

Elves [1995]

Palace Guard Infantry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (20) [160]	6	3+	-	4+	3	12	15/17	2	[160]
<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) [290]	6	4+	5+	4+	4	25	21/23	2	[260]
Chant of Hate									
Bows (24", Steady Aim)									
<i>Special Rules: Elite(Melee), Phalanx, Vicious Keywords: Elf</i>									

Stormwind Cavalry Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Regiment (10) [235]	9	3+	-	5+	3	16	15/17	3	[210]
Quicksilver Lancers									
<i>Special Rules: Elite(Melee), Thunderous Charge(2), Nimble Keywords: Elf</i>									

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

Drakon Hatchling Pack* Swarm	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Horde (6) [210]	7	4+	-	3+	1	24	14/16	2	[195]
Sir Jesse's Boots of Striding									
<i>Special Rules: Crushing Strength(1), Fly, Nimble Keywords: Draconic</i>									

Elven Archmage Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 3 [135]	6	5+	-	4+	0	1	11/13	2	[60]
Inspiring Talisman									
Bane Chant (2)									
Lightning Bolt (5)									
<i>Special Rules: Individual, Master of Magic, Inspiring Keywords: Elf</i>									

Nimue Waydancer [1] Hero (Infantry)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 Spellcaster 1 [150]	6	5+	-	4+	0	1	12/14	2	[150]
Fireball (10)									
Heal (4)									
Surge (4)									
Wind Blast (5)									
<i>Special Rules: Cloak of Death, Individual, Inspiring, Stealthy, Wanderer of the Ways Keywords: Elf, Verdant</i>									

Noble War Chariot Hero (Chariot)	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
1 [100]	8	3+	4+	4+	1	4	11/13	3	[100]
Shortbow (18", Steady Aim)									
<i>Special Rules: Crushing Strength(1), Elite, Nimble, Thunderous Charge(1) Keywords: Elf</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>									

Total Units:
Total Primary Core Points:

11
1995 (100.0%)

Total Unit Strength:

21

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.
Wanderer of the Ways	Once per game, before Nimue Waydancer is given an order, she increases her Speed to 10 and gains the Fly 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.

Special Rule	Description
Cloak of Death	In the Movement phase, after this 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 Cloak of Death per Turn. No Nerve test is required for damage taken from a Cloak of Death.
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 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.
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.
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.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
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).
Vicious	Whenever the unit rolls to damage, it must re-roll all dice that score a natural, unmodified 1.

Spell	Description	Special Rules
Bane Chant	If one or more hits are scored, for the rest of the turn the unit gains Crushing Strength (+1).	

Range: 12"
Friendly, CC

This effect only applies once – multiple castings on the same target have no additional effect.

Fireball Range: 12" Enemy	Roll to damage the enemy as normal.	Shattering, Hits on a 5+ against units in Cover or with Stealthy.
Heal Range: 12" Friendly, Self, CC	For each hit, the target unit regains a point of damage that it has previously suffered.	
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
Surge Range: 12" Friendly – Shambling Only	For each hit, the target friendly Shambling unit moves straight forward a full inch (stopping just out of contact from Friendly units and Blocking Terrain). If applicable, the Fly 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.	
Wind Blast Range: 18" Enemy	For each hit the target enemy unit is pushed 1 inch 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 inch away from enemy units or just out of contact with blocking terrain and friends. This spell has no effect on Speed 0 units.	

Artefact	Description
Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Chant of Hate	The unit gains the Vicious special rule.
Inspiring Talisman	The unit gains the Inspiring special rule.