

# JAVIER ANCIZU CLASH 2022



**ELVES**

**GOOD**

## Kindred Gladestalkers

**Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	6	3	4	3	2	3	12	14/16	[175]
Elite, Pathfinder, Scout Bows (24", Steady Aim) Keywords: Elf, Kindred, Tracker									
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## Therennian Sea Guard

**Infantry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	6	4	5	4	2	4	25	21/23	[260]
Elite (Melee), Phalanx Bows (24", Steady Aim) Keywords: Elf									

## Stormwind Cavalry

**Cavalry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	9	3	-	5	3	3	16	15/17	215
Maccwar's Potion of the Caterpillar Upgrade to Quicksilver Lancers [1] (Regiment only) - Gain Nimble and increase Waver/Route values +1									
									20
									25
									[260]
Elite (Melee), Thunderous Charge (2), Nimble Keywords: Elf									

## Drakon Riders

**Large Cavalry**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(6)	10	3	-	5	4	3	18	15/17	275
Sir Jesse's Boots of Striding									
									15
									[290]
Crushing Strength (1), Elite (Melee), Fly, Thunderous Charge (1) Keywords: Elf									

## Lord on Drakon

**Hero (LrgCav)**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	10	3	-	5	4	1	5	13/15	160
Staying Stone									
									5
									[165]
Crushing Strength (1), Elite (Melee), Fly, Inspiring, Nimble, Thunderous Charge (1) Keywords: Draconic, Elf									

## Elven Archmage

**Hero (Inf)  
Spellcaster: 3**

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	6	5	-	4	2	0	1	11/13	60
Lightning Bolt (5)									
									35
									[95]
Individual, Master of Magic Spells: Lightning Bolt (5) Keywords: Elf									

<b>Elven Archmage</b>										Hero (Cav) Spellcaster: 3
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	9	5	-	4	3	0	1	11/13	60	
Boots of Levitation Mount on a Horse, increasing Speed to 9 and changing to Hero (Cav - Height: 3) Library Alchemist's Curse [1](4)									30	
Individual, Master of Magic Spells: Alchemist Curse [1] (4) Keywords: Elf									25	
									35	
									[150]	

  

<b>Tydarion Dragonlord[1]</b>										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	4	5	6	1	10	18/20	[335]	
Brutal, Crushing Strength (4), Elite, Fly, Nimble, Very Inspiring Dragon's Breath (12", Att: 12, Steady Aim) Keywords: Draconic, Elf										

  

<b>Argus Rodinar[1]</b>										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, Master Strategist Keywords: Elf, Shrine										

  

<b>Nimue Waydancer [1]</b>										Hero (Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	6	5	-	4	2	0	1	12/14	[150]	
Cloak of Death, Individual, Inspiring, Stealthy, Wanderer of the Ways Spells: Fireball (10), Heal (4), Surge (4), Wind Blast (5) Keywords: Elf, Verdant										

Total Unit Strength: 21  
 Total Core: 2300 (100%)

Total Units: 12



## SPECIAL RULES AND SPELLS:

<b>Alchemist Curse [1]</b>	Spell: 12", Enemy, Modifiers: Piercing (4), Hits on a 5+ against units in Cover - Add the target's Defence value to the (n) value of this spell.
<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>Boots of Levitation</b>	The unit may still make Ranged attacks even after receiving an At the Double Movement order.
<b>Brutal</b>	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest <i>Brutal</i> (n) value to the total rolled. If no value is specified, the unit has Brutal (1). If an enemy unit is subject to both the <i>Brutal</i> and <i>Dread</i> special rules, the attacking player must choose which to use.
<b>Cloak of Death</b>	In the Movement phase, after the unit has completed its order, all Enemy units within 6" of this unit take an immediate point of damage. Units can only be damaged by a single source of <i>Cloak of Death</i> per Turn. No Nerve test is required for damage taken from a <i>Cloak of Death</i> .
<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>Fireball</b>	Spell: 12", Enemy - Roll to damage the enemy as normal. Modifiers: Shattering, Hits on a 5+ against units in Cover or with <i>Stealthy</i> .
<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>Heal</b>	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
<b>Individual</b>	See page 34 (page 30 in gamers edition)

<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>Maccwar's Potion of the Caterpillar</b>	This unit gains the <i>Pathfinder</i> special rule.
<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, Surge and Wind Blast.
<b>Master Strategist</b>	As long as this unit is present and in play on the table, once per Turn the unit's player may re-roll a single dice that failed to either hit or damage with any Friendly Core unit, regardless of range and Line of Sight to Argus.
<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>Scout</b>	The unit can make a single At the Double or Advance order after set-up is finished but before the first Turn of the first Round begins. If moving At the Double as part of this order, the unit treats Obstacles and Difficult Terrain as Open Terrain during the <i>Scout</i> movement. If both armies have units with this rule, both players roll a single die each. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn in Round one as normal.
<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>Staying Stone</b>	The unit gains +1 to its Wavering stat value.
<b>Steady Aim</b>	The unit does not suffer from the -1 Moving modifier when making Ranged attacks.
<b>Stealthy</b>	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
<b>Surge</b>	Spell: 12", Friendly Shambling only - For each hit, the target unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the <i>Fly</i> special rule is not in effect for this movement. 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 in the previous Ranged phase. If, and only if, the surged unit contacts a corner of the Enemy unit and not the edge, determine which arc of the target unit the Leader Point of the surging unit is in before it moves and align to that side to attack. If two Enemy units are contacted at the same time, the attacking player may choose which unit is being charged. 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 spell has no effect on units with Speed 0.
<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 reduces this bonus by one when Hindered (to a minimum of zero).
<b>Very Inspiring</b>	This is the same as the <i>Inspiring</i> special rule, except that it has a range of 9". Any rule that affects <i>Inspiring</i> also affects <i>Very Inspiring</i> 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.
<b>Wanderer of the Ways</b>	Once per game, before Nimue Waydancer is given an order, she increases her Speed to 10 and gains the <i>Fly</i> special rule until the end of the turn. In the turn this ability is activated, Nimue Waydancer may still cast spells even if she was given an At The Double order.
<b>Wind Blast</b>	Spell: 18", Enemy - For each hit the target enemy unit is pushed 1" directly backward if the spellcaster is in the target unit's front arc, directly sideways and away from the spellcaster if the spellcaster is in either of the target unit's flank arcs, or directly forward if the spellcaster is in the target unit's rear arc. The target stops 1" away from enemy units or just out of contact with blocking terrains and friends. This spell has no effect on Speed 0 units.