12	[80]
Elite (Melee - Swarms only), Nimble, Vicious (Melee)									
Keywords: Beast									

Elven Archmage

Hero (Inf)
Spellcaster: 2

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	4	2	0	1	11/13	60
Inspiring Talisman									20
Bane Chant (2)									20
Lightning Bolt (5)									35
Individual, Master of Magic									[135]
Spells: Bane Chant (2), Lightning Bolt (5)									
Keywords: Elf									

Dragon Kindred Lord									Hero (Mon)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	4	5	6	1	10	17/19	[315]
Crushing Strength (3), Elite (Melee), Fly, Inspiring, Nimble Dragon's Breath (12", Steady Aim) Keywords: Draconic, Elf									

Total Unit Strength: 15

Total Core: 1650 (100%)

Total Units: 9



SPECIAL RULES AND SPELLS:

Bane Chant	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.
Chalice of Wrath	The unit gains the <i>Fury</i> special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Elite	Whenever the unit rolls to hit, it must re-roll all dice that score a natural, unmodified 1.
Fly	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.
Individual	See page 34.
Inspiring	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.
Inspiring Talisman	The unit gains the <i>Inspiring</i> special rule.
Lightning Bolt	Spell: 24", Enemy - Roll to damage as normal. Modifiers: <i>Piercing</i> (1), Hits on a 5+ against unit in Cover.
Master of Magic	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.
Nimble	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.
Pathfinder	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.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Steady Aim	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
Thunderous Charge	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 reduces this bonus by one when Hindered (to a minimum of zero).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.