


Elves [2300]

Shield Watch Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [180]	6	4+	-	5+	3	12	14/16	2	[155]
The Scrying Gem [25]									
<i>Special Rules: Crushing Strength(1),Elite(Melee) Keywords: Elf</i>									

Kindred Gladstalkers Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [185]	6	3+	4+	3+	3	12	14/16	2	[185]
Bows (24", Steady Aim)									
<i>Special Rules: Elite, Pathfinder, Scout Keywords: Elf, Kindred, Tracker</i>									
Regiment (20) [185]	6	3+	4+	3+	3	12	14/16	2	[185]
Bows (24", Steady Aim)									
<i>Special Rules: Elite, Pathfinder, Scout Keywords: Elf, Kindred, Tracker</i>									

Therennian Sea Guard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (40) [280]	6	4+	5+	4+	4	25	21/23	2	[260]
Hammer of Measured Force [20]									
Bows (24", Steady Aim)									
<i>Special Rules: Elite(Melee),Phalanx Keywords: Elf</i>									

Silverbreeze Cavalry* Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [180]	10	4+	4+	4+	2	14	14/16	3	[180]
Shortbows (18", Elite(Ranged),Steady Aim)									
<i>Special Rules: Nimble Keywords: Elf</i>									

Stormwind Cavalry Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [250]	9	3+	-	5+	3	16	15/17	3	[210]
Quicksilver Lancers [25]									
Helm of the Drunken Ram [15]									
<i>Special Rules: Elite(Melee),Thunderous Charge(3),Nimble Keywords: Elf</i>									

Drakon Riders Large Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [290]	10	3+	-	5+	3	18	15/17	4	[275]
Sir Jesse's Boots of Striding [15]									
<i>Special Rules: Crushing Strength(1),Elite(Melee),Fly, Thunderous Charge(1) Keywords: Elf, Draconic</i>									

Bolt Thrower War Engine	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [80]	6	0+	4+	4+	0	2	10/12	2	[80]
Bolt Thrower (48", Blast(D3),Elite(Ranged),Piercing(2),Reload)									
<i>Special Rules: Null Void Bolts Keywords: Elf, Kindred</i>									

Elven Archmage Hero (Cavalry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 3 [150]	9	5+	-	4+	0	1	11/13	3	[60]
Horse Mount [25]									
Boots of Levitation [30]									
Alchemist's Curse[1](4) [35]									
<i>Special Rules: Individual, Master of Magic Keywords: Elf</i>									

King's Champion [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [145]	7	3+	-	5+	0	7	14/16	2	[145]
<i>Special Rules: Aura(Fury - Kindred only),Crushing Strength(1),Duelist, Elite(Melee),Individual, Mighty, Phalanx, Very Inspiring Keywords: Elf, Kindred</i>									

Argus Rodinar [1] Hero (Monster)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [70]	6	0+	-	5+	0	0	-/13	2	[70]
<i>Special Rules: Individual, Inspiring, Altar of the Elements, Master Strategist Keywords: Elf, Shrine</i>									

Dragon Kindred Lord Hero (Titan)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [305] Dragon's Breath (12", Steady Aim) <i>Special Rules: Crushing Strength(3), Elite(Melee), Fly, Inspiring, Nimble</i> Keywords: Draconic, Elf	10	3+	4+	5+	1	10	17/19	6	[305]

Total Units:

12

Total Unit Strength:

22

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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, Surge and Wind Blast.
Altar of the Elements	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.
Master Strategist	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.
Null Void Bolts	Enemy units that suffer 1 or more damage from this unit's ranged attack gain the Spellward special rule until the end of its following turn.

Special Rule	Description
Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Aura (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect melee or ranged combat (such as Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the combat is being resolved. Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Blast	If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. Once this is done, roll damage as normal for all of this hits caused.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Duelist	While attacking enemy Individuals in Melee, this unit doubles its number of Attacks.
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 Fly special rule. In addition, if a unit with Fly also has the Nimble special rule, then the Nimble special rule is also lost while the unit is Disordered.
Individual	See the Rules Chapter for Individuals
Inspiring	If this unit, or any Friendly Core unit within 6 inches 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 Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Mighty	Individuals with the Mighty special rule are no longer Yielding.
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. 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.
Pathfinder	The unit suffers no movement penalties for Difficult Terrain, simply treating it as Open Terrain in the Movement phase. Pathfinder units are not Hindered when making a Charge through Difficult Terrain.
Phalanx	Units that Charge this unit's front cannot use the Thunderous Charge special rule. In addition, Cavalry, Large Cavalry and units with the Fly special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Piercing	All hits caused by Ranged attacks with this rule from this unit have a +(n) modifier when rolling to damage.
Reload	The unit can only make ranged attacks if it received a Halt order in its previous Movement phase.

Scout	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 Scout 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.
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 Crushing Strength (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring. Ignore this modifier for the purposes of Inspiring - this special rule affects all units, except Inspiring (Self).

Spell	Description	Special Rules
Alchemist's Curse[1] Range: 12" Enemy	Add the target's Defence value to the (n) value of this spell. e.g. Casting Alchemist's Curse [1] (2) against a Defence 4+ unit, will result in Alchemist's Curse [1] (6), rolling 6 dice for the spell.	Piercing(4), Hits on a 5+ against units in Cover

Artefact	Description
Helm of the Drunken Ram	The unit gains the Thunderous Charge (+1) special rule, but may not benefit from either the Strider or Pathfinder special rules when carrying out a Charge.
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Hammer of Measured Force	In Melee, this unit will always damage the enemy on a 4+ regardless of any other modifiers.
The Scrying Gem	When starting to deploy their units, your opponent must deploy D3+1 units instead of a single one.
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order.