


Elves [2300]

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

Therennian Sea Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Inf Horde (40) [265]	6	4+	5+	4+	4	25	21/23	2	[260]
Fire-Oil									
Bows (24", Steady Aim)									
Special Rules: <i>Elite(Melee), Phalanx, Crushing Strength(+1 vs. units with Regeneration), Piercing(+1 vs. units with Regeneration)</i> Keywords: <i>Elf</i>									
Inf Horde (40) [260]	6	4+	5+	4+	4	25	21/23	2	[260]
Bows (24", Steady Aim)									
Special Rules: <i>Elite(Melee), Phalanx</i> Keywords: <i>Elf</i>									

Silverbreeze Cavalry*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Cav Regiment (10) [190]	10	4+	4+	4+	2	14	14/16	3	[180]
Piercing Arrow									
Shortbows (18", Elite(Ranged), Steady Aim)									
Special Rules: <i>Nimble</i> Keywords: <i>Elf</i>									

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

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

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

Army Standard Bearer	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [85]	6	4+	-	4+	0	1	10/12	2	[60]
The Boomstick									
Lightning Bolt (3)									
Special Rules: <i>Elite(Melee), Individual, Inspiring</i> Keywords: <i>Elf</i>									

Madriga the Elf [1]	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
Hero (Inf) 1 [125]	7	3+	3+	4+	0	3	11/13	2	[125]
Bow (24", Piercing(2))									
Special Rules: <i>Elite, Individual, Inspiring(Self only), Pathfinder, Scout, Stealthy, Trick Shot</i> Keywords: <i>Elf, Tracker</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]
Special Rules: <i>Individual, Inspiring, Altar of the Elements, Master Strategist</i> Keywords: <i>Elf, Shrine</i>									

Total Units:

12

Total Unit Strength:

25

Total Primary Core Points:

2300 (100.0%)

Custom Rule	Description
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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.
Trick Shot	Once per game, Madriga can use the following ranged weapon - Trick Shot: 48", Att: 1, Blast (D6), Piercing (2), Ignores Concealed.
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.

Special Rule	Description
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 6inches 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 may move At The Double through Difficult Terrain as though it were Open Terrain. Pathfinder units are not Hindered when making a Charge through, or ending over, 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.
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).

Spell	Description	Special Rules
Lightning Bolt Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.
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
Fire-Oil	The unit gains both the Crushing Strength special rule (+1 - vs. units with Regeneration and the Piercing special rule (+1 - vs. units with Regeneration).

Piercing Arrow	Whenever the unit rolls to damage with a Ranged attack, it can re-roll one of the dice that failed to damage.
The Boomstick	The unit gains the Lightning Bolt (3) spell, or if the unit already has a Lightning Bolt spell, its value is increased by 2.
Boots of Levitation	The unit may still make Ranged attacks even after receiving an At the Double Movement order.
