


Elves [2300]

Palace Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Regiment (20) [160]	6	3+	-	4+	3	12	15/17	2	[160]
<i>Special Rules: Crushing Strength(1),Elite(Melee) Keywords: Elf</i>									
Inf Regiment (20) [160]	6	3+	-	4+	3	12	15/17	2	[160]
<i>Special Rules: Crushing Strength(1),Elite(Melee) Keywords: Elf</i>									

Therennian Sea Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf 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*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Troop (5) [115]	10	4+	4+	4+	1	7	11/13	3	[115]
Shortbows (18", Elite(Ranged),Steady Aim)									
<i>Special Rules: Nimble Keywords: Elf</i>									

Stormwind Cavalry	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [250]	9	3+	-	5+	3	16	15/17	3	[210]
Quicksilver Lancers [25]									
Sir Jesse's Boots of Striding [15]									
<i>Special Rules: Elite(Melee),Thunderous Charge(2),Nimble Keywords: Elf</i>									

Drakon Riders	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Lrg Cav Horde (6) [310]	10	3+	-	5+	3	18	15/17	4	[275]
Wine of Elvenkind [35]									
<i>Special Rules: Crushing Strength(1),Elite(Melee),Fly, Thunderous Charge(1),Nimble Keywords: Elf, Draconic</i>									

Battlecats*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Swm Regiment (3) [80]	7	4+	-	2+	1	9	10/12	1	[80]
<i>Special Rules: Elite(Melee vs Swarms only),Nimble, Vicious(Melee) Keywords: Beast</i>									
Swm Regiment (3) [80]	7	4+	-	2+	1	9	10/12	1	[80]
<i>Special Rules: Elite(Melee vs Swarms only),Nimble, Vicious(Melee) Keywords: Beast</i>									

Bolt Thrower	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
WE 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>									
WE 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	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 Spellcaster 3 [130]	6	5+	-	4+	0	1	11/13	3	[60]
Ej Periscope [5]									
Lightning Bolt (5) [35]									
Heal (4) [30]									
<i>Special Rules: Individual, Master of Magic Keywords: Elf</i>									

Lord on Drakon	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Lrg Cav) 1 [170]	10	3+	-	5+	1	5	13/15	4	[160]
Mead of Madness [10]									
<i>Special Rules: Crushing Strength(1),Elite(Melee),Fly, Inspiring, Nimble, Thunderous Charge(1),Wild Charge(1) Keywords: Draconic, Elf</i>									

Argus Rodinar [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Mon) 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>									

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

Total Units: 14 **Total Unit Strength:** 21
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
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.
Brutal	When testing the Nerve of an enemy unit in Melee with one or more of your units with this rule, add the highest Brutal (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 Brutal and Dread special rules, the attacking player must choose which to use.
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. This includes Difficult Terrain the unit started in. 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.
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 unimpeded 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.
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).
Vicious	Whenever the unit rolls to damage, it must reroll all dice that score a natural, unmodified 1.
Wild Charge	Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit

with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. - In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, at the start of the controlling player's turn, roll a separate D3 for each unit that has a variable wild charge before issuing any movement orders.

Spell	Description	Special Rules
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.

Artefact	Description
Ej Periscope	Infantry and Heavy Infantry only. This unit increases its Height by 1 when it draws Line of Sight.
Mead of Madness	The unit gains the Wild Charge (+1) special rule.
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.
Wine of Elvenkind	The unit gains the Nimble special rule.