

# The Cleansing Flame

2300 / 2300 VALID

## Elves [2300]

Palace Guard	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[The Divine Guard] Inf Regiment (20) [160] <i>Special Rules: Crushing Strength(1), Elite(Melee) Keywords: Elf</i>	6	3+	-	4+	3	12	15/17	2	[160]
[The Devotees of Redemption] Inf Regiment (20) [180] Brew of Haste <i>Special Rules: Crushing Strength(1), Elite(Melee) Keywords: Elf</i>	7	3+	-	4+	3	12	15/17	2	[160] [20]

Kindred Tallspears	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[The Faithful] Inf Horde (40) [230] <i>Special Rules: Elite(Melee), Phalanx Keywords: Elf, Kindred</i>	6	4+	-	4+	4	30	21/23	2	[230]

Kindred Gladstalkers	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Faithful Trackers] Inf Troop (10) [140] Bows (24", Steady Aim) <i>Special Rules: Elite, Pathfinder, Scout Keywords: Elf, Kindred, Tracker</i>	6	3+	4+	3+	1	10	10/12	2	[140]
[Inquisitors of the Light] Inf Troop (10) [140] Bows (24", Steady Aim) <i>Special Rules: Elite, Pathfinder, Scout Keywords: Elf, Kindred, Tracker</i>	6	3+	4+	3+	1	10	10/12	2	[140]
[Eyes of the Faith] Inf Troop (10) [140] Bows (24", Steady Aim) <i>Special Rules: Elite, Pathfinder, Scout Keywords: Elf, Kindred, Tracker</i>	6	3+	4+	3+	1	10	10/12	2	[140]
[Arrows of Zeal] Inf Troop (10) [140] Bows (24", Steady Aim) <i>Special Rules: Elite, Pathfinder, Scout Keywords: Elf, Kindred, Tracker</i>	6	3+	4+	3+	1	10	10/12	2	[140]

Forest Shamblers*	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Draketouched Guardians] Lrg Inf Horde (6) [200] <i>Special Rules: Crushing Strength(1), Pathfinder, Scout, Shambling Keywords: Verdant</i>	6	4+	-	5+	3	18	-/17	3	[200]

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

Elven King	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Sarai Lightbringer] Hero (Cav) 1 [180] Sabre-Toothed Hunting Cat Horse Mount The Shardblade Blade of the Beast Slayer <i>Special Rules: Crushing Strength(1 / +2 vs Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans), Elite(Melee), Individual, Inspiring, Mighty, Sabre-Toothed Hunting Cat Keywords: Elf</i>	9	2+	-	5+	0	5	13/15	3	[100] [10] [35] [15] [20]

Elven Archmage	Sp	Me	Ra	De	US	Att	Ne	Ht	Pts
[Eria the Evoker] Hero (Inf) 1 Spellcaster 3 [95] Lightning Bolt (5) <i>Special Rules: Individual, Master of Magic Keywords: Elf</i>	6	5+	-	4+	0	1	11/13	2	[60] [35]
[Zerial the Apostle] Hero (Cav) 1 Spellcaster 3 [140] Horse Mount Inspiring Talisman Lightning Bolt (5) <i>Special Rules: Individual, Master of Magic, Inspiring Keywords: Elf</i>	9	5+	-	4+	0	1	11/13	3	[60] [25] [20] [35]

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

**Total Units:** 13 **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.

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 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 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.
Sabre-Toothed Hunting Cat	The unit gains Duelist.
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.
Shambling	The unit cannot be given an At the Double Movement order, except when carrying out a Scout move.
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).

Spell	Description	Special Rules
<b>Lightning Bolt</b> Range: 24" Enemy	Roll to damage the enemy as normal.	Piercing(1), Hits on a 5+ against units in Cover.

Artefact	Description
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Sir Jesse's Boots of Striding	Once per game, this unit gains both the Pathfinder & Strider special rules until the end of the Turn.
Blade of the Beast Slayer	The unit gains the Crushing Strength (+2 - vs. Large Infantry, Monstrous Infantry, Large Cavalry, Monsters and Titans) special rule.
Brew of Haste	This unit increases its Speed stat by +1.
Inspiring Talisman	The unit gains the Inspiring special rule.

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